

The cover art for Wild Skies: Europa Tempest depicts a chaotic battle scene. At the top, the title 'WILD SKIES' is rendered in a stylized, blue, metallic font with orange outlines, set against a background of gears and mechanical parts. Below the title, the subtitle 'EUROPA TEMPEST' is written in a white, outlined, sans-serif font. The central focus is a group of anthropomorphic characters. On the left, a large, muscular pig-like creature with a mohawk and goggles carries a large wrench over his shoulder and holds a machine gun. In the center, a bulldog in a blue naval officer's uniform with a white cap and medals aims a submachine gun. To the right, a rabbit-like character in a brown jacket aims a handgun. In the foreground, a large crowd of smaller, diverse animal characters, including rabbits and mice, are engaged in combat with various weapons like knives and spears. A bright muzzle flash from a gun is visible in the lower right. The background is a dark, stormy sky with lightning and silhouettes of flying aircraft. The overall color palette is dominated by oranges, reds, and blues, creating a sense of intense action and conflict.

WILD SKIES

EUROPA TEMPEST

BRANDON K. ATEN MATTHEW ORR



EUROPA TEMPEST

Written and Created by

Brandon K. Aten

Matthew Orr

Cover Art

Charles Walton, II

Eduardo Domínguez

Comic

Matthew Orr

Mike Mumah

Interior Art

Amy Ashbaugh

Aspen Aten

Nick Bradshaw

Brian Manning

Mike Mumah

Charles Walton, II

Mike Wilson

Layout

Wm. Knox Gunn



Wild Skies: Europa Tempest

Copyright © 2017 Wet Ink Games, LLC

All rights reserved. No part of this publication may be reproduced, transmitted or stored in a retrieval device, in any form or by any means, without the prior permission of the publisher. This book is a work of fiction. Any resemblance to actual animals, people, places, or events is purely coincidental.

Wild Skies and the Compass System are trademarks of Wet Ink Games, LLC.

First published in 2017.

First printing.

Published by Wet Ink Games, LLC

Louisville, KY

WetInkGames@gmail.com

ISBN: 978-1-987916-85-0 (Hardcover)

ISBN: 978-1-987916-86-7 (Softcover)

ISBN: 978-1-987916-87-4 (Digital)

WIG-100

Printed in U.S.A. by Lightning Source.

This project was funded through Kickstarter!

Table of Contents

Dedication and Thanks	v
The Buy-In	1
The Legacy of Desperate Glories	2
Character Creation	3
1. Design the Character Concept	4
2. Select Primary and Secondary Attributes	5
3. Choose an Animal Type	8
4. Choose a Size	27
5. Choose Perks and Quirks	28
6. Choose a Nationality	34
7. Choose Careers and Skills	35
8. Build the Moral Compass	45
9. Put on the Finishing Touches	52
10. Choose an Affiliation	52
Character Creation Example	55
Skills	65
Combat	99
1. The Round and Initiative Order	101
2. Choose an Action	101
3. Choose Defensive Action	107
4. Damage	108
Combat Example	109
Aerial Combat Example	112
Europa	120
General History	120
Timeline	128
The Hegemony	129
French Social Republic	143
Republic of France	146
German Empire	157
Russian Empire	170
Other Nations	184
Mercenary Crews	200
Equipment	236
Advice for the Game Master	250
Glossary	254

We would like to thank all of those who helped make this dream take flight.

Thanks to those who helped develop the Wild Skies setting and read the game in draft: John Lusky, Taylor White, Mike Mumah, Michael Orr, Aspen Aten, Byron Lemberg, Knox Gunn, Amy Ashbaugh, Jeff Ruiz, John Kennedy, Chuck Walton, Brian Manning, Nick Bradshaw and Barry Cooper. The crew from Nerdlouvia (Emily, WJ, Alaina and Travis, Justin, Michael, Hilary, Wes, Evan), and the crew of "Gabriel's Boot" (Z. Williams, L. Tice Jr., D. Gloria, and B. O'horo).

