



UNHALLOWED METROPOLIS — ORE CONVERSION



Unhallowed Metropolis

ONE ROLL ENGINE CONVERSION

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Based on the One-Roll Engine developed by Greg Stolze
and
The Unhallowed Metropolis setting developed by Jason Soles and Nicole Vega

This conversion requires the use of the following books:

Unhallowed Metropolis by Jason Soles and Nicole Vega and published by Hallow's Eve Designs
(<http://www.hallowsevedesigns.com/>)

Wild Talents, Essential Edition by Dennis Detwiller, Greg Stolze, Kenneth Hite, and Shane Ivey published by Arc Dream Press
(<http://www.arcdream.com/>)

Reign: A Game of Lords and Leaders by Greg Stolze, published by Schroedinger's Cat Press
(<http://www.gregstolze.com>)

NEMESIS: Roleplaying in Worlds of Horror by Dennis Detwiller, Greg Stolze, and Shane Ivey

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Attributes

The Unhallowed Metropolis (UnMet) Attributes of Vitality, Coordination, Wit, Intellect, Charm, and Will are kept. They will map to the ORE Attributes as best fits (Vitality = Body, Intellect = Mind, Will = Command, Wit = Sense). The UnMet Attribute of Prowess is dropped from the game as is the derived “Actions” portion of the Prowess Attribute. The ORE Attribute of Base Will is renamed Resolve, and a character gains a number of Willpower points equal to their Resolve. A character has Resolve equal to 2 plus their Will stat and their highest Corruption Path.

Willpower

Willpower is a pool of points that allows the player to enforce their will upon the game world. This is done through the lens of the character’s personal resolve and grit pulling them through tough times. A character starts play with a number of Willpower points equal to their Resolve stat. The Resolve Stat will increase as the character gains more Will or Corruption. It is always equal to the character’s current Will and their highest Corruption Path Rating.

A character can have more Willpower than their Resolve, however. There is no upper limit to the amount of Willpower a character can have.

Using Willpower

Willpower is used in the UnMet ORE conversion in the following ways:

- **Inspiration:** One point of Willpower can be spent to gain +2d to any given roll. Only one Willpower point may be spent to add bonus dice to any given roll in this manner.
- **Intuition:** One point of Willpower can be spent to increase the character’s Wit Attribute by +1 for the purposes of declaration in combat. This bonus applies for the remainder of Combat.
- **Ignore the pain:** One point of Willpower can be spent to either remove a point of Shock Damage or convert a point of Killing Damage to Shock. This must be spent the same round that the Damage is incurred. Willpower point can be spent on each type of damage, so a character that takes 1 K damage can spend 1 Willpower to reduce the damage to 1 Shock, but cannot spend 2 Willpower to ignore the damage entirely. A character that took 2K and 2S could spend a maximum of 4 Willpower (one for every point of damage taken) to only take 2 Shock Damage (2 points of Willpower reduced the 2S to 0S and two more points change the 2K to 2S). A character can never spend more than 6 Shock on a given attack.
- **Never surrender:** One point of Willpower can be spent to keep a character alive that has suffered a Fatality or a fatal Complication. The character will remain alive, inactive, and fading in and out of consciousness for one minute per Willpower spent.
- **Stiff upper lip:** One Willpower point can be spent to instantly negate the effects of being Shaken or Dazed. Willpower cannot be spent to overcome being Terrified or Stunned.

Regaining Willpower

Willpower can be regained as follows:

- **Motivation:** If the character does something difficult on behalf of their Loyalty or Passion, gain a number of Willpower points equal to the Loyalty/Passion rating.
- **Heroism:** Whenever a character voluntarily stands in harm’s way to protect another and succeeds, the character gains one Willpower point. If the character suffers particularly grievous injuries in this process, the character gains a number of Willpower equal to twice the Will of the person saved.
- **Rest:** Each night of restful sleep regains one point of Willpower provided they have fewer Willpower points than their Resolve stat. Thus, a character with a Resolve of 5 would regain a Willpower point for a restful night’s sleep if they went to bed with 4 or fewer Willpower points.
- **Tagging a Corruption path:** A character that has run out of Willpower can instantly gain Willpower points by tagging a Corruption Path. Tagging a Path increases the Path’s rating by one and the character instantly gains a number of Willpower equal to double the character’s Resolve. Thus a character that had a Resolve of 5, a Level 2 Physical Corruption and a Level 3 Drive Corruption could tag either Corruption to gain more Willpower points instantly. If the character tagged their Physical Path, they’d gain 10 Willpower and their Physical Corruption would increase to 3 (this would keep their Resolve at 5). Meanwhile, they’d gain 12 Willpower if they tagged their Drive Corruption as well as raise their Drive Corruption rank to 4 and Resolve to 6. A character can only tag a Corruption Path once per game session.

Losing Willpower

Willpower is lost in UnMet in the following ways:

- **Failing a Motivation:** Whenever a character performs a task on behalf of one of their Loyalties or Passions and fails, the character loses a number of Willpower as the rating of the Loyalty/Passion. Also, if the character ever lets pass an opportunity to show their Loyalty or indulge their Passion, they lose a single Willpower point.
- **Helplessness:** A deep, personal tragedy that falls outside the character's control (i.e. the sudden death of a loved one, a divorce, seeing one's child rise as an Animate) causes the character to lose one-half (rounding up, minimum of 1) of their current Willpower.
- **Trauma:** A character that is forced to make a Stability check for any reason other than Fear and fails loses half of their current Willpower points (rounding up, minimum of 1) or more, depending on circumstances.
- **Failed heroics:** Whenever a character attempts to save someone and fails, they lose the victim's Resolve in Willpower points.
- **Terrified:** Whenever a character becomes Terrified due to a failed Fear check, the character loses Willpower according to their response. Characters that respond by Fighting lose all their remaining Willpower while those who take Flight lose only ½ of their remaining Willpower (round up, minimum 1). Characters that are Paralyzed by Fear do not lose any Willpower due to being Terrified, but are catatonic from their fear.

Corruption

Corruption is handled in the UnMet ORE almost exactly as presented in the Unhallowed Metropolis rulebook. Second Chances are removed and are now handled with the Willpower rules. A character may still make use of the Devil's Luck to escape an otherwise deadly situation, but doing so immediately costs the player all of their remaining Willpower and no further Willpower expenditures can be made for the rest of the game session.

Motivations

Motivations from the Wild Talents, 2nd Edition are imported into UnMet. There are two types of Motivations: Loyalties and Passions. Each character must have at least one Loyalty or Passion. The character's Resolve is then invested into the character's Motivations. The more of a character's Resolve that is invested, the more important that Loyalty or Passion is to the character.

Whenever a character performs particularly difficult tasks on behalf of their Motivations, they stand to gain or lose a number of Willpower points equal to the amount of their Resolve invested in the Motivation. Thus, a character that has 3 points of Resolve invested in their Loyalty to their Wife might lose 3 Willpower if they are seduced by a Dhampir against their will. Meanwhile, if the same character saved their wife from the clutches of a Ripper-style killer, the character would gain 3 Willpower.

Loyalty

Loyalties are commitments to people, causes, or organizations. They could come from formal oaths or from personal devotion. Loyalties need not be sworn to, but do represent a great deal of devotion and respect. Some example loyalties are as follows: the Deathwatch, the Crown, Family, Friends, the Red Cross, the Hippocratic Oath, or Gang.

Passion

Passions are personal desires that drive the character. A character can hold a Passion for a concept, a profession, or even an emotion. Passions are rarely logical and often come at odds to a character's Loyalties. Some possible Passions for a character include: Wealth, Art, Fame, Love, or Power.

Fear

Dread and fear are ever present in the streets of Neo-Victorian England. With the constant threat of spontaneous animation, serial killers, terrorist plots, and even the horrifying working condition, it is a rare individual who isn't touched by the icy tendrils of terror every now and then. When a character is confronted by a terrifying event, the player must make a Fear check. Fear checks are made with the character's Will Attribute and their Stability Skill. The Difficulty of the check is dependant on the source of the check. So long as the roll beats the Difficulty set (i.e. the Height of the matched set is equal than or greater to the Difficulty) then the character is unaffected by Fear. Particularly wide matches (4x or more) can have their source noted on the character sheet and the character will be unaffected by such stimulus again. Furthermore, characters that succeed at a number of Fear checks equal twice to the Difficulty of the Fear check over their lifetime become immune to it and can note these sources down as well. Thus a character that has repeatedly faced down Animates successfully eventually will cease fearing the creatures. This rule only applies to sources with a Fear Check Difficulty of 4 or less. It should be noted that particularly large manifestations of a source of Fear cannot be ignored, even if the character has become inured to it in the past. So an Detective might shrug off a simple murder scene, but the carnage of a mass murder might still take them aback.

A character that fails a Fear check is considered Shaken. Shaken characters suffer a -1d to all actions while in the vicinity of the source of their dread. A character that botches a Fear check (i.e. none of the failed dice in the pool's values are higher than 5), becomes Terrified. Terrified characters have only three options: Fight, Flight, or Paralysis. Once the Terrified status wears off, the character is considered Shaken if still in the vicinity of the source of the fear.

- **Fight:** A character who chooses to Fight will lose all of their Willpower but can immediately attack the source of the Fear Check. These attacks must be largely mindless and cannot make use of combat Features (unless the character is using the Weaponry skill), but the character can take limited defensive actions if they wish. This berserker rage will continue for a number of Rounds equal to three times the difference of the character's Will and the Difficulty of the botched Fear Check (minimum of 1). So a character with a Will of 3 that botched a Difficulty 2 Fear check would slip into a frenzy for three Rounds ($2 - 3 = -1$, minimum of $1 \times 3 = 3$).
- **Flight:** A character who takes Flight will lose half of their remaining Willpower (round up, minimum of 1) and must do everything in their power to leave the source of their fear at the fastest speed possible. They will continue fleeing from the source for a number of Minutes equal to the difference between the Difficulty and the character's Will Attribute (minimum of 1 minute). Thus, a character with a Will of 5 that fled from a Difficulty 8 Fear check would run for three Minutes while the same character would only flee for one Minute for a Difficulty 5 or less Fear check.
- **Paralysis:** Players who choose Paralysis for their character will keep all their Willpower points but will curl into a foetal ball and be unable to take any actions. Paralyzed characters are considered to be Helpless targets. Characters will be Paralyzed a number of Rounds equal to two plus the difference between the Difficulty and the character's Will Attribute (minimum of 1). This means a character with a Will of 3 that failed a Difficulty 6 Fear check would be Paralyzed for five Rounds ($6 \text{ Difficulty} - 3 \text{ Will} = 3 + 2 = 4$).

Characters with the Military Science or Social Science skills can try to utilize their training to rally allies that have become Terrified. The Difficulty for this action is 10 – the Will stat of the ally being rallied and it takes a full Round to complete. During this time, the character making the check is considered Helpless as they are trying to quickly talk sense into their companion. Only one companion can be subject to this check each round. Success on the check has the companion begin their next Round as Shaken rather than Terrified.

Fear Stimulus

Stimulus	Difficulty
Animate, horde	5
Animate, lone	1
Animate, loved one	5
Animate, master	6
Environment, buried alive	6
Environment, firefight	1
Environment, Lockdown	6
Environment, on fire	5
Environment, Wastes	3

Stimulus	Difficulty
Ghoul	1
Mercurial	2+
Murder, in cold blood	3
Promethean, automaton	5
Promethean, rimmon	4
Thrope, active	4
Thrope, rampaging	7
Vampire, feral	5+
Vampire, sentient	3+

Skills

Unhallowed Metropolis and the One Roll Engine have fairly disparate skill lists, as the focus the games were quite different. What follows is an amalgamation of the two skill lists as well as clarification as to how the Skills work in the hybrid system.

Special Dice

Only Skills in Unhallowed Metropolis can make use of either Expert Dice or Master Dice per the normal rules found in the NEMESIS rule set. A skill that has either Expert or Master dice can only see those special dice used for Specialties under the skill.

- **Expert Dice** can be set to any value before a roll, but no two Expert Dice can be set to the same number. It costs 1 XP to convert a normal die to an Expert Die (ed).
- **Master Dice** can be set to any value after the roll has been made. Dice lost due to penalties are lost in the following order: Expert Dice first, then normal dice, then Master Dice. It costs 5 XP to convert an Expert Die to a Master Die (md)

Focus Skills

Some skills are too broad to cover all the bases. These skills, called Focus Skills, require that the player select a “focus” for the skill when it is purchased. This means that the skill can be purchased numerous times, with each purchase covering a new Focus and having its own die pool. Specialties purchased for Focus Skills apply to any of the Focus Skills bought, however. Thus, if a character had the Focus Skills of Production (Art) of 2d and Production (Photography) 3d+1md and the Specialties of Action and Improvisation then the character would be able to use the Action or Improvisation Specialties for either Photography or Art rolls. Focus Skills are noted in their description and are also marked in Bold on the Skill List below.

Skill List

Everyman Skills

Athletics
Awareness
Bargain
Credibility
Drive
Endurance
Etiquette
Feats of Strength
Fight
Gambling
Guile
Intimidation
Jury Rig
Language
Production
Ride
Stability
Streetwise
Subterfuge
Thrown Weapon
Tracking
Weaponry

Academic Skills

Alchemy
Education
Engineer
Forensic Science
Galvanics
Humanities
Law
Medicine
Natural Science
Occult Lore
Social Science
Thanatology

Specialist Skills

Artillery
Demolitions
First Aid
Forgery
Galvanic Weaponry
Industry
Military Science
Security
Trade

Requirements

Any rolls made lacking this equipment suffer the Imperfect Conditions penalty. The Imperfect Conditions penalty is a single Gobble Die applied to the character's highest rolled match.

Time Increment

The Time Increment listed for a skill is the amount of time the skill requires to properly use. A skill check will take 5 – Width of time in the appropriate Increment. Thus, something that is measured in Hours would take 5 – Width in Hours to complete. A character can try to speed up the process by “Hurrying.” Hurrying shifts the Increment down one step on the scale (so something that takes Weeks now takes Days or something that takes Hours now takes 10 Minutes). Doing so, however, suffers a +2 Difficulty to the action attempted.

A character can also “take their time” on something. Doing something so deliberately allows them to guarantee a success. The player rolls the pool normally but just takes the Highest die rolled, regardless of whether it formed a set or not. Thus a character that was taking their time and got an 8, 4, 2, 2, and 2 would have a 4x2 but would use the 1x8, since it's the highest quality. Taking one's time automatically takes the maximum amount of time for that Time Increment (e.g. something that takes Months would take 5 Months).

Specialties

Specialties are areas of expertise that the character has picked up in their training. A character cannot have more Specialties for a Skill than the Skill Level plus the character's Intellect. Characters immediately gain one specialty for free when they gain the first rank of a Skill. Additional Specialties cost 1 XP per Specialty (1 Custom Point purchases three Specialties during Character Generation). Any actions that the character attempts that apply to one of a character's Specialties grants the character a +1d to their roll for that Skill.

For example, a Mourner with a skill of Weaponry 3d +1ed with the Specialties of Small Blades, Exculpate, and Pistols would roll 4d+1ed when using any of those weapons. Meanwhile a Doctor with the Stability Specialty of Steely Resolve and a skill rating of 1d would make Fear checks with 2d when confronted with an Animate Horde.

Untrained Use

Some Skills are too complex to allow for the untrained user to utilize. Each Skill lists whether Skill ranks are required to make use of the Skill as well as situations where untrained characters may attempt to use the Skill. Untrained uses of any skill suffer no additional penalty (as not having Skill ranks is usually penalty enough) unless listed in this area.

Fight Versus Weaponry

The Fight and Weaponry skills seem to cover similar territory, but are in the game to serve thematic purposes. Fight allows characters to attack with anything at hand provided they get the “gist” of how to use it. So anyone can use their Fight skill to bash someone with a chair, slice with a knife, or even unload a revolver into a Thrope. What Fight lacks is subtlety and finesse as well as a greater understanding of the nuances of the tools used. Thus, a character that lacks a Weaponry skill cannot properly maintain a weapon. They can, with time, reload a ranged weapon, but all weapons have two rounds added to their reload time. On the flip side, Fight does increase the character's damage with melee and unarmed attacks by an additional +1S due to the raw brutality and strength behind it.

Weaponry, on the other hand grants the character a bonus to their speed of using any weapon. All weapons in the hand of a character using the Weaponry skill have one subtracted from the Slow rating for the weapon and reduce any reload times by one round. Thus, a character armed with a Headsman Axe who is using the Weaponry Skill would reduce the Slow1 rating to Slow0 (and thus be able to attack with the Axe each round at no penalty). Meanwhile, if another character was armed with the same Axe but was using the Fight Skill, the Axe would still have its Slow1 rating but would deal an additional +1S in damage.

If the group dislikes this split, feel free to replace Fight and Weaponry with the more traditional Melee and Ranged skills.

Squishing

Some options in the Unhallowed Metropolis to One-Roll Engine conversion make use of the Squishing mechanic. This mechanic is little used in most implementations of ORE and thus deserves a special mention on its use here. Players that can Squish rolls must follow some basic rules.

- A roll must have at least a successful match before Squishing can occur. A player cannot Squish an unsuccessful roll to make it successful.
- Squishing allows the character to subtract one point from the Height or Width of the set and add it to the Width or Height respectively. The maximum number of points a character can squish is listed in the Feature or is determined by the Narrator. Thus a character that can squish a roll up to two points can subtract one or two from the Height and add it to the Width or vice versa. Width cannot be lowered below 2, however, since removing one point from the Width would make the set fail. Likewise, Height cannot be lowered below 1 or above 10. Thus a character with a 2x1 roll could not Squish their roll at all, but a 5x1 could become a 2x4.
- Squishing sets cannot pick up other dice from the roll. If a player rolled 4, 6, 6, 8 for a 2x6, the character could Squish the roll to a 4x4 but could not pick up the extra 4 from the roll and make it a 5x4 (basically, Loose Dice stay Loose).

Academic Skills

Academic Skills are skills that require some form of specialized training for the character to possess. This can come from the character's Callings, one-roll Lifepath, or from special dispensation from the Narrator. Groups that aren't using the one-roll Lifepath system might require the character spend points on buying access to Academic skills.

Alchemy

The Science of Alchemy has sublimated the fields of chemistry and pharmacology with philosophy and traditional alchemical formulae. The end result is a deep understanding of chemical compounds and their interactions with one another. With the Alchemy skill, a character can create all manner of drugs, elixirs, and poisons as well as identify them.

Requirements – Alchemy requires extensive laboratory space and highly specialized equipment.

Time Increment – Preparing drugs, elixirs, or poisons with established formulae require Days. Developing new formulae requires Months. Identifying components requires Hours. Other checks are determined by the Narrator.

Specialties – Anti-Agapics, Drug Design, Identification, Manufacture, Reanimation, Teaching, Tropes, Toxicology, Transmutation, Veneficium

Untrained Use – No

Education (Focus Skill)

A character's Education demarks the amount of schooling, training, and general knowledge the character has gained through life. The source of the Education will color what kind of facts the character might know. As such, when selecting Education the character should define the source and level of the education such as Primary School, Secondary School, or Classical for example. This will help characterize what facts and knowledge the character will have at their disposal. Primary School covers the three areas of Reading, Writing, and Arithmetic (the three "Rs"). Attaining a Primary Education is the best most Neo-Victorians can hope for, and gives them the most rudimentary literacy and other skills to navigate society. Secondary education provides the character with a

further refinement of their skills, increasing their knowledge of the world at large and the principles behind it (such as the natural sciences or modern literature). Characters with a Secondary Education are thought to be erudite and well-schooled. The Classical Education encompasses the height of Neo-Victorian knowledge. A Classically-trained character has a great understanding of the classics, both literary and artistic, as well as a firm understanding of most natural science, mechanical sciences, and history. These characters are considered to be the best educated people in the world today and should never be at a loss for some fact or trivial bit of information to impress (or bore) those around them.

Requirements – Education checks require no special tools.

Time Increment – Most Education checks are Round based (i.e. spontaneous recollection of facts).

Specialties – Area Knowledge, Current Events, Customs, Heraldry, Identification, Teaching, Trivia

Untrained Use – General Knowledge checks only

Engineer

The understanding of mechanical processes and their application is the purview of the Engineer skill. Characters that possess engineering knowledge are familiar with mechanical properties as well as an understanding of how objects in the physical world interact. This skill can be used to design, modify, or even repair all manner of mechanical devices

Requirements – Engineer checks require tools if repairing or modifying items. Checks to design or conceive of new devices require proper drafting equipment.

Time Increment – Most Engineer checks to repair or modify devices require Hours. Particularly extensive repairs or modifications take Days. Design of new devices can take Days to Months depending on the scale of the device being designed.

Specialties – Carpentry, Clockworks, Efficiency, Machinery, Smithing, Steam Engines, Teaching

Untrained Use – No

Forensic Science

Forensic Science is the application of deductive reasoning and scientific principles to solve crimes. This can be used to determine a sequence of events of crime, give clues to any perpetrators, or gather physical evidence. This discipline covers handwriting analysis, fingerprinting, ballistics, and toxicology.

Requirements – Forensic Science checks made to gather evidence or deductive reasoning require no special tools. Toxicology, ballistics, or more “technical” aspects of the field require specialized tools and laboratory space.

Time Increment – Most uses of this skill at a crime scene can take any amount of time from Rounds to Hours. Technical uses of this skill in laboratory conditions take Hours to Weeks.

Specialties – Ballistics, Biological Evidence, Fingerprints, Forensic Psychology, Teaching, Toxicology, Trace Evidence

Untrained Use – No

Galvanics

Galvanics is the science of electricity and its application in the world. Based upon the teachings and theories of Nikola Tesla, modern Galvanics provide the electric lifeblood of Neo-Victorian London. A character with this skill is able to design, construct, repair, modify, and disassemble all manner of Galvanic devices as well as tinker with the electrical process of life itself. When building mechanical devices that utilize Galvanic principles, Galvanics is used over the Engineering skill.

Requirements – Galvanic skill checks generally require extensive laboratory space and specialized tools. Attempting most Galvanic checks without proper insulation is tantamount to suicide.

Time Increment – Galvanic checks can take from Minutes for simple modifications to Months for designing or building new devices.

Specialties – Design, Galvanic Reanimation, Repair, Teaching, Tesla Array, Weapon Systems

Untrained Use – No

Humanities

The Humanities skill covers specialized training and education in academic fields that are more critical and analytic than empirical. This includes the fields of Art, Literature, Philosophy, History, or even the Classics. No self-respecting Upper Class Neo-Victorian would admit to a deficiency in this area.

Requirements – Recalling facts and minutiae from memory require no special tools. Research, in-depth critiquing of aspects of the Humanities, or developing new works of art or other endeavors requires access to libraries, museums, and other like-minded individuals.

Time Increment – Humanities skill checks can range from Rounds for the recollection of facts to Months or Years devoted to the creation of a new work.

Specialties – Archaeology, Art, Critique, Art History, Literature, Philosophy, Teaching, Theology, World History

Untrained Use – No

Law

The intricacies of the Neo-Victorian legal system and its customs can be quite daunting for the uninitiated. A character skilled at Law is intimately familiar with the labyrinthine rules and baroque procedures found in the courts of law. This training covers building a case, giving simple legal advice, arguing a case in court, or even arguing one’s way out of a citation.

Requirements – An extensive legal library is a great aid when utilizing the Law skill and it is required for such tasks as building a court case.

Time Increment – Proper law takes time and fast legal advice is generally worthless. Developing a cohesive and, more importantly, air-tight case can take Weeks, if not longer.

Specialties – Artificial Life, Business Law, Common Law, Criminal Law, Family Law, Foreign Law, Malpractice, Maritime Law, Mortuary Law, Property Law, Religious Law, Teaching, Trail, Vampire Laws

Untrained Use – No

Medicine

Medicine is the science of the human form in both sickness and health. A character thus trained is well-versed in treating the various ailments and injuries that can befall a person of Neo-Victorian Britain. This skill can be used to treat wounds, perform operations, provide remedies, or even perform autopsies. Medicine does not cover any Emergency Aid to a patient, as that is the purview of the First Aid skill.

Requirements – Most Doctors require at the very least their “little black bag” which contains scalpels, forceps, thermometers, and all manner of antibiotics and other pharmacological aids. Surgery, autopsies, or diagnosis of more than the most common of ailments requires laboratory space and specialized tools.

Time Increment – The treatment of wounds or other injuries requires 10 Minute intervals. Surgeries or research into new diseases can take Hours.

Specialties – Anathema, Anatomy, Animate Anatomy, Anesthesiology, Combat Surgery, Complications, Cosmetic Surgery, Dermatology, Dhampir Anatomy, Galvanic Reanimation, Ghoul Anatomy, Gunshots, Gynecology, Internal Medicine, Necrology, Neurology, Obstetrics, Pediatrics, Preventive Medicine, Promethean Anatomy, Radiation Therapy, Rehabilitation, Surgery, Teaching, Thrope Anatomy, Vampire Anatomy

Untrained Use – No

Natural Science

Natural Science is the rational study of the laws governing the universe. This includes the fields of astronomy, biology, earth sciences, formal sciences (like mathematics), and physics. While not as high-profile as Alchemy and Galvanics, the Natural Sciences give a much stronger basis for scientific inquiry in all areas of life. For example, Geologists often survey areas of the Wasteland in hopes of understanding the changes taking place due to the Blight while Botanists work to help increase agricultural production in the post-plague world.

Requirements – Most scientific inquiries and studies require specialized tools.

Time Interval – Developing and testing new theorems or tabulating the results of studies generally require Weeks to Months. Performing small experiments can take Hours.

Specialties – Agriculture, Astronomy, Biology, Botany, Ecology, Geology, Identification, Logic, Mathematics, Mining, Physics, Structure, Teaching, Wasteland

Untrained Use – No

Occult Lore

Drawing heavily on esoteric science, folklore, astrology, first hand accounts, and bits-and-pieces of Eastern mysticism, Neo-Victorian occult lore is a desperate attempt to reconcile the industrial age with the realities of the Plague. Occultists verse themselves in all manners of mystical knowledge, dark secrets, and strange theories in order to better understand the madness that surrounds them. This could be, in the case of an Undertaker, just the desire to know one's enemy better or the research could be to help better mankind's position in the post-plague world.

Requirements – Recalling facts and minutiae from memory require no special tools. Research or uncovering heretofore unknown pieces of information requires access to libraries or private book collections.

Time Interval – Research can take Days to Months, depending on the obscurity of the subject matter.

Specialties – Astrology, Cabala, Cults, Eastern Mysticism, Folklore, Numerology, Organizations, Spiritualism, Teaching, Vampire Lore

Untrained Use – No

Everyman Skills

Everyman Skills are a grouping of skills that all characters have access to. These skills are common to everyone in the Neo-Victorian setting and require no special education to pick up.

Social Science

The Social Science skill represents understanding of the principles and theories underlying the academic discipline concerned with the study of the human species and its affects on the world. The Social Sciences try to use both qualitative and quantitative methodology to shed understanding on the human condition. Various fields of study are contained within the Social Sciences, such as Psychology, Anthropology, and Sociology to name a few. Most Neo-Victorian Social Scientists work within the mental health services, providing aid in asylums and sanatoriums across Britain.

Requirements – Recalling facts and minutiae from memory require no special tools. Research or uncovering heretofore unknown pieces of information requires access to libraries or private book collections.

Time Interval – The treatment of a patient's deep-seated issues can take Days to Years while "emergency" therapy to talk someone down taking 10 Minute intervals. Research can take Days to Months.

Specialties – Abnormal Psychology, Anthropology, Applied Psychology, Clinical Psychology, Comparative Psychology, Counseling, Development, Ethics, Experimental Treatments, Psychoactive Drugs, Psychics, Psychological Warfare, Psychotherapy, Sociology, Teaching

Untrained Use – No

Thanatology

Thanatology is the academic study of death and dying, a subject that has gained much more popularity in the post-plague years. Besieged in all sides by death, animates, ghosts, and ghouls, Thanatology has arisen in hopes of bringing forth some explanation for the Plague and its fallout both personal and societal. Thanatologists are experts in post-mortem law, social attitudes towards death, as well as dealing with the animate dead in more practical ways. In fact, some Thanatologists have devoted their life's work to unraveling the secrets of the Plague in hopes of somehow halting it.

Requirements – Recalling facts and minutiae from memory require no special tools. Research or uncovering heretofore unknown pieces of information requires access to libraries, specimens, laboratories, or private collections.

Time Interval – Most research or fact-finding uses of Thanatology require Hours to Months, depending on the depth of knowledge required and the complexity of the questions being asked.

Specialties – Death Science, Ghosts, Grief Counseling, History, Mediums, Mortuary Law, Philosophy, Teaching

Untrained Use – No

Athletics

The Athletics skill covers the character's general physical prowess and abilities in sports or other physical endeavors. Athletics covers such things as acrobatics, sports, throwing, climbing, and swimming. Any general feats of agility the character wishes to attempt falls into the Athletics skill.

Requirements – Athletics checks don't usually require special equipment, but some sports or other activities (i.e. mountain climbing) benefit from specialized tools.

Time Interval – Most checks are done in Rounds but some sports or other activities might be measured in Minutes to Hours.

Specialties – Aerial Acrobatics, Climbing, Dodging, Falling, Flips, Leaping, Sports, Swimming Throwing, Tightrope Walking

Untrained Use – Yes

Awareness

Awareness is the character's spatial memory and attentiveness to detail. Awareness is used by the character to keep tabs on their environment and changes in it. A character can use Awareness to stay alert and sensitive to possible threats or danger, search for clues or items, or pick up small cues from their environment.

Requirements – There are no equipment requirements for the Awareness Skill

Time Interval – Most Awareness checks are measured in Rounds.

Specialties – Anticipate, Body Language, Hearing, Notice, Search, Scent

Untrained Use – Yes

Bargain

The Bargain skill measures how fine an eye for discerning objects of value from rubbish as well as getting the best deal on purchasing or selling said objects. An expert at bargaining can make a living strolling through the junk shops of the East End and reselling the antiques across town for a tremendous profit. Costermongers, jewelers, auctioneers, businessmen, and criminals all make use of this skill. Bargain is also used to determine the authenticity of goods. The difficulty to spot a forgery is equal to height of the Forger's skill check.

Requirements – There are no equipment requirements for the Bargain skill. A jeweler's glass or scales are useful tools, however.

Time Interval – Appraising items or negotiating an appropriate price takes Minutes.

Specialties – Antiques, Appraisal, Books, China, Clothes, Devices, Furniture, Jewels, Metals, Spot Forgery

Untrained Use – Yes

Credibility

A character's Credibility is a mixture of reputation, magnetism, and bearing. It is used whenever a character is attempting to prove their worth to another. This could be to get a job, borrow money, join a club, or just to impress someone.

Requirements – Credibility checks require no special equipment. Fine clothes, jewelry, or official letters are useful tools.

