

Abilities Table

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

Ability Levels

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

Ability Suit Values

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

Health Chart

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

Faerie Etherealness

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

Recovery Rates

| <u>Type of Harm</u> | <u>Time</u> |
|---------------------------|-------------|
| Constitutional Shocks | Minutes |
| Blows | Hours |
| Treated Wounds | Days |
| Untreated Wounds | Weeks |
| Wounds treated by Sorcery | Hours |

Animal Health

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

Sorcerous Orders of New Europa and their Lore

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

Sorcery Deck Values

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

Definitions

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

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

Harmonic Convergence

Aspect of Spell

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

Ranged Weapons of the Steam Age

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

Hand-to-Hand Attacks

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

Swooning

| <u>Type of Constitutional Shock</u> | <u>Wounds</u> |
|---|---------------|
| Extremely Foul Language | 3 |
| Great heat/cold, or too tight corset | 2 |
| Threatening gaze | 1 |
| Rough treatment (grabbing, pushing, slapping) | 4 |

Environmental Hazards

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

Duelling Cards

| | |
|-----------------------------|---------|
| Red | Attacks |
| Black | Defence |
| Jokers or Face Cards | Rests |

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

Duelling Attack Results

| Defender | Attacker | | | | | |
|----------|----------|-------|-------|-------|-------|-------|
| | PR | AV | GD | GR | EXC | EXT |
| PR | P/WP | WP/WF | WF/WH | WH/I | I/I | I/I |
| AV | P/WP | P/WP | WP/WF | WF/WH | WH/I | I/I |
| GD | P/WP | P/WP | P/WP | WP/WF | WF/WH | WH/I |
| GR | P/WP | P/WP | P/WP | P/WP | WP/WF | WF/WH |
| EXC | P/WP | P/WP | P/WP | P/WP | P/WP | WP/WF |
| EXT | P/WP | P/WP | P/WP | P/WP | P/WP | P/WP |

Duelling Damage

| | |
|---------------|---|
| Partial Wound | 4 |
| Full Wound | 5 |
| High Wound | 6 |

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

Wounds/Harm Ratings

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

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

Escape from Harm

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

Armour

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

Hit Location

| | |
|---|------|
| ♦ | Head |
| ♥ | Body |
| ♠ | Legs |
| ♣ | Arms |

Escape Fumble

| | |
|-----------|-------|
| [EXC-EXT] | ♠ ♦ ♣ |
| [GD-GR] | ♦ ♣ |
| [AV-PR] | ♣ |

Damage Table

Physique and Hit Location

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

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