Kickstarter backers

Adumbratus	Derek A. Kamal	Jonathan Edwards	Peter Baldwin
Alex Calleja	Diederich	Jonathan M. Thompson	Peter Porcaro, Jr.
Alex Hytken	Don, Beth & Meghan Ferris	Jorel Levenson	Pete "Lenin" Edlin
Alex Torres	Doug Allen	Joseph Ferrill	Pookie
Allen and Heather Naugle	Duke of Dice	Josh Sinsapaugh	Rage The Mage
Allen Manning	Edouard Contesse	Josiah Brock	Randy and Alex Wilson
Andrea and Kevin Kuhn	Edward J Sauerland	Justin Kugler	Ray Spitz
Andrew Antolick	Ed Kowalczewski	Karen Doss	Rhonda Rettig
Andre Canivet	Eloy Lasanta	Kelly Ann Brown	Richard 'Vidiian' Greene
Angelo de Stephano	End Transmission Games	Ken Orr	Rob Wilkison
Barry Cooper	Eric Holz	Kevin Cook	Rodnock Sticklefink
Ben McWhorter	Faith & Eric	Kirk Kandle	Roman Toth
Ben Powell	Faroul	K Taylor	Ronald Plunk
Biohazard	Federico Franceschi	Lamhirh	Ryan McDaniel
Blake Sheets	Frankie Mundens	Lee Barnes	Ryan Rawlings
Brad Whitcomb	Frank Loose	Lenore Spransy	Sam Kaplan
Branden Kidwell	Galit A.	Lester Ward	Sarah Flannery
Branden Loizides	Geoffrey Bolak	Lori Lary Hornstra	Scott Rubin
Brandon Foxx	Glenn Francis II	Lucy Butt	Sean "Krull" Richer,
Brian Manning	Gregory Sousa & Courtney	MADMANMIKE	revelator
Bryan 'Darnivar' Bailey	Greg Slone	Marco "_Journeyman_"	Sean B. Jenkins
Caitlin Jane Hughes	Harumi NeSmith	Bignami	Sean Kita
Cal Dummerth	Hendrik Härterich	Margaret St. John	Shawn Arbuckle
Carl J. Gleba	Hingle McCringleberry	Mark Edwards	Shawn McWha
Carolyn Nasuti	Howie "The Cat" Johnson	Mark R. Lesniewski	Shawn Mellow
Carrie Bowman	ian 'mad dog' miller	Marshall Lee	Stephan Szabo
Chad Andrew Bale	Ian Herbert	Martha S.	TadK
Chandler Byrne	J. "Sargonas" Eckert	Marylee Camp	Taylor Niles Kane White
Charles "Chuck" Walton II	Jacob and Dennis Gookin	Mary Helen Slone	Terry Winter
Charles Terch	James "sHaka" Holt	Matthew Blomeen-Long	The Louisville Game Shop
Char Crawford	James H Brown	Matthew Croc	The Schreibers
CHolgren	James MWuest	Matthew Orwig	The Wallers
Christopher Bishop	James Sabo	Matt and Whitney Fontaine	Thomas Wolf
Chris Mobberley	Jared Fattmann	Michael Feldhusen	Thorin Tabor
Chris Perrin	Jason D Steele	Michael Gue	Timothy Duda
Chris Stewart	Jason Richards Publishing	Michael Orr	Todd S. Yoho
Clayton Odel Culwell	Jeffrey Parkin	Michael Pfaff	Travis S. Guerrero (Prysus)
CS20 Gaming	Jeff "NMI" Ruiz	Michael Profumo	Trevor Boyd
Curt Meyer	Jeff F	Michael Surbrook	Tyler Beebe
Daniel Stoker	Jen Asperheim	Mike 'Carlson' Davis	Tyler Brunette
Daniel T. Kulhanek	Jesse C. Ellis	Morgan Weeks	Victor Peterson
Dan Frederick	Jessica Paxson	NB	Vince KF
Dave Luxton	Jim McDonald	Neal Allen, Michael Allen	Wayne Smith
David Chervanik	Joe Kolfage	Neil Kempson	Werewolf
David Crone	Joe Parrino	Nick Taylor	Whisperbat
David Sundrud	Joe RODRIGUEZ	Nicolas Stout	White Paws of Rhyton
David Wolf	John D. Kennedy	Paris Conte	William J Hummel
Deale Houston	John Lusky	Paul Baker	William Palmer
Dennis Hughes	John Matheis	Paul Partridge	William Roberts
Deon Labuschagne	John Portsmouth	Paul Schroeer-Hannemann	ZoÏ MacKenzie Bradshaw

***We dedicate this book to the memory of
the millions killed in the “War to End All Wars.”***

The Buy-In

Wild Skies is a character-focused, anthropomorphic role-playing game set in a diesel punk, alternate history version of the 1930s. If that sounds great to you, skip this page and welcome aboard! If you aren't sure this game is for you, read on. We believe everyone should enjoy the games they play and below you will find what we think the buy-in is from you, the player, to enjoy Wild Skies: Europa Tempest.

Role-Playing Game (RPG): Pen and paper role-playing games involve a few people sitting around a table, with one person taking the part of the Game Master (GM) who plans the story and directs all the adventure, and others as characters in the story. The GM needs to know the rules pretty well and be able to use them to give the rest of the players challenges to overcome. Even more important is the ability to create an engaging story. What events set the adventure in motion? What opponents do the players come up against? What hints do they discover about the next adventure? Together the player characters (PCs) form the party, who are friends, allies or at least willing to work together. The party moves together from event to event gaining experience and rewards as they go. Role-playing is a game for everyone involved, and everyone at the table should be having fun.

Character-Focused: Wild Skies uses the Compass system to put the focus on the growth of the PCs. Players choose which story goals will drive each character forward and are rewarded as they advance toward their chosen goals. If you are familiar with other RPG systems, Wild Skies combines the alignment and experience systems into one system called the Moral Compass. Goals include simple concepts like Revenge or Truth as well as more complex goals like Defense or Rest. Each character is the hero of their own story.

Anthropomorphic: Every character in the game is a humanoid animal. Humans as we know them have never existed in this world. Regular animals exist as well and are kept as pets, raised

for food or largely ignored, just like in our world. There is so much humor and character subtleties which can be added by your choice of Animal Type. Animal Type is not linked to the concept of race or ethnicity, as any character may be from any place, any culture or identify with any nationality.

Alternate History: Though humans have never existed in the world of Wild Skies, the history we know about our world is largely the same. The Egyptians, Romans and Mongols all had their empires. Christopher Columbus, Napoleon Bonaparte and Florence Nightingale all existed. Things only start to diverge a little bit during the Nineteenth Century. The first major technological change comes in 1906 with the launch of HMS *Dreadnought*. This real-life ship was a turning point in naval warfare. In Wild Skies, the ship was the first flying warship, which remains a major turning point. The arms race which preceded the First World War, was in part a competition between bigger and stronger flying warships. The major political divergence point in our setting is 1918 when the "Great War" does not end with an armistice. The war continued, leading to several revolutions and widespread chaos. By the early 1930s, when Wild Skies is set, the map of Europe has some major differences from our world.