Time Interval – Convincing someone of one's own worth takes Rounds to Minutes.

Specialties – Charming, Impeccable Tastes, Lettered, References, Trustworthiness, Upper Crust, Well-read

Untrained Use – Yes

Drive (Focus Skill)

The Drive skill covers a wide range of operating and controlling simple modes of transportation. It focuses on transportation that is guided by the efforts of a small group of crew. This skill requires a specific mode of transportation be specified each time the skill is selected. Specialties under the skill only apply to the mode of transportation specified when the skill is selected. Some possible modes of transportation: Airship, Automobile, Bus, Carriage, or Locomotive.

Requirements – The Drive skill only requires the appropriate vehicle be in decent working order.

Time Interval – Most individual stunts or maneuvers take Rounds. Successfully navigating a full trip to a destination can take Minutes to Days.

Specialties – Avoidance, Chase, Poor Visibility, Professionalism, Stunt Driving, Teaching

Untrained Use – Yes, but with severe penalties depending on complexity of the transportation type.

Endurance

Endurance represents the character's master over mind and body. It enables the character to control physical urges, numb the body to physical sensations, reduce the need for sleep, or resist mental or physical abuse. Through this skill, the character learns to focus their will and tune out distractions.

Requirements – This skill requires no special equipment.

Time Interval – Endurance is an instantaneous skill that is generally rolled in Rounds.

Specialties – Compress Sleep, Dull Pain, Focus, Moral Rectitude, Resistance, Suppress Desires, Thought Mask

Untrained Use – Yes

Etiquette

Knowing how to behave and act in a variety of social and cultural situations is controlled by the Etiquette skill. This skill allows characters to operate in high society without making faux pas. In general, checks are only required when attempting to operate outside of one's own social class, but complex rituals, covering gaffes (by oneself or others), or political maneuvering also require the use of this skill.

Requirements – There are no special equipment requirements for this skill.

Time Interval – Etiquette is generally an instantaneous skill. Particularly involved rituals or political maneuvering can take Minutes to Months.

Specialties – Customs, Decorum, Diplomatic Maneuvers, Manners, Teaching, Titles, Tradition

Untrained Use – Yes, but only within one’s own social class.

Feats of Strength

The Feats of Strength skill covers all manners of applying one’s strength in intelligent, forceful, and useful manners. Through this skill, the character has perfected the use of brute force in a manner that is not directly harmful (provided all goes according to plan).

Requirements – Most Feats of Strength require no special tools, but all manner of levers, pulleys, and other simple tools greatly aid the process.

Time Interval – In general, Feats of Strength take Rounds with the rare exception taking Minutes.

Specialties – Bend Bars, Bracing, Dead Lift, Human Demolition, Pulling, Pushing, Teaching

Untrained Use – Yes

Fight

This is the skill that covers broad-based, untrained, or naturally vicious brawling. Characters using the Fight skill are acting more off of instinct or bloodlust than with finesse and training, but does not exclude an education (usually from the school of hard knocks). Fight can be used unarmed or armed with any weapon whose function is fairly obvious in use. Thus it can be used in any combat checks with most simple melee weapons as well as all but the most complex of ranged weapons (including most commonly available firearms). The Fight skill does not afford the character any knowledge in the care or upkeep of weapons, so reloading or caring for the weapon is mostly beyond the character’s faculties (add two to any reload times listed for the weapon). But what it lacks in finesse it makes up for in raw brutality. Fight does increase any damage done in melee or unarmed combat by +1S due to the viciousness of the attack.

Requirements – The Fight skill requires nothing but the desire to inflict harm on another.

Time Interval – Fight is used almost exclusively in combat, so it is timed in Rounds.

Specialties – Bar Brawl, Beat-down, Fight Dirty, Ground Fighting, Holds, Improvised Weapons, Scratch and Claw, Suppression Fire, Specific Weapon

Untrained Use – Yes

Gambling

The Gambling skill represents the character’s abilities to calculate odds, read opponents, as well as cheat if the situation calls for it. It also quantifies in some way the unquantifiable bit of luck that follows all great gamblers. Gambling also familiarizes the character with popular strategies for all manners of games of chance. The highest successful Gambling roll will win the pots for the round. A character who wishes to cheat may use the Called Shot rules. Any opponents with a Gambling skill equal to or greater than the cheater’s Gambling skill may make an Awareness check to notice the cheat. The Difficulty of the Awareness check is equal to the cheater’s Gambling skill.

Requirements – Gambling requires cards, dice, roulette, or some other game of chance.

Time Interval – A round of Gambling is measured in Minutes.

Specialties – Bluffing, Cards, Cheating, Dice, Odds, Roulette

Untrained Use – Yes

Guile

A character’s Guile skill is their overall ability to lie, deceive, persuade, and coerce others. It can be used to conceal intent as well as to present a false front. Guile is used in seduction, persuasion, as well as disguising oneself from others.

Requirements – Most Guile checks do not require special tools. Disguising oneself does require clothing, wigs, dyes, make-up, and other feature altering equipment.

Time Interval – Most Guile checks are instantaneous. Long-term disguises are measured in Hours.

Specialties – Disguise, Impersonation, Lying, Manipulation, Mannerisms, Persuasion, Seduction

Untrained Use – Yes

Intimidation

Intimidation is the art of swaying the opinions and actions of others through coercion, force, or threats of force. It can be used to extract information from a prisoner or to force a possible foe to back down before an actual altercation breaks out.

Requirements – Intimidation requires no special tools, but particularly bulky people or large weapons can be helpful.

Time Interval – Intimidation checks are usually instantaneous but “information extraction” can take Minutes to Days.

Specialties – Blackmail, Implied Violence, Imposing Demeanor, Menacing Stare, Reverse Psychology, Threats, Torture

Untrained Use – Yes

Jury Rig

While the Engineer skill covers an in-depth understanding of mechanical procedures and the Trade skill covers occupational knowledge, the Jury Rig skill represents mastery for tinkering and improvising. A character skilled

in Jury Rig can make spot repairs, slight alterations, and even introduce some improvements to most pieces of technology. The only flaw is that a Jury Rigged item doesn't have long term survival in mind. A jury rigged item will only survive a number of uses equal to the Height of the Jury Rig roll. A proper Engineering or appropriate Trade skill check is required to make the modifications/repairs permanent.

Requirements – Mechanics tools are the bare minimum for most Jury Rig attempts.

Time Interval – Jury Rigging a device can take Minutes to Hours depending on the extensiveness of the repairs/modifications.

Specialties – Amalgams, Improvisation, Percussive Maintenance, Quick Patch, Tinker

Untrained Use – Yes

Language (Focus Skill)

The ability to speak and read a language is imparted by the Language skill. Basic Fluency is provided at Level 2 in a skill, while Level 3 represents the ability to mimic other accents relatively well. Having a Language skill of Level 1 imparts only rudimentary understanding of conversations while higher levels allow for greater understanding and vocabulary. A Master Die is required to pass as a Native Speaker of any Language. The Language skill only applies to a single language. Each additional Language must be purchased as a separate Skill. Players should note that literacy is covered under the Education skill.

Requirements – Language requires an unimpeded mouth and someone to listen.

Time Interval – Language skill checks are generally instantaneous but translating large texts or acting as an interpreter can take Minutes to Weeks.

Specialties – Comprehension, Conversation, Insults, Interpretation, Obfuscation, Slang, Teaching, Translation

Untrained Use – No, but the Narrator may allow for some limited understanding of related languages.

Production (Focus Skill)

The Production skill covers all manners of artistic expression from writing novels, poems, and short stories to producing, directing, and acting in a play. It can also cover the production of works of art like paintings, sculpture, or photography. Each individual act of expression requires a separate Production skill. Possible artistic endeavors are: Acting, Direction, Painting, Photography, Poetry, Prose, Scripts, or Sculpting.

Requirements – Each individual aspect of Production requires different tools. Sculptors require hammer and chisels while painters require paint and canvas.

Time Interval – Creating a work of art can be done in a Minute or it can take up to Years.

Specialties – Action, Comedy, Composition, Characterization, Impressionism, Improvisation, Movement, Realism

Untrained Use – No, but untrained people can create such things, they just won't be considered "works of art"

Ride

The ability to manage a beast of burden is a rarified skill in Neo-Victorian society. Only the wealthiest of people can afford to board and keep such animals. As such, equestrianism is a hobby of the idle rich and few others. The Metropolitan Police does field a mounted constabulary, with their leather and respirator clad horses a common sight throughout the city. Cavalry is also important to the military, providing highly mobile troops as needed.

Requirements – At the very least, a horse is required, but other beast of burden may be used in a pinch. Saddle, harness, bit, and bridle are all helpful.

Time Interval – Most Ride checks are instantaneous.

Specialties – Care, Chase, Country Riding, Racer, Show Riding, Trick Riding, Urban Riding

Untrained Use – No, but some people can hold on for dear life if need be.

Stability

Stability serves as the character's overall ability to cope with the various and sundry mental and emotional traumas that buffet the character each day. Stability is what allows a character to rationalize a poor decision or even explain away cold-blooded murder if need be. Stability also keeps character from blanching the face of danger or can pull them from the icy grips of fear.

Requirements – Stability requires no special tools.

Time Interval – Stability checks are all instantaneous

Specialties – Calculating, Cold Indifference, Faith, Fear, Steely Resolve, Rationalization

Untrained Use – Yes

Stealth

Stealth is the ability to remain unseen and quiet when the necessity arises. Characters can use Stealth to sneak and skulk about or even to blend into a crowd if need be. Stealth can even be used to help hide the character or others, if enough time is available.

Requirements – In general just being quiet and careful is enough to sneak around, but attempts to hide or conceal things may require camouflage netting, make-up, paint, or brush.

Time Interval – Sneaking around can take Rounds to Minutes while hiding objects or people can take Minutes to Hours.

Specialties – Camouflage, Concealment, Crowds, Hiding, Hide in plain sight, Menace, Night, Sneaking

Untrained Use – Yes

Streetwise

Streetwise covers the swagger, lingo, and presence for a character to have "street cred". It can be used to make contacts on the street, dig up information through "less than reputable" sources, or even find all manner of illegal items or dealings. It also measures the character's knowledge of traditions, customs, and etiquette of the criminal underworld. Without some degree of Streetwise the character will be hopelessly lost in the streets, a rube ripe for the plundering.

Requirements – There are no equipment requirements, but fancy clothes may make one's job a lot harder.

Time Interval – Digging up information can take Minutes to Days. Fencing items or tracking down black market contacts can take Hours to Weeks.

Specialties – Black Market, Bosses, Crimes, Fence, Gangs, Hang Outs, Informants, Lore, Police, Scrounge

Untrained Use – No

Subterfuge

Sleight of hand, card tricks, palming, and even escaping bonds and handcuffs is the domain of the Subterfuge skill. Characters skilled in Subterfuge are skilled at the arts of using their bodies to misdirect and confuse others.

Requirements – Subterfuge rarely requires specialized equipment, but Escapologists sometimes make use of trick equipment that looks solid but is actually designed to be easily disabled.

Time Interval – Most Subterfuge checks are instantaneous with their Height helping to determine the Difficulty on rolls to detect the Subterfuge.

Specialties – Escaping Chains, Escaping Handcuffs, Palming, Pick Pockets, Ropes, Swallowing, Teaching

Untrained Use – No

Specialist Skills

Specialist Skills are skills that require highly specialized training and/or licensing to practice. A character must have access to specialized training to purchase points in any of these skills. Certain Callings or Lifepath results may grant this access. Groups not using the Lifepath method may charge extra Experience Points to gain access to these skills.

Artillery

The modern battlefield has all manner of instruments of death to bring to bear. The most fearsome of these weapons are the artillery pieces. These are large military-grade weapons that excel in dishing out destruction wholesale.

Requirements – Using this skill requires the appropriate artillery piece.

Time Interval – Firing and loading Artillery is measured in Rounds. Setting up or "zeroing" artillery zones requires 10 Minute intervals.

Tracking

The character is trained at the art of pursuit. This covers hunting, shadowing, and stalking. The character is well versed at following trails, skulking without calling attention to oneself, as well as anticipating the movements of one's quarry.

Requirements – Tracking doesn't necessarily require any special equipment.

Time Interval – Most Tracking rolls require the character spend Minutes to Hours following their quarry.

Specialties – Chase, Crowds, Follow, Hunting, Man Hunter, Shadowing

Untrained Use – No

Weaponry

The Weaponry Skill covers the gamut of civilian weapons or martial arts training available to the Neo-Victorian. The character has gained an intimate knowledge of the finer points of bringing death and pain to others. The Weaponry skill is also required to maintain and reload most types of weapons. Weaponry also provides a slight edge when using weapons. A character with the Weaponry skill reduces the reload time and any Slow rating the weapon has by one level for any given weapon. So a Slow2 weapon becomes a Slow1 weapon in the hands of a character trained in Weaponry. Furthermore, a weapon that requires 4 rounds to reload only takes 3 for these characters.

Requirements – None.

Time Interval – Weaponry checks are usually made in the context of combat, so they are measure in Rounds. Maintenance of weapons is usually measured in Minutes or Hours.

Specialties – Archery, Axe, Clubs/Saps, Exculpous, Long Blades, Maintenance, Pistols, Pole Arms, Pugilism, Rifles, Savate, Small Blades, Thrown, Unarmed, Wrestling

Untrained Use – No, untrained attacks can only be made with the Fight skill.

Demolitions

The Demolitions skill covers the use, disposal, and care for explosives. With a successful check a character could set up an explosive device, dismantle a ticking bomb, or even put together an improvised incendiary. Demolitions can

also be used for the controlled destruction of structures or devices.

Requirements – A demolitionist requires a small back with wire-cutters, screwdrivers, and all other manner of simple, but required tools. Setting up an actual demolition project also, of course, requires explosives.

Time Interval – Setting up a controlled and safe demolition of a large structure or device can take Days to plan properly and rig the explosives. Disarming a device takes Rounds to Minutes depending on the complexity of the device.

Specialties – Collateral Damage, Defusing, Concealment, Explosive Type, Fuses, Shaped Explosives, Structure, Teaching, Timers

Untrained Use – No

First Aid

While the Medicine skill covers all aspects of treating injuries and illness, the First Aid skill is more concerned with emergency aid and triage. First Aid can be used to stabilize wounds, staunch bleeding, alleviate pain, and patch people up temporarily. It is not a substitute for the full Medicine skill, but it can help get people up and moving quickly.

Requirements – First Aid requires at the very least a “crash kit” containing sedatives, stimulants, gauze, and other basic medical implements.

Time Interval – First Aid checks require Rounds to complete.

Specialties – Field Medic, Head Wounds, Improvisation, Stabilization, Teaching, Vital Wounds

Untrained Use – Untrained care-givers can attempt only to staunch blood flow. They cannot help recover shock or offset Wound Penalties. The use of Untrained First Aid counts as a use of the First Aid skill during an Encounter.

Forgery

Forgery is a time-consuming and laborious process, the rewards of which can be great indeed. The practitioner of this skill must have keen eyes and an attention to detail in order to convincingly replicate documents, cheques, currency, and seals. The forger also knows where best to pass fakes to avoid detection. Skilled forgers are also very good at detecting forgeries themselves (and can use their Forgery skill in place of Bargain to determine the authenticity of an item).

Requirements – Forgery requires a laundry list of specialized tools and supplies, from specially made seals to inks, magnifying glasses, and moulds.

Time Interval – Producing a convincing forgery can take Hours to Weeks depending on the scale.

Specialties – Coins, Details, Legal Documents, Printing Paper Currency, Signatures, Spurious Currency

Untrained Use – No

Galvanic Weaponry

Galvanic Weaponry is highly restricted in the Neo-Victorian world. Training is almost exclusively limited to military units, only a very rare civilian will possess the expertise to use this equipment. Even fewer civilians will be allowed to own these powerful weapons.

Requirements – The Galvanic Weaponry skill requires a Galvanic Weapon.

Time Interval – Most combat checks are instantaneous. This skill can also be used for maintenance and repair of Galvanic Weaponry, which can take Hours to Weeks depending on the extent of damage or neglect.

Specialties – Death Rays, Lightning Guns, Maintenance, Non-lethal

Untrained Use – No

Industry

The Industry skill covers all aspects of the business world from money management, supervising employees, as well as finance and investments. Characters versed in the Industry skill are entrepreneurs at their heart. They are always looking for the next big thing and are always willing to wheel and deal to get their way. Industry skill checks are made to manage one’s business holdings. It can also be used to finagle large scale deals or legislation. It’s different from Bargain in the economies of scale.

Requirements – Industry skill checks require nothing more than desire. Having capital or an actual business holding can’t hurt, though.

Time Interval – Brokering deals can take Minutes to Months. Managing employees or working on the books can take Hours.

Specialties – Cold Calling, Dealmaker, Finances, Hard Sell, Hostile Take-over, Mercantile Law, Securities, Wooing Investors

Untrained Use – No

Military Science

The character is skilled at maneuvering in tactical environments as well as leading others into battle. A character trained in Military Science is well-versed at setting up ambushes, assaulting hardened positions, or directing others under fire.

Requirements – Maps and intelligence help Tactic rolls, but aren’t necessary/

Time Interval – Planning a large scale assault or defense can take Hours to Weeks while issuing orders or directing others takes Rounds.

Specialties – Ambushes, Assault, Counterterrorism, Defensible Positions, Guerilla Warfare, Leadership, Squad Tactics, Teaching

Untrained Use – No

Security

The Security Skill grants the understanding of physical protective precautions, as well as the theories for maximizing and even circumventing said measures. In plain English, Security is the art of building locks and later disabling them. A skill honed by locksmiths and criminals alike it has become a sort of arms race to create an “uncrackable” safe or unpickable lock.

Requirements – Safecracking or lockpicking both require specialized tools while building locks requires a full workshop and extensive tools.

Time Interval – Picking a normal lock takes Minutes while higher security locks or safes can take 10 Minute Intervals up to Hours. Building or designing new locks takes Days to Weeks.

Specialties – Blasting, Design, Lock Drilling, Manufacturing Keys, New Locks, Old Locks, Picks, Teaching

Untrained Use – No

Trade (Focus Skill)

The character has picked up some kind of useful trade through the years. This could cover accounting, animal husbandry, blacksmithing, brewing, carpentry, cooking, embalming, glass blowing, gunsmithing, navigation, sailing, sign painting, stone masonry, tailoring, or writing for example. The character should specify the particular Trade they wish to follow when they select the skill.

Requirements – Most trades have extensive tools required to properly perform the job, the “tools of the trade” so to speak.

Time Interval – Tradesmen in Neo-Victorian England generally spend ten to fourteen hours a day working their trades. Trade checks can take Minutes for simple checks to Weeks or Months to create masterpieces in their field.

Specialties – Artistic Finish, Management, Negotiation, Production, Sales, Style, Teaching

Untrained Use – No

Qualities

Qualities are specific abilities and bonuses that characters can purchase at character generation. Their costs are listed next to their names. Purchasing Qualities after character generation requires Narrator approval and generally cost twice their Custom Point cost in XP.

Social Qualities

Social Qualities represent the character's connection to their community. They are the net of contacts, friends, and family as well as little boons that aid the character's daily life.

Animal Empathy (3)

The character exudes a calming influence on animals. All but the most feral of animals will be docile in the character's immediate presence. Only extreme hostilities or the presence of unnatural beings will invoke an animal's aggressive behavior. The character may squish any Trade rolls that deal with the care, upkeep, or handling of animals by up to two steps.

Business (3, 5, 7, or 10)

The character owns and operates some kind of business. The player should outline for the Narrator the nature of the business.

- **Modest (3)** – The character's business is modest in size. It could be a small shop in a good neighborhood or a large operation in a slum. The character rents their location and employs one or two skilled workers or up to a dozen or so unskilled labourers. The business usually makes enough to pay for materials, wages, and rent. Additional income can be gathered through a successful Industry check, netting the character the product of the Height and Width of the roll in silver shillings, to a maximum of one guinea.
- **Bustling (5)** – The character's business is relatively brisk. The character might own a pub, larger boutique, or even a small distillery. The character will employ between four and ten skilled employees or a few dozen labourers. The business easily breaks even from month to month and the character can generally count on additional income equal to the product of the Height and Width of a successful Industry check in shillings. This check has a minimum of £1 and a maximum of 4 guineas.
- **Robust (7)** – The character is the proud owner of a large factory or a very successful boutique, shop, or pub. The character employs well over two dozen employees of varying skill levels. After expenses, the character is guaranteed at least £4 every month. Additional income can be gathered through a successful Industry check, netting the character the product of the Height and Width of the roll in silver shillings.
- **Large Industry (10)** – The character is indeed one of the great movers and shakers in Neo-Victorian

England. The character's business employs at least fifty people, if not more. The character can expect £6 each month. Additional income can be gathered through a successful Industry check, netting the character the product of the Height and Width of the roll in silver shillings.

Club Membership (3)

The character is a member of an exclusive club. The player and Narrator should outline the details of the club, but it could be a gentlemen's gambling club, a philosophical society, or even membership to a cult or "fetish" club as examples. Through this membership, the character has access to a society of like-minded individuals who will be inclined to help, provided any help comes with little risk to themselves.

Contact (2, 4, or 6)

The character has contacts that can act as sources of information or assistance from time to time. Contacts are two-way streets, however, so a character should never take advantage of this Quality. Just as the character can call on their contacts for aid, sometimes their contacts may need a favor as well. Moreover, asking a contact to do something dangerous to their life or reputation will often be refused without some grease for the wheels. Each time the character gains this quality, they specify a single Contact and work out the details of that associate with the Narrator

- **Small timer (2)** – Small time Contacts have little overall clout, but can provide a large amount of general information. Small timers can also aid in very mundane ways, even if it's just covering a night's drinks or offering a place to crash for the evening. These types of connections are the general rabble and could include bartenders, cab drivers, or even prostitutes.
- **Specialist (4)** – This type of Contact can aid the character with very specific information with little or no actual aid. Specialists might be a police detective, scientist, or even a member of Parliament.
- **Big Fish (6)** – Big Fish Contacts have quite a bit of information and clout to move around. They have quite a bit of information at their disposal as well as, more than likely, a vast network of connections that they can mobilize to aid a character in a time of need. These types of Contacts could be a well-connected noble or a trustworthy street Doctor.

Connections (6)

Connections are different from Contacts in that they represent a large network of associates, friends, and companions who can aid the character in small ways. Well-connected individuals find it easy to gain access to the right places or people, but it may take time to finagle the deal. A character with this Quality can make up an acquaintance as many times per game session as their Charm stat. This acquaintance will be friendly towards the character but is not necessarily going to aid the character in any meaningful way. Players can use this to have an “old college chum” appear at a dinner party or to discover that the police constable is actually an old friend from childhood.

Credentials (2)

The character has impeccable credentials that are of great use when it comes to opening doors of Neo-Victorian society. They player and Narrator should outline the exact details of the Credentials, be they a signed recommendation from a member of Parliament, being a well-known researcher in a field, or just a well-respected family name. Using Credentials will help the character gain audiences with those who most people can never hope to contact. Of course abusing one’s good name or relying on it too much will find one’s record tarnished. The character can also use this Quality to gain an actual letter of recommendation. This letter takes at least two weeks to gain (sometimes longer depending on the locale of the person writing the recommendation and the nature of the recommendation). Having the letter allows the character to squish any appropriate Credibility rolls by up to two steps.

Creditor (1, 2, 3, 4, or 5)

The character is owed some kind of debt by another. The nature of this debt could be monetary or it could be a favour or debt of honour. The character can leverage this debt to gain small bits of information or minor services or they can call it in for some great piece of information or service. The player and Narrator should determine together the nature of the debt and who owes it.

- **Small (1)** – The character is owed by a person of little or no consequence such as a private in the Armed Forces or a local pub owner.
- **Large (2)** – The character is owed a large debt by a lower-class individual or a minor debt by a member of the upper crust.
- **Significant (3)** – At this level, the character may hold a lesser man in near-complete bondage or is

owed some significant debt from a respected or influential person.

- **Substantial (4)** – The character is owed a debt that could ruin an upper-class debtor if ever called in full. The character may squish any Charm based rolls while dealing with their debtor by two steps. There is little their debtor could refuse to give to the character.
- **Life Debt (5)** – The debtor owes the character their life. This debtor can come from any class.

Criminal Associations (3)

The character is well-known throughout London’s underworld. The character has connections in the black market as well as a small network of informants they can call on. Of course, none of the aid provided by these contacts come without some price. Discretion is also paramount with such associations. Being too obvious or over-using this Quality might find the character shunned or even squealed on by supposed associates.

Discreet (3)

The character is well known for their discretion and prudence in all aspects of their life. Their tact is considered a great boon in the highly regimented Neo-Victorian society. People who know of the character’s reputation find it easy to confide in the character, even about their darkest affairs. Of course, this reputation requires that the character maintain this discretion. Leaking even the smallest of details might cause those who have confided in the character great consternation. In fact, some might be forced to ensure that their secrets never leave the character’s mind.

Estate (6, Aristocrats or Industrialist Callings only)

Only members of the Aristocratic or Industrialist Callings may purchase this Quality. The character or the character’s family owns a vast estate. This could be a manor within the city proper or an ancestral home in the countryside (most likely fortified in these dark times). The details of the estate should be worked out by the Narrator and player, but it will be in good condition and will contain all manor of antiques, heirlooms, and other furnishings as fitting the status of the family.

Expressive Eyes (3)

The character has learned to communicate with their exceptionally expressive eyes. The character may wordlessly relay a short message to anyone who meets their gaze. These messages cannot convey complex ideas and are subject to their recipient’s interpretation. The player may make a Charm and Wit based roll to send their message, with the Height determining how well it was understood (a Height of at least 6 is required to convey the message with no confusion).

Love (1, 3, or 6)

The character has a true love that will do anything for the character. There is nothing the character's love will turn down if it is in their power to do. Of course, the character's paramour can come with all manner of difficulties. First off, the character might not return the love, which can make for difficult interactions. And mistreating or neglecting one's lover can, of course, lead to losing the lover's affections. Moreover, friends and family of the paramour may dislike, hate, or mistrust the character. Finally, lovers can get themselves into all manners of difficulties and may turn to the character for aid. The player and Narrator should work out the details of the character's lover.

- **Poor (1)** – The character's lover is poor and/or unskilled. They come from the lower classes and can provide little aid to the character. They will, however, do whatever they can to aid the character.
- **Well Bred (3)** – The character's lover is from a good family or even holds a successful profession. The lover will have valuable skills to bring to aid and can even provide financial assistance when needed. The lover, however, may be unwilling to sacrifice their own good name or profession for the character.
- **Influential (6)** – The character's lover is very influential, wealthy, and/or highly skilled. They might be a member of an aristocratic family, a notorious thief, a powerful psychic, or a well respected physician. The lover will have a vast amount of skills and wealth to lend in a time of need, but will most definitely be unwilling to sacrifice everything for their love without some grand gesture.

Murder of Crows (3)

The character has a large network of friends and associates that keep an eye out for them wherever the character goes. Any time the character is in apparent danger or likely to run into legal trouble, a crow, or lookout, will approach the character and let them know. Obviously, there are limits to this network's reach outside of the slums, streets, or rookeries.

Nondescript (2)

The character is naturally difficult to pick out of a crowd. The character cannot take any Qualities that might help them stand out in any way (including Expressive Eyes or Beauty). The character will be naturally forgotten by most everyone who meets them unless the character does something to impress themselves on another. Any attempts to recall details about the character suffer a Difficulty 5.

Patron (2, 4, or 6)

The character has a powerful and/or wealthy patron. The patron looks out for the character's well-being and may provide information, services, and/or monetary funds in times of need. The Narrator and player should work out the details of the Patron. Abuse of one's Patron will invariably lead to being cut off for small periods of time. Inviting scandal or disgrace will find the character cast aside or disowned.

- **Insignificant (2)** – The character's Patron may be wealthy and well-known but beyond that, the Patron has little actual power within Neo-Victorian society. The player can expect some aid monetarily and with advice from now and then, but little else from this Patron.
- **Influential (4)** – The character's Patron is very influential and can grant all manner of aid to the character when necessary. Of course, the Patron is that much harder to reach as they spend much of their time increasing their own influence and power. The character can expect monetary aid with little difficulty but favors and advice may take time to work out.
- **Worldly (6)** – The Worldly Patron is vastly influential in society. The Patron is a mover and shaker in the Neo-Victorian world. Sadly, that means they are all but inaccessible to the character for "trivial" things like money or advice but the aid they do grant should be spectacular.

Private Workroom (2, 3, 4, 6, or 8)

The character has access to some kind of sanctum or workroom.

- **Anatomy Theatre (2)** – The character has access to a private, fully supplied anatomy theatre. The character must spend time and money maintaining the theatre.
- **Laboratory (3)** – The character owns or has access to a private laboratory. It comes fully equipped with all manners of laboratory equipment necessary. The character must spend times and money maintaining this site, however.
- **Research Library (2)** – The character owns a small, narrowly focused research library. These books are commonly available and only focused on a single topic of interest. The player should determine the nature of this library's focus before play begins. Any Research rolls made with this library gain a +1d bonus.
- **General Library (4)** – The character owns a small, general purpose library including the classics as well as all manner of prominent textbooks and scientific journals. When performing any Research the character gain a +1d bonus. This library takes up a small portion of the character's living space.
- **Private Collection (6)** – The character's private library is quite sizable, but focused on a single subject. It is thorough and contains quite few rare and hard to replace volumes. All the texts in this collection are specific to a single topic of interest, however. The player should choose the focus of the collection when it is selected. The character gains a +2d bonus to all Research checks that fall within the purview of their library's focus. This collection takes up an entire room of the character's residence.

- **Exhaustive Collection (8)** – The character’s library is vast and rivals the collections of many smaller universities. The character gains a +3d to any Research rolls made but the library takes up the majority of a small house in space.

Reputation (3)

The character is a well-known and respected figure in some aspect of Neo-Victorian society. The character can count on being recognized fairly often in their social circles and should expect a higher level of respect from their peers. Information should come somewhat easily to the character, but might have some cost associated with it (even if it’s just “joining us for a round of drinks” or some social favor of that kind). The player should select the aspect of society their reputation applies to when this is purchased. The character can also squish any Credibility rolls with peers in that aspect of society by up to two steps. Some aspects are: the Streets, the Underground, the Military, the Police, Nobility, the Middle Class, or a specific Profession.

Safe House (4)

The character owns or has access to a safe house. This can be a run-down flat in the East End, a hidden room within their own home, or just about anything else that the player and Narrator can imagine. When the character wishes, they can retire to the safe house and expect to remain reasonably safe and undisturbed. Of course the character must be careful not to reveal the location of their safe house to others, lest their secret become compromised.

Savings (1 or more)

The character has some amount of savings set aside. For each point set aside, the character has £5 in savings.

Title (2, 3, 5, 7, 9, or 12 – Aristocrat only)

This Quality can only be purchased by characters with the Aristocrat Calling. The character possesses some title of nobility.