Diesel Punk: The majority of technology in Wild Skies is made of large, interlocking gears and messy exhaust pipes. Sleek and efficient weapons and vehicles exist, but heavy, blunt objects and solutions involving brute force and larger engines are more common. Familiarity with engines and the skills to work on them are assumed to be common among most people. Aircraft are more common and a large number of people are also pilots. The focus on this particular level of technology is a major element of the flavor of the setting.

Thanks for reading this far! Hopefully, now you know if this game is for you or not. We hope it is. Welcome to the Wild Skies!



The Legacy of Desperate Glories

In 1914 regional tensions in the Balkans brought rival international alliances into conflict. A long-running arms race between the Great Powers and their territorial ambitions combined into a nearly world-wide conflict known as the Great War. There has never been peace since.

The suffering during the war was beyond compare, as millions of soldiers on all sides of the conflict died in the trenches. Airplanes, tanks, flying dreadnoughts and chemical weapons all made their terrible battlefield debuts. There seemed to be no end to the fighting; no end to the destruction. The Russian Empire dropped out of the conflict in 1917 as the country was shaken by revolution. Despite appeals from both alliances, the United States remained aloof. The remaining combatants continued to fight for gains of mere yards in the bloody mud. In the spring of 1918, as yet another year of fighting loomed the three remaining Great Powers, France, Britain and Germany each experienced their own revolution. On every front, armies melted away as soldiers left to join the internal conflicts instead. Fighting the war became impossible and a piecemeal system of hastily-negotiated pacts and ceasefires brought the major fighting to an end. However the central disputes which sparked the war were left unresolved.

The outcome of the revolution in each country was different and formed the basis of the next decade of development. The Bear Tsar of Russia was not deposed, but withdrew into his flying palace. He now circles the skies above Russia while competing factions of Tsarists, Communists, Cossacks and others all claim to have his support for their actions on the ground. Russia is the most unstable land in Europe, filled with conflict, political rivalries and raiding parties. In

France, the fascist party who launched the revolution succeeded in consolidating their power in Paris and the north. Opposition groups and the remnants of the old Republic established a base of power in the south. After a brief and violent period of conflict, the two heirs of France have agreed to disagree. They have built a massive wall separating themselves from each other. In Britain the revolution was small and quickly suppressed. However, the twin specters of discontent at home and tensions abroad inspired the new Parliament to put in place loyalty measures which have led to an ever more powerful and restrictive government. Britain retains the world's most impressive air navy and they are not afraid to use it offensively to protect their interests. Perhaps least-changed is the German Empire. The revolution initially replaced the Kaiser with an elected assembly. The noisy delegates could not agree on much of anything and eventually the people called for the return of the Kaiser and his loyal military forces. Order was restored and the Kaiser's position was more secure than ever.

Outside of the major countries the wake of war left much destruction, but the war's end was even worse. Many deserters and soldiers unable to return home because of politics were reduced to banditry or sold their services as mercenaries. Suddenly, everything not protected by a garrison seemed ripe for theft. In response to the lawlessness a new economy sprung up to hire, manage and outfit this newly formed class of mercenaries. Pirates, privateers and pirate-hunters all took to the air in every available kind of war surplus. Trade by air and sea became dangerous and over-land trade almost impossible. Where social institutions and governments had been weakened by years of conflict, they finally broke down completely. These vacuums of power were filled by barbarians, warlords and mercenary camps. Certain nations like Luxembourg and Switzerland were able to adapt to the post-war conditions and remain largely as they had for centuries. Others, including Austria-Hungary, Malta and parts of Spain, became almost fully dependent on the mercenary economy and transformed into centers of semi-legal and fully illegal activity.

**We went on patrol 'cross the sea.
We attacked first, showed no mercy.
You tell them at home, when you find
our bones,
We were just doing our duty.**

- Unknown soldier

Found on the wreck of a British Airship near Jutland, 1919.

So far, the 1930s have not been much different than the previous decade. The skies over Europe remain riven by a tempest of conflict. If there is any sign of change, it is not one for the better. The civil war in Russia shows no sign of being settled. After building their strength for years, the other Great Powers are beginning to think about set-

ting their old scores. The era of air piracy may be on the decline as more nations hire more pirate hunters and companies hire more protection for their convoys. Yet the strength of the mercenary system will not be lightly brushed aside and many crews will fight to keep the freedom of action they have come to expect.

Character Creation

Character Creation Steps:

1. Design the Character Concept.

Describe the character in just a few words. Who is the protagonist of this adventure? Additional guidelines can be found on page 4.

2. Select Primary and Secondary Attributes.

Assign ten points to the three Primary Attributes; Brawn, Smarts and Guts. Assign eighteen points to the six Secondary Attributes; Strength, Fleetness, Know-How, Moxie, Valor and Grit. Each Attribute must have at least one point, and none can start higher than ten. Details about all the Attributes can be found on page 5.

3. Choose an Animal Type.

Choose one of the forty Animal Types detailed on pages 7-14. Apply Attribute bonuses, note Uncapped Attribute, note starting Animal Ability and select two additional Animal Abilities.

4. Choose a Size.

Each Animal Type begins at a given size level; Small, Normal, Large or Huge. You may move up or down one level at no cost. You may change size level again at the cost of one starting Animal Ability. Additional details and penalties for size are found on page 27.

5. Choose Perks and Quirks.

Select one Perk. You may select up to two additional Perks by taking one Quirk for each. Characters may not start the game with more than three Perks, but are never limited in the number of Quirks they can have. Descriptions of Perks begin on page 29 and Quirks begin on page 31.

6. Choose a Nationality.

Where does your character come from? Select any country in Europe or develop a reason why your character is in Europe. This may impact what

Careers and skills are available. A few other ideas about Nationality can be found on page 34.

7. Choose Careers and Skills.

Select two of the Careers detailed on pages 35-45. Note the special career abilities granted by each Career. Each Career includes a table showing three Career Skills and the number of Skill Dice you will roll when your character uses that skill. If two Careers grant the same skill use the higher Skill Dice number. Select a starting Skill Specialty in each Career Skill. If two Careers grant the same skill, select two starting Specialties. Select additional Learned Skills equal to Know-How then assign an additional number of Skill Dice equal to Smarts to any of the skills the character knows. Lastly, for each Skill with three and five Skill Dice choose another Skill Specialty. A detailed description of all skills and Skill Specialties including prerequisites and resounding success bonuses can be found on pages 72-99.

8. Build the Moral Compass.

Select four of the eight motivation Axes and place them on your character's Moral Compass. Place the main motivation of your character in the North position. Assign the eight Rewards to the eight points of the Moral Compass. You will gain these Rewards as your character follows the chosen motivations. For complete details of the Axes, Rewards and moving on the Moral Compass see pages 45-52.

9. Put On the Finishing Touches.

What else makes your character distinct? Choose something like a particular color scarf, a favorite weapon, a catch-phrase or a hairstyle with is your character's signature.

10. Choose an Affiliation.

Why is your character together with the other characters at the table? As a group of players, choose what type of team you all belong to. Also

agree as a group to one of the sixteen motivations from the Moral Compass. What is the primary motivation for the group as a whole? Additional information and a few suggested affiliations can be found on pages 52-55.

1. Design the Character Concept

What is a Character?

In *Wild Skies*, just like with any Role-Playing Game, the character is the vessel in which the player interacts with the fictional world being set up by the Game Master. Think of this character as you would a character in a novel, film or play. The individual will have lofty dreams, individual goals, life-long aspirations, crippling fears, personality quirks, long-time friends, newly-formed relationships and even enemies hidden in the shadows just waiting to bring the reality of the character crashing down around them.



When players first gather together to create their characters, there are a few things to keep in mind which will dictate the rest of their gaming experience in the setting. The first, and most important is the basic Character Concept. This is a brief statement, usually no more than one

sentence that will steer the rest of character creation. Something as simple as “Quiet Intellectual Inventor” or “Cocky Ace Pilot” are great starting points and can get a player started in the right direction. Some players may have more experience with the setting so they may come to the table with a more robust initial character concept which already includes their desired nationality, animal type, career path, relationships or other elements like saying “Otto is a large German boar who thinks he is a much better mechanic than he actually is.” Even these concepts should leave some ambiguity to allow for flexibility when creating the adventuring group. If one Character Concept is too specific, there runs a risk a group will have to be tailored around that one particular character.

Regardless, all players should feel comfortable stating what type of character that they would like to play and sharing their concept with all other players around the table. While it is not required that players all create their characters together, it certainly helps to build the concept of a unified adventuring group. Players can discuss how their characters may know each other, what they think of each other, leadership structure, how long they have been together and common goals of the group.

Once the basic Character Concept is decided, there are a few other things that can help dictate the personality and morals of a character. Players should take a deep critical look into the past of their character and determine just what experiences they have had in their life to get them to the point where they are in the present moment in the setting or beginning of the game. The following topics are things to think about when crafting the character background. Consider these points to be tools to help think about the background and not necessarily required steps in character development. Many of these may never come into play during the actual game, but they can help give the player a better understanding of the motivations of their individual characters.

Growing Up: How was the character raised? In a strict household? Were both parents present? Was the character raised on the streets? By someone other than their parents? Does the character have any siblings? If so, what was their relationship like? Was the character abused? Orphaned?

Adulthood: How has the character developed in their adult life? Are they educated? Have they continued education in trade schools or a university? Are they proficient at a trade? Do they have a spouse or other long-time relationship? Do they have any children? Is their immediate family still alive? What did they do during the Great War?

Gender: In some nations or even among certain animal types, males and females have unique roles or social obligations. These lines can be more or less defined based on where the character is from and how they were raised, and are almost completely blurred in many of the mercenary or pirate circles of the setting. Keep this in mind when deciding the gender of the character.

Appearance: Racism exists in the world of Wild Skies. Certain nationalities and animal types view others as distinctly inferior. Has the character been subjected to racism or persecution? Do they hold any prejudices towards a particular group? What events influenced the development of these views?

Social Status: Was the character born into a noble family? Are they descended from wealthy merchants? Have they been poor for their entire lives? Have they witnessed firsthand the societal barriers that keep the wealthy in power and the poor underfoot? Have they been able to take advantage of their birth status? Have they turned their back on societal injustices and classism?

2. Select Primary and Secondary Attributes

Attributes

Once the player has their basic Character Concept in mind, the next step is determining how that concept can take shape by selecting Attributes. Just as each and every Character Concept is different, each character will have a different set of numbers that represent the primary strengths and weaknesses of the character, and help determine how the character will affect the world using the mechanics of the game. In Wild Skies, there are three Primary Attributes, each with two Secondary Attributes.

Brawn: Brawn represents the character's general health and ruggedness. It is used to determine the base Health of a character.

- **Strength:** This attribute defines the character's pure brute strength and melee fighting ability.
- **Fleetness:** This attribute is a measure of the speed and coordination. This is the primary factor in defensive maneuvers in combat.

Smarts: Smarts covers the overall intelligence and capability for reason and learning of a character. This attribute grants additional Skill Dice during Character Creation, and dictates the number of languages a character knows.