- **Knighthood (2)** – The character has been knighted. Knighthoods are for life, but are non-hereditary. “Sir” or “Dame” are the appropriate titles of address for the character.
- **Baronet (3)** – The character hold the lowest of the heredity titles, a baronet. The character’s name is prefixed with “Sir” or “Lady”.
- **Baron (5)** – The character holds the lowest of the peerage titles. Barons are referred to as “Lord” while a Baroness is “Lady”. The children of a baron are

granted the courtesy of “Honourable” before their names. Barons can vote in the House of Lords.

- **Viscount (7)** – The character is a viscount and is referred to as “Your Lordship,” “My Lord,” “Your Ladyship,” or “My Lady.” The children of viscounts have the title “Honourable” associated with their names. Viscounts have a vote in the House of Lords.
- **Earl (9)** – The character is an earl of the kingdom. Male earls are referred to as “Your Lordship” or “My Lord” while females are referred to as “Your Ladyship” or “My Lady”. Children of earls are granted the “Honourable” title before their names. Earls may vote in the House of Lords.
- **Marquis (12)** – The character is a marquis, the second highest rank of peerage. Only beneath Dukes (the rank of which a player cannot purchase as a Quality) in the social order, Marquis hold great sway. Marquis are referred to in the same manner as Earls but their children gain the courtesy title of “Lord” or “Lady”.

Trusted Servant (3)

The character has a trusted servant in their employ. This could be a maid, valet, butler, or some other member of the serving class. The servant is loyal to a fault and will do anything for the character. The Narrator and player should work out the details of their servant. Characters must have a Wealth of 6 or more to have this Quality.

Upper Class (6)

Though not an Aristocrat, the character is a member of the upper class. The character might have been adopted by a member of the Aristocracy, attended one of the most prestigious schools in the Empire, or perhaps is just a celebrity of some form. Other options might be that the character is a well-off Industrialist, a disowned former Aristocrat, or even someone carrying an honorific title due to service to crown and country. Regardless, the character can move about in the upper echelons of society with little difficulty. There may be some issue with the character’s “common blood” but the benefits will often outweigh the scornful eyes of one’s “betters”.

Veteran (2)

The character was once a member of a military or police organization. While no longer serving active duty, the character can expect some preferential treatment from their former peers. This could include information, warnings, or a round of drinks.

Wealth (1 or more)

The character may spend points on a one-for-one basis to increase their starting Wealth. Undertakers and members of the Servant or Working Class Callings cannot raise their Wealth above 5.

Supernatural Qualities

Supernatural Qualities are special features and abilities that strain the bounds of what a “normal” human can do. These Qualities make the character more than human in many ways.

Bad Tasting (3)

The character is unappealing to animates and vampires. Animates will shy away from the character unless they are the only living being in the vicinity (and even then they will seem to be grudging in their attacks). Sentient vampires would never deign to feed on the character, while their more feral kindred might do so to simply rid the world of such a stench. This cannot be taken by half-lifers.

Dreamer (6)

The character is blessed with prescient and oracular dreams. The character can, at times, glimpse into possible futures in their dreams. This is not controlled at all by the character and the information gathered will often be vague, as dreams are wont to be.

Incorruptible (6)

The character is immune to all known pathogens, including the Plague and vampirism. Characters with this Quality can never have Physical Corruption. This Quality cannot be taken by half-lifers.

Lucky (3)

The character has some preternatural luck about them. Perhaps it is just a fool’s luck or maybe there is some force out there looking out for the character. Regardless, twice per game session, the character may re-roll any check they wish. The

character may take the better of the two checks. A check can only be re-rolled once through the use of this Quality.

Poison Blood (3)

The character has somehow internalized the corruption that plagues the world at large. The character’s breath reeks of decay and it can kill insects and small birds if in close enough quarters. More unsettling, the character’s blood has turned to a sickly green-black ichor that burns when exposed to daylight. This ichor is deadly if consumed or internalized by another living being as well as vampires. Animates are not affected by the ichor, however. The ichor, if internalized, will cause excruciating pain to its victim, imposing a -2d penalty to all actions. The affected must make a Vitality/Endurance check every minute with a Difficulty of 3. Success on this roll shakes off the pain and the target slowly returns to normal. Failure has the target lose a point of Vitality and must make another roll in a minute’s time. Anyone whose Vitality is reduced to 0 in this manner is killed. Vitality lost due to this affliction is recovered at one point per week, or two per week of complete rest and medical care.

Quiet (3)

The character has an unearthly air about them and can move in almost complete silence when they wish. Particularly cumbersome or noisy clothes or equipment hinder this ability, but the character’s ability can compensate in some way. Quiet characters halve the Difficulties for any Encumbrance they have on Stealth and Tracking rolls. The character gains a +2d to all Stealth and Tracking rolls.

Physical Qualities

Physical Qualities are special abilities that affect the character's physical form and aptitudes.

Able Bodied (4)

The character is a fine physical specimen. These characters recover one-half of their Shock damage immediately after a combat encountered has ended. Furthermore, all Difficulties to treat this character with Medicine or First Aid are reduced by 2. Finally, the character gains +2d to any Vitality based checks to shake off illness or infection.

Ambidextrous (4)

The character is equally adept at using either hand. The character may still favor one hand over another (and should choose a "Dominant Hand" for purposes of Hit Locations) but suffers no penalties for performing actions with either hand nor do they suffer off-hand penalties when using two weapons. Furthermore, if the character is ever hit in Location 3, the player may choose which Arm takes the damage.

Beauty (1, 3, or 5)

The character is more attractive than most. They will always stand out in a crowd and will be hard to forget. This Quality cannot be taken with the Nondescript Quality.

- **Attractive (1)** – The character is pretty enough that many people take notice of them. Whenever the character makes a Guile or Credibility check, they have a minimum height of 3 on any checks. That means that any one set that has a Height of less than 3 is immediately set to 3. So if a character rolled a 3x1 and a 2x6 on a Guile check, they could set the 3x1 to be a 3x3.
- **Stunning (3)** – The character's beauty often causes others to stop in their tracks. With a look, the character can cause infatuation in others. Whenever the character makes a Guile or Credibility check, one set with a Height less than 7 are immediately raised to 7. Thus, a character that rolled a 3x1 and a 2x6 could raise the 3x1 to a 3x7 or the 2x6 to a 2x7.
- **Haunting (5)** – The character is so achingly beautiful that they will haunt the dreams of those who look upon their countenance. Even those who are not usually attracted to the character's sex will find the character irresistible. This character has a minimum Height of 10 on any Guile or Credibility checks. Thus if the character rolled a 3x1 and a 2x6 they could raise the 3x1 to a 3x10 or the 2x6 to a 2x10.

Disease Resistance (2)

The character is naturally resistant to the normal diseases of the Neo-Victorian world. This Quality

does not, however, aid in shaking off supermundane infections, such as vampirism or the Plague. The character gains a +2d to any Vitality based checks to shake off illness or infection. This Quality does not stack with Able Bodied.

Gigantism (5)

The character is a giant, standing well over seven feet tall. The character starts play with a bonus point in their Vitality Attribute and their Vitality Attribute tops out at seven, rather than the normal five. The character must eat twice as much as a normal person and must have all of their clothes and much of their furniture custom made. Sadly, this condition puts a wear on the character's body and the character will age much more rapidly than others. Expect the character's normal life span to be halved. Furthermore, anti-agapic treatments have no effect on the character.

Immunity (3 or 5)

The character has developed some kind of immunity to the environmental conditions of the Neo-Victorian world.

- **Smogs (3)** – The character suffers no ill effects from London's smogs. The character can venture into the worst of the smog and suffer no ill health effects. They may still choose to wear a mask and goggles to keep themselves clean. Also, this kind of immunity is common to the undead, so the character must beware to not draw the attention of Undertakers on the prowl.
- **Toxins (3)** – The character is immune to the effects of any normal toxin. This could be poisons, animal venoms, or even radiation.
- **Serums (5)** – The character is immune to both normal toxins as well as any alchemical preparations created.

Leather Hard (5)

The character has an extra Wound box in every location.

Light Sleeper (3)

The character is very light sleeper and will awaken at almost any noise. The character can make Wit/Awareness checks even while asleep at no penalty.

Long Lived (3)

The character has an unnaturally long lifespan and is on track to live to be well over one-hundred and fifty years naturally. Anti-agapics and good living could increase that lifespan considerably as well. Assume the character ages physically one year for every three they have lived past puberty.

Strong Man (3)

The character is well-muscled and capable of amazing feats of strength. The character can squish any Feats of Strength checks by up to two steps.

Mental Qualities

Mental Qualities affect the character's mind-state and mental capacities.

Faith (2)

The character has a deep and abiding faith that sustains them in these dark times. The nature of this Faith need not be religious, though it often is. The player should outline what their faith is focused on. The character reduces any Difficulties to resist Fear by 2.

Linguist (5)

The character has a natural gift for languages. The character can select additional Languages as Specialties under their normal Language skill rather than requiring additional Skills per Language.

Photographic Memory (6)

Often called Eidetics, the character is able to remember everything they see, hear, or learn with little difficulty. The character has near total recall of even the most mundane facts. The Narrator should supply the character with any information the player may have forgotten that their character would be incapable of forgetting. The character can also make a Wit/Awareness check to pick out a small detail of a past remembered event or scene.

Resolve (3)

The character is inured to the horrors of the Plague. When Terrified, the character never loses more than one-half of their Willpower, regardless of the

Also, assume the character's Vitality to be two higher than current when determine how much they can carry or lift.

Thick Headed (1)

The character has an extra Wound box on their Head.

response they choose. Furthermore, the character reduces the Difficulty of any Fear checks by 1.

Savant (4)

Destined for greatness, the character has one of the keenest minds alive today. All Academic skills can have up to 6d rather than the normal 5d cap. Furthermore, all dice in Academic skills cost 1 less XP to purchase or promote.

Synaesthesia (3)

The character has a medical condition that means that stimulus from one sense elicits a response in another sense as well. For instance some people with synaesthesia, often called synaesthetes, may be able to see sounds, taste shapes, or read otherwise black-and-white words in colour. These responses are always consistent, however, so a character that hears a slight ringing sound when they see the color red will always hear the same sound. Synaesthesia is not a disease, nor is it some kind of mental defect. Synaesthetes live normal lives but do so with this heightened sense of the world around them. For them some colours might be pleasant while others may be grating or shrill. The character gains a +2d to any Awareness checks that trigger their synaesthetic experience.

Time Sense (2)

The character is never late due to their preternaturally precise internal clock. The character will always know the exact time to the minute.

Impediments

Impediments are flaws in the character that cause difficulties. These drawbacks do not gain the character additional points during character generation. Instead, whenever the character suffers a setback due to an Impediment, the character gains an extra XP in that game session. If the setback was particularly dire or terrible, the character may gain 2 XP. The Narrator is encouraged to put together scenarios and situations to test a character's Impediments. Players can choose to not have an Impediment slow down a character, but will miss out on the bonus XP. Basically, Impediments allow the player to choose to reduce their character's effectiveness in order to gain bonus XP.

Below is a table of possible Impediments that exist in the Neo-Victorian world. The player and Narrator should work out the effects (if any) that these Impediments might have on the character. Refer to the *Unhallowed Metropolis* book, pages 167 to 188 for more details.

Accelerated Decrepitude	Evil Eye	Night Terrors
Albinism	Fastidious	Nomad
Allergy	Fits	Notoriety
Amnesia	Glass Jaw	Plague Kissed
Amputee	Good Tasting	Poor
Asthma	Haemophilia	Prosthetic
Asthma	Hard of Hearing	Secret
Believed Dead	Hypersensitive	Sleepwalker
Blind	Illiterate	Superstition
Colour Blind	Immigrant	Suspicious
Consumptive	Lame	Syphilis
Cowardice	Leper	Thick Accent
Criminal Record	Life Debt	Uncontrollable Temper
Dark Inheritance	Lost Eye	Unlicensed Undertaker
Deaf	Malignity	Wanted
Debt	Melancholy	Ward
Defects	Midget	Weak Willed
Dim	Mute	
Disowned	Nemesis	

Features/Characteristics

Features are little bits of training and expertise the character gains through training, life experience, and raw talent. Characteristics are mechanically similar to Features, save they are innate to certain Callings. A character has access to any Features and Characteristics for any Callings they have experienced throughout their lifetime. Access to a Calling costs 1 Custom Point during character generation (this cost is assumed in the One-Roll Character paths). After character generation, Callings will cost the player 10 XP and will require Narrator approval, as Callings represent a lifestyle and training regimen that is rarely possible without copious amounts of downtime.

Characters immediately gain the effects of any Characteristics listed for their Callings once the Calling is purchased. The player can then select Features from any of their Callings for 1 Custom Point during Character Generation or 3 XP afterwards. Some amount of training time is expected for characters who pick up a Feature after character generation, so it's highly recommended that it happen only during Downtime, but the Narrator may approve a spontaneous Feature arising with a good excuse from the player.

Character Advancement

Characters can be advanced in one of three ways: during a game session, between game sessions, and during down-time. Each type of advancement has slightly different rules that surround them. See the Custom Points/Experience Points chart in the One Roll Characters section for more details on costs for Character Advancement.

In Media Res

Character advancement done during a session (also known as In Media Res) is the height of instant gratification. There are some rules and restrictions that come along with this type of advancement however. First, a character can only improve a single aspect of their character in a given game session. Second, the character must spend a number of Willpower equal to one-half (round up, minimum 1) of the XP spent to make the improvement. For example, a character that wishes to upgrade one of their normal dice to a Master Die must pay 6 XP and 3 Willpower to make the improvement. Finally, the character can only make this change during a significant moment in the story. Basically, this improvement must be done in a manner that increases the drama of them moment.

Between Sessions

Between gaming sessions, many players like to improve their characters. This can be done, with Narrator approval, but with restrictions. First, only Skills can be improved between Sessions and the Skill must have been used in the previous Session. The Skill use need not have been successful, nor did it necessarily have to be rolled, but the player must be able to defend that their character made use of the skill to the Narrator before advancing it. No more than two skills may be advanced in this manner per game session and a player cannot “save up” from previous sessions (i.e. not advancing for three sessions and then advancing six skills at once between sessions).

Downtime

Narrators are greatly recommended to provide bouts of down-time at somewhat regular intervals to characters (provided plot allows for such moments). Downtime is a relatively long stretch of time that passes quickly for the characters, as no direct plot points are occurring. At minimum downtime should be no less than two weeks unless there are extraordinary circumstances.

During Downtime, players should outline how their characters spend their time. Narrators are encouraged to give the player a “post Downtime” report that outlines what happened to their character during the time, what contacts they might have made, and perhaps some little bits of color to flesh out the time some. Perhaps the character spent some time at a local pub and found a new drinking buddy or maybe the old scholar whose library the character was making use of tried to pass a homely niece or nephew on the character during their visits. Narrators should feel free to award bonus XP or out-and-out skill levels for players who come up with detailed or specific activities during their downtime.

Players can spend their character’s XP during Downtime with few restrictions. Basically if the player can get Narrator approval, any Skill, Attribute, Quality, or Feature can be advanced any amount, provided the character has sufficient XP. Some Narrators may require a minimum amount of time spent training to advance certain aspects of the character (Stats probably should take longer than a few weeks to advance, for example) and some aspects may require specialized training (i.e. picking up a new Academic skill might require finding a tutor). The player and Narrator should work together to work out what is advanced during Downtime.

In all, Downtime should be seen as a time for the character to better themselves, but also as an opportunity for the player and Narrator to enrich the story going on by providing bits of color to the story. These bits of color need not be tied to any specific plot, and could even lead to more interesting diversions during play, if done correctly.

Character Option	Experience Cost
Qualities	Per Cost Listed
Features	3 XP
Skills, normal die	New level in XP
Skills, expert die	1 XP to convert D to ED
Skills, master die	5 XP to convert ED to MD
Skill, additional specialty	1 XP per Specialty
Attribute	10 XP for each +1

One Roll Characters

Creating a One-Roll Character for the Unhallowed Metropolis ORE conversion is much like building any other One-Roll Character with a few special cases. For UnMet ORE the player would roll 13d10 to create an “adventurer” age character (generally between 18 and 35). Younger characters are made with 11d10 for adolescents and 9d10 for children. More “venerable” characters can be generated with 16d10 for the 45+ age set. Playing an older character does, however, reduce the character’s final Vitality and Coordination by 1 to a minimum of 1. Before the roll, the player can choose to make a “called shot” in this roll, by setting one of the dice to a specific number. This gives the player a little control in the generation of their character classes.

Another wrinkle provided in UnMet ORE is that there are some roll results that could create unworkable characters without some bit of finagling. The prime example is a player that has rolled a 2x10, 2x4, 2x2, and/or a 2x1. This is because the Working Class, Servant, Middle Class, and Aristocracy Callings all have an implied Social Class to them that rarely interact with others. Now this, of course, could be handled by developing the character’s Lifepath story to accommodate this change of Classes. In that case, remember that in Neo-Victorian England, moving up a Class is almost impossible, but moving down a Class isn’t. The player should work with the Narrator to ensure a feasible story is created.

If the player or Narrator cannot find a way to make the randomly rolled character work, the player is allowed to “break” any unworkable sets. When breaking sets, the player has two options. First the player can choose to just break the set into two dice and use them as Fortune events. The second option allows the player to Squish any set of Width 2 one step up or down. Please note that this is the only time Squishing can be used to extend the Width of a pre-existing roll.

Thus, a character that has rolled a 2x10 and a 3x1 could choose to be a Working Class character with two rank 10 Fortune events (bust the two 10s into individual 10s). Or the character could be a Noble with three Fortune events (by busting the 3x1 into three 1s). Meanwhile a player that had rolled a 2x3 and a 2x4 could choose to squish the 2x4 into either a 1x5 or a 3x3. If they Squished the 2x4 into a 3x3, they would then have a 5x3 Lifepath.

Finally, any Width of 6 or more should have the extra dice broken out for Fortune events and just keep the Width of 5 for that Lifepath.

Lifepaths

The character’s Lifepaths will be determined by the character generation roll. The available professions are listed below:

x1	Working Class (Unskilled Labour, Skilled Labour, etc.)
x2	Servant
x3	Entertainer (Artist, Painter, Dancer, Actor, Prostitute, Courtesan, etc.)
x4	Criminal
x5	Middle Class (Doctor, Barrister, Clergy, etc.)
x6	Detective
x7	Soldier
x8	Mourner or Undertaker
x9	Industrialist
x10	Aristocrat

Characters wishing to play “More Than Human” characters (Dhampir or Psychics) must devote their Widest set (regardless of Height) to their More Than Human Lifepath. More details follow in the More Than Human section after the normal Callings.

After the player has determined which Lifepaths apply for the character, the Waste dice from the roll are used to determine the Fortune events for the character. The player should then put the Lifepaths and Fortune events into order for the character, building a sort-of character history.

Characteristics

Characteristics are innate abilities that apply to all members of a certain Calling. Characters automatically receive the benefits of any Characteristics for any Callings they have encountered through their Lifepath. Players and Narrators can, of course, work together to limit, expand, or exclude Characteristics from specific characters if necessary for the character’s story.

Features

A character can purchase Features from any Calling that they have access to from their Lifepath. Each Feature costs 3 XP to purchase. Features may be purchased with the character's Custom Points during character generation at a cost of 1 Custom Point per Feature.

Skills Greater than 5

If a character is generated with any skill total greater than 5, the player gains an additional Custom Point for every Skill Point that would be greater than 5. So if a character was rolled up that had a 6 Guile and 7 Fight, the player would reduce both skills to 5 and would gain 3 additional Custom Points to use to customize their character.

Tweaks

A player is also allowed to tweak any Skill that has a rating of 4 or 5. They may remove points from that Skill to lower the skill rating down to 3. Doing so will grant the character additional Custom Points on a one-for-one basis. So a character with a 5 in Credibility could reduce their Credibility to 3 and gain 2 Custom Points in the process.

Wealth and Assets

When generating characters, the player will find that each of their Lifepaths provide various Wealth ranks and Assets. The player should only mark the highest Wealth rank achieved across all Lifepaths. So if the character had received Wealth ranks 2, 0, and 5 across their various Lifepaths, the character would start play with Wealth rank 5. As far as Assets, the player should be allowed to keep whatever starting Assets they wish, within reason. If multiple Lifepaths provide the character with numerous residences, the character should be allowed to keep them only if their Wealth rating would allow for it. The player and Narrator should work together to outline the character's holdings before play starts.

Starting Funds for characters are based on their Wealth Score. In addition to any Assets listed, characters gain an amount of money to purchase additional equipment and goods as follows. Unspent money is retained by the character to be used at a later time. Please note that the money granted is only for newly created characters. Income from Wealth should be handled according to the Unhallowed Metropolis rules for Wealth.

Wealth	Starting Funds
0	5 £
1	10 £
2	30 £
3	40 £
4	50 £
5	60 £
6	70 £
7	90 £
8	130 £
9	210 £
10	370 £

Starting Skills

All characters start play with the following skills automatically:

Language (Native Tongue): MD

1d to place in one of the following skills

- **Athletics**
- **Awareness**
- **Education**
- **Stability**

Custom Points

After the player has determined their one-roll character's Lifepath, the player is given 15 Custom Points that can be spent to purchase Qualities or Features. These points could also be spent to purchase additional skill levels or to advance the character's Attributes.

Character Option	Custom Point Cost
Qualities	Per Cost Listed
Features	1 Custom Point
Skills, normal die	1 per +1
Skills, expert die	1 to convert D to ED
Skills, master die	5 to convert ED to MD
Skill, additional specialty	1 per 3 Specialties
Attribute	5 for each +1
New Calling ¹	1 per Calling

¹ = Purchasing a New Calling grants the character the appropriate Characteristics for that Calling.

Working Class

The Working Class in the Neo-Victorian society makes up the widest spread of the population. Most individuals eke out a meager existence on whatever job they can find. Existence is tough for these labourers. Poverty runs rampant in the streets, as does unemployment. Working conditions are terrible with most workers forced to slave away for twelve to fourteen hours each day. With the repeal in 2028 British Factory Act of 1847, even women and children of the lower-class find themselves shackled to thankless, dangerous jobs in factories or scrounging for what labor they can find in the streets.

In general, the Working Class either falls into one of two categories: skilled or unskilled. Skilled labourers are the carpenters, wainwrights, cobblers, and blacksmiths. Unskilled labourers make their livings working for a factory or working demanding manual jobs like hauling coal or work as a stevedore. The hours are long, the pay abysmal, but it beats living on the streets. The lifestyles differences between Skilled and Unskilled labourers aren't really that different from a wider perspective. Skilled labourers might make slightly more money but jobs and training in their field are hard to come by. Unskilled labourers are plentiful but their pay is substandard and their working conditions terrible. So the trade-off becomes does one sacrifice time to gain a skill that doesn't guarantee a job or does one throw their body into the cogs of the industrial machinery in hopes of future rewards. The decision is not a simple one and rarely does a member of the Working Class make it intentionally.

Characteristics

Everyman – More numerous than any of the other social classes, the Working Class is ubiquitous. As such, members of the Working Class enjoy a sort of anonymity in the Neo-Victorian world. So long as they do nothing to neither arouse suspicion nor draw attention, then they can move about relatively unfettered. More to the point, members of higher social classes will rarely pay the Working Class much mind and will have trouble remembering anything specific about the character if pressed for information. Of course, this obscurity only applies where one would assume to find a labourer, such as a pub or on the streets not wandering the halls of academia or the courts of England's nobility.

Thick Headed Quality – Members of the working Class begin play with the Thick Headed Quality.

Specialist Skill – Working Class characters have access to the Trade Specialist Skill.

Features

Rabble – The common man is numerous, which gives them some power when their backs are against the wall. Given a few drinks and the right circumstances members of the Working Class can be agitated into action. A character can use this to at times to form up a small mob if the situation so requires. The mob's intent must be simple and they can't be lead once the initial incitement has been made, but for quick muscle, there's little better than a bunch of liquored up dock-workers.

Hardy – Life on the streets has inured the Working Class to all manners of hardship. These people somehow endure all manner of physical and emotional ailment with dogged determination. Loss of life and limb are so prevalent that most Working Class people barely bat an eye at suffering and pain. The character can squish their roll up to two steps on any Endurance or Stability checks made to withstand suffering or pain. Furthermore, the character can get by with a minimal amount of sleep for days on end. A character need only sixteen hours of sleep over three days to maintain normal activity levels. The character can also forgo sleep for up to two days at a time, but after doing so, they must sleep for a solid eight hours before they can resume their normal schedule or go without sleep again.

School of Hard Knocks – Education is a luxury that most members of the Working Class have no access to. This lack of formal schooling, however, does not necessarily make the common man completely uneducated. Life in the gutters has prepared the commoner with a far more practical education than any tutor could provide to the wealthiest and most privileged in Neo-Victorian London. Characters with this feature are well-versed in the intricate life of the streets. They know the movers and shakers, where to get the best deals, and how to best navigate the "real world" where the work gets done. This Feature allows the Working Class character to squish any Streetwise checks up to two steps.

Scrounge – Members of the Working Class are masters of making due with what little they can afford. Some, however, take this skill to a whole new level. Master Scroungers can find all manner of useful or rare items through careful negotiations, dealmaking, and raw luck. This Feature allows the character to procure rare or difficult to find items as needed. These items, however, always come with some catch or cost. Rarely can the Scrounger afford the item, so a series of deals, favors, and promises always accompany the items thus procured. Whenever the character uses this Feature to gain an item, the player and Narrator must work out the nature of the deal that allowed the item to come to the character's possession. The rarity and value of the item procured will dictate the conditions. Highly valuable or very rare items will most likely only be on temporary loan, with great consequences if lost or damaged. More ubiquitous items might only carry the weight of small favors or innocuous "courier runs" for the character. Common or inexpensive items can generally be gained for next to nothing or simple trades.

Lifepath

Skilled Labourer Path

2x1	Apprentice	+1 COORDINATION, +2 Trade, +1 Endurance, +1 Gambling or Fight	2 Wealth
3x1	Journeyman	+1 WILL	3 Wealth
4x1	Chief Assistant	+1 Trade, +1 Bargain, +1 Jury Rig, +1 Stability, +1 Streetwise or Forgery	4 Wealth
5x1	Master	Change Expert Die in Trade to Master Die	5 Wealth

Unskilled Labourer Path

2x1	Workhouse	+1 VITALITY, +2 Feats of Strength, +1 Gambling or Fight, +1 Streetwise	1 Wealth
3x1	Carter	+1 WILL	2 Wealth
4x1	Wage Slave	+1 Bargain, +1 Endurance, +1 Guile, +1 Stability, +1 Trade	3 Wealth
5x1	Foreman	+1 Awareness, +1 Bargain, +1 Guile, +1 Streetwise, +1 Subterfuge or Fight	4 Wealth

Assets

Members of the Working Class have very little in the way of starting assets. They will own the threadbare clothes on their back, which are generally second-hand or ill-fitting. They may own a few curios or trinkets that may have been passed down through the family, but nothing that has any real value over a few shillings (or a pound at most). If they are lucky, they may have a small hovel of their own (which is no better than a shack on the East End). Otherwise, they will live in housing with numerous other family members or amongst complete strangers in a Workhouse or Rookery. Skilled Laborers will have an old, second hand respirator and a few used filters to use in it. They will also possess whatever tools their trade may require in a small satchel. Unskilled Laborers start with nothing more than their clothes and perhaps a pack of cigarettes.

Servant

Servants occupy a strange social space in the Neo-Victorian world. Present in most every aristocratic home and common even to the middle class, the Servant is a daily part of life for the affluent and influential people of society. At best, a Servant can be a trusted member of the family, responsible for the health and well-being (both physical and mental) of the family. At worst, a Servant is little more than property to be pushed around at the whim of violent or erratic masters.

Servants are to keep to themselves when in the presence of the homeowner or guests. They are to speak only when spoken to and to answer as succinctly as possible. They are to be ever-present yet unobtrusive, giving way to the family and guests regardless of burden or task at hand. Yet even with such strictures, the life of a Servant is generally regarded as much easier than that of most members of the Working Class. The work, while monotonous, is far less dangerous than that of labourers. Leisure time is even common in Neo-Victorian times, with most Servants gaining a half-day to themselves on Sundays and a full week off sometime during the year at the very least. Other households offer as much as two weeks holiday a year as well as an evening off a week (although this is usually only in larger households with multiple servants capable of covering for each other).

Servants are not the purview of only the wealthy and elite. Most Middle Class homes can be expected to keep at least a single Maid-of-all-work to help around the house with cleaning, cooking, and running errands. The wealthy or aristocracy will keep numerous Servants as befits their station and wealth. As such, Servants are very common in all walks of life.

Characteristics

Everyman – More numerous than any of the other social classes, the Working Class is ubiquitous. Within that class, Servants are—in many ways—the most visible members of this class to the elites. As such, Servants enjoy a sort of anonymity in the Neo-Victorian world. So long as they do nothing to neither arouse suspicion nor draw attention, then they can move about relatively unfettered. More to the point, members of higher social classes will rarely pay the Servants much mind and will have trouble remembering anything specific about the character if pressed for information. Of course, this obscurity only applies where one would assume to find a Servant, which gives them great leeway within the rooms, cellars, attics, and grounds of the wealthy and influential.

Lucky Quality – Servants gain the Lucky Quality.

Specialist Skill – Servant characters have access to the Trade and First Aid Specialist Skills.

Features

Seen but not heard – The life of a Servant is meant to be one of patient observation. Rare is the master or mistress that asks for their Servant's opinion. Servants are expected to speak only when spoken to and to do so in a polite and concise manner. But this rule is not simply to keep the help in line. Servants are ever-present in their master's lives and, as such, are privy to many details, facts, scandals, and other information that could be disastrous if it were to get out. Therefore, Servants are a fount of information for those who can extract it from them. But their loyalty makes it difficult to do so. Any attempts to intimidate, bribe, or in other ways finagle information from a Servant has a Difficulty equal to the Servant's Trade (Steward) skill rating. If actively opposing attempts to coerce information, the Servant may squish their Guile roll up to two steps.

Life under the stairs – Most servants are housed in out of the way places be it in attics or, more often than not, in cupboards under the stairs. And as the life of a Servant may be lonely (especially in households with only one Servant), there is a camaraderie that exists amongst Servants. A Servant can generally expect kindness and aid from most other Servants as well as from many merchants (due to the fact that many servants can influence the household purchasing decisions). And while Servants may seem like stones to outsiders when it comes to sharing information, they pass gossip amongst one another easily. A servant can more easily find out information from the Servants of other households than others could. These information exchanges are done on a "tit-for-tat" basis, so the inquiring Servant best have some juicy gossip for trade.