- **Know-How:** This attribute represents the formal education, strict technical knowledge and book-smarts of a character. This will determine the number of starting Learned Skills known by the character.
- **Moxie:** This encompasses the common sense, resourcefulness and street-smarts of a character. Using their cunning, a character can reduce the difficulty range of a skill roll once per session for every three points of Moxie, rounded down.

Guts: Guts represents the awareness and mental toughness of a character. This Attribute is used to determine the base Initiative of the character.

- **Valor:** This attribute covers the honor, civility and bravery of the character. It represents how the character handles most social interactions.
- **Grit:** This attribute defines the fighting spirit and mental focus of a character. It is used to determine base skill for ranged combat.

Primary Attributes

There are three Primary Attributes: Brawn, Smarts and Guts. Primary Attributes affect most of the skills in the game which can be further modified with the Dice Pool and Secondary Attributes depending on how a particular skill is used. The value of each Primary Attribute can also be used once per session to modify a roll that is governed by that Attribute or one of the Secondary Attributes under that particular Primary Attribute. This does not have to be stated ahead of time and can be done on any roll of the players choosing.

Example: *Otto is trying to repair the engine on a damaged aircraft that is taking up space in his hangar. He has the Aircraft Mechanics Skill Specialty with two Skill Dice (from Mechanics skill) and a Smarts of 1. He needs a 56% to make the appropriate repairs. He rolls a 55%, just barely missing so the*

player elects to use the Primary Attribute bonus for Smarts, of which Know-How is a Secondary Attribute, for this session to adjust the roll to 56%, making it a success.

Secondary Attributes

Each Primary Attribute has two related Secondary Attributes. Strength and Fleetness for Brawn, Know-How and Moxie for Smarts, and Valor and Grit for Guts. These Attributes are more specific and are used for Skill Specialties as the character advances, gaining more finesse, experience or understanding.

Example: *Otto is working on an engine to make it operational, a skill roll of D% + Skill Dice is rolled, but if he is trying to enhance the capabilities of an engine by adding new and unique experimental parts using his Skill Specialty, a skill roll of D% + Know-How + Skill Dice would be used, but the task would likely be more difficult.*

How are Attributes Generated?

Attributes in Wild Skies are determined by distributing a certain number of points between the attributes as desired. This is known as a point buy system. This allows the player to decide how to best build the character, selecting attribute scores which reflect the Character Concept. The point buy system in Wild Skies is two-tiered, which means the players are assigned one set of points for Primary Attributes and one set of points for Secondary Attributes.

Each player starts with 10 points to divide among the Primary Attributes, with each Attribute requiring at least one point. It is perfectly acceptable for a character to have a Brawn of 1, a Smarts of 8 and a Guts of 1. For Secondary Attributes, each player is assigned 18 points to be divided up among the six different attributes. Like Primary Attributes, each Secondary Attribute is required to have at least a value of 1.

Limits on Attributes

During Character Creation, there are a few limits on Attributes. First, as mentioned previously, every Attribute must at least have a value of 1. Secondly, no Primary or Secondary ability can ever be above 10, unless it is an uncapped attribute. This includes any bonuses from the selected Animal Type, so if a character will potentially have a +1 bonus to an Attribute that is

already set at 10, any bonus would have no effect. Players should plan accordingly or adjust their Attributes. However, based on the selected size and Animal Type, this restriction can be removed for a particular Attribute (called an Uncapped Attribute). Additionally, the character may have other restrictions to a particular attribute based on the chosen size of the character, or based on the Animal Type selected. Other than those, Attributes can be increased or decreased temporarily or permanently based on environmental factors, training, or where the character is on the Moral Compass. **Note:** No Attribute, Primary or Secondary, can ever fall below 1 for any reason.

Health

Health represents the amount of damage that a character can take before being killed. The simple formula to figure out the starting Health of a character is easy: Brawn x 4. Certain characters may have additional modifiers to Health, and all characters can earn additional Health through the Moral Compass. Modifications to Brawn coming after Character Creation through movement on the Moral compass or by temporary means do not increase this number.

Speed and Range

Movement speed is determined by the Fleetness attribute of a character, and represents how quickly the character can move from one point to another. In the telling of the story, this will come into play when assessing weapon range or distance to a target or hiding place. There are three levels of movement speed and three levels of Range in the game. To maintain quick gameplay without getting too bogged down in details, these terms are used to describe general proximity and location.

Range Increments: Near, Mid, Far

The terms Near, Mid and Far are used to describe how close something is so a character can understand how long it would take them to move there or if they can use a ranged attack on the target. These are called Range Increments. Characters can normally move one Range Increment per turn, meaning that they could move from their current position to something at Range Increment Near on one action. Moving to something that is at Range Increment Mid would take two actions and to something that is

at Range increment Far would be three actions or more. This is modified based on the Speed of a character.

Slow, Normal, Fast: This represents the speed of a character and is determined by their Fleetness Attribute.

- **Slow:** A Fleetness of 1 or 2 makes a character's Speed Slow. A slow character takes two actions to move a Range Increment.
- **Normal:** A Fleetness of 3 to 6 makes a character's Speed Normal. A Normal character can move one Range Increment per action.
- **Fast:** A Fleetness of 7 or higher makes a character's Speed Fast. A Fast character can move up to two range Increments per action.

Jumping

With a running start, characters can jump up or forward a number of yards/meters equal to one half of (Strength + Fleetness), rounded down. Large characters receive a -1 penalty to this calculation, and Huge characters receive a -2 penalty. The total jumping distance is half from a standstill. However far up or forward characters can jump, they can also land again safely from the jump.