Anticipation – The greatest asset in the arsenal of a Servant is the ability to anticipate the needs of those around them. This gives the Servant the airs of being ever ready in any given situation. The consummate Servant has this ability writ large; an almost preternatural ability to foresee the needs of others. Servants with this Feature are always considered to have the proper tool for a situation, provided they have access to said tool easily in their daily life, on a successful Trade (Steward) check. The Narrator can ascribe a Difficulty to the roll depending on how rare the needed item is. Furthermore, subsequent use of this Feature during the same game day adds one to the

Difficulty. After all, there is only so much a character can secret away. The Servant cannot use this ability to

anticipate items they might need, only to meet the needs of others.

Lifepath

2x2	Maid-of-all-work or Page	+1 CHARM, +1 Trade (Steward), +1 Etiquette, +1 Guile, +1 Stability	3 Wealth
3x2	Housemaid or Footman	+1 WIT	3 Wealth
4x2	Lady's Maid or Valet	+ED to Trade (Steward), +1 Awareness, +1 Education (Primary), +1 Stealth	3 Wealth
5x2	Housekeeper or Butler	Change ED in Trade (Steward) to MD	4 Wealth

Assets

Servants are generally provided room and board for their services, while a few Maids-of-all-work might serve multiple families and live on their own. Kept Servants are provided with sturdy clothes of decent quality and may also possess a few outfits of cast-off clothing from their master or mistress. These second hand clothes will be of good quality but older and possibly threadbare. Servants have little in the way of actual belongings beyond that as what little pay they are given provides for the necessities of tea, sugar, and any other small treats they may desire

Servants will have older, but functional respirators that they can borrow from the family when they leave the home on errands. They will have at least two work outfits of good quality and one personal outfit of poor quality.

Entertainer

Entertainer is a broad class of people that work in the field of providing much needed distractions to the people of Neo-Victorian England. It could cover Artists, Street Performers, Actors, Authors, Courtesans, or even Prostitutes. There are two distinct Paths to the Entertainer Calling: Producers and Providers. The Producer Path is focused on careers that produce works for the enjoyment of others. This includes such careers as Artists, Playwrights, Authors, Actors, or Street Performers. Prostitutes are themselves the service supplied by the second Path. Prostitution, being legal in Neo-Victorian England, is an industry that many women and a few men find themselves either trapped in or drawn to. The work is readily available and most everyone has the requisite tools of the trade to be a common streetwalker. Even some members of the upper class find it easier to serve as a Courtesan, entertaining the wealthy and elite.

Regardless of their Path, Entertainers serve the public with their gifts. Creating lasting works, evoking emotions, or simply making a quick buck are all common desires for members of this Calling. Not all do this out of the kindness of their hearts or the desire to do well by their fellow man. Some are incapable of doing much else; their passions lie in their arts while others simply fall into their place and can't find a way out.

Characteristics

None, Entertainers automatically start play with a single Feature from the appropriate Path at no Custom Point cost. This does not count against the maximum number of Features based off of the character's skill.

Features

Passion (Producer Only) – Entertainers that follow the Producer Path generally do their work out of a passion or drive to produce their works. The Entertainer may purchase any of the following Features, but cannot have more of these than they have ranks in their Production skill.

- **Academy honors** – The Royal Academy of Art has worked hard to recover and retain as many works of art as possible. They also strive to foster artistic growth in these dark times. The character attended the Royal Academy and garnered some honors before graduation. The character is well known in artistic circles and has some connections in the general art scene. The character can squish any Credibility rolls made with other artists and members of the upper-classes up to two steps.
- **Avant-garde** – The character excels at the production of new and exciting works. They push the boundaries of what is considered acceptable with their works. As such, they have garnered a reputation as both a radical and a “true artiste.” The avant-garde artist will garner much attention from these reputations, both good and ill. The character can squish up to two steps any Guile checks when dealing with anyone who admires or reviles their work.
- **Following** – The character has managed to garner some kind of following in the Neo-Victorian society. The character will be recognized relatively easily on the streets by most everyone. Even the lower class has at least heard of the character, regardless of whether they've seen/read the artist's work or not. The character can expect the good treatment in general from people as well as little favors here and there. A Constable might look the other way for a minor infraction for the character's autograph while a vendor might just give the character a free meal just to boast that someone famous had dined there. The character can squish their Credibility rolls with anyone who recognizes their name, face, or work by up to two steps.
- **Hangers On** – The artist has developed a large entourage that follows them around. The character is never without a few fashionable hangers on. This entourage will usually consist of at least one dilettante from the aristocracy, giving the character access to the upper-crust society as well as certain immunities from issues. The character and Narrator should outline the character's entourage as well as their connections and influence, which should not be insignificant.
- **Patron** – The character has acquired a Patron from the wealthy elite. The Patron supports the character financially as well as socially. The character receives a monthly stipend that covers all of their supplies and studio costs. The character is given a lavish and well-appointed studio. The character can call on their Patron for financial assistance in times of need and can also rely on the Patron for help

socially or legally if necessary. This, however, is not a one-way street. Taking advantage of one's Patron or not consistently producing work is a sure fire way to lose the patronage and find oneself destitute once more.

- **Starving Artist** – The artist's work have never quite managed to take off. People just aren't interested in what the character is producing. But, the artist keeps striving, driven by a desire that threatens to completely consume them. Moreover, their hunger and passion gives them a strange clarity in these dark times. The character may squish any Endurance rolls up to two steps.
- **Visions** – The character's dreams are haunted by strange visions, hallucinations, or even "spirits". These dreams guide the character's work and serve as the artist's muse. As such, the character's work is often shocking or even disturbing to the general populace, but it still contains within it great beauty. The character can squish any Production rolls up to two steps when subject to these fits. The works created will be striking or unsettling to most people. The character's works will never fully be accepted by the community at large and many people might be upset by the character's presence.

Incitement (Prostitute Only) – Entertainers of the Prostitute path are more focused on provoking others with their actions than with their arts, and few are better at that than the Prostitute. And while the social mores of Neo-Victorian England makes the job of the Prostitute a difficult one, it is the ability to live outside of those morals that gives the Prostitute such power. The Entertainer may purchase any of the following Features, but cannot have more of these than they have ranks in their Guile (for street-walkers) or Credibility (for Courtesans) skill.

- **Cant** – The character is well versed in the rhyming slang and language of the streets. This character instantly gains the Specialties of Thieves Cant and Rhyming Slang under their Language Skill. Furthermore, they can squish Credibility rolls when dealing with members of the lower class by up to two steps. This stunt can only be selected when the character is first generated due to the complexities required.
- **Courtesan** – This Feature requires the Upper Class Quality. The character is not of low-birth and has a dignified enough demeanor that allows them to move about in the upper crust as a Courtesan for the wealthy and elite. Courtesans are well-educated and serve as a companion first and foremost. Physical interaction is a secondary concern. In fact, some Courtesans do not service their clients physically, but these are the rare exception. Courtesans should be skilled at conversation, current events, politicking, as well as attractive and courteous in order to survive

with the elites. Courtesans gain a +1d to the Education (Secondary) skill and may squish any rolls made with that skill by up to two steps. Furthermore, they gain +1d to one of the following skills: Education (Classical), Etiquette, Language, or Production.

- **Dark Passions** – The character is so in tune with their perspective clients that they have an almost preternatural sense for what particular desire or kink will most please someone. With a successful Awareness check, the Prostitute can discern the most potent fetish, kink, or desire their client might possess. The character can then utilize this knowledge to squish any Guile checks made with that person, especially for the purposes of seduction, up to two steps.
- **Dodge the Bobbies** – Prostitutes live in a strange and dangerous world. While legal, their profession is highly regulated, giving the Constabulary a great amount of leeway in managing them. Most streetwalkers can count on harassment, detainment, and even arrest with little to no provocation or cause. Characters with this Feature can squish up to two steps any Guile checks to fast-talk a member of the constabulary or Stealth checks to scurry away undetected.
- **Light touch** – Prostitutes that have perfected the light touch are adept at "liberating" items from others using their body as a distraction. The character may squish any Subterfuge checks up to two steps that are used to pick the pocket of someone. This only works provided they use their body as a distraction (be it from dancing, "accidentally" running into someone, or even a friendly hug).
- **Like putty in my hands** – The art of seduction is a delicate dance. With this Feature, the character becomes a prima ballerina. The Prostitute knows so well the intricacies and methods of courting and seduction that there are few people who would be able to fend off the character's charms (regardless of their preferences or proclivities). The character may squish any Credibility rolls by up to two steps.
- **Madam** – Madams are relatively rare in Neo-Victorian society, but they are highly sought after by both clients and women looking for a safe place to ply their trade. A Madam was once (and possibly still is) a prostitute that has managed to scrimp and save enough to have her own brothel. She now has women working for her, so managing her "talent" has taken precedence over selling her own wares. The Madam will have a stable of Prostitutes working under her, as determined by the player and Narrator, as well as a small, rented house for the brothel. This counts as a 3-point Business Quality.
- **Negotiator** – A silver-tongued charmer, the character is skilled at the delicate dance of negotiation. This character is well-versed in dealing with the police, criminals, and even honest folk in such a manner to sway them to thinking as needed for the situation at hand. Negotiators gain the ability to squish any Credibility checks by up to two steps.

Lifepath

Producer Path

2x3	Struggling artist	+1 INTELLECT or CHARM, +2 Production, +1 for an Academic Skill (Education, Humanities, or Occult Lore), +1 Stability or Gambling	0 Wealth
3x3	Successful artist	+1 WIT	2 Wealth
4x3	Artiste	+ED in Production, +1 Credibility, +1 for Academic Skills (Education, Humanities, or Occult Lore), +1 Bargain	5 Wealth
5x3	Paragon of art	Change ED in Production to MD	8 Wealth

Prostitute Path

2x3	Trollop	+1 CHARM, +2 Guile or Credibility, +1 Bargain or Endurance, +1 Streetwise or Etiquette	1 Wealth
3x3	Working girl	+1 WIT	3 Wealth
4x3	Call girl	+ED in Guile or Credibility, +1 Endurance, +1 Bargain, Beauty (1)	5 Wealth
5x3	Paramour	Change ED to MD in Guile or Credibility	7 Wealth

Assets

Entertainers rarely have much in the way of physical wealth. While they devote their lives to providing for others, few are appreciated in their time. Most Entertainers, be they Producer or Prostitute, have simple lodgings usually a flat shared with a few others of their profession. They possess simple clothes of common make and rarely have respirators to their names. Artists will have the requisite art supplies for their field.

Courtesans and very high profile artists (or those lucky enough to have Patronage) start with quite a few articles of fashionable clothing as well as a relatively well-appointed flat. Artists will have quite a few supplies required for their craft (e.g. paints, tools, brushes, etc.).

Criminal

The slums and rookeries of London are crowded with a multitude of beggars, tramps, match-sellers, rag-pickers, organ-grinders, prostitutes, and others who make their living off the scraps of those higher up the chain. Mingling amongst them are the petty criminals, thugs, pimps, and resurrectionists, each plying their trade in hopes of the big score that will propel them to a higher rank within their own patch of the seedy underworld.

Collectively known as the Family, the criminal class includes not only thieves, but hitmen, confidence men, and racketeers as well as the network of informants and associates that help them ply their dirty trades. Reputation is paramount in the Family and while one's street rep might not go over well at a West End dinner, it will definitely help keep him employed on the street.

Characteristics

Murder of Crows Quality – Criminals gain the Murder of Crows Social Quality

Criminal Associations Quality – Criminals gain the Criminal Associations Social Quality

Specialist Skill – Criminal characters have access to the Forgery and Security Specialist Skills.

Features

Flash Thief – Talent is not enough to ply one's dark trade on the streets of the metropolis. Training, imagination, determination, and a small amount of luck all go into making a Flash Thief rise above the common rabble that fills the prisons and gutters of Neo-Victorian London. The Criminal may purchase any of the following Features, but cannot have more of these than they have ranks in their Streetwise skill.

- **Alibi** – This character always has a story ready to tell that can quickly and easily be corroborated by “eye witnesses.” Though the integrity of the witnesses may be called into question, their conviction will never waiver.
- **Broadsmen** – Broadsmen are known for their skills as card sharpers. Having thus perfected the art of cheating at cards, Broadsmen gain the ability to squish up to two steps any Gambling check. Even on a failed check, there is little chance the character will ever be caught cheating without careful attention being paid to the Broadsmen's actions (Difficulty 5 Awareness check).
- **Cant** – The character is well versed in the rhyming slang and language of the streets. This character instantly gains the Specialties of Thieves Cant and Rhyming Slang under their Language Skill. Furthermore, they can squish Credibility rolls when dealing with members of the lower class by up to two steps. This stunt can only be selected when the

character is first generated due to the complexities required.

- **Confidence Man** – A character that knows all the angles and scams, a Confidence Man is a master at separating a fool and his money. An expert at swindling and a master of the pitch, Confidence Men can squish any Guile skill check up to two steps.
- **Cracksman** – This character has a reputation as a skilled safe cracker. Thanks to both highly tuned hearing and delicate hands, a Cracksman can make short work of all but the most complex of safe locks. A Cracksman can squish their roll up to two steps to any Safe Cracking roll.
- **Escapist** – A trained and talented escape artist, an Escapist is capable of dislocating joints, loosening bonds, and other tricks to aid in foiling attempts to imprison. An Escapist can squish their roll up to two steps to any Escapology rolls.
- **Ghost** – Characters with the Ghost Feature have a strong network of friends and associates that make it almost impossible to track the character if the situation calls for it. The character's mobility while “going to ground” is severely limited, but the character will not want for food. Associates will develop amnesia when it comes to the character's whereabouts as well, and will stick to their stories against any attempts to coax the information short of a king's ransom or torture. This character also gains a Safe House.
- **Man of a thousand faces** – This character is a master of disguise. In fact, so well versed at the art of disguise, it's entirely possible that the character has hidden their true identity and lives behind the façade of another. This Feature allows the character to have one “Second Life” as well as squish their Disguise checks up to two steps.
- **Mobsman** – The character is a member of a criminal organization, gang, or mafia. This gang can be relied upon for information, safe lodging, and muscle when the situation calls for it. Of course, this relationship is a two-way street and a Mobsman who neglects his gang will quickly find himself either blackballed or, worse, a marked man. The player and Narrator should work to flesh out the gang's holdings, personalities, rules, and the character's role before play starts.
- **Negotiator** – A silver-tongued charmer, the character is skilled at the delicate dance of negotiation. This character is well-versed in dealing with the police, criminals, and even honest folk in such a manner to sway them to thinking as needed for the situation at hand. Negotiators gain the ability to squish any Credibility checks by up to two steps.
- **Phantom** – The character knows the streets, back-alleys, and even sewers of the metropolis like the back of their hand. In environs that are intimately familiar, the Phantom will also know all manners of short-cuts, hidey-holes, and hidden passages. Outside of their stomping grounds, the Phantom will still blend easily into most crowds and always walks with an air of “belonging” where they are. Phantoms are never lost within an urban environment so long as they take a few moments to catch their bearings. Phantoms also gain the ability to squish any Shadowing rolls up to two steps.
- **Procurer** – This character is a professional black marketer and can easily find either goods or buyers with relative ease. Through extensive contacts and area knowledge, a Procurer can find rare, illegal, or restricted items in half the usual time

required. Furthermore, the Procurer can squish a roll up to two steps on any Streetwise checks made to locate illegal and highly illegal goods.

- **Resurrection Man** – Grave robbing, while highly illegal and greatly shunned by Neo-Victorian standards, can be very lucrative for those crazy enough to risk spontaneous animation of their cargo. With numerous Meat Markets and Reanimators on the market, cadavers are always in demand in the metropolis. Resurrection Men are intimately familiar with the Charnel Houses and graveyards in the metropolis. They know the best places to go to get the freshest corpses. Moreover, Resurrection Men have mastered the art of skulking about, giving them the ability to squish up to two steps any Stealth checks.
- **Rothschild** – This character can move about within High Society with grace and ease. While the character has no real standing in the Aristocracy, those with whom they interact would be hard pressed to challenge their authenticity. The character will have a fine wardrobe as well as at least rudimentary documents to back up basic claims of noble birth. Any real investigation into the

paperwork will find it to be fraudulent, however. This character gains an the Second Life (Aristocracy) Quality and can also use their Streetwise Skill in place of the Etiquette Skill when dealing with members of the Upper Classes.

- **Screwsman** – Breaking and entering comes naturally to the character, and locks seem to be more an annoyance than any real deterrent. Screwsmen have access to a small number of skeleton keys that have even odds at working on any given door with a normal lock (4d check, any matches result in one of the skeleton keys working). High security doors or custom built locks must be picked normally. The character can squish their roll up to two steps on any Lockpicking checks and this bonus can be used to offset penalties for not having proper tools.
- **Tooler** – The character is an accomplished pick-pocket. Adept at the bump-and-run, a quick snatch, or more elaborate ruses, Toolers are very good at separating a mark from their valuables. The character can squish their roll up to two steps on any Subterfuge checks.

Lifepath

2x4	Petty Thief	+1 COORDINATION, +1 Athletics, +2 Stealth, +1 Subterfuge or Security	1 Wealth
3x4	Cutpurse	+1 Bargain or Awareness, +1 Fight, +1 Subterfuge or Security, +2 Streetwise	2 Wealth
4x4	Cat burglar	+ED to Stealth, Subterfuge, or Security; +1 Athletics; +1 Fight or Weaponry; +1 Gambling or Forgery, QUALITY: Reputation (Street)	3 Wealth
5x4	Master Thief	Change ED to MD for Stealth, Subterfuge or Security	4 Wealth

Assets

Criminals usually have a number of inexpensive residences throughout the slums and the metropolis. These may be rented flats, abandoned buildings, or spare rooms. This allows the Criminal to move around frequently, keeping both friend and foe alike guessing as to their current whereabouts. They will have a few changes of clothes, all of which are in varying degrees of disrepair.

Middle Class

Members of the Middle Class are professionals that provide highly skilled services to those around them. The two most common Middle Class professionals would be the Doctor and the Barrister. Other professionals might be members of the Clergy, Clerks, Bankers, or Brokers. Provided below are Doctor and Barrister Lifepaths (characters wishing to play other professionals can use the Features of the Doctor and Barrister as a foundation).

The Middle Class is perhaps the best exemplar of Neo-Victorian values and ethics. Through hard-work, perseverance, and devotion these people have managed to raise themselves above the rabble and distinguish themselves with positions of authority and power. While they will never be fully accepted by the Upper Class, some amount of grudging respect is afforded them by the Aristocrats. After all, these people have managed to better themselves in spite of their lesser births.

As such, the Middle Class occupies a strange place in the Neo-Victorian world. Many members of this class are financial equals (if not betters) than many members of the Aristocracy. And most Middle Class workers have lucrative jobs that actually provide a benefit to the society at large. But the rigid class structure still puts them as lesser beings to the dilettantes and wastrels that can be found occupying the halls of nobility. Even stranger than this disconnect is that most members of the Middle Class are happy to have this divide. They respect the Aristocracy for their place and even idolize them. It is possibly this idolatry that pushes them to better themselves.

Characteristics

Better than our Betters – Members of the Middle Class hold the Neo-Victorian morality and ethics to be far more inviolate than members of the other classes. As such, the Middle Class often stands as paragons of morality in these dark times. More than that, the Middle Class provides useful services to the populace at large, something that cannot be said for much of the Aristocracy. So, while they might show deference to their betters and temperance to those lesser, the Middle Class well and truly represents the Neo-Victorian ideal. Thus, members of the Middle Class may squish Credibility rolls by up to two steps when dealing with either the upper or lower classes.

Specialist Skill – Doctor characters have access to the First Aid Specialist Skill. Barristers gain access to the Industry Specialist Skill.

Black Bag (Doctor Only) – The Doctor is an adept at all manners of scientific reasoning, from the secrets of life and death to the wonders of biology. The Doctor may purchase any of the following Features, but cannot have more of these than they have ranks in their Medicine skill.

- **Credentials** – The character is a well-respected member of science and of the community at large. On reputation alone, the Doctor will have no problem entering any school, library, research center, or hospital. Moreover, the character can count on advice, referrals, and help from their peers with little prompting. Finally, wealthy clients will be drawn to the Doctor, thus giving the character an air of respectability within the upper class. Any involvement in a scandal, however, will sully the character's good name making his reputation worthless. When dealing with one's peers, the Doctor may squish up to two steps any Credibility skill checks.
- **Euthanasia** – The Doctor is a master of enacting painless human destruction. He can quickly kill anyone in his care with practiced ease. The Doctor can euthanize any unconscious patient in his care. The Doctor may make a Medicine roll to make the death seem consistent with the injuries or illness already being suffered. To determine foul play, the Height of the Doctor's Medicine roll serves as the Difficulty for any Forensic Science or Medicine check to discern the truth.
- **Field Medic** – Perhaps a veteran of war or trained in the art of field triage, this character has a knack for treating others in the field. The character may use their Medicine Skill in place of the First Aid when treating patients in the field. Furthermore, the character suffers no penalties to Medicine or First Aid checks made under duress or with imperfect conditions. Moreover, wounds treated in suboptimal conditions will have a much lesser chance for infection if treated by a Field Medic.
- **Forensic Pathology** – This character is so well versed in the art of forensic science, the Doctor can quickly identify the cause and time of death of most people with a cursory examination. After a more thorough autopsy, the Doctor can more accurately pinpoint the cause and time of death. The facts so discovered could include type and vigorosity of physical trauma, the presence of toxins or disease, the last meal of the deceased, or even evidence of recent sexual contact. The Doctor may even be able to begin to profile the perpetrator in the case of foul play based on physical evidence left on the body. The doctor may use their Medicine skill in place of Forensic Science when gathering evidence from a cadaver.
- **Healer** – The Doctor has a gift for remedial surgery and healing the injured. When the character makes a successful Medicine check to heal Killing damage, the Doctor may completely heal Killing damage rather than just converting it to Shock. All other normal rules for Healing still apply.
- **Heal Thyself** – It is often said that Doctors make the worst patients. Perhaps out of necessity, the Doctor has perfected self-treatment. The Doctor, if revived from unconsciousness from wounds suffered, can treat their own wounds with no penalty. Furthermore, they are able to

suffer through the most painful medical procedures without any penalties due to injuries.

- **Life Bringer** – Manufactured life may be an abomination in Neo-Victorian society, but this Doctor has acquired considerable skill in the creation of all manner of Anathema and Homunculi. The Doctor may squish up to two steps any Medicine and Alchemy rolls when manufacturing life.
- **Plague Doctor** – Through extensive studies and research in the Plague and its effects, the Plague Doctor can amazingly help those touched by the Plague. If a character that is bitten by an animate is treated by the doctor shortly after the bite, the character may re-roll a failed attempt to shake off the infection. If the Doctor continues to treat the patient throughout the infection, an additional re-roll attempt is granted at Hour 8. The same applies for Vampiric infection, save that the second re-roll attempt is provided after the third week. Any failed rolls may only be re-rolled once.
- **Reanimist** – The character has gained considerable knowledge in the art of Mercurial Reanimation. The character seems to have an instinctual proficiency for alchemical reanimation. The character can squish by two steps any Alchemy rolls made for the purpose of alchemical reanimation.
- **Street Doc** – Known on the streets as one who will help those in need, regardless of ability to pay, the Street Doc is looked upon as a savior to the under-classes. A hero to the Working Man, the Street Doc has a good rapport with the under-class. This character will often find that while their clients may not be able to make good their debts in cash, they often find ways to pay in kind. This Doctor will be find information from the streets easier to come by and will generally have an easier time dealing with the lower classes. Moreover, the people that the Doctor's life has touched will often come to help in times of need.
- **Peerless Surgeon** – The character is known for steady hands and coolness under the pressure of surgery. When the character uses the First Aid skill to stabilize patients, they may heal all but one Shock in the location rather than ½ as per a normal First Aid check. Furthermore, they can squish their First Aid checks by up to two steps.

Litigant (Barrister Only) – Being a member of the Bar is no small feat. Neo-Victorian law is rife with loopholes, contradictions, and little known edicts. Being a skilled Litigant gives the Barrister an edge on those less trained or devoted. The Barrister may purchase any of the following Features, but cannot have more of these than they have ranks in their Law skill.

- **Balderdash** – The character is so adept at using legalese and argumentation, that they can confuse and beguile others. The Barrister can squish up to two steps any Guile skill rolls made to confuse or stall for time.

- **Deal with the devil** – This character works with known Criminals and gangs. Serving as the legal counsel for the underworld has many advantages and pitfalls. First, the character can move more freely in the underworld than many others of the Middle Class. The Barrister can substitute their Law skill for any Streetwise rolls when dealing with members of the criminal underworld. The down-side to this deal is that the Barrister's reputation in the courts and especially with the police will be sullied. Police, other jurists, and "high society" will look down on the Barrister's dealings and treat them accordingly.
- **Insight** – The Barrister is a natural judge of character. They can generally tell when someone is being honest or when someone is trying to hide something. Whenever the player believes the character is being lied to, they may make an Awareness check with a Difficulty equal to the target's Charm attribute. If successful, the Barrister knows whether the target is lying or not. Additionally, if the Barrister is ever in a situation where they can oppose a Lying check, the Barrister can squish their roll up to two steps to their Awareness roll to discern the lie.
- **Inside knowledge** – The Barrister is aware of all ongoing and upcoming police operations. This could be due to an informant on the inside or from close working ties with the Metropolitan Police. The character is never surprised by the appearance of the constabulary and knows nearly every plainclothes man in the field. The Barrister also finds gaining information from the police force to be a mere trivial matter.
- **Pro Bono** - The Barrister has gained a reputation for aiding those who rarely have the ability to speak their voice in court. A hero to the Working Man, the Pro Bono lawyer has a good rapport with the under-class. This character will often find that while their clients may not be able to make good their debts in cash, they often find ways to pay in kind. This Barrister will be find information from the streets easier to come by and will generally have an easier time dealing with the lower classes. Moreover, the people that the Barrister's life has touched will often come to help in times of need.
- **Respected jurist** – The character's legal expertise and impeccable character grants the Barrister many perks. On reputation alone, the Barrister will have no problem entering any school, library, or office. Moreover, the character can count on advice, referrals, and help from their peers with little prompting. Finally, wealthy clients will be drawn to the Barrister, thus giving the character an air of respectability within the upper class. Any involvement in a scandal, however, will sully the character's good name making his reputation worthless. When dealing with one's peers, the Barrister may squish up to two steps any Credibility skill checks.
- **A simple man** – The Barrister possesses a common charm when dealing with judges and witnesses. By playing on sympathies or feigning ignorance, the Barrister is able to entrap people into admitting things they never would have to a less "common" person. The Barrister can squish their roll up to two steps to their Credibility rolls when plying others for information.

Lifepath

Doctor Path

2x5	Quack	+1 INTELLECT, +1 Medicine, +1 Alchemy, +1 Education (Classical), +1 Language (Latin)	6 Wealth
3x5	Sawbones	+1 Medicine, +2 Credibility, +1 First Aid, +1 Stability QUALITY: Resolve	6 Wealth
4x5	Leech	+1 and an ED in Medicine, +2 for any Academic Skills	7 Wealth
5x5	Master surgeon	Change ED in Medicine to MD	8 Wealth

Barrister Path

2x5	Shyster	+1 INTELLECT, +2 Law, +1 Credibility, +1 Education (Classical), +1 Language (Latin)	6 Wealth
3x5	Pettifogger	+1 and an ED in Law, +1 Guile, +1 Intimidation	6 Wealth
4x5	Solicitor	+1 WILL or CHARM	7 Wealth
5x5	Top jurist	Change ED in Law to MD	8 Wealth

Assets

Members of the middle class begin the game with a modest home, possibly in the vicinity of Kensington if they have done particularly well (Wealth 7+). They will also employ a small staff of one or two servants.

Doctors begin play with a medical valise containing all necessary tools for their craft as well as a small and respectable wardrobe of well-made clothes. They will also have one fine suit of clothes as well as a brass respirator.

Barristers begin play with a well stocked Law Library (the same as the 6-point Private Library Quality) as well as a wardrobe of respectable, well-made suits. They will also own one fine set of robes and wig for court appearances.

Barristers will also possess a brass respirator for their time in the smog.

Detective

Detectives are individuals who make their livelihoods investigating the secrets of the metropolis. A detective may be a plainclothes policeman in the employ of Scotland Yard, a private investigator representing the interests of paying clients, or a forensics expert sought for professional insight. Regardless of the terms of employment, a detective must be patient, persistent, courageous, and cunning. They must be willing to go anywhere and say anything to gather information in the field.

Police Detectives usually work alone to bring justice to those that commit crimes. Much of their time is spent interviewing witnesses, interrogating criminals, and examining crime scenes.

The private detective is a freelance agent, hiring their talent out to the highest bidder. In fact, some may be hired to protect secrets rather than to ferret them out. As such, there is often an animosity between these private eyes and the police force. Not all private detectives work at odds to the police, however, and some do find their way as consultants on cases for the police, if their reputation warrants it.

Consulting detectives are generally academics or retired officers that lend their expertise in times of need. In general, their help is kept very quiet in order to save face and to protect any potential secrets that might be uncovered in the investigation. Regardless of their path, information is the key to the Detective's trade. Deduction, scientific knowledge, bribery, informants, and intimidation are all key tools in the Detective's arsenal. Flexibility when using these tools is the talent that all successful Detectives must master.

Characteristics

Specialist Skill – Detective characters have access to the Forgery and Security Specialist Skills.

Constabulary – Detectives are either members of the Police Force themselves or licensed operatives working under their approval. As such, they are afforded certain respect when undergoing their official duties. Refusing to answer a Detective's questions or resisting their attempts to apprehend or detain are serious charges. The player should select one of the three options listed below when this Characteristic is gained.

- **Licensed Officer** – The character is a fully licensed member of the Metropolitan Police Force. The character can expect the full support and resources of Scotland Yard, but will find their time greatly limited due to their duties to the service. These characters can squish Intimidation rolls by up to two steps when dealing with known criminals or members of the underworld.

- **Freelancer** – The character is a freelance detective. Often called a snoop or flat-foot, the character works for private employers. Occasionally the character might be employed by the Metro Police as a consultant. The character has more choice over their own actions as they are free to take cases as they wish, but they do not have the resources or contacts of Scotland Yard. The character should not expect any real aid from the Constabulary. These characters may also choose one of the following Qualities: Discreet, Murder of Crows, Reputation (Street), or Criminal Associations.
- **Retired** – The character once worked for the Metro Police but has since left the service. The character may still have a few contacts within the organization that will aid them and they will get a level of deference from other officers who know the character by reputation. These characters may also choose one of the following Qualities: Veteran, Murder of Crows, Reputation (Police), or Criminal Associations.

Features

Investigator – Detectives continue to perfect the methods of investigation and knowledge of human nature throughout their careers. As they gain experience, little eludes their keen gaze and heightened awareness. The Detective may purchase any of the following Features, but cannot have more of these than they have ranks in their Forensic Science skill.