Example: Alona is a Normal sized marten. She has 3 Strength and 5 Fleetness. Half of 8 is 4. Her total running leap distance is 4 yards/meters and her standing jump distance is 2 yards/meters. Otto is a Huge sized pig with 7 Strength and just 3 Fleetness. Half of 10 is 5, but since he is huge, he suffers a -2 penalty. Otto can jump 3 yards/meters with a run or just 1.5 yards/meters from a stand still.

3. Choose an Animal Type

Every character in Wild Skies is anthropomorphic. This is a game where a giant airship can be crewed by an angry bulldog, a sly fox and a hulking pig-man while escaping a horde of territorial rabbits or fighting off a band of pirate bears. One of the most important elements of any Character Concept is the Player's choice of Animal Type for their character. At a basic level, Animal Type affects what the character looks like, be it horns, scales, feathers or a shell, knowing what a character looks like helps create the narrative of each play session and helps other players picture the character in their own mind's eye. Beyond this, Animal Type dictates a few important things about the character, including attribute modifiers, a specific set of Animal Abilities and starting Size

Level. The choice may also bring with it some baggage as other animals will often make assumptions about a character's knowledge, social skills and preferences based just on their appearance.



Playing with these animal stereotypes is part of the fun of the setting. Many familiar sayings reference animals. Curiosity killed the cat. Mad as a wet hen. An elephant never forgets. These same sort of phrases exist in the world of Wild Skies. Will you play to these stereotypes to create a paranoid lion terrified of conspiracies or an elephant with a childhood grudge? Will you play against them to create a fearless wildcat private investigator or a happy-go-lucky chicken who is a champion free diver? Fitting your character's animal type into your Character Concept presents a wonderful opportunity to create an interesting and multi-dimensional character.

You may already have a very specific idea of your animal and what that animal says about your character's personality. If so, go right to the animal types, listed in alphabetical order below. If you are having trouble with this step think about animal characters you may know from cartoons or books. Were they clever, fast, strong, wise or zany? Whom do you identify with? If nothing inspires you in particular start reading the Attribute bonuses and abilities listed below. Which ones most match your Character Concept? If all else fails, roll D% on the table below to randomly select an animal type.

01-02% Ape	51-52% Monkey
03-05% Bat	53-55% Otter
06-07% Badger	56-57% Owl
08-10% Bear	58-60% Panther
11-12% Camel	61-62% Pig
13-15% Cat	63-65% Rabbit
16-17% Cattle	66-67% Raptor
18-20% Crocodile	68-70% Rhinoceros
21-22% Deer	71-72% Rodent
23-25% Dog	73-75% Salamander
26-27% Elephant	76-77% Seal
28-30% Fox	78-80% Sheep
31-32% Frog	81-82% Snake
33-35% Gamebird	83-85% Songbird
36-37% Gecko	86-87% Toad
38-40% Goat	88-90% Turtle
41-42% Gull	91-92% Vulture
43-45% Horse	93-95% Waterfowl
46-47% Lizard	96-97% Weasel
48-50% Mole	98-00% Wolf

How to Read These Entries

Name: The official term for each Animal Type.

Includes: Presents a list of the different kinds of animals included, as well as closely-related animals which can also be created using the given type's statistics. If you really want to use an Animal Type not listed anywhere, use the rules for whichever animal fits best.

Starting Size: There are four different sizes: Small, Normal, Large and Huge. Characters start at the size listed, but size can be adjusted in Step Four of Character Creation. If adjusting the size

beyond normal limits, the adjustments counts as one of the Animal Ability selections (see below). Several effects and Animal Abilities are tied to size. For these abilities size is represented by numbers as follows: Small- 1, Normal- 2, Large- 3, Huge- 4.

Attribute Bonuses: These adjustments are made to the character's Attributes. Bonuses cannot push attributes over their starting limit of 10.

Uncapped Attribute: One of the nine attributes becomes "uncapped" for each Animal Type. This also serves as the key attribute for the Animal Type, acting as a rough estimate of the character's essential nature. All characters are restricted to the starting Attribute limits described above, but through the Moral Compass characters can earn as many more points in their Uncapped Attribute as they want.

Starting Ability: Every character starts with the starting ability of their Animal Type. Each Animal Type starts with a different Animal Ability. Characters always start with the Starting Ability and then choose two of the five others Animal Abilities of their Animal Type.

Unique Ability: This is an Animal Ability available only to this specific Animal Type. A few of these Unique Abilities require another Animal Ability to be selected first, or both can be selected at the same time during Character Creation.

Optional Abilities: A list of four more Animal Abilities common to many Animal Types.

Note: All Animal Types have a total of six abilities which can fall into one of three categories (Starting, Unique and Optional). Once selected, there no difference between the categories, but they are listed separately for the ease of character creation.

Animal Types

Ape

Includes: Chimpanzee, Gorilla, Gibbon and Orangutan.

Starting Size: Normal

Attribute Bonuses: +1 Smarts, +1 Moxie, +1 Grit

Uncapped Attribute: Know-How

Starting Ability: Climbing

Unique Ability: Hand Feet

Optional Abilities: Endurance, Grapple, Grip, Teeth.



Bat

Includes: Fruit, Vampire and Flying Fox.

Starting Size: Small

Attribute Bonuses: +I Guts, +I Fleetness, +I Moxie

Uncapped Attribute: Guts

Starting Ability: Fly

Unique Ability: Echolocation

Optional Abilities: Sharp Ears, Teeth, Venom, Wall Walk.