- **Cleaner** – Knowing what others expect to find, the Detective is an expert at manipulating crime scenes. The Detective is capable of convincingly planting, covering up, and altering evidence. When a Detective uses this ability, the controlling player describes what alterations the character wishes to make to the crime scene and for what end result they wish. The Narrator then determines how long it will take to make the alterations. A Forensic Science check is made, with the quality of the success determining the difficulty of other investigators who wish to determine if the scene had been sullied. The speed of the check reduces the time required to make the alterations. Failure botches the job and makes it obvious the crime scene is tainted, but does not necessarily implicate the Detective.
- **Criminologist** – The Detective possesses a masterful understanding of the criminal mind. By studying the particulars of a crime, the Detective is able to develop an understanding of the perpetrators. This includes the number of perpetrators, probable gender, approximate age, social class, as well as obvious personal habits or mental afflictions. This ability requires a Forensic Science check with the quality of the roll determining the amount and depth of information gleaned.
- **Cryptoanalyst** – The character is an expert code breaker, well versed in all methods of encryption and ciphers. The Detective can squish their roll up to two steps to all Cryptography rolls.
- **Dark Lantern** – The character is accustomed to acting outside of the law and does so with a refined sense of professionalism. An expert at the arts of persuasion, bribery, manipulation, and collusion, the Detective can squish their roll up to two steps on any Guile checks when dealing with members of the underworld.
- **Encyclopaedic Knowledge** – The Detective has studied a vast array of subjects to better understand the criminal

mind. The character can squish their roll up to two steps on any Education checks when investigating a case.

- **Gut Feeling** – Having spent so much time on the streets, the Detective has developed an uncanny sense for trouble. This character is never subject to Surprise.
- **Insight** – The Detective is a natural judge of character. They can generally tell when someone is being honest or when someone is trying to hide something. Whenever the player believes the character is being lied to, they may make an Awareness check with a Difficulty equal to the target's Charm attribute. If successful, the Detective knows whether the target is lying or not. Additionally, if the Detective is ever in a situation where they can oppose a Lying check, the Detective can squish their roll up to two steps to their Awareness roll to discern the lie.
- **Inside knowledge** – The Detective is aware of all ongoing and upcoming police operations. This could be due to an informant on the inside or from close working ties with the Metropolitan Police. The character is never surprised by the appearance of the constabulary and knows nearly every plainclothes man in the field. The Detective also finds gaining information from the police force to be a mere trivial matter.
- **Investigative Journalist** – The Detective is a skilled reporter and could write professionally for the dailies. When writing crime reports or articles on crime, the Detective can use their Forensic Science skill in place of the appropriate Trade skill. Furthermore, the character has developed a list of contacts within the fourth estate and can call upon them for information or aid. Of course, this is a two-way street, so the Detective may be asked to share details of cases they are covering or for pro-bono aid investigating a story.
- **Keen Eyed** – Few details escape the Detective's notice. The Detective can squish their roll up to two steps on their Awareness checks.
- **Manhunter** – Having pursued his share of fugitives overland, the Detective has developed an aptitude for tracking. The Detective can squish their roll up to two steps on Tracking checks.
- **Man of a thousand faces** – This character is a master of disguise. In fact, so well versed at the art of disguise, it's entirely possible that the character has hidden their true identity and lives behind the façade of another. This Feature allows the character to have one "Second Life" as well as squish their Disguise checks up to two steps.
- **Master detective** – The Detective is well-versed in deductive reasoning and the application of scientific principles to solving crime. So adept at this is the character that many details that escape the notice of others are glaringly obvious to the Detective's deductive mind. The Detective can squish their roll up to two steps on all Forensic Science checks.
- **Phantom** – The character knows the streets, back-alleys, and even sewers of the metropolis like the back of their hand. In environs that are intimately familiar, the Phantom will also know all manners of short-cuts, hidey-holes, and hidden passages. Outside of their stomping grounds, the Phantom will still blend easily into most crowds and always walks with an air of "belonging" where they are. Phantoms are never lost within an urban environment so long as they take a few moments to catch their bearings. Phantoms also gain the ability to squish a roll up to two steps on any Shadowing checks.
- **Police Detective** – The character is a police detective in the employ of the Criminal Investigation Division of the Metropolitan Police. A Police Detective has a number of privileges that are not shared by civilian Detectives. First, they are able to question and detain witnesses and suspects, provided they are commoners. Second, they can arrest criminals and turn them over to the local police station for lock-up, though this will almost always result in quite a bit of paperwork. Finally, Police Detectives can call upon backup in times of need. This final perk should not be abused, lest an inquiry be made. All that said, they must remember they are agents of the law and are expected to behave in such a manner. While some leeway may exist, Police Detectives should be aware that discipline, demotion, or even dismissals are penalties for taking their job lightly. This Feature must be taken at character generation and requires a Streetwise and Law skill of at least 2. Furthermore, the character cannot have the Wanted or Criminal Impediments. In addition to their starting Assets, the character gains a whistle, a badge, and handcuffs.
- **Renowned** – The Detective is well-known throughout Neo-Victorian society as one of the foremost experts in criminal investigation and detection. He is asked to consult on difficult cases for Scotland Yard and may even be called in on matters of national security. The character consistently has offers for private investigation jobs from wealthy and powerful individuals. The character can squish their roll up to two steps on Credibility rolls when dealing with peers or admirers on matters of criminology.
- **Screwsmen** – Breaking and entering comes naturally to the character, and locks seem to be more an annoyance than any real deterrent. Screwsmen have access to a small number of skeleton keys that have even odds at working on any given door with a normal lock (4d check, any matches result in one of the skeleton keys working). High security doors or custom built locks must be picked normally. The character can squish their roll up to two steps on any Lockpicking checks and this bonus can be used to offset penalties for not having proper tools.
- **Stone Faced** – The Detective is an expert in the fine arts of interrogation and intimidation. Just one look is often enough to break all but the most hardened of criminals. The character can squish their roll up to two steps on all Intimidation checks.
- **Tooler** – The character is an accomplished pick-pocket. Adept at the bump-and-run, a quick snatch, or more elaborate ruses, Toolers are very good at separating a mark from their valuables. The character can squish their roll up to two steps on any Pickpocket checks.

Lifepath

2x6	Snoop	+1 WIT, +1 Forensic Science, +1 Awareness, +1 Education (Secondary), +1 Tracking	3 Wealth
3x6	Flatfoot	+1 Forensic Science, +1 Guile or Intimidation +1 Credibility, +1 Weaponry, +1 Streetwise or Fight	4 Wealth
4x6	Constable	+1 Awareness, +1 Credibility, +1 Law, +1 Stability, +1 Stealth	5 Wealth
5x6	Sleuth	+1 WILL	7 Wealth

Assets

A Detective begins the game with a rubber or leather armored long coat, a notebook, and a standard respirator. The Detective lives in a modest flat in either a safe and unassuming neighborhood or in a slightly larger flat near a rookery or the East Side. The Detective has a small wardrobe of respectable, clothes.

Soldier

In the years following the Plague, standing armies, once common for the defense of the nation from without, have become a necessity to protect the nation from within. While Britain still fields a conventional army, the majority of the armed forces budget and manpower is funneled into Domestic Security Force, also known as the Deathwatch. In recent years, the Secretary of the State for War has also been working on rebuilding the once feared British Navy in order to regain Britain's Empire. In fact rumblings have been heard rumoring the conversion of the British Navy and Army forces into a single Reclamation Force to bring the Empire back to her former glory.

Soldiers are men and women that have devoted their life, in whole or part, to the art of war. Much of military history was thrown out with the rise of the Animate threat, which has meant that soldiers of the Neo-Victorian era are, in many ways, blazing new trails in warfare. The Deathwatch is a prime example of this trail blazing. Their tactics for reclaiming cities as well as containing outbreaks in existing population centers are fast becoming standard in countries other than Britain.

The life of a soldier has many times over been described as long bouts of boredom punctuated by bursts of sheer terror. This is no less true on the battlefields of the 22nd Century, as animate, throe, anathema, vampire, and ghoulish threats wait around every corner for these stalwart defenders of life.

Characteristics

Service Branch – When enlisting with the armed Forces, the Soldier has a choice amongst various branches in which to serve their king and country. The player should select one of the following branches for their character at generation. It is rare for a Soldier to serve more than one Branch in their lifetime. Players wishing their character to serve multiple branches should work with their Narrator. The Service Branch of a character serves as a point of pride. No good Navy Man would stand a slight from a “ground-pounder” and many inter-service rivalries exist. The Ministry of Defence even slightly encourages such rivalries, so long as they don't boil into violence, as they feel it keeps up the esprit de corps.

- **The Royal Navy** – Service in Her Majesty's Navy is a singular honor, even now as it stands a former of its past glory. Often called the Senior Service, as it is the country's oldest armed serves, its members ply the seas protecting the county's borders and holdings. Members of the Navy immediately gain +2d to the Trade (Sailor) skill.

- **The British Army** – Originally formed in 1707 by the merging of the Scottish Army and the English Army, the British Army has served as the land forces of the Empire with distinction for almost 400 years. Only the outbreak of the Plague was ever able to bring Her Majesty's Army low. Now enlistment roles are relatively low, as most of the bodies and funding go to the Deathwatch. The British Army now stands as a token force, a place for military scholars more than men of action. The British Armed forces characters gain a +1d to their Endurance and Awareness skills.
- **Domestic Security Force** – Commonly known as the Deathwatch, the DSF is the country's first line of defense against the animate threat. Close to two hundred thousand uniformed men and women now serve the Deathwatch, with nearly forty-five thousand stationed within the vicinity of London alone. Mostly recruited from the lower classes, the Deathwatch is looked upon as a necessary evil to members of the “proper” military. It is also the only armed service that allows women in its ranks. Deathwatch members begin play with a +1d bonus to Stability and Occult Lore.
- **Penal Corps** – Made up entirely of recruits remanded from the courts, the Penal Corps (often called the Suicide Corps) are the lowest echelon of the British Armed Services social pyramid. Lacking in equipment, training, and discipline, Penal Corps members are given the most dangerous of assignments. Those that survive their internment are often reassigned to serve with distinction in the Deathwatch. Members of the Penal Corps must take the Criminal Record Impediment but may also select either the Criminal Associations or Murder of Crows Qualities.

Resolve Quality – All Soldiers, regardless of branch, gain the Resolve Mental Quality.

Specialist Skill – Soldier characters have access to the First Aid, and Tactics Specialist Skills.

Features

Military Occupation Specialty – Each individual receives Basic Training appropriate for their branch. Most Basic Training sessions require four months of calisthenics, drills, and education on the military code of ethics. After Basic, the Soldier receives Advanced training, in which they choose their Military Occupation Specialty (MOS). A Soldier can adopt numerous MOS's through their career. The Soldier may purchase any of the following Features, but cannot have more of these than they have ranks in their Military Science skill.

- **Cavalry** – Mounted corps have long been a tradition in military forces. The Mounted Corps in the modern military has both horsed and horseless carriages in service. Members of the Cavalry are trained in the use, care, and maintenance of these vital pieces of war equipment. These characters can squish any Ride or Drive rolls up to two steps.
- **Commando** – All branches have some Special Operations training that further hones their finest soldiers into elite soldiers. Commandos are reserved for the most dangerous or secretive of missions. Selection of this Feature requires the character have a Coordination, Will, and Vitality of 3 or more each. Such a character may squish up to two steps Unarmed Combat and Stealth skill rolls.

- **Combat Engineer** – Combat Engineers serve as a technical force that aids in both the construction of battlefield emplacements as well as the demolition of enemy emplacements. Experts at jury rigging all manners of devices, defences, and booby-traps, a Combat Engineer is always a welcome addition to any force. Characters must have the Engineer skill to at least level 2 before this Feature can be selected. Combat Engineers may squish Demolitions and Jury Rig skill rolls by up to two steps. Combat Engineers also gain access to the Demolitions Specialist Skill.
- **Chaplain** – The Chaplain helps tend to the spiritual and morale issues that often arise in the field. Chaplain characters allow a fellow soldier or combatant to re-roll a failed Stability check. A failed roll can only be re-rolled once from this benefit and the Chaplain must be able to give some words of comfort to their companion before the re-roll is granted.
- **Deathwatch** – Members of the Deathwatch are trained to specifically deal with animates. As such, they are not subject to Stability checks when confronted with undead creatures. Additionally, the Deathwatch gains access to the Galvanic Weaponry Specialist Skill.
- **Field Artillery** – Artillerists are trained to use the large pieces of Field Artillery that have come to dominate modern battlefields. From field guns,

machine guns, and mortars to large Tesla Denial fields, the Artillerist is always ready to rain death around at a moment's notice. Artillerists can squish any Artillery skill rolls by up to two steps. Artillerists also gain access to the Artillery Specialist Skill.

- **Field Medic** – Perhaps a veteran of war or trained in the art of field triage, this character has a knack for treating others in the field. The character may squish up to two steps their First Aid skill rolls when treating patients in the field. Furthermore, the character suffers no penalties to Medicine or First Aid checks made under duress or with imperfect conditions.
- **Machinist** – Machinists fill out the ranks in the regular Army and Navy as well as the Deathwatch. Machinists are technical experts in keeping the machinery of war moving. Machinists can squish up to two steps any Engineer skill roll.
- **Marksman** – Trained in the arts of stealth, concealment, and marksmanship, a Military Marksman is a lethal force when deployed on the field. Marksman may squish any Rifle skill check by up to two steps.
- **Reconnaissance** – Reconnaissance soldiers are trained in the arts of stealth, evasion, and artillery spotting. Characters with this MOS are often sent beyond opposition lines to reconnoiter enemy forces and serve as spotters for Artillery bombardment. Recon Specialists can squish their Stealth skill rolls by up to two steps.

Lifepath

2x7	Grunt	+1 VITALITY, +1 Weaponry, +1 Athletics, +1 Endurance, +1 Military Science	3 Wealth
3x7	Veteran	+1 COORDINATION	3 Wealth
4x7	Sergeant	+1 Weaponry, +2 Specialist Skill (Artillery, Engineer, First Aid, Demolitions, or Galvanic Weaponry), +1 Stability, +1 Military Science	3 Wealth
5x7	Officer	+2 Military Science, +1 Credibility, +1 Endurance, +1 Stability	4 Wealth

Assets

Active duty members of the military are fully cared for. They are provided with well-made and sturdy clothes, all the equipment they might need (including weapons and respirators), as well as food and board. Of course, they trade in their freedom for these perks and are on duty 24/7 until their tour (usually 4 years) is up or if placed on R&R. Active Duty Soldiers receive a small stipend equal to the equivalent Wealth that they generally blow on R&R, but they can save up to one-half of that each month if the player so wishes.

Retired members of the military have their Wealth set to 5 for their pension and are given 10 £ in severance pay. They are provided with two dress uniforms as well as two suits of clean, well-made clothing and a respirator on their retirement. Members that served with distinction are given a brass respirator and allowed to retire with a single service revolver. They are also provided with a small flat that their pension covers the cost of.

Mourner

In a world where death is so ever-present and horrific, it would make sense that at least in death one would find equality. But, like many things in the Neo-Victorian world, that is simply not the case. The vast majority of the dead are quickly shuffled off to the crematorium, piled upon the plaguman's cart as a charnel reminder of what lies behind the walls. But the influential, wealthy, and powerful wished to save their dead from such a common end, and eventually found sanctuary in the Mourners. A Mourner keeps silent vigil over the dead for the three days the must precede a funeral. During those days, the Mourner does not move, never eating, sleeping, or speaking. Even their breath slows so that they in some ways resemble the death they keep watch over. Should the corpse should stir in the slightest, the Mourner moves as a blur, decapitating the newly-risen animate in the blink of an eye.

The Quiet Service is not one to be undertaken lightly. Strict codes of conduct guide the lives of Mourners. They are celibate and must maintain their reputation of purity at all costs. Mourners are to exemplify purity, virtue, and vigilance. Mourners must be at least 17 years old and cannot be low born. Beyond that, there are no restrictions to membership. For some reason, however, the vast majority of them are women. Many, in fact, are widowers of the Middle and Upper classes who have devoted their lives to the service.

The training for a Mourner is rigorous, both physically and mentally. The Mourner must be completely comfortable with all aspects of death. Moreover, they must be able to sit in vigil over the dead without food or sleep for day on end. Finally, their combat training is excellent, preparing the Mourner to become as deadly with their custom blade, the Exculpus, as any undead they may face. Yet for all their physical prowess, the Mourner is also trained to give comfort to the bereaved as well as understand the ins and outs of mortuary lore and law.

Characteristics

Guild Training – The character is a graduate of the Mourner's Guild. The training received there forever sets the Mourner apart from normal society. The Mourner moves with deathly silence and a fluidity of motion that cannot be surpassed by any human. The Mourner gains both the Resolve and Quiet Qualities.

Meditations – The Mourner is able to enter a meditative state in which their breathing slows to a death-like stillness. In this state, they have no need for food, water, or sleep but are fully aware of their environment. The Mourner remains rigid and still throughout this Meditation, which can last for up to three days without ill effects. After the third day, however, the Mourner collapses into a deep torpor for at least ten hours. The Mourner may voluntarily end the Meditation at any time fully ready for action. Prematurely ended Meditations require at least one night's worth of sleep before the Meditation can be re-entered.

Chaste – Mourners must take a vow of chastity and live up to it. This is treated as an Impediment for the character. Any Mourner that is shown to have broken this vow will immediately be cast from the order.

Features

Exculpus Mastery – Having spent countless hours practicing with the signature weapon of the Quiet Service, the Mourner is an expert with the Exculpus. The Mourner may purchase any of the following Features, but cannot have more of these than they have ranks in their Melee Combat skill.

- **Decapitate** – When attacking with an Exculpus any attack that does 2 or more Killing damage to the Head of a target automatically decapitates the target.
- **Head Taker** – When attacking with an Exculpus the Mourner receives no penalties for targeting the Head (Location 10) of a target.
- **Exculpus Mastery** – Mourners can squish any Weaponry roll made with an Exculpus by up to two steps.
- **Fast Draw** – The character can draw their melee weapon without suffering a -1d penalty. They may also draw their weapon automatically in response to a surprise attack (but this does not mean they get to act).
- **Riposte** – At the end of a Round of melee combat, a Mourner that was damaged by an opponent or that successfully parried an opponent may use a single, unused set from their pool to make a final strike before the next round begins.

Familiarity: Animate – Mourners never need make Stability checks to shake off Fear effects when confronted by an Animate.

Lifepath

2x8	Banshee	+1 COORDINATION, +1 Weaponry, +1 Athletics, +1 Endurance, +1 Thanatology	3 Wealth
3x8	Watcher	+1 WILL QUALITY: Resolve and Quiet	4 Wealth
4x8	Veil	+1 Weaponry, +1 Awareness, +1 Credibility, +1 Etiquette, +1 Stability	4 Wealth
5x8	Stoic mistress	+ED Weaponry, +1 Credibility, +1 Endurance, +1 Thanatology	5 Wealth

Assets

The Mourner begins play with an Exculpus and a custom-made Combat Corset. They will also have a large wardrobe consisting of fine mourning clothes, all of which are custom built to conceal her Exculpus. The Mourner also starts with a matte-black respirator as well as a veil. Mourners tend to own comfortable, spacious flats. They may possess a Maid-of-all-work to tend to the cleaning and wash on a weekly basis.

Undertaker

Freelance bounty hunters licensed by the Office of Urban Defence, Undertakers track down and exterminate Animates and other extramundane threats. Solemn individuals that are accustomed to staring death in the face for their daily bread, these bounty hunters can amass small fortunes over their careers. At least, they can if they're lucky.

Undertakers come from all walks of life. Often, they are former soldiers or members of the Deathwatch who have set out to make their fortunes on their own. Other times, they are plaguemen who have left their carts for more lucrative endeavours. Regardless, the Undertaker's job is a dangerous one. They are singularly charged with hunting down any non-human threats to life in the metropolis and destroying the threat. They are paid according to the trophies they return, be it ashes in the case of vampires or heads for thropes or other animates. Bounties for live specimens are usually five times the amount for trophy.

Undertakers tend to fall into three camps: Marksmen, Headsmen, and Scalp-hunters. Marksmen tend to do their work at a distance, killing their prey with deadly accuracy and then moving in for their trophies. Headsmen prefer the up-close kill, collecting trophies as they fall. Scalp-hunters are either unlicensed hunters or Undertakers who have had their licenses suspended. These unfortunate souls must sell their trophies to licensed Undertakers (generally for a loss) in order to get paid.

Some Undertakers operate in the wilds of the Wastes, tracking animates and wild thropes while most ply their trade in the "hot zones" of the city or in the labyrinthine tunnels beneath.

Characteristics

Familiarity: Animate – Undertakers never need make Stability checks to shake off Fear effects when confronted by an Animate.

Resolve Quality – Undertakers gain the Resolve Mental Quality.

Specialist Skill – Working Class characters have access to the First Aid Specialist Skill.

Features

Monster Hunter – Undertakers routinely face the most dangerous horrors known to man. Along the way, they accumulate a vast amount of knowledge about their enemies. The Undertaker may purchase any of the following Features, but cannot have more of these than they have ranks in their Occult Lore skill.

- **Deadeye** – The Undertaker's familiarity with the undead allows them to recognize them on sight,

regardless of distance. The familiar gait of an animate is easy to spot on the streets while the eerie grace of a vampire might be more difficult to pick out of a ball. The Undertaker can automatically spot the more common Animates. Identifying a less common Animate (like a Zombie Lord or Modular Zombie) or Ghoul requires a successful Occult Lore check. Identifying a Vampire or Half-lifer requires an Occult Lore check with a Difficulty of 4.

- **Dustman** – The Undertaker is an expert vampire hunter. Extensive training has honed the character's skill for targeting the Heart of their opponents. The character suffers no penalty when making a called shot to the Vitals (location 9).
- **Eviscerator** – So refined is the Undertaker's knowledge of Animate physiology that they can easily hinder the creature's mobility. Any attack made by the Undertaker that hits a leg will immobilize the Animate. Eviscerator does not apply to Modular Zombies.
- **Huntsman** – The Undertaker is an expert when it comes to tracking down Animates, ghouls, and Thropes. When tracking any of those creatures, the Undertaker can squish their roll up to two steps to their Tracking rolls.
- **Jury Rig** – The character is a jack-of-all-trades and is capable of making minor alterations to weapons, repair armor, and set traps. The character can squish their roll up to two steps on Jury Rig checks.
- **Lore Master** – Folk Lore can often grant a great amount of insight into dealing with the monstrosities that plague the streets of Neo-Victorian London. A Lore Master is well-versed in the knowledge and beliefs of the common people. The Lore Master can squish any Occult Lore roll up to two steps when dealing with extramundane creatures.
- **Mortifier** – The Undertaker is both fully capable and willing to disguise themselves as the undead. They cover themselves in the scent of their prey and feign their movements to move about undetected in the ranks of their enemy. So proficient in their mimicry of the undead that the Undertaker must take care not to raise the alarm of other humans. All attempts for the undead to use Prey Sense increase their Difficulty by the Undertaker's Occult Lore skill rating.
- **Wastelander** – The Wastes are a dangerous and vile place that few people willing tread. Wastelanders are Undertakers who have traveled extensively through the wastes hunting the undead. In fact, it's possible that the Undertaker has even visited a sepulchre or made contact with ghoul or thrope tribes. The Undertaker can generally survive in the Wastes with little trouble, finding edible (if poor tasting) food and water as well as relatively safe shelter for the night. A Survival check is required to provide for more than just the Undertaker's general needs with the Height determining the number of additional companions the Undertaker can care for (large animals count as two companions).
- **Tough** – Undertakers are notoriously hard to kill. The undertaker can continue using limbs until they are completely filled with Killing Damage. Furthermore, the Undertaker halves all Shock damage received (rounding down, minimum of 1). Thus an Undertaker that is hit for 2K and 4S would instead take 2K and 2S while an undertaker that is hit for 5S would take 3S.

Lifepath

2x8	Plagueman	+1 COORDINATION; +1 Occult Lore; +1 Athletics; +1 Weaponry or Fight; +1 Tracking	0 Wealth
3x8	Scalp hunter	+1 Occult Lore; +1 Weaponry or Fight; +1 Stability; +1 Security or Subterfuge; +1 Streetwise	0 Wealth
4x8	Stalker	+1 Awareness, +1 Credibility, +1 First Aid, +1 Stealth, +1 Tracking	3 Wealth
5x8	Huntsman	+1 WIT or VITALITY	4 Wealth

Assets

The Undertaker starts with a modest flat, usually just outside the West End. They also may have a few bolt-holes or rooms rented in various parts of the city to provide them with places to crash if outbreaks, or inebriation, necessitate. Undertakers tend to live near their favored hunting grounds to keep things close to home.

Undertakers start with a few changes of threadbare but functional clothes, a respirator, and a lump sum of money. They gain 50 £ to spend on equipment (which will undoubtedly consist of a lot of weapons and armour) of which 3 £ may be kept as savings. This makes up for the fact that most Undertakers have no steady job for income.

Industrialist

Industrialists are captains of industry. They run the businesses that power the Neo-Victorian landscape. As the movers and shakers of industry and the heart of much of the technologic and financial booms that has helped shaped Neo-Victorian society, Industrialists still occupy a strange space. Wealthy beyond many in the aristocracy they lack the social power that an old family name provides. Yet, the businesses they run are the life-blood of Britain. Without the Industrialists pushing ever forward, society would crumble, but those who run the society look at Industrialists as annoyances rather than boons. Some in the aristocracy worry that one day their own power will be eclipsed by the power the Industrialists wield.

The holdings controlled by Industrialists are varied in both scope and size. The large arms dealers of Magwitch and Schreck-Hutter see little competition from the smaller manufacturers like Wallace & McNaill or Lion Arms. Meanwhile Boots the Chemist is nearly a household name across all of Britain with branches all across London, Cardiff, and even as far north as Glasgow and Edinburgh.

Industrialists are action oriented opportunists that value each person on merit rather than title or name. While no love is lost between these oligarchs and the aristocracy, Industrialists are practical. The name and fortunes of the gentry are useful things, and the established social order helps to keep the factories running with cheap, ever present labour.

Characteristics

Networking – Networking is the cornerstone to the health and wealth of any Industrialist. Keeping abreast of the competition, making new contacts in government, or seeking new investors are all drives that keep the Industrialist forever looking to press palms. The Industrialist has made this constant struggle to keep afloat in the turbulent world of business into an art-form. Industrialist characters can assume to have a large network of possible contacts that they can draw from. While these contacts are neither as powerful nor reliable as the Connections Quality, they serve as a starting point for developing deeper connections. These contacts will at least be friendly and moderately helpful towards the Industrialist, provided the character's reputation has not suffered any recent setbacks. Networked contacts won't put much on the line for the character, however. That said, in any given high society function or upscale restaurant, the character is guaranteed to know at least one other person there, which is all they need to meet a second or more.

Business (3) – It would be a poor Industrialist that lacks even the most rudimentary business to run. The character gains a small shop in a relatively good

neighborhood or a large operation in a slum. The business will employ one or two skilled workers or about a dozen unskilled labourers. Additional Custom Points can be spent to increase the size of this business if the player wishes.

Specialist Skill – Working Class characters have access to the Industry Specialist Skill.

Features

Magnate – Industrialists rely on a combination of wits, charm, luck, and savvy to navigate the financial and industrial worlds. They should be at home both dealing with the aristocracy as well as the lower classes. The ability to maneuver in such disparate worlds as well as their acumen for finding a need and filling it are the keys to their success. The Industrialist may purchase any of the following Features, but cannot have more of these than they have ranks in their Industry skill.

- **Enterprise** – The Industrialist is well-known for intelligence, creativity, and knowledge; the three cornerstones of any successful entrepreneur. This could be due to natural talent or achieved through hard work and perseverance. The character can squish any Education checks by up to two steps.
- **Influence** – Perhaps the Industrialist is peddling a product that everyone needs or maybe they employ a large segment of the population. Regardless of why, the Industrialist has a small bit of power that can, at times, be flexed to get things done. Once per story arc, an Industrialist can call in favors and pull strings to make one seemingly impossible thing happen. This could be as simple as getting their hands on the locale of a very well-hidden research facility to acquiring the latest and greatest experimental rifle from the Magwitch Arms test range. The player and Narrator should work together to insure that this impossible thing doesn't greatly overbalance the game or become an "instant win" feature. The impossible thing can be helpful, but it cannot solve all the player's problems. Moreover, the impossible thing can come with many strings attached. So the new Magwitch rifle might be very powerful, but the character may only get a few rounds for it, or perhaps it is on temporary loan and must be returned.
- **Money talks** – In the Neo-Victorian world, money has become a great equalizer. While the status of a family name cannot be bought, money can at least rent respect for limited amounts of time. Industrialists can squish by two steps any Etiquette roll made with someone whose Wealth Rank is less than the Industrialist. Doing so might make the Industrialist seem a bit boorish, but while they might not respect the character for long, the information and contacts that are gained greatly outweigh the scorn of the gentry.
- **Political Capital** – The Industrialist has spent much time developing contacts in either the House of Commons or the House of Lords (or both). These contacts give the Industrialist an edge over the competition. These contacts (and consequently this Feature) can in turn be translated directly into political cover and aid for the Industrialist or their business holdings. The player may choose to use this Feature (and thus lose it, but it can be purchased again the next time their Industry skill level is raised) to have one Scandal completely disappear. Conversely, the Feature can

be spent to immediately raise the character's Wealth Rank by a single point.

- **Philanthropist** – Some Industrialists like to “give back” to their communities. Some do it out of a feeling of goodwill while others use it as a manner of securing a legacy. Regardless of the reasons, however, the character is involved in philanthropic endeavors. This could be land grants, soup kitchens, or donations to centers of learning. These donations have curried much favor in the Neo-Victorian society and give most people a favorable opinion of the character. As such, the character can squish any Etiquette rolls they make by up to two steps with

Lifepath

2x9	Manager	+1 WILL, +1 Industry, +1 Bargain, +1 Credibility, +1 Guile	6 Wealth
3x9	Magnate	+1 Industry, +1 Bargain, +1 Gambling or Trade, +1 Education (Secondary), +1 Intimidation	7 Wealth
4x9	Robber baron	+ED Industry, +1 Awareness, +2 Etiquette	8 Wealth
5x9	Tycoon	Convert ED in Industry to MD	9 Wealth

Assets

Industrialists will begin play with at least the three-point version of the Business Quality to represent their Industry. The player should work with the Narrator to outline the details of the character's business. Of course, custom points may be spent to upgrade their holdings. They will own at least a modest home in a good neighborhood or a large home in a less reputable locale. Industrialists will employ multiple servants and their household will definitely include a Lady-in-waiting or a Valet to tend to their personal needs. They will own a large wardrobe of fashionable and well-made clothes as well as a brass respirator.

anyone who might have in some way benefited from the character's philanthropy.

- **Shrewd** – The character is a consummate deal-maker always on the lookout for a good deal or a chance to negotiate. The character may squish by up to two steps any Bargain skill rolls.
- **Vogue** – The character is a trend setter renowned for elegance and style. Invited to all the best parties, the character's mere presence (or noticeable absence) at an event will make or break an occasion. The character may squish any Guile or Credibility rolls when dealing with other fashionable Aristocrats by up to two steps.

Aristocrat

The aristocratic families of Britain are ancient lineages, names that form the history of the kingdom itself. It is these lines that have forged the Empire through their will and obligations for generations immemorial. Though fortunes may falter and tides may change, the blood and titles are forever. For the Neo-Victorian Aristocrat, history is not an abstract construct; it is a living force that constantly surrounds.

The aristocracy includes not only titled nobility but also the blooded members of the family lines. And while most will never inherit the family title, their status is still an elevated one. Yet for all their airs, few members of the gentry still hold their ancestral lands as many have been lost to the blight of the Plague years.

All Aristocrats can expect a classical education from the finest schools their family money can secure. For those families with little money but much reputation, the family name can still open many doors that would remain closed for even the richest of Industrialists. For those families that are truly destitute, employment is required, but is done with the appearance of leisure rather than necessity.

Characteristics

Blue Blood – Aristocrats exist in a world of unbelievable largesse and privilege. Their lives are surrounded by the Scions of the best families and the luminaries of Neo-Victorian society. Even the lowliest son of a destitute aristocratic family may have attended school with the son of an admiral or perhaps even courted the daughter of a powerful Duke. Aristocratic characters can reasonably know people in any aspect of government, business, or high society.

The character is also very likely to gain audience with any personage in the realm on reputation alone. Those that are unattainable in person will still receive correspondence or audience from an ally. Once audience is gained, however, it is the individual's behavior and reputation that is judged. Scandal must be avoided at all costs, lest one's family name be sullied. To damage the family name is to damage one's own lifeline in society. A particularly careless Aristocrat will quickly find their funds dried up and their social calendar Spartan.

Deference – Neo-Victorian society revolves around the gentry and their position as the greatest of all men. Provided the character has identified themselves as a member of the aristocracy, the Aristocrat can reasonably expect deference from the lower classes. An Aristocrat can squish any Credibility roll with the lower classes by two steps. On top of this deference, the Aristocrat can expect the constabulary to turn a blind eye to all but the greatest transgressions (like murder or assault on another

member of the gentry). The police will easily take the word of an Aristocrat over a commoner.

Features

Intrigant – Masters of social deception, protocol, and court politics, Aristocrats are the exemplars of etiquette and decorum. Manners, wit, and good breeding are the marks of a true Neo-Victorian social predator. The Aristocrat may purchase any of the following Features, but cannot have more of these than they have ranks in their Etiquette skill.

- **Allegiance** – The Aristocrat naturally arouses sentiments of loyalty in others. Those in the character's service would never willingly or intentionally betray the character for any reason. Anyone in the Aristocrats employ would similarly go to great lengths to insure the character is pleased and comfortable.
- **Casanova** – The character has a natural gift for seduction. A Casanova character can squish any Seduction roll by up to two steps. Additionally, after consummating the affair, the Casanova will find the paramour to be completely besotted. The paramour will find it impossible to deny their Casanova anything within reason. Any future Charm based rolls made by the Casanova on the paramour gain a Wiggle Die.
- **Gossip** – An Aristocrat must pay careful attention to current events to maintain interests and avoid unintentional insults that may mar one's reputation. Aristocrats gather information through varied means, including witnessing events first hand, paying off informants, bending an ear to rumour-mongers, casual conversation, and listening at the eaves. A character with access to newspapers or a telegraph may employ this skill to distant areas as well. The Aristocrat can add the Etiquette skill to any Education checks made regarding current affairs.
- **Innuendo** – A master of innuendo and double-speak, the Aristocrat can convey a threat, message, or wooing word with such subtlety that only the intended listeners understands the full meaning of the statement. Any listener trying to decipher the intended meaning from the character must succeed at an Etiquette roll with a Difficulty equal to the 2 plus the Aristocrat's Etiquette skill level.
- **Personage of Distinction** – The character's natural grace and noble bearing denote a person of distinction. While the character could never pass for anything other than a member of the gentry, few would be brave enough to dare assault such an individual. Any member of the lower classes wishing to do harm (physical or otherwise) to the Aristocrat must first make a Stability check with a Difficulty equal to 2 plus the Aristocrat's Etiquette skill level. Success allows the target to continue with their intended action. Failure means the target loses their nerve and quickly leaves the Aristocrat's presence. The dead, insane, or insensate are not subject to this feature.
- **Social Predator** – The character's carefully cultivated demeanor is charmed at the best of times and frightful at the worst. The character is clearly a man to avoid crossing. The character may squish up to two steps any Intimidation rolls made.
- **Stirring Speech** – The Aristocrat's timbre and meter in speaking is so pleasing and passionate that few who listen

can avoid being swayed by their words. If the character is able to personally present their case, they may squish any Credibility rolls by up to two steps to sway their target's mind.

- **Untouchable** – The character has a knack for avoiding scandal. This is done through shrewd manipulation, careful machinations, and no small amount of sheer luck. The character may be something of legend, having dodged major scandals or is instead a Dark Horse who never draws undue attention. Whatever the case, all but the direst breaches of etiquette will be quickly forgotten. The character can only be touched by scandal if caught red-handed in the foulest acts. Even then the

Lifepath

2x10	Wastrel	+1 CHARM, +2 Etiquette, +1 Education (Classical), +1 Guile	6 Wealth
3x10	Dilettante	+1 Etiquette, +1 Credibility, +1 Academic Skill (excluding Alchemy, Medicine, and Galvanics), +1 Gambling or Streetwise, +1 Intimidation	7 Wealth
4x10	One of Quality	+ED Etiquette, +1 Credibility, +1 Weaponry, +1 Stability	8 Wealth
5x10	Social predator	Change ED in Etiquette to MD	9 Wealth

Assets

Aristocrats will start the game with a comfortable abode in the West End, most likely a small familial manor. The house will be well-appointed and will have a small staff that will definitely include a footman, a driver, a Housekeeper or Butler with staff, and a Lady-in-waiting or Valet. The character will also have a simple carriage and two horses.

The character's wardrobe will be expansive and well made. They will have appropriate garb for any occasion, albeit not necessarily in the latest fashion unless some of the character's monthly stipend is spent to update the wardrobe regularly. They will also possess at the very least one or two well made brass respirators.

accuser must be beyond reproach and the story spread to a broad audience.

- **Vogue** – The character is a trend setter renowned for elegance and style. Invited to all the best parties, the character's mere presence (or noticeable absence) at an event will make or break an occasion. The character may squish any Guile or Credibility rolls when dealing with other fashionable Aristocrats by up to two steps.
- **Viper** – The character is a more convincing liar than the devil himself. Even those people that are privy to the truth might find themselves ensnared by the webs this character can weave. The character may squish any Guile rolls made by up to two steps. Casual lies will be believed almost out of hand.

More than Human

There are two special cases to the One Roll Character Generation rules, and both of these have to do with characters that are “More than Human.” In the Neo-Victorian world there are two strains of people that are more human than human that walk unhindered in society. The first are the mysterious half-vampire Dhampirs. Sought after for their grace, beauty, and rarity, the Dhampir live a life both in and out of society, much like they walk the line between death and life. The second type of “More than Human” characters are Psychics. These people have been touched in some manner and can peer across the veil that exists between life and death.

Character Generation

Players wishing to create a More than Human character roll their character in the same manner as normal. The only rule is that the Highest set that is rolled must be set aside for the character’s More than Human calling.

For example, a player that rolls the 13d10 to create their character that comes up with 3x10, 1x9, 2x7, 3x5, 1x4, 1x3, and 2x2 must use the 3x10 to purchase their Dhampir or Psychic Calling.

Dhampir

The Dhampiri are half-vampire and half-human, doomed to live their lives stained by the vampiric taint and to rise again in their death as an undead abomination. Most Dhampiri are survivors of vampiric infection while a small number are born of an undead parent. The Dhampir is not as unstable as a true vampire but are still prone to extreme passions.

Dhampiri are considered half-lifers, which means they walk the thin line between life and undeath. Their physiology is much like that of a normal Human. They must draw breath, sleep, and eat for sustenance. They also age and grow old, albeit at a much slower pace than Humans. They age normally for their first sixteen years and then age only one year for every five years past. Dhampiri are immune to all known diseases, including the Plague. They are even capable of ignoring the physiological effects of the smogs. Most choose to still wear protection to combat the physical after-effects (i.e. dirt, grime, and stench).

Dhampiri tend to be taller and thinner than humans, with striking eyes and a gaze that is difficult to meet. Their faces, while indescribably alluring by human standards, are nonetheless slightly alien. Their frames are lithe but contain within them inhuman grace and strength. Finally, their canines bear the mark of their vampiric origins, and are slightly elongated, though not nearly as pronounced as a true vampire’s.

A Dhampir does not require blood for sustenance. Instead, blood may be imbibed to increase their strength and speed. Dhampiri also walk with an inbred hatred of all walking dead, especially vampires. When confronted with a vampire, a Dhampir will be overcome with a bloodlust that can only be slaked by the destruction of either the

Dhampir or the vampire. Of course, their ability to preternaturally sense other undead aids them in their desires to destroy the undead.

Dhampiri tend to have a romantic flare for the dramatic. Moreover, the Aristocracy and many of the lower classes have become somewhat enamored with these tragic figures. There are countless Penny Dreadful tales of the doomed lives and loves of Dhampir that has helped to perpetrate this ideal. In fact, so ingrained is this concept that many Dhampir strive to live up to the stereotype, reveling in the passions it inflames.

Characteristics

Blood Drinker – While not required for sustenance, human blood greatly improves the Dhampir’s strength, endurance, and speed. When Dhampiri drain the blood of their target, it saps the body of its Vitality. Blood so drained makes the Dhampir flush for an hour after feeding granting a +1d to the creature’s Vitality and Coordination.

Furthermore, each point of Vitality drained from the target allows the Dhampir to heal damage sustained. One point of Vitality can heal four points of Shock or two points of Killing damage anywhere on the Dhampir’s body. Healing the Shock is instantaneous while healing any Killing damage takes one minute. A point of Vitality can also be spent to shorten the healing time of any Complication by up one week.

Blood drained by a Dhampir only remains in their system for about an hour before it is expended. Thus a Dhampir can’t sit on a large pool of Vitality for the future.

Half-lifer – The Dhampir is neither dead nor alive. They must sleep, eat, and breathe like a mortal but the energies of the grave still taint them. Dhampir age at one-fifth the age of mortal men and are immune to all forms of disease including the Plague. They are not affected by the smogs of London, nor can they ever take a Physical Corruption. Half-lifers also do not set off an animates Prey Sense.

Hatred of Vampires – Anytime a Dhampir is confronted by a vampire, they must make a Stability check. Failure results in a bloodlust overwhelming the Dhampir that causes the Dhampir to immediately attack. While in this state, the Dhampir cannot dodge or block. They do gain a +2d bonus to all melee and

unarmed rolls against vampires, but any ranged attacks suffer a -2d penalty.

Dhampiri cannot regain control unless another individual intervenes. If another party does stop the Dhampir from attacking (or pulls them off after the battle has begun) the Dhampir may make another Stability check to shake off the bloodlust. Once the bloodlust has been shaken off, the Dhampir will still harbor a deep animosity towards the vampire and can be provoked into action over the slightest insult or threat of physical violence by the vampire.

Heightened Vision – Dhampiri have naturally keen vision. They never suffer penalties due to low-lighting conditions and may squish any Awareness rolls based on eyesight by up to two steps.

Immune to Vampiric Mind Control – The Dhampir cannot be subject to a vampire’s mind control ability.

Sense Undead – When within the Dhampir’s Wit x 10 feet of an undead, the Dhampir will immediately sense its presence. If the creature is a vampire, the Dhampir will know, otherwise the Dhampir only knows that an undead creature is near. A further Awareness roll can be made to

intuit the actual location of the creature. If multiple undead are within the Dhampir’s area of effect, the Dhampir cannot track an actual location, just a general directional feeling.

Unnatural Passions – The Dhampiri are prone to exaggerated fits of emotion, especially rage. Any time the Dhampir is subject to strong emotional triggers, they must make a Stability check. Failure results in the character exploding into a rage. This rage has no mechanical effects, but will definitely put off members of more genteel upbringing.

Vampiric Transformation – Upon their death, a Dhampir will raise again as a full vampire. The Dhampir will only retain sentience on a roll of 1 on a single d10. This Feature also makes it impossible for a Dhampir to be admitted into the ranks of the Mourners.

Features

Dhampiri have access to all Undertaker Features.

Lifepath

2x	Neonate	+1 COORDINATION, +2 Weaponry, +1 Athletics or Fight, +1 Occult Lore	3 Wealth
3x	August	+1 Awareness, +1 Weaponry or Fight, +1 Stealth, +1 Tracking, +1 Stability QUALITY: Resolve	4 Wealth
4x	Elder	+1 VITALITY	4 Wealth
5x	Venerate	+2 Athletics, +1 Credibility, +1 Etiquette or Gambling, +1 Guile	5 Wealth

Assets

Dhampir have never been known to be shrewd business partners nor investors. Most of their funds are quickly squandered on passions such as drink, dining, clothes, and company. That said, they do their best to live comfortably. Most Dhampir will own a small but luxurious flat. They will own a small wardrobe of the latest fashions, but will need to spend money to keep up with trends.

Psychic

Some people are touched with abilities far beyond that of normal humans. These people are forever doomed to live in a haunted world, their lives never again their own. Private moments are rare for the dead are always watching. But with this great burden comes a boon. Psychics are sought after in the Neo-Victorian world. Their ability to speak with those who have passed or to glean some kind of psychic vibration from the world at large gives them a great edge. While many people may fear the Psychic in private, when their services are required, the Psychic is treated in a kingly manner.

Psychics come in one of various flavors: Clairvoyants, Empaths, Mediums, Precogs, Psychometrists, and Telepaths. The Medium possesses the power to pierce the veil that separates life from death. They can speak with disembodied spirits and gain answers from across the grave. Psychometrists are more in tune with the spirits of objects. They have the ability to sense an object's past by reading the energies left on it by its previous owners. Telepaths, perhaps the most common of the Mediums, have the ability to sense the spirits of the living themselves, reading their thoughts with ease. Empaths, Precogs, and Clairvoyants are all far less common Psychics. Empaths can read auras and sway people's emotional states. Precogs get visions of future events. Clairvoyants have the rare ability to remotely experience other locales as if they were there.

While no Parliamentary Act has yet to be made on the powers of these extraordinary individuals, Psychics live their lives as social pariahs for the most part. Many people distrust Psychics. Most commonly, the populace fears the Psychic reading or controlling their minds. As such, most Psychics do what they can to conceal their true nature. Furthermore, their reputation is often tarnished by chicanery and charlatans that dupe the bereaved and easily mislead out of their money. Recent rumblings have been made in the House of Commons to create some kind of Psychic Registry for the nation, but so far no action has been taken.

Characteristics

Haunted – The Psychic is forever haunted in their lives by their powers. For the Medium, the restless dead constantly plague their private moments. Telepaths are assailed by random thoughts and memories from those around them while Psychometrists cannot pay for a simple bowl of stew without getting some glimpse into the life of the bowl and its contents. Psychic characters are constantly bombarded with uncontrollable side-effects of their power. The Narrator should use this to provide hints, suggestions, or just interesting bits of filler for the player. This constant assault on the character's senses should be roleplayed by the player. These characters could be edgy, jumpy, or just melancholy.

Regardless, their personalities should not be untouched by their power.

Endowment – All Psychics are endowed with some ability. The player should choose one of the following Endowments for their starting character. Psychic characters can purchase additional Endowments, if the Narrator approves. This costs 10 Custom Points/XP per Endowment. It is exceptionally rare for a Psychic to have more than two Endowments.

- **Clairvoyant** – The Psychic is able to see things at a distance as if they were there. By making a successful Awareness check, the Psychic can peer across distance with little to no issue. The Difficulty of the check is dependent on how well the psychic knows the location as well as how far away it is. Nearby or Well-known locations have a Difficulty of 3 while very Distant locations (like another city) or Unknown locations have a Difficulty of 6. Failure on this roll means the location cannot be sensed. The Clairvoyant can try again after an hour of meditation. Remote viewing lasts for the Width of the roll in Minutes and gives the Clairvoyant access to all five senses that they can move around the environment as if they were there personally (although they cannot interact with things at the remote location, only observe). Clairvoyants can alternately look through the eyes of people that they are attuned to with ease. Looking through the eyes of an attuned person requires no roll and can be done at will for as long as the Clairvoyant wishes to maintain the connection. A Clairvoyant may attune themselves to a number of other people equal to their Will attribute. Attuning oneself to another requires the Clairvoyant be very familiar with their target and takes an hour of meditation. If the attuned is killed or rendered unconscious while the Clairvoyant is viewing through their eyes, the Clairvoyant immediately fills their Head (Location 10) with Shock damage from the abrupt severing of the link. Clairvoyants are always aware of their own surroundings when remote viewing.
- **Empath** – Empaths are rare, but powerful Psychics that are greatly attuned to the emotions of others. An Empath has the ability to sense the feelings of others as well as to sway them as they need. Empaths may sense the surface emotions of any one in their presence with barely a thought. Often described as “aura reading”, this ability allows the Empath to better understand the people they are interacting with. The Empath can also choose to try to sway those emotions. This requires a Guile check. The Difficulty of the check depends on the Empath's desire. If the Empath wishes to calm a target that is in a heightened state, the Difficulty is 4. Conversely, the Difficulty to enrage a calm subject is only 3. To impart feelings of goodwill towards the Empath or some other person, the Difficulty is 4. Imparting feelings of hostility is Difficulty 5. Empaths can also enrage another in such a manner so as to force them into frenzy. Doing this is a Difficulty 6 action. Failure on any of these rolls results in the target experiencing a feeling of vertigo followed by an unconscious distrust for the Psychic in the future. Using this ability on the same person multiple times increases the Difficulty by 1 per use. If the target is left alone for

24 hours, the suspicion will pass and the Difficulty's will reset to normal. The player should work with the Narrator for other effects. Empaths must beware, however, of very extreme emotions. Whenever an Empath is witness to a spontaneous extreme emotional outburst (i.e. one that the Empath had no part in creating), the Empath must make an Endurance check with a Difficulty equal to 4 (or 6 if the Empath knows the person suffering the emotion well). If the roll is failed then the Empath is Dazed and will suffer a -2d penalty to all actions for the remainder of the scene. Optionally, the Empath may swoon and not suffer any penalties once revived.

- **Medium** – The Medium possesses what is often referred to as the “Second Sight”. Mediums can “peer across the veil” and see the restless dead as they haunt the streets of Neo-Victorian England. These spirits come in all shapes, each vaguely resembling the human they once were from their final moments. While many spirits seem mindless, some are intelligent, retaining the memories of their former selves. It is the intelligent spirit that often seeks out Mediums to send messages on from beyond the grave. But not all intelligent spirits, often referred to as Ghosts, are benign. Some have darker desires they wish to see fulfilled. These dark spirits will stop at nothing to have their needs met, manipulating, threatening, and cajoling the Medium into acquiescence. Meanwhile, the mindless spirits, called Haunts, tend to be a nexus of strong emotions. Anger, pain, and fear are all very common to these spirits, making them dangerous if agitated by the Medium (or other spirits). The Medium needs to make no rolls to peer into the spirit realm and they can freely interact with spirits as if they were alive, save for actual physical contact. A Medium can try to make a spirit manifest with a successful use of Will/Occult Lore. The Difficulty for this check is dependent on the strength and willingness of the spirit. A manifested spirit can interact physically for a limited period of time (Width of Manifestation roll in rounds). Non-manifested spirits can, at times, focus their extreme emotions to interact with the real world. As such, the Medium must be careful not to anger a spirit that could find some way to harm them with no way for the Medium to defend themselves.
- **Precognition** – Precogs, as they are called on the street, have the limited ability to see glimpses of possible futures. Popularized in Penny Dreadfuls focusing on the clandestine Psi Branch of the Metropolitan Police, Precogs are often thought of as “crime deterrents” and are often used in the stories as *deus ex machinas*. In reality, the life of a precognitive is a terror-filled one. Precognitives have no control over when their visions will come, nor can they filter or ignore what they see. The Visions assault the Precog's senses, often causing brief seizures as their bodies and minds are bombarded with sensory information. After the fact, the Precog's memory of the Vision depends on their skill and training. A Vision will immediately incapacitate a Precog. The Precog may make an Endurance check to determine the length of the incapacitation, which will

last for 5 – Width in Minutes. Afterwards, the precognitive must make a Will/Awareness check to recall the facts of the Vision. The Height of the result will determine the amount of details recalled. The Narrator can then describe what the Precognitive remembered from their Vision. If enough is remembered, the Precognitive can attempt to change the course of the future. Regardless of attempts to alter the future, the Precognitive will continue to get brief flashes of facts in the form of “familiar feelings” and *déjà vu*, which will be provided by the Narrator at dramatically appropriate moments. These flashes will become more powerful and frequent as reality catches up with the Vision. Finally, a few minutes before the actual event, the Precognitive will gain some strong insight into the coming event. This insight will give the Precognitive a single Master Die that can be used at any time during the event.

- **Psychometry** – A Psychometrist lives their life as detached as they can from the world around them. Heavy clothes and gloves, often custom made, are signature apparel for them. These accoutrements aren't for vanity's sake, they are a necessity. Whenever a Psychometrist comes in physical contact with an inanimate object, they can read the emotional and spiritual residue left on the object from its previous owners. This means that they can read how an item was used, who used it, and when. The most recent “memories” attached to the item will be easiest to read (and thus automatic). Delving deeper into the past of an item requires an Awareness roll. The Difficulty for this roll is dependant on the specificity of the memory the Psychometrist is looking for as well as how far in the item's past they wish to go. Vague memories have a +1 Difficulty while specific memories have a +2 Difficulty. Reading the identity of the owner is a +3 Difficulty. Delving back a few weeks is a +1 Difficulty while a Month is +2 Difficulty. Delving further back than that is a +1 Difficulty per Year. Success on the roll gives the Psychometrist the information they wanted. Failure gives the character muddled memories that are a jumble of information. The down-side to this is any incidental physical contact with the character's skin will trigger a flood of memories from the object, so the Psychometrist must protect themselves from such interaction.
- **Telepath** – Telepathy is one of the more common of the psychic powers. Telepaths have the ability to read as well as project thoughts into the minds of others. Telepaths are possibly the most feared of the Psychics due to the belief that they can influence the way people behave. In actuality, only the Empath has the ability to affect the behaviors of others. But fear of the Telepath is not unwarranted, as their ability to peer into the mind of another is potent, especially in a society so obsessed with privacy. Fortunately for privately-minded individuals, Telepaths can only read the surface thoughts of anyone they are not in direct physical contact with, and even the ability to read surface thoughts has a very limited range. A Telepath can, with a successful Awareness check, read the surface thoughts of an

individual within 10 yards of the Psychic. The character can “listen in” to these thoughts for the Width of the roll in Minutes. Failure on this roll will not alert the target to the intrusion (unless the target is another Psychic or supermundane creature, who will instantly know of the intrusion as well as who perpetrated it), but the Psychic cannot try again until they have spent a few moments re-centering themselves (at least ten minutes). The Psychic can also send their own thoughts to people within the same range with no roll at all. The receiver will not instantly know who is speaking to them, but will know it comes from without rather than from within. Telepaths may boost the range of their “sending” with a successful Will/Awareness roll. The Height of the roll serves as a multiplier to the base 10 yard range. The Psychic need not know the exact location of the person they are sending to, the person need only be in range

and familiar to the Psychic (i.e. met personally at least once). Telepaths can read deeper memories, but skin-to-skin physical contact is required. Doing so requires a Will/Awareness roll with a Difficulty equal to how private the target considers the thought. Inconsequential memories or thoughts are Difficulty 1 while deep fears, hidden secrets, or repressed memories are Difficulty 6 with variance between the two extremes. Once the Telepath reads the memory, they know everything the target knows or thinks on the subject, which can vary from the reality of the situation due to personal bias, guilt, or delusion.

Lifepath

2x	Soothsayer	+1 WILL, +2 Occult Lore, +1 Awareness, +1 Stability	3 Wealth
3x	Diviner	+1 Occult Lore or Thanatology, +1 Credibility, +1 Endurance, +1 Guile, +1 Streetwise	3 Wealth
4x	Seer	+1 WIT	4 Wealth
5x	Sage	+1 Awareness, +1 Credibility, +1 Guile, +1 Intimidate, +1 Stability	5 Wealth

Assets

Psychics tend to live a relatively hand-to-mouth existence with most business coming from word-of-mouth and referrals. They will rent a small flat in a decent neighborhood and run much of their business dealings from that place. They will have various and sundry mystical accoutrements that they have accumulated over the years. They will also possess a simple but functional wardrobe as well as a rudimentary respirator.

Features

Psychics have no additional Features they can access.

Fortune

Fortune events are used to fill in gaps and create little interesting bits to the character's background. The Waste dice (i.e. the dice that have no matches) from the One Roll Character Generation roll are used to determine a character's Fortune events. These events are then added to the character's Lifepaths and placed in whatever order the player wishes to create the framework of the character's history (which can then be expanded by the player).

There are four different Fortune tables (The Mundane Life, Beyond the Bounds of Nature, The Bad with the Good, and Cavalcade of Oddities), and it is entirely up to the player which tables they use. The player is free to mix and match amongst the four tables however they wish. The other thing to note about the tables is that every event generates a positive result for the character, even if there are negative aspects. Fortune events are about making a more interesting background for the character.

Table A - The Mundane Life

- 1. Nose to the Grind**
Somehow the character picked up a bit of a trade. This could be from buckling down or from simply "falling into" a job. An Aristocrat might need to find work to supplement a lack of funds, while a member of the other classes might just moonlight, performing the work for extra money or (rarely) as a hobby. +3 Trade, +1 Streetwise, +1 Jury Rig
- 2. Time in the Scop Kitchens**
The character spent some of their free time working as a volunteer. This could be through a charitable organization, a church, or due to a legal "slap on the wrist". The character might have spent some time in the Scop Kitchens or helped to educate those less fortunate. +1 CHARM
- 3. Love Affair**
Perhaps it was a short dalliance with another or maybe it blossomed into love or marriage, but the character was smitten with another. This could also cover a surreptitious and steamy affair. The character spent much of their time wooing the object of their affection, showing them with gifts, poems, or other displays. +2 Production and Love (3)
- 4. Never Again, Officer**
The character had a brief run-in with the Constabulary. Perhaps they spent a night in jail sleeping off a bender or may have just barely dodged a rap for some petty crime due to the kind-heartedness of their would-be jailer. +2 Streetwise, +1 Guile, +1 Stealth or Subterfuge, +1 Gambling or Security.
- 5. Schooling**
The character found some time to advance their general education either through tutors, public schools, private schools, or church schools. +2 Education, +2 Humanities or Occult Lore, +1 Natural Science or Social Science
- 6. Brave the Smog**
The character has spent a great deal of time outdoors, perhaps far more than many others. The smog just never seemed to affect the character that much. +2 Endurance and Immunity: Smog (3)
- 7. A Few Scraps**
The character has gotten into a few fights here and there. Perhaps they are a hot-head, losing their temper at the smallest slight, real or imagined. Instead, the character could just invite trouble, either through action or just appearance. +2 Fight, +1 Athletics, +1 Feats of Strength, +1 Intimidation
- 8. Disquieting Repose**
Someone close to the character died tragically. While death is common in Neo-Victorian England, someone the character particularly cared for passed on in an unexpected manner. More distressing, however, their loved one spontaneously animated in the character's presence. The player should outline with the Narrator the nature of the relationship and the passing, as well as how the character handled the situation. +2 Occult Lore, +1 Stability, +1 Fight or Stealth, +1 Awareness or Tracking
- 9. No Small Favors**
The character is owed something by another. Something happened that allowed the character to sweep to the rescue of another, be it financially, socially, or physically. Maybe they saved someone from drowning in the sludge of the Thames or maybe a good friend just need a quick influx of cash to pay off a bookie. Creditor (2-5) with the remaining points (3 to 0) spent on the following Skills/Qualities (max of 2 in any): Bargain, Gambling, Credibility, Wealth, or Savings.

10. Hobnobbing or Slumming

Whether by accident or by plan, the character spent time with people outside of their normal social class. Perhaps the character is a rich aristocrat who fell for the dance-halls of the proletariat or maybe a coster who was wooed by a wealthy doctor. Regardless, the character learned about parts of the world that are often only dreamed of by others. +1 Streetwise, +2 Etiquette, Contact (2).

Table B – Beyond the Bounds of Nature

1. The Weather Underground

Life on the streets is hard, but life under the streets is even harder. The character has somehow peeked into the underground world of ghouls, thieves, killers, animates, and other dispossessed individuals. Perhaps the character was driven below ground out of desperation or maybe they got lost as a child and suffered some great trauma from their times below. +1 Streetwise, +1 Occult Lore, Resolve (3).

2. Blood Doll

Vampires stand as romantic villains to Neo-Victorians. While they might fear the creatures, there is a passionate allure for the creatures. Some people allow their curiosity or passion to get the better of them, while others are just unfortunate victims of a vampire's lust for blood. Regardless, the character has served as a meal for a vampire or dhampir at some point in their life. The character managed to survive their encounter, but it is doubtful they walked away unscathed. +2 Endurance, +1 Awareness, +1 Occult Lore, +1 Stability.

3. Obsession

Obsession has touched the character's life in some way. Perhaps the character was the focus of a jealous lover or even one of a vampire or dhampir's many passionate affairs. Or, conversely, the character suffered from some obsession for some other person, place, thing, or ideal. This Obsession may have ended long ago (and doubtfully did it end well) or it is still ongoing. The player should work with the Narrator to flesh out the details of the obsession. 5 points to place into at least three skills that fits the Obsession.

4. More Than Was Bargained For

The character made some deal that ended up costing more than expected. This could be due to a "mysterious benefactor" turning out to be a creator of Anathemas or vampire. Or perhaps the character served as courier for an item that turned out to be highly illegal (such as parts of the dead, alchemical serums, or even a corpse bound for the meat market). Regardless of the manner, the character agreed to or was duped into doing something that carried with it grave consequences. As such, now the character has something that can be held over them if the information were to ever get out. The player and Narrator should work out the aspects of this "deal gone wrong". +2 Guile, +2 Subterfuge, Security, or Stealth, +1 Bargain.

5. Dusty Tomes

Knowledge offers great power to those who possess it, but some learning is best left lost. Somehow the character came to possession of some texts of a dubious nature. They could be the diaries of a scientist outlining his experiments with Anathema or Mercurial or perhaps tomes on the training of animates for dark purposes. Moreover, either due to a morbid curiosity or a thirst for knowledge the character could not resist a few "peeks" at the forbidden knowledge contained within. Furthermore, the character has not, as of yet, found a way to safely dispose of these tomes, if they were of the inclination. 5 points to place into at least two Academic skills that pertain to the knowledge gleaned from the books.