Badger

Includes: Wolverine and Skunk

Starting Size: Normal

Attribute Bonuses: +I Brawn, +I Strength, +I Grit

Uncapped Attribute: Moxie

Starting Ability: Stubborn

Unique Ability: Musk

Optional Abilities: Burrow, Claws, Eat Anything, Natural Armor.

Bear

Includes: Black, Brown, Sun and Polar.

Starting Size: Large

Attribute Bonuses: +I Brawn, +I Strength, +I Valor

Uncapped Attribute: Strength

Starting Ability: Feat of Strength

Unique Ability: Honey Scent

Optional Abilities: Claws, Grapple, Natural Armor, Resistance to Cold.

Camel

Includes: Bactrian and Dromedary

Starting Size: Large

Attribute Bonuses: +I Brawn, +I Moxie, +I Valor

Uncapped Attribute: Brawn

Starting Ability: Resistance to Heat

Unique Ability: Water Carrier

Optional Abilities: Endurance, Feat of Strength, Pack, Teeth.

Cat

Includes: Siamese, Manx, Persian, Wildcat and Serval.

Starting Size: Normal

Attribute Bonuses: +I Brawn, +I Fleetness, +I Grit

Uncapped Attribute: Smarts

Starting Ability: Claws

Unique Ability: Land Upright

Optional Abilities: Climbing, High Jump, Surefooted, Whiskers.

What's for Dinner?

Getting enough to eat is a big part of the animal world. It isn't a big focus of Wild Skies. All characters can be considered omnivores and can eat anything they choose. A rabbit can eat steak if it wants and a lion might opt to eat tofu. There are non-anthropomorphic animals in the world which are kept as pets and used for food. These animals are not considered closely related to characters of the same animal type. There is also no reason a pig wouldn't eat bacon or a chicken wouldn't keep chickens for both eggs and for use in the roasting pan. Feel free to push the question of animal diets in a more extreme direction if you prefer. As with much else in this game, the world can work in the way which lets you tell the story you want to tell.

Cattle

Includes: Holstein, Jersey, Gnu, Water Buffalo and Zebu.

Starting Size: Large

Attribute Bonuses: +1 Brawn, +1 Strength, +1 Grit

Uncapped Attribute: Strength

Starting Ability: Horns

Unique Ability: Hauling

Optional Abilities: Feat of Strength, Natural Armor, Pack, Stubborn.

Crocodile

Includes: Alligator, Caiman and Gharial.

Starting Size: Large

Attribute Bonuses: +1 Guts, +1 Know-How, +1 Grit

Uncapped Attribute: Brawn

Starting Ability: Crushing Jaws

Unique Ability: Scutes

Optional Abilities: Aquatic, Camouflage, Claws, Surprise Attack.

Deer

Includes: Daiker, Elk, Reindeer and Moose.

Starting Size: Large

Attribute Bonuses: +1 Guts, +1 Moxie, +1 Strength

Uncapped Attribute: Brawn

Starting Ability: Endurance

Unique Ability: Antlers

Optional Abilities: High Jump, Nightvision, Pack, Sharp Ears.

Dog

Includes: Coyote and small dog breeds like Chihuahua, Dachshund and Beagle.

Starting Size: Normal

Attribute Bonuses: +1 Guts, +1 Fleetness, +1 Know-How

Uncapped Attribute: Guts

Starting Ability: Teeth

Unique Ability: Bark

Optional Abilities: Chew, Hide, Plumage, Sharp Eyes.

Elephant

Includes: African and Asian.

Starting Size: Huge

Attribute Bonuses: +1 Brawn, +1 Know-How, +1 Strength

Uncapped Attribute: Moxie

Starting Ability: Tusks

Unique Ability: Trunk

Optional Abilities: Feat of Strength, Natural Armor, Pack, Resistance to Heat.

Fox

Includes: Kit, Fennec, Arctic, Grey

Starting Size: Normal

Attribute Bonuses: +1 Smarts, +1 Fleetness, +1 Valor

Uncapped Attribute: Smarts

Starting Ability: Camouflage

Unique Ability: Double Back

Optional Abilities: Burrow, Endurance, Float, Teeth.

Frog

Includes: Leopard, Bull, Tree, Purple

Starting Size: Small

Attribute Bonuses: +1 Smarts, +1 Fleetness, +1 Grit

Uncapped Attribute: Grit

Starting Ability: High Jump

Unique Ability: Sticky Tongue

Optional Abilities: Aquatic, Nightvision, Plumage, Venom.

Gamebird

Includes: Chicken, Pheasant, Quail and Peafowl.

Starting Size: Normal

Attribute Bonuses: +1 Guts, +1 Know-How, +1 Grit

Uncapped Attribute: Valor

Starting Ability: Plumage

Unique Ability: Strut

Optional Abilities: Chew, Claws, Fly, Stubborn.

Gecko

Includes: Anole and Chameleon

Starting Size: Small

Attribute Bonuses: +1 Smarts, +1 Fleetness, +1 Grit

Uncapped Attribute: Smarts



Starting Ability: Wall Walk

Unique Ability: Color Change

Optional Abilities: Claws, Hide, High Jump, Regeneration.

Goat

Includes: Alpine, Carpathian, Irish, Oberhasli

Starting Size: Normal

Attribute Bonuses: +I Brawn, +I Fleetness, +I Moxie

Uncapped Attribute: Grit

Starting Ability: Surprise Attack

Unique Ability: Lightfooted

Optional Abilities: Eat Anything, Head Butt, Horns, Surefooted.

Gull

Includes: Puffin, Tern, Frigatebird and Albatross.