6. The Wonders of Alchemy

The character's life has been altered by the miracles of modern Alchemy. Perhaps the character started Anti-Agapic treatments or got their hands on some Hyde, Styx, or other illegal alchemical solution. The player and Narrator should detail the breadth and extent of the character's flirtation with Alchemical solutions. If the character has gained any amount of addiction, the player should immediately add one to the character's Desire Corruption on the Addiction path. +1 Alchemy, +1 Streetwise, +2 Bargain, +1 Endurance.

7. Fight for Life

The character had a brush with some manner of plague-touched monstrosity. This could have been a Thrope, animate, ghoul, vampire, Anathema, or some other creature of the Wastes. +2 Fight, +1 Weaponry, +1 Athletics, +1 Occult Lore or First Aid.

8. Lockdown!

Large-scale break-outs of the plague are still frighteningly common. When those times come, the Deathwatch locks down the borough affected and cleanse it with fire and electricity. The character was a part of one of these lockdowns. They most likely spent their time dodging both animates and members of the Deathwatch, waiting for the terror to end. +2 Awareness, +1 Fight, +1 Athletics, +1 Stealth.

9. Meat Market

In Neo-Victorian London, there exists a whole underground that deals in the trade of corpses. With such stringent cremation laws in effect, Resurrection men make a killing (sometimes literally) by providing back-channels to the remains of the dead. An entire market has sprung up around the trafficking of corpses for scientific, research, or even darker purposes. The character has come into some form of contact with this underground, be it through trafficking in it themselves or dabbling with the darker aspects of life. The player should outline for the Narrator their interactions with this market. It could be they dealt with the Resurrection Men, the Butchers, or maybe even “supplied” the market with fresh corpses as needed. +3 Streetwise, +1 Intimidation, +1 Guile.

10. Cirques du Sang

The Cirques du Sang represent the apex of aristocratic decadence and bloodlust. These secretive galas provided the wealthiest and most adventurous of high society a chance to walk with the terrors that haunt the lower classes. Sentient Vampires are the most honored guests to these affairs, while animates and all other kinds of horrors can be seen in a freakish menagerie. In fact, the crescendo of the evening comes from presenting a youth from the slums to guest of honor as a meal for all to witness. The character has attended one of these macabre affairs, either as a guest, organizer, servant, caretaker, security, or through some other capacity to be outlined by the player. +2 Etiquette, +1 Credibility, +1 Guile, +1 Stability.

Table C – The Bad with the Good

1. On Hard Times...

The character has fallen onto hard times. They could have lost their job, fallen ill, been injured, or whatever other malady the player wishes their character to suffer. Regardless, money eventually became an issue for the character. This eventually led the character to a loan shark, and now the character is deeply in debt and gains the Debt Impediment. +1 VITALITY.

2. Exploited

Confidence men, thieves, and other predators lurk everywhere in Neo-Victorian England. Somehow, the character has fallen prey to one of these scavengers. Perhaps the character was victim to a confidence scam or maybe the character was wooed and then dumped once the crook got what they wanted. The player should outline how the character was duped. The character suffers a -2 to their Credibility (minimum of 0) and may also suffer a penalty to their highest Wealth rating of -2 if the predations lead to a financial loss. Finally, the character is Suspicious of most people, making it harder for them to trust others. On the upside, the character gains +1 WIT for their trouble as well as +1 to Streetwise and +1 to Bargain.

3. Unrequited Love

Love is a complex affair and the character somehow got ensnared in the more negative aspects that come with romantic affairs. Maybe the character fell in love with someone who could not return their affection. Conversely, maybe the character was unable to reciprocate the obsessions of another. Regardless of the manner, someone got spurned and hurt in the process and through all the pain and hurt caused, the character gains the Nemesis Impediment. The Nemesis could be the spurned lover or perhaps another suitor that managed to win the affections of the character’s beloved. +1 CHARM.

4. Imprisoned

The character found themselves unwillingly incarcerated at some point in their life. Being imprisoned is not limited only to penal institutions; a character could be kept under lock-and-key by a jealous lover or overprotective parents. The character could have been locked into a sanitarium for “their own good” after a particularly nasty fit or under the throes of “delirium tremens”. The character will gain a certain Notoriety or a Criminal Record from this imprisonment (player’s choice of Impediment), however, that may come to haunt them in life. +1 VITALITY or WILL.

5. Not From Around Here...

The denizens of the metropolis are suspicious of the unfamiliar, and no person knows it better than the character. The character was not born to the city in which they currently live. They may be refugees from another country or immigrants from another part of England. At worst, they are one of the wandering folk (i.e. gypsies). Immigrants and their children are shunned by most people and they spend much of their lives as second-class citizens. Even now that most immigration laws have been relaxed or revoked, being born even in a different city will often draw unwelcome attention to the character. Therefore, these people must strive just that much harder for attention or recognition that comes easily to the native born. The character can choose one of the following Impediments: Immigrant, Nomad, or Disowned (in the case of an aristocratic character). Furthermore, reduce the highest Wealth rank gained by the character by one. +1 INTELLECT.

6. **Wasting Away**
At some point the character contracted a disease that sapped their energy and life away. The player should choose one of the following Impediments: Accelerated Decrepitude, Albinism, Asthma, Consumptive, Haemophilia, or Syphilis. The character gains +1 WILL as well as 3 points to place into one or more Academic skills from their long hours spent bedridden due to their illness.
7. **Terror in the Tubes**
Anarchists are a growing problem in the metropolis. These individuals have, as such, turned to terrorism in attempts to destroy the tyranny of the state. The character was a victim to one of these terrorist strikes. Perhaps they were in an Underground bombing or maybe a suicide bomber attacked an office building the character was visiting. Regardless, the character suffered some lasting injuries from the ordeal. The player should choose one of the following Impediments: Hard of Hearing, Amnesia, Cowardice, Night Terrors, or Amputee. +1 COORDINATION or WILL, +2 to First Aid, Demolitions, or Stability.
8. **Snatched from Death's Door**
The character was saved from certain death. Perhaps a doctor saved the character's life or maybe a fellow soldier pulled the character from an animate filled building right before the demolition charges leveled it. Regardless, the character now owes a Life Debt (Impediment) to another. The character gains the Hardened Quality. Conversely, the character may not have been saved by another, but managed to survive (or fake their own death). The character gains the Believed Dead Impediment and starts play with their highest Wealth rank halved but they gain a +1 to any Attribute the player chooses.
9. **Robbed**
The character was financially ruined. This could be from a robbery, bad investments, or any other manner the player can imagine. Regardless, the player has two options. First, they can choose to lose all Wealth ranks the character gained (thus starting at Wealth 0) but only if the character had a Wealth rank of 4 or more. Doing so grants the character 5 Custom Points. The second option allows the character to halve their highest Wealth rank gained and take that as their starting Wealth. This option only grants 2 additional Custom Points. +1 WIT.
10. **Skeletons in the Closet**
Dark secrets haunt the character's life. Perhaps they did something terrible in their youth or maybe they must carry the family's secret shame until they pass it to another on their deathbed. The character starts play with the Secret Impediment that should be determined by the player and Narrator. +1 CHARM.

Table D – Cavalcade of Oddities

1. **The Ol' Vic**
A popular spot for the working class to let off some steam during their few off hours, the Ol' Vic showed numerous melodramas as well as productions of "classics". While most of the lower classes preferred the loud, boisterous melodramas, they tended to enjoy whatever distractions presented to them. The atmosphere in the "general admission" portions Ol' Vic was reminiscent of a carnival atmosphere, with drinking, carousing, and general ill behavior by all. The character managed to get swept up in the atmosphere on more than one occasion and made quite a few contacts along the way. +2 Education (Primary), +1 Endurance, Contact Quality (2).
2. **Fed for a Lifetime**
The streets are full of poverty and suffering, but the character has reached out in an attempt to alleviate this suffering, albeit on a very small scale. The character has taken in some less fortunate as a personal dependent. This could be an orphaned family member, a sickly relative, or a stranger from the street to serve as their protégé as the player wishes. The player gains the Ward Impediment. +1 Credibility, +1 First Aid, Reputation (Philanthropist) Quality (3).
3. **Star-cros'd Lovers**
Some love affairs are borne under ill omens. Feuding families, mixed social classes, or even madness makes these love affairs epic in their re-telling. The character has at some point suffered (or is currently suffering) from a love affair that has been marred by tragedy. The player should outline with the Narrator the depth of the misfortune that has befallen the character. Due to this affair, the character gains the Melancholy Impediment. The also gain either the Love Quality (3) or the Beauty Quality (3) as well as +2 Guile.

4. **Salacious Rumors**
At some point during their lifetime, the character was subject to some terrible slander or libel directed at their good name. The accusations may or may not be true (as the player wishes), but the character's good name has been sullied. While they were being ostracized, the character fell in with some disreputable people. Only now has the character started to reemerge as the past accusations seem to finally be fading from the public mind. The character must be very careful not to reawaken whatever preconceptions others might have about them. The player and Narrator should outline the nature of the rumors about the character and how they might affect the character in the future. The character will lose any levels of the Credibility Skill that they have gained. Any lost Credibility skill ranks may be added to the character's Custom Point total, but the character cannot begin play with Credibility greater than 1. Criminal Associations Quality (3), +2 Guile.
5. **Down at the Club**
The character managed to join up with some kind of exclusive club. This could be a highly secretive organization, public hunting, or social club. The player should work with the Narrator to detail how they gained membership and what type of club they have joined. Club Membership Quality (3), +1 Credibility, +1 Etiquette.
6. **Inheritance**
Someone left the character something in their will. This could be from a distant relative never seen or from a beloved parent finally passing. The player should work with the Narrator to detail the nature of the inheritance and the person that bequeathed the item. The nature of their patron's death is an area ripe with story potential. The character gains one of the following Qualities: Private Anatomy Theatre (2), Private Library (2), Private Laboratory (3), Business (3), or Trusted Servant (3). The character also gains the Savings Quality (1) and +1 Thanatology. If the character chose the Anatomy Theatre or Library, they gain a +1 to their Savings Quality.
7. **A Mighty Physique**
The character has honed their body into a well-oiled machine. Through training and/or lucky genetics the character cuts an impressive form. The character can choose one of two options: either the Able Bodied (4) or Ambidextrous (4) Qualities. The character also gains +1 to Feats of Strength.
8. **Unsinkable**
Though their life has not been easy, the character has doggedly continued. The character's life has long been plagued with ill fortune, tragedy, and strife. The player and Narrator should outline particularly nasty calamities that have befallen the character. Yet through all of the bad, the character has never wavered in their resolute determination. The character gains the Faith Quality (2) and should outline what, in particular, they hold so dear. +1 Stability, +1 Endurance, +1 Intimidation.
9. **A Key with No Lock**
There are many mysterious things that happen everyday in the Metropolis. People go missing, artifacts are uncovered in dusty attics, and new discoveries are made in labs. The character has come into possession of some mysterious item or piece of information. Unfortunately, they do not know the significance of the item/information. The character may have a key with no idea what lock it opens, a small library written in an unrecognizable cipher, or some strange artifact recovered from a sepulchre. The player and Narrator should work through the specifics on the item/information and then the Narrator is free to use the item as they see fit in the game. 4 Points to spread amongst at least two Academic Skills, +1 Jury Rig or Trade.
10. **No Proper Introductions**
The character has built up quite a name for themselves as a trustworthy and reputable member of society. As such, they find many doors open to them where others would have difficulty. But, there is a darker side to the character's status. The character's good name comes from some sinister source. It's possible that they made a "devil's deal" with influential people to build up their name, or perhaps all the hard work their name was built off of was actually done by someone else. The player should work out the details of their status and what dark deal they made to gain it with the Narrator. The character starts play with the Secret Impediment as well as the Credentials Quality (2). +1 Etiquette, +1 Credibility, +1 Streetwise.

Combat

Combat is handled almost entirely by the rules as presented in Wild Talents 2nd Edition. Some changes have been made to maintain some of the Unhallowed Metropolis flavor as well as to deal with issues in the system from the author's perspective.

Damage

Damage, as presented in Wild Talents 2nd Edition is dealt as either Killing or Shock damage to specific Hit Locations. Killing Damage is always applied to a character's Wound Boxes first and Shock Damage is applied second. Any location that is filled with damage and still has Shock Damage to apply will convert any Shock Damage in that location to Killing. Any Killing Damage (or additional Shock Damage) that cannot be applied to the current location increases the severity of the Complication gained. Shock Damage increases the Complication severity on a one-for-one basis while Killing Damage increases the Complication severity by two for every point of Killing Damage.

Wound Boxes

Each character has a number Wound Boxes allocated to each location. When a Hit Location's Wound Boxes are full, the effects on the character varies depending on the Hit Location.

- **Arm:** When an Arm Hit Location is full of Shock Damage, the character will drop anything in their hand. The arm will be useless and wracked with pain. An Arm Location filled with Killing Damage will develop a Complication.
- **Leg:** A character who has a Leg Hit Location full of Shock Damage will find their leg numb and unresponsive. The character's movement will be halved. A Leg Location filled with Killing Damage will develop a Complication and will be too painful to support the character's weight, reducing their move to ¼ as they crawl or hop around on their one good leg.
- **Vitals:** The Vitals Location represents the character's throat, heart, and face and is generally the area most sensitive to damage. When a character's Vitals are full of Shock Damage, the character is considered Dazed. Once a character's Vitals are filled with Killing, then the character suffers a Complication and risks dying.
- **Head:** Like the Vitals, the Head is a very sensitive location. A character whose Head locations are filled with Shock damage (or any combination of Killing and Shock damage) is immediately knocked unconscious for a number of Minutes equal to 5 minus the character's Vitality rating (minimum 1 minute). They may be revived with smelling salts or a simple Intellect/First Aid or Medicine check. Once the Head Location is totally filled with Killing, then the character suffers a Complication and is at increased chances of dying from their wounds.
- **Torso:** The Torso is the largest single Hit Location and is also very important to the character's survival. A character that has their Torso filled with any combination of both Shock and Killing (or just Shock) damage is immediately rendered unconscious for a number of Minutes equal to 5 minus the character's Vitality Attribute. Once the character's Torso is completely filled with Killing, then the character risks Complications up to and including death.

Complication

Whenever a Hit Location is filled with Killing Damage, the character suffers a Complication, as presented on page 102 of the Unhallowed Metropolis book (additional Complications can be downloaded from the [Arc Dream web site](#)). The Severity of the Complication is determined by carry-over damage from the attack as well as by a 2d10 roll. Shock Damage from the attack that cannot be applied to the character's Wound Boxes in the location hit increase the severity by one point each while additional Killing Damage increases the Severity by two points each. Thus a character that suffered an additional 3 Shock and 1 Killing over their remaining Wound Boxes would suffer a Complication equal to 2d10 + 5.

Fatality

A Fatality is a wound that effectively Kills a character. A character that has suffered a Complication to their Head, Vitals, or Torso location can be "finished off" by an opponent. Delivering this Fatality requires no roll to hit but may require a Will/Stability Check to perform the act of murder (Narrator's call). Fatalities can also target a limb, provided the target is Helpless (i.e. unconscious). Limbs that receive Fatality are destroyed or severed. A Will/Stability check may also be required to hack up a body in this manner, if the Narrator wishes.

Furthermore, characters that have suffered Complications to their Head, Vitals, or Torso and do not receive any medical treatment within their Vitality in rounds must make a Will/Endurance check (+2 to Difficulty for each Location that has taken a Complication, maximum of 8) or suffer from a Fatality. This length of time can be extended with Willpower expenditures (see the Willpower section for more details).

Conditions

There are various Conditions that can affect a character, specifically these are: Bleeding, Burning, Dazed, Plague, and Stunned. Below is a description of each condition.

Bleeding

Any character that suffers at least one point of Killing Damage is considered to be Bleeding. Bleeding characters gain Shock Damage to their Torso until their Bleeding is staunched with First Aid. A character gains Bleeding Damage at a rate equal to 1 Shock every 5 rounds less the greatest amount of Killing Damage the character has on their body. Thus, a character with 2K in their Torso, 1K on their Left Arm, and 3K on their Right Leg would gain 1 Shock every 2 rounds, since the 3K on their Left Leg is considered to be the greatest amount of Killing Damage on their body.

Bleeding can be staunched with a successful First Aid check. There is no Difficulty for this roll and is done for the whole body, rather than by location. First Aid that is used to staunch blood loss does not heal any Shock Damage and does not count as a First Aid check for the encounter. Failed First Aid checks to stop blood loss can be retried at no penalty.

Burning

A character that has been caught on fire or doused in acid or suffering from some other lingering damaging effect is considered to be Burning. A Burning character suffers 1S damage to every Hit Location every round until the effect is extinguished.

Dazed

A character that is Dazed suffers a 1d penalty to all actions for 8 rounds less the character's Will Attribute (minimum 1). Thus, a character with a Will of 3 suffers a 1d penalty to all actions for 2 rounds.

Stunned

A character that is Stunned suffers the Width of the stunning attack as a penalty to all actions for a number of rounds equal to the 2 plus the Width of the attack. A Stunned character can try to make a Difficulty 5 Vitality/Endurance to shake off the effects of Stun.

Plague

One of the biggest issues a character in the Unhallowed Metropolis world needs to fear is the possibility of contracting the Plague. A character that is bitten by an Animate or that comes into contact with Animate tainted fluids runs the risk of contracting the deadly Plague. This infection will turn any living being that the contracts it into another Animate within 8 hours. Any attack by an Animate that does at least 1K in damage or any other contact with Animate tainted fluids forces the victim to make a Difficulty 6 Vitality/Endurance roll at the moment of initial infection and hour seven of the infection. If either of these rolls are successful, the victim has fought off the infection. If both of these rolls are failed, the victim dies and reanimates as an Animate in a number of hours equal to the victim's Vitality.

First Aid

First Aid is applied soon after a wound or injury has been suffered. This can help to alleviate pain, stanch the flow of blood, or even get a companion up and going again. A character can only benefit from the use of First Aid once per hit location during a Scene. Thus a character that had suffered a Wound to their Right Arm and had it patched up only to suffer again in the same combat could not benefit from First Aid on that Arm. The only exclusion to this rule is for Bleeding. First Aid can always be used to halt the Bleeding Condition. First Aid can be used in four ways: Therapy, Halt Blood Loss, Alleviate, or Resuscitate.

- **Therapy:** First Aid cannot heal Killing Damage in any way, but it can remove Shock damage. To use First Aid for therapeutical purposes, the care-giver must first declare which Hit Location on their patient they are trying to

treat. They then make an Intellect/First Aid roll with a Difficulty equal to 8 minus the patient's Vitality score (minimum of 1). Successful use of First Aid removes half of the Shock damage the patient has suffered in the location (round down, minimum of 1). This takes 6 minus Width in Rounds to accomplish and neither the doctor nor the patient can perform other actions during this time.

- **Halt Blood Loss:** First Aid can be used to remove the Bleeding Condition during combat. Doing so takes 2 Rounds during which the doctor can perform no additional actions. The patient can perform actions but does so with a -1d penalty. There is no Difficulty to the Intellect/First Aid check and any success staunches the blood flow, removing the Bleeding Condition.
- **Alleviate:** Characters performing First Aid can Alleviate most Conditions that their patient is suffering. The Dazed or Stunned Conditions can be fixed by spending 1 Round and making a successful Intellect/First Aid check. The Difficulty for this check is 3 For Dazed patients and 5 for Stunned patients. During the treatment, the patient and doctor can perform no additional actions.
- **Resuscitate:** First Aid can also be used to keep a character alive or revive them from the brink of death. Any character that has suffered a Fatality to the Torso or Vitals (but not Head) can be Resuscitated. This takes 10 – Width in Rounds and leaves the administrator of the First Aid completely unprotected. Resuscitation has a Difficulty 8 minus the Vitality of the patient on the Intellect/First Aid roll. Success heals no damage but revives the patient and stabilizes them for further Healing to occur. Resuscitation must be started in a number of rounds equal to the Vitality of the Patient plus the treating physician's First Aid ranks after the Fatality is suffered. Thus, a character with a First Aid skill of 3 and a patient with a Vitality of 2 has five Rounds to begin Resuscitating a fallen companion.

Healing

Healing damage is a time-consuming endeavor. Shock damage heals relatively quickly, with a character recovering a number of Shock equal to their Vitality after a good night's sleep. Additional Shock can be healed with a Difficulty 3 Intellect/Medicine check by an attending physician. Only one such check can be made each day and requires at least an Hour of treatment by the physician.

Killing Damage, however, takes more time to heal. Without any medical aid, a point of Killing Damage converts to Shock for each week a character spends convalescing. If the character is receiving trained medical attention, then the care-giver may make an Intellect/Medicine roll once a week in which care is given. A successful check can convert a number of Killing damage to Shock equal to one-half of the Height of the check (round up, minimum 1) at the end of the week. This healing requires 5 – Width in Hours each day of care and a relatively stable and clean environment. Imperfect conditions can assess penalties to the Medicine check at the Narrator's discretion.

Complications require surgery to heal or correct. The individual listing for the Complication details how the Complication must be treated. Only characters with the Medicine skill can treat Complications.

Dodging/Blocking

Dodge: A character can completely dodge any attack whose width their dodge roll beats. Multiple actions penalties apply normally. Dodging ranged attacks has a Difficulty on the defender's roll equal to the available cover (2+ for heavy cover nearby, 4+ for light cover nearby, 6+ for no cover nearby). Ties in width are considered "Flesh Wounds", but the attack still hits.

Example: Horatio is being attacked by a cultist with a knife. He is unarmed, so he decides to leap away from the cultist. Horatio makes a Dodge roll versus the cultist's Melee. Horatio gets a 3x3 while the cultist gets a 3x6. Since their widths are tied, Horatio is still hit. So Horatio takes 2K from the attack. The next round, Horatio and the cultist do the same thing. This time Horatio scores a 3x1 success and the cultist a 2x10. In this case, Horatio leaps out of the way, if but clumsily.

Parry/Block: A character can attempt to parry or block incoming melee attacks, if they wish. Ranged attacks cannot be parried/blocked. Successful rolls on a Parry/Block act as gobble dice for any attacks that they beat in height. Parrying/Blocking a melee weapon while unarmed will automatically do the weapon's damage to one limb, but reduces the Width by 1.

Example: Horatio finally gets his hands on a metal tray and uses it to block the cultist that has been bounding him. Horatio's Block roll is a 2x4 and the cultist's attack is 3x2. Horatio's block beats the attack's height so he uses his two gobble dice to spoil the attack.

Shields: Shields automatically block either 1 or 2 hit locations. These locations are determined by the size of the shield. Large Shields block two hit locations on the character. The first location blocked is either Location 3 or 4 (depending on what arm the shield is worn on) as well as a second location of the character's choice. Small shields protect only a

single location: either Location 3, 4, or one other location. If a player does not declare which hit locations are protected, the arm carrying the Shield is assumed to carry the coverage in the case of a Small Shield. In the case of a Large Shield the arm carrying the shield and Location 6 on the Torso are covered.

Example: Horatio has managed to pick up a large iron pot-lid and is using it as an improvised shield in his Left Hand as he makes his retreat from the cultist. The Narrator decides the pot-lid is big enough to be considered a Small Shield. Thus, before the next attack roll, Horatio's player can declare one hit location that can be covered by the Shield. He decides to protect his Vitals with the shield and sets it to Location 9. Since this is a Small Shield, it doesn't protect Location 3 (his Left Arm) as well. If it were a Large Shield it would protect both Location 3 and Location 9.

Maneuvers

The Maneuvers presented in REIGN will be imported into this game as is. The only difference in the use of Maneuvers is that a character that uses the Fight skill when performing anything other than Basic Maneuver will double the associated penalty or Difficulty. Using the Weaponry skill to perform a Maneuver uses the penalty/Difficulty listed in the REIGN book.

Basic Maneuvers

Attack
Charge
Dodge
Parry/Block
Move
Multiple Action
Aim
Called Shot

Advanced Maneuvers

Disarm
Disfiguring Strike
Display Kill
Knockout
Slam
Strangle
Trip

Simple Maneuvers

Display Move
Feint
Grapple/Pin
Restrain
Shove
Stand
Tackle
Threaten
Wait

Expert Maneuvers

Iron Kiss
Redirect
Submission Hold

Splash Attacks

Attacks with the Splash Quality are similar to Area attacks in that they cover an area. The difference is that Splash attacks do not cover the area uniformly. Splash attacks roll their pool normally. Instead of looking for matches, however, every character in the Splash area rolls a single Splash die. If the Splash die matches any of the dice in the attack's roll, the character takes damage to that location. If the Splash die matches multiple dice in the attack's roll that increases the damage they take. Damage is equal to the total width of the match made by the Splash die minus one. Suppression fire or throwing a pot of boiling liquid are fine examples of Splash attacks. Splash is a +1 per Splash Die Extra when added to Miracles.

Example: John fires suppression fire at 3 targets. He rolls his Suppression pool of 2d+Spray of 4. He gets 2, 3, 6, 10, and 10. The 3 targets do not get behind cover this round and all roll one Splash Die. Target One rolls a 1 and is missed by the hail of bullets. Target Two rolls a 3 (thus making a 2x3 match) and takes a 1x3 wound. Target Three rolls a 10, creating a 3x10 match, and ends up taking a 2x10 wound (subtracting 1 from the width due to the Splash attack).

Surprise

Attacks made when one or more combatants are unaware of the presence or intent of the other combatants are made as Surprise Attacks. If the attackers are hidden from their target's view they automatically gain a +2d "aiming" bonus to their surprise attack. Furthermore, the targets must declare their actions before the attackers. Finally, the targets actions suffer a -1 penalty to their Width for timing purposes when Resolving the round.

Equipment

What follows are the changes to the equipment listed from pages 208 to 227 of the Unhallowed Metropolis book. These are only mechanical changes, so descriptions are not provided.

Armour

Type	AR	Weight	Armour Types
Leather ²	1	L	Bracers, Coat, Coif, Collar, Corset, Full, Gauntlet ⁶ , Leggings, Shirt
Leather, Plated ^{1 4}	2	L	Gauntlets ⁶
Leather, Reinforced ¹	2	M	Bracers, Boots, Coat, Collar, Full, Helmet, Leggings, Shirt
Mail ²	1	M	Coif, Full, Gauntlet ⁶ , Helmet, Leggings, Shirt, Sleeve
Mourner ³	2	L	Corset
Plate/Steel ²	2	H	Bracers, Breastplate, Collar, Corset, Full, Gauntlets ⁶ , Helmet, Leggings, Shirt
Respirator	1	L	Cowl, Respirator
Rubber ^{2 5}	1	L	Bracers, Coat, Coif, Collar, Corset, Full, Gauntlet ⁶ , Leggings, Shirt
Rubber, Reinforced ¹	2	M	Bracers, Boots, Coat, Full, Helmet, Leggings, Shirt

¹ = Cannot stack with any other type of Armour

² = Can stack with Armours thus marked to a maximum of 4 AR.

³ = Can stack with any type of Armour to a maximum of 4 AR

⁴ = Deal damage as Knuckle Dusters

⁵ = Gain +1 AR versus Galvanic weaponry

⁶ = Gauntlets are treated as having a Weight of 1 level less than their listed armor type

Armour Stacking

Armour can be “stacked” which means a character can wear Leather with Mail and Plate over it. Stacked Armour grants the total AR of all the stacked pieces to a maximum of 4 AR. Characters suffer the encumbrance penalties associated with the Heaviest Stacked armour they are wearing. Thus a character wearing Rubber and Mail would suffer the Mail penalties.

Armour Weight

Armour comes in three Weights: Light, Medium, and Heavy. Each of the Weights has a different affect on the character wearing the armour. Characters stacking or wearing a combination of different Armour Weights suffer the effects of the heaviest Armour they are wearing.

- **Light:** Light Armour incurs no penalties when worn.
- **Medium:** Medium Armour imposes a Difficulty of 3 to all Athletics, Endurance, Subterfuge, Stealth, and Tracking (Shadowing) rolls.
- **Heavy:** Heavy Armour imposes a Difficulty 4 to all Athletics and Endurance checks. Attempting any Stealth, Subterfuge, or Tracking (Shadowing) rolls in heavy armour have a Difficulty of 8.

Helmets, Coifs, and Respirators

Wearing Armour on a character’s Head or Vitals greatly reduces the character’s perceptive abilities. What follows are a list of the penalties for wearing helms, coifs, or respirators. The character suffers the most dire penalties of the different types of protection (i.e. the effects do not stack). Note that Helms, Coifs, and Respirators do not suffer the penalties for Armour Weight. So a character wearing a Plate Helm and Leather Armour suffers Weight Penalties from the Leather and the perception penalties from their Helm.

- **Coifs** incur a -1d penalty to all hearing based Awareness checks as they muffle the sounds around them. These cover Location 10.
- **Respirators** tend to cut off part of the character’s peripheral vision, but do not incur any penalties. The Narrator may allow a slight bonus (+1d) for sneaking around or hiding from people wearing Respirators. These cover Location 9.
- **Cowls** combine a Coif with a Respirator in a single unit, giving the character full coverage of Location 9 and 10, but suffer the -1d Awareness penalty like Coifs.
- **Full Helms** made of metal, steel, or mail incur a -2d penalty to Awareness checks. These cover Locations 9 and 10.
- **Full Helms** made of leather or rubber do not affect a character’s Awareness checks. These cover Locations 9 and 10.

Shields

Shields grant a mobile protection that allows the character to block incoming attacks. They can grant 1 or 3 AR to one or two locations, depending on the size and type of Shield being used. This Armour Rating does not count against stacking rules.

See the Dodging/Blocking section under combat for a description on how shields function in the One Roll Engine. Shields count as part of the character's Armour Weight, however.

Type	Cost	Locations Covered	AR	Weight
Small Wood	120d	3, 5, or Choice	1	L
Large Wood	£1 24d	3 or 5 and Choice	1	M
Small Steel	£2+	3, 5, or Choice	3	M
Large Steel	£5+	3 or 5 and Choice	3	H

Melee Weapons

Type	Cost	Damage	Special
Axe, Hand	8d	W in K, +2 S	Parry at -1d
Axe, Headman's	£1 60d	W in SK, +2 K	Slow1, Pen1, and Parry at -1d
Exculpus	£25	W+1 in K	+1 ed, Pen1
Holy Water Sprinkler	6d	W+2 in S, +2 K	Parry at -1d
Improvised Weapon	--	W in S	+1 K if edged
Knife, Bayonet	120d	W in K	Parry at -1d
Knife, Combat	60d	W in K	Parry at -1d
Knuckle Dusters	60d	W in S	+2 on Width for Knockout results only
Magwitch Reaper	£2	W+2 in K	-1d to melee attack rolls
Polearm	£1 96d	W in SK, +1 K	+1 W for speed purposes, Parry at -1d
Sap	5d	W+1 in S	+2 on Width for Knockout results only
Sword Cane	£5+	W in K	Difficulty 3+ to spot Sword with Awareness check
Sword, arming	£2+	W+1 in K	
Sword, Cutlass	£2	W+1 in K, +1 S	
Sword, Two-handed	£8+	W in SK, +1 K	Pen2 and Slow2 OR Slow1 and Pen1
Truncheon	120d	W+2 in S	+1 on Width for Knockout results only
Unarmed strike	--	W-1 in S	

Ranged Weapons

Type	Cost	Damage	Ammo	Range	Special
Derringer	£1 96d	W in SK	1	8	Slow2, 3 rounds to reload
Derringer, semi auto	£1	W-1 in SK	4	8	
Elephant Gun	£15+	W+4 in SK	1	300	Slow2
Flamethrower ¹	£10+	W in SK	12	8 ²	Area2K, Burn, Spray2
Kramer 2086 Bolt Action	£3	W+2 in SK	10	500	5 rounds to reload magazine
Magwitch Gravedigger 10 Bore					3 rounds to reload
Shot	£4	W+1 in SK	5	8	Spray3
Slug		W+3 in SK		15	Pen1
Revolver	£1 96d	W in SK	6	20	2 rounds to reload ³
Revolver, heavy	£2	W in SK, +1 K	6	30	2 rounds to reload ³
Revolver, custom heavy	£10+	W in SK, +2 K	6	40	2 rounds to reload ³
Revolver, hold out	96d	W-1 in SK	4	15	2 rounds to reload ³
Schreck-Hutter Balefire ¹	£8	W+1 in SK	5	5 ²	Spray2, Burn, 3 rounds to reload
Schreck-Hutter Requieter	£12	W in SK	10	20	Spray3, 5 rounds to reload magazine
Schreck-Hutter Syringe Gun	£8	W+2 in K	10	200	Slow2, See Combat Syringe for damage notes
Throwing Knife	36d	W in K	None	3xVit	Slow1 if not readied in hand
Vickers Machine Gun ¹	£200+	W+3 in SK	250	500	Spray5, Pen1, 10 rounds to reload
Westgate Executioner 12mm	£5	W+1 in SK	10	20	5 rounds to reload magazine
Westgate Firebrand ¹					Slow2
Explosive		W+1 in SK			Area5K, Pen3, Radius: 10m
Flare	£12	None	1	180	Daze (W pen for W in Rounds)
Net		None			Successful hit Downs opponent, W+1 in Diff Vitality/Athletics to escape
Westgate 2102 Carbine ¹	£5	W+1 in SK	8	200	4 rounds to reload magazine
Van Haller Lightning Gun ^{1 4}	£75+	W+5 in SK	6	150 ²	Burn, Pen4, Area4K

¹ = Highly Illegal to own privately

² = Range listed is Maximum, weapon suffers no range penalties

³ = Weapon takes 5 rounds to fully reload without speed loader. This is 3 Rounds to load a single bullet and every additional Round loads three more bullets.

³ = Also deals W+1 SK, Area4 Burn attack to anyone within 10m of target. If the user is not Aetherically grounded, they suffer 2S to Torso and an Area2 K attack.

Ammunition

Type	Cost	Per Box	Damage	Special
Derringer				
Armour Piercing	£1 60d	8	-1 SK	Pen3
Fleshcutter	£1		+1 K	--
Standard	96d		--	--
Derringer, semi auto				
Standard	96d	20	--	--
Extra magazine	60d			Reload as single action
Elephant Gun	£2	10		
Flamethrower	£1	1 Tank	--	--
Kramer 2086 Bolt Action or Westgate 2102 Carbine				
Armour Piercing	96d	20	-1 SK	Pen3
Standard	120d	20	--	--
Extra magazine	120d	1	--	Reload as single action
Magwitch Gravedigger 10 bore	£1 60d	20	--	--
Revolver (any) ¹				
Armour Piercing	£1 60d	20	-1 SK	Pen3
Fleshcutter	£1	20	+1 K	--
Standard	120d	20	--	--
Speed loader	£1 60d	1	--	Reload as single action
Schreck-Hutter Balefire	£1 60d	1 Canister	--	--
Schreck-Hutter Quieter		--		
Compressed Gas Tank	£1 60d	1 Tank	--	Tank good for 20 shots
Stakes	96d	12	--	--
Extra magazine	£1 24d	1		Reload as single action
Schreck-Hutter Syringe Gun				
Compressed Gas Tank	£1 60d	1 Tank	--	Tank good for 20 shots
Syringe	£2	6	--	--
Alchemical Solutions	Varies	1 dose		Varies by doses
Vickers Machine Gun				
Fleshcutter	£14	250	+1 K	--
Standard	£8		--	--
Westgate Executioner 12mm				
Armour Piercing	£1 96d	20	-1 SK	Pen3
Fleshcutter	£2 48d	20	+1 K	--
Flechette	£3	20	-1 SK	Spray2
Standard	120d	20	--	--
Extra magazine	£1 24d	1	--	Reload as single action
Westgate Firebrand				
Explosive	£5	5	--	--
Flare	£2 48d	5	--	--
Net	£1 60d	1		

¹ = Cost includes Speed Loader. Reduce cost by 30d if no speed loaders purchased.

Special Weapons

Combat Syringe – A Combat Syringe does W in K damage. All ARs from armor on the location hit are doubled when the Syringe is used. A character can attempt to hit a particularly weak spot in an armoured or tough target. To do so, they must study their target for at least two rounds (this can be combined with defensive maneuvers, but still counts as an action for multiple action penalties). After studying their opponent for two rounds, a Called Shot can be made with a Location of 9. If the attack is successful, use the lowest AR for the target, and it is not doubled (i.e. the character found a weak spot in their opponent's armour). If the Syringe manages to deal at least 1K to the target, then it actually deals no damage and instead releases whatever solution was loaded into the syringe. If the syringe fails to penetrate the armour of a target, the needle breaks.

Dr. Merrifield's Pandemonious Timidifier – Dr. Merrifield's Pandemonious Timidifier does not deal any damage to its target. Instead it uses bio-electrical jolts to overload the target's mind and nervous system with simulated terror. Any living or half-living creature hit by this weapon must make a Will/Stability check against a Difficulty equal to the Height of the attack roll. If successful, the character merely falls unconscious for 11 minutes minus the Height of their successful check. A failed Stability check forces the target to spend the Area of the attack roll (Width times Height) having fits and writhing on the ground in pain. A botch results in the target dying of heart failure or slipping into a permanent state of catatonia. Undead are not affected by the Timidifier. After surviving the initial effects of the weapon, targets must make a second Stability check at a Difficulty of 4. Success means the character has no lasting psychological impact from the weapon's use. Failure results in the character developing a minor Mental Disorder (or having an already minor disorder compound to a chronic disorder). Botching this roll results in permanent brain damage (reduce the character's Intellect, Wit, and Will by 1 point each). Any character brought to 0 in any of their Attributes from the after effects slips forever into catatonia.

If the weapon is jostled at all, attacks with it are made at a -2d penalty. Realigning the weapon is a Difficulty 4 task that takes Minutes. Serious damage to the weapon requires a Difficulty 6 task to repair that takes Hours.

Stun Cane – Stun Canes are melee weapons that deal W+1 in Shock damage. The user can choose to "overcharge" the cane (utilizing 3 charges instead of 1) to deal W+3 in Shock damage as well as imposes the Stunned Condition.

Stun Gloves – Stun Gloves are melee weapons that deal W in Shock damage as well as imposes the Stunned Condition on the target.

Van Haller Death Ray – Any target successfully hit by the Death Ray suffers a W+5 in SK from a Pen4, Area4K, and Burn attack. This can affect a target area of up to twice man-sized (around 2 cubic meters). Furthermore, anyone and anything within 10 meters of the target suffers W+1 in SK from an Area4 and Burn attack. This attack also causes Knockback. Anyone using the weapon without being aetherically grounded suffers a 2 Shock to the Torso and an Area1 K attack that ignores armor.

If the weapon is jostled at all, attacks with it are made at a -1d penalty. Realigning the weapon after being jostled is a Difficulty 4 task that takes Minutes. Serious damage to the weapon requires a Difficulty 6 task to repair that takes Hours. Firing a seriously damaged Death Ray suffers a -3d penalty to the attack and if the attack roll is botched, the Death Ray will explode, dealing the secondary damage to the character and anyone within 10m of the explosion.

Explosives

Grenade, Incendiary: W+1 in SK, Area2K, Pen1, Burn. Blast Radius: 5m

Grenade, Electro Pulse: W+1 in S, Area4S, Dazed Condition. Blast Radius: 2m

Grenade, Explosive: W+1 in SK, Area5K, Pen3. Blast Radius: 10m

Bestiary

Animate

Archetype: Undead (0)

Source: Plague (0)

Permission: Power Theme "Undead" (5)

- **Intrinsic:** No Resolve (-10) – No Willpower
- **Intrinsic:** Unhealing (-8)
- **Intrinsic:** Inhuman (-8) – Causes Fear Check
- **Intrinsic:** Custom Stat: No Charm and No Will (10)

Attributes

Attribute	Ravener	Shambler	Husk
Vitality	4d	4d	3d
Coordination	3d	2d	1d
Wit	3d	2d	2d
Intellect	0d	0d	0d
Will	--	--	--
Charm	--	--	--

Skills

Skill	Ravener	Shambler	Husk
Fight	3d	3d	3d
Athletics	1d	--	--
Feats of Strength	2d	2d	2d

Lunge (1): 2hd (Ravener Only, 4 pts)

Qualities: U

Useful: Permanent +4, Self Only -3, Attached (Fight) -2.

The lunge is only available to Raveners. Raveners are fresh enough that they move very quickly in pursuit of their prey. This is a special case of the Multiple Action ability that allows the Ravener to ignore multiple action penalties on a grapple/bite attack.

Infection (1): 2hd (4 pts)

Qualities: U

Useful: If/Then (Must cause 1K damage) -1, Always On -1, Attached: Bite -2.

This power has the Animate pass on the Infection to any target they successfully bite. The Infection will turn any living being that the Animate deals at least 1K damage to with a Bite into another Animate within 8 hours. The victim may make a Difficulty 6 Vitality/Endurance roll at the moment of initial infection and hour seven of the infection. If successful, the victim has fought off the infection. If these rolls are failed, the victim dies

and reanimates as an Animate in a number of hours equal to the victim's Vitality.

Bite (5): 7d (35 pts)

Qualities: A+2

Attacks: Deadly +2, Penetration/1 +1, Traumatic +1, Attached: Fight -2

The Bite of an Animate is particularly potent. It deals W+2 in Shock and Killing damage and has a Penetration of 1. Anyone subject to an attack that deals any damage past armor must make a Fear check.

Prey Sense (4): 2hd (16 pts)

Qualities: U

Useful: Living Beings Only -2, Radius +4, Power Capacity: Range

Animates have heightened senses that allow them to track living prey. This sense works regardless of how desiccated the Animate appears. The Animate has a chance to detect any living creature within 50 yards multiplied by the creature's highest Corruption rank.

Regeneration (3): 3d+1wd (18 pts)

Qualities: U

Useful: Engulf +2, Permanent +4, Self Only -3, If/Then (Must consume living human flesh) -1, Limited Width: Vitality of Target -1.

The Animate can "heal" damage done to their form by feeding on the flesh of a living human. The Animate can only regenerate from a victim they have killed, however. The Width of this roll is limited to the Vitality of the target consumed. This power cannot restore lost limbs, however. A single victim is enough to regenerate a Husk to a Shambler or a Shambler to a Ravener. Husks can never be converted to Raveners.

Hard to Kill (10): 2hd (40 pts)

Qualities: D U

Defends (LAR): Armored Defense -2, Hardened Defense +2, Permanent +4, Capacities: Self

Useful: Permanent +4, Self Only -3, If/Then (only for Variable Effects) -1, If/Then (Variable Effect only for immunities) -1, Variable Effect +4, Capacities: Self.

The Animate is extremely hardy and is high invulnerable to any environmental factors (i.e. radiation, vacuum, cold, etc.). In combat, the Animate has a LAR rating equal to the rating of this power.

Ravener: 179 pts Shambler: 163 pts Husk: 129 pts

Animate (Quick View)

Cause Fear checks at Difficulty 1 when encountered singly. Animate Hordes cause Difficulty 5 Fear checks as does facing the Animates of a Loved One.

Attributes

Attribute	Ravener	Shambler	Husk
Vitality	4d	4d	3d
Coordination	3d	2d	1d
Wit	3d	2d	2d
Intellect	0d	0d	0d
Will	--	--	--
Charm	--	--	--

Skills

Skill	Ravener	Shambler	Husk
Fight	3d	3d	3d
Athletics	1d	--	--
Feats of Strength	2d	2d	2d

Attacks

Grapple: 7d / 7d / 6d

Target Held, Feats of Strength check to break

Bite: 7d

W+2 S K, Pen1, Traumatic, must hit with Grapple first, causes a Fear (Diff1) attack if any damage is dealt. Causes Infection

Bash: 7d / 7d / 6d

W S

Powers

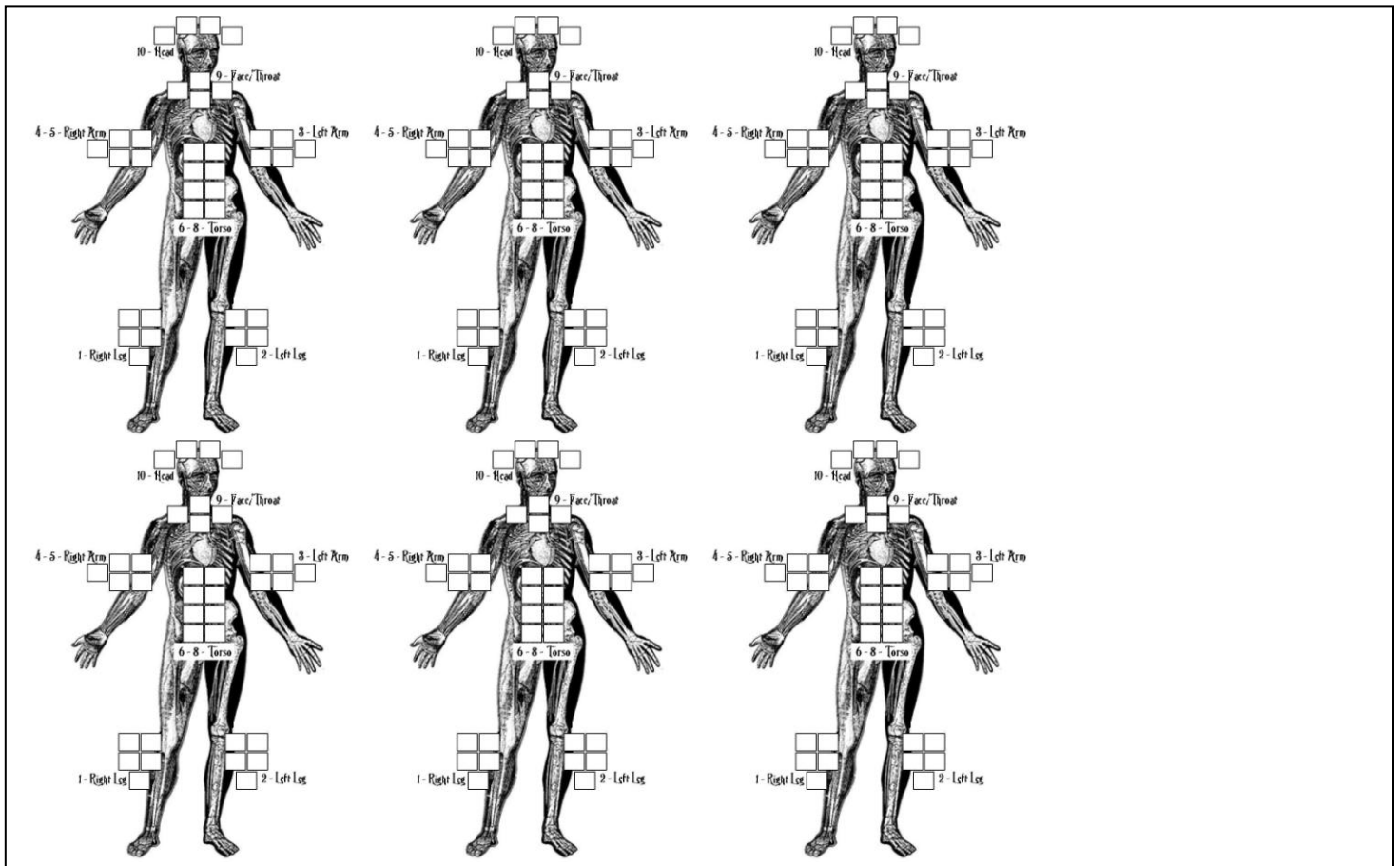
Lunge: *Ravener Only.* The Ravener ignores multiple action penalties when making Grapple/Bite attacks.

Prey Sense: Automatically detect living organisms within a radius of 40 yards times the target's highest Corruption Rank.

Infection: Bite attack that does at least 1K will turn target into Animate within 8 hours. Victim can resist at Hour 0 and Hour 7 with a Diff6 Vitality/Endurance check.

Hard to Kill: Animates are immune to environmental factors. They also have 2 LAR that is Hardened on all hit locations. Husks lack the 2 LAR.

Note: Shamblers and Husks are considered Flammable. Husks also lack the 2 LAR from Hard to Kill.



Zombie Lord

Archetype: Undead (0)

Source: Plague (0)

Permission: Power Theme "Undead" (5)

- **Intrinsic:** No Resolve (-10) – No Willpower
- **Intrinsic:** Unhealing (-8)
- **Intrinsic:** Inhuman (-8) – Causes Fear Check
- **Intrinsic:** Custom Stat: No Charm (5)

Attributes

Attribute	Lord
Vitality	4d
Coordination	3d
Wit	3d
Intellect	2d
Will	2d
Charm	--

Skills

Skill	Lord
Fight	4d
Athletics	2d
Feats of Strength	3d

Lunge (1): 2hd (4 pts)

Qualities: U

Useful: Permanent +4, Self Only -3, Attached (Fight) -2.

The Zombie Lord ignores multiple action penalties on grapple/bite combination attacks.

Infection (1): 2hd (4 pts)

Qualities: U

Useful: If/Then (Must cause 1K damage) -1, Always On -1, Attached: Bite -2.

As with normal Animate. There is a 10% chance that the newly formed Animate will be a Zombie Lord.

Bite (5): 8d (40 pts)

Qualities: A+2

Attacks: Deadly +2, Penetration/1 +1, Traumatic +1, Attached: Fight -2

The Bite of an Animate is particularly potent. It deals W+2 in Shock and Killing damage and has a Penetration of 1. Anyone subject to an attack that deals any damage past armor must make a Fear check.

Prey Sense (4): 2hd (16 pts)

Qualities: U

Useful: Living Beings Only -1, Power Capacity: Range +2.

The Zombie Lord has a chance to detect any living creature within 50 yards multiplied by the creature's highest Corruption rank.

Regeneration (3): 5d+1wd (18 pts)

Qualities: U

Useful: Engulf +2, Permanent +4, Self Only -3, If/Then (Must consume living human flesh) -1, Limited Width: Vitality of Target -1.

The Animate can "heal" damage done to their form by feeding on the flesh of a living human. The Animate can only regenerate from a victim they have killed, however. The Width of this roll is limited to the Vitality of the target consumed. This power cannot restore lost limbs, however.

Hard to Kill (10): 3bd (60 pts)

Qualities: D U

Defends (LAR): Armored Defense -2, Hardened Defense +2, Permanent +4, Capacities: Self

Useful: Permanent +4, Self Only -3, If/Then (only for Variable Effects) -1, If/Then (Variable Effect only for immunities) -1, Variable Effect +4, Capacities: Self.

The Animate is extremely hardy and is nigh invulnerable to any environmental factors (i.e. radiation, vacuum, cold, etc.). In combat, the Animate has a LAR rating equal to the rating of this power.

Control (17): 2hd (34 pts)

Qualities: U

Useful: Permanent +4, Endless +3, Radius+8, Booster +2, If/Then (Animates Only) -2, Capacities: Range

The Zombie Lord can direct the actions of any Animate within 5 miles. The Zombie Lord has full control over the Animates within its radius of effect and can coordinate their movement and actions.

Zombie Lord: 286 pts

Zombie Lord (Quick View)

Cause Fear checks at Difficulty 6 when encountered.

Attributes

Attribute	Lord
Vitality	4d
Coordination	3d
Wit	3d
Intellect	2d
Will	2d
Charm	--

Skills

Skill	Lord
Fight	4d
Athletics	2d
Feats of Strength	3d

Attacks

Grapple: 8d

Target Held, Feats of Strength check to break

Bite: 8d

W+2 S K, Pen1, Traumatic, must hit with Grapple first, causes a Fear (Diff1) attack if any damage is dealt.

Causes Infection

Bash: 8d

W S

Powers

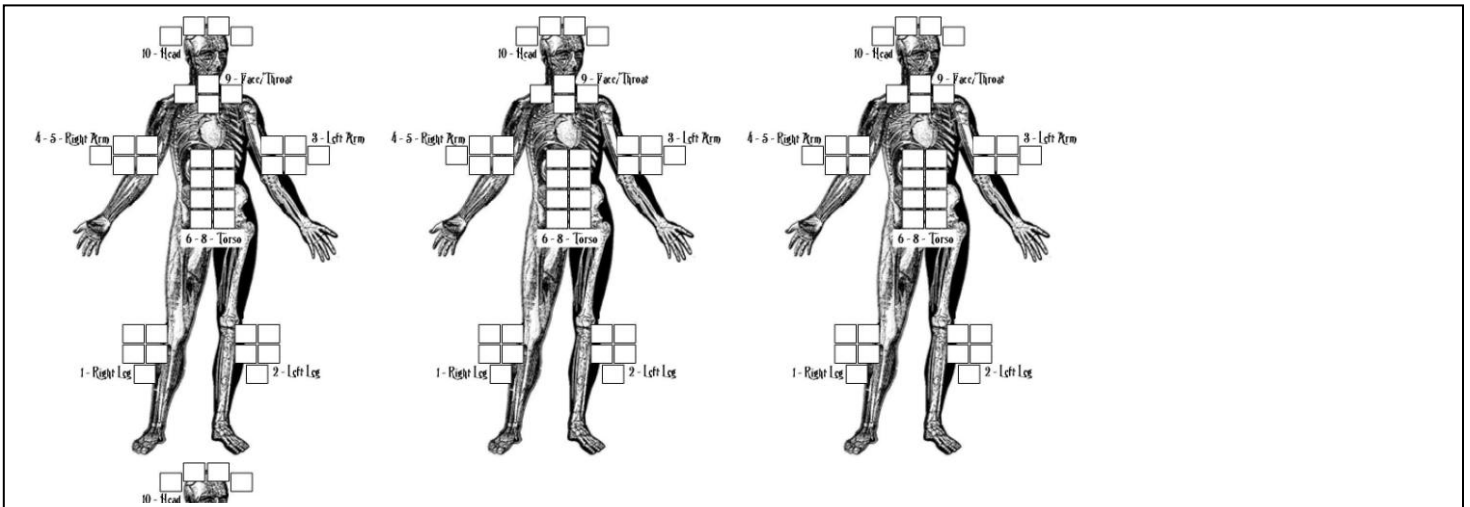
Lunge: The Lord ignores multiple action penalties when making Grapple/Bite attacks.

Prey Sense: Automatically detect living organisms within a radius of 40 yards times the target's highest Corruption Rank.

Infection: Bite attack that does at least 1K will turn target into Animate within 8 hours. Victim can resist at Hour 0 and Hour 7 with a Diff6 Vitality/Endurance check. There is a 10% chance that the newly created Animate will be a Zombie Lord.

Hard to Kill: Zombie Lords are immune to environmental factors. They also have 3 LAR that is Hardened on all hit locations.

Control: Zombie Lord controls all Zombies within 5 mile radius. Can direct actions and coordinate attacks.



Vampire

Archetype: Undead (0)

Source: Plague (0)

Permission: Power Theme "Undead" (5)

- **Intrinsic:** No Resolve (-10) – No Willpower
- **Intrinsic:** Unhealing (-8)
- **Intrinsic:** Allergy, Sunlight, Kills (-6)

Attributes

Attribute	Sentient	Feral
Vitality	4d+1md	5d+1md
Coordination	4d+1md	3d
Wit	3d	2d
Intellect	3d	1d
Will	3d	1d
Charm	3d	0d

Skills

Vampires retain all Skills they had in life. In fact, due to their great age, many Vampires will be highly skilled. Assume most skills to be at least 2d or 3d with the Vampire's focus skills to be 4d or more (including possible Mastery Dice). Feral Vampires have difficulty using any skills they possess that require patience or much thought, however.

Features

Masochism: Vampires do not suffer penalties due to Wounds.

Sadism: Vampires must make Will/Stability checks to stop themselves from harming victims that cries, screams, or begs for help.

Pass for Human: Vampires can pass as human. To spot a Vampire, a Wit/Occult Lore check must be made with a Difficulty of 5 for Sentient Vampires of 1 for Feral Vampires. Vampires that have recently fed add +1 to the Difficulty.

Feeding: Vampires must feed on blood every three days or they begin to waste away. See the rules on page 266 in the Unhallowed Metropolis for the penalties for not feeding.

Heightened Senses: Vampires have keen senses and do not suffer from any penalties due to range, low light, or poor environmental conditions.

Stake: A wooden stake that deals at least 2 K to the Vampire's Vitals will paralyze the Vampire until the Stake is removed. The Vampire is considered Helpless while the stake is in place.

Infection (1): 2d (2 pts)

Qualities: U

Useful: If/Then (Must cause 1K damage) -1, If/Then (Must share fluids), Always On -1, Attached: Bite -2.

Vampires can pass on their curse to living humans. Whenever the Vampire feeds on a human or has intercourse with a human, this power is activated. A successful check means that the infection has passed to the victim.

Fang (7): 8d (56 pts)

Qualities: A+2

Attacks: Deadly +1, Penetration/2 +2, Traumatic +3, Attached: Fight -2

Vampire Fangs are very potent weapons. They deal W+2 in Killing damage and have a Penetration rating of 2. Fang attacks also force the victim to make a Difficulty 5 Fear check. The vampire may only make a Fang attack after successfully grappling an opponent, however.

Drain (9): 4d+1md (72 pts)

Qualities: A+2 U

Attacks: Duration +2, Deadly +1, Attached: Fang -1

Useful: Engulf +2, Permanent +4, Self Only -3, If/Then (Must consume human blood) -1.

The Vampire can heal damage done to their form by feeding on the blood of a human. This is tied to a successful Fang attack. If the Fang attack is successful, the Vampire can drain blood from their victim. Draining deals W+2 in K damage. Furthermore, for every point of K damage dealt, the Vampire can heal a point of Killing damage or two points of Shock damage.

Hard to Kill (10): 2hd (40 pts)

Qualities: D U

Defends (LAR): Armored Defense -2, Hardened Defense +2, Permanent +4, Capacities: Self

Useful: Permanent +4, Self Only -3, If/Then (only for Variable Effects) -1, If/Then (Variable Effect only for immunities) -1, Variable Effect +4, Capacities: Self.

Vampires are extremely hardy and are nigh invulnerable to any environmental factors (i.e. radiation, vacuum, cold, etc.). In combat, the Vampire has a LAR rating equal to the rating of this power.

Mind Control (4): 5d+1md (36 pts)

Qualities: U

Useful: Duration +2, Capacities: Range

Vampires can seize the mind of humans and bend them to their will. This is opposed by a

Will/Stability check by the target. If the target fails to defeat the Vampire's roll, then the Vampire gains control over the target's actions. The Vampire cannot force the victim to directly harm themselves, but anything else is fair game.

Transfix (4): 5d+1md (40 pts)

Qualities: U

Useful: Duration +2, On Sight +1, Fragile -1,
Capacities: Range

With but a look, Vampires can hold a single target completely transfixed. The victim can resist this with a Will/Endurance check versus the Vampire's Transfix roll. If the Vampire is successful, the victim cannot move, talk, scream, or take any other action. The victim is considered Helpless. If the Vampire takes any damage, the spell is broken, however.

**Sentient Vampire: 386 +
Skills pts**

**Feral Vampire: 321 +
Skills pts**

Vampire (Quick View)

Takes 1K Damage to the Torso for each round exposed to Sunlight. Also at -2d to all physical actions while exposed to Sunlight.

Attributes

Attribute	Sentient	Feral
Vitality	4d+1md	5d+1md
Coordination	4d+1md	3d
Wit	3d	2d
Intellect	3d	1d
Will	3d	1d
Charm	3d	0d

Skills

Vampires retain all Skills they had in life. In fact, due to their great age, many Vampires will be highly skilled. Assume most skills to be at least 2d or 3d with the Vampire's focus skills to be 4d or more (including possible Mastery Dice). Feral Vampires have difficulty using any skills they possess that require patience or much thought, however.

Attacks

Grapple: 7d+1md (or more)

Target Held, Feats of Strength check to break

Fang: 8d

W+2 K, Pen2, Traumatic, must hit with Grapple first, causes a Fear (Diff5) attack if any damage is dealt. Causes Infection

Drain: 4d+1md

W+2 K, heals like amount on Vampire. Lasts until grapple is broken

Features

Masochism: Vampires do not suffer penalties due to Wounds.

Sadism: Vampires must make Will/Stability checks to stop themselves from harming victims that cries, screams, or begs for help.

Pass for Human: Vampires can pass as human. To spot a Vampire, a Wit/Occult Lore check must be made with a Difficulty of 5 for Sentient Vampires of 1 for Feral Vampires. Vampires that have recently fed add +1 to the Difficulty.

Feeding: Vampires must feed on blood every three days or they begin to waste away. See the rules on page 266 in the Unhallowed Metropolis for the penalties for not feeding.

Heightened Senses: Vampires have keen senses and do not suffer from any penalties due to range, low light, or poor environmental conditions.

Stake: A wooden stake that deals at least 2 K to the Vampire's Vitals will paralyze the Vampire until the Stake is removed. The Vampire is considered Helpless while the stake is in place.

Powers

Infection: Transfers Vampiric Infection to target with transfer of fluids or on a Bite. Can only be avoided with full transfusion.

Hard to Kill: Vampires are immune to environmental factors. They also have 2 LAR that is Hardened on all hit locations.

Mind Control: 5d+1md. Vampire can control the actions of one victim. Victim can make Will/Stability check to shake off effects. Lasts for scene.

Transfix: 5d+1md. Vampires can hold an opponent Helpless. Victim may oppose with a Will/Endurance check. If the Vampire is damaged, the hold ends. Lasts for scene.