Starting Size: Normal

Attribute Bonuses: +I Smarts, +I Strength, +I Know-How

Uncapped Attribute: Guts

Starting Ability: Resistance to Cold

Unique Ability: Soar

Optional Abilities: Beak Attack, Eat Anything, Float, Fly.

Horse

Includes: Donkey, Mule, Clydesdale, Ardennes.

Starting Size: Large

Attribute Bonuses: +I Smarts, +I Fleetness, +I Valor

Uncapped Attribute: Fleetness

Starting Ability: Burst of Speed

Unique Ability: Kick

Optional Abilities: Endurance, Float, Pack, Teeth.

Lizard

Includes: Iguana, Gila Monster, Monitor.

Starting Size: Normal

Attribute Bonuses: +I Brawn, +I Fleetness, +I Valor

Uncapped Attribute: Valor

Starting Ability: Regeneration

Unique Ability: Never Stops Growing

Optional Abilities: Endurance, Natural Armor, Resistance to Heat, Teeth.

Mole

Includes: Desman, European, Altai, Spanish

Starting Size: Small

Attribute Bonuses: +I Smarts, +I Know-How, +I Valor

Uncapped Attribute: Know-How

Starting Ability: Burrow

Unique Ability: Rebreathing

Optional Abilities: Chew, Claws, Sharp Nose, Whiskers.

Monkey

Includes: Colobus, Langur, Proboscis, Baboon, and Lemur

Starting Size: Normal

Attribute Bonuses: +I Guts, +I Moxie, +I Grit

Uncapped Attribute: Grit

Starting Ability: Pack

Unique Ability: See and Do

Optional Abilities: Burst of Speed, Climbing, Plumage, Teeth.

Otter

Includes: European, River and Sea

Starting Size: Normal

Attribute Bonuses: +I Guts, +I Fleetness, +I Grit

Uncapped Attribute: Moxie

Starting Ability: Flexible

Unique Ability: Paddle Tail

Optional Abilities: Aquatic, Claws, Diving, Pack.

Owl

Includes: Scops, Tawny, Old World and Grey Grey

Starting Size: Normal

Attribute Bonuses: +I Guts, +I Fleetness, +I Moxie

Uncapped Attribute: Guts

Starting Ability: Grip

Unique Ability: Silent Wings

Optional Abilities: Beak Attack, Fly, Resistance to Cold, Sharp Ears.

Panther

Includes: Lynx, Cheetah, Tiger and Lion.

Starting Size: Large

Attribute Bonuses: +I Brawn, +I Strength, +I Moxie

Uncapped Attribute: Fleetness

Starting Ability: Nightvision

Unique Ability: Pounce

Optional Abilities: Burst of Speed, Camouflage, Crushing Jaws, Claws.

Pig

Includes: Hog, Boar and Warthog.

Starting Size: Large

Attribute Bonuses: +I Guts, +I Strength, +I Valor

Uncapped Attribute: Brawn

Starting Ability: Eat Anything

Unique Ability: Pack it On

Optional Abilities: Head Butt, Natural Armor, Sharp Nose, Tusks.

The Birds and the Bees

Pairing off and ensuring the continuation of the species is a big part of the animal world. It's not a big part of Wild Skies, but some may want to include families and children as part of a game. So, what happens when a cow and turtle, or a crow and tiger get together? Here are three suggested ways to handle the issue.

No Viable Offspring: As in nature, it takes two of the same kind of animal to make more. Dogs can have dogs and songbirds can have songbirds, but crocodiles and rhinos have no viable offspring. This still leaves adoption if the couple really wants a child, as there are a lot of war orphans around.

Just Like in the Cartoons: Animals of all types can have children with each other, but each child is only one animal type. To keep

things very simple male children are born as the animal type of their father and female children are born matching the animal type of their mother.

You Have Grandma's Eyes: Animals of all types can breed with each other but each child is born as only one animal type. Roll D%; they will either take after the mother (01-50%) or after the father (51-00%). However, there is 66% chance the child can choose a single ability from the other parent's animal ability list (starting or optional, but not the unique ability). There is a 33% chance for a child to be able to select a single ability from a grandparent's list. In later generations, there remains a 10% chance that a child will be able to have a single ability from an ancestor's list.

Rabbit

Includes: Hare and Pika.

Starting Size: Small

Attribute Bonuses: +1 Smarts, +1 Fleetness,
+1 Moxie

Uncapped Attribute: Fleetness

Starting Ability: Sharp Ears

Unique Ability: Thump

Optional Abilities: Burrow, Burst of Speed, Hide,
Teeth.

Raptor

Includes: Hawk, Falcon and Eagle.

Starting Size: Large

Attribute Bonuses: +1 Smarts, +1 Fleetness,
+1 Valor

Uncapped Attribute: Valor

Starting Ability: Sharp Eyes

Unique Ability: Hover

Optional Abilities: Claws, Crushing Jaws, Fly,
Plumage.

Rhinoceros

Includes: White, Black and Indian.

Starting Size: Huge

Attribute Bonuses: +1 Brawn, +1 Strength,
+1 Know-How

Uncapped Attribute: Strength

Starting Ability: Head Butt

Unique Ability: Charge

Optional Abilities: Horns, Natural Armor, Sharp
Eyes, Surprise Attack.

Rodent

Includes: Mouse, Rat, Hedgehog, Squirrel and Beaver.

Starting Size: Small

Attribute Bonuses: +1 Smarts, +1 Moxie, +1 Grit

Uncapped Attribute: Know-How

Starting Ability: Chew

Unique Ability: Pouch

Optional Abilities: Burrow, Surefooted, Teeth,
Whiskers.

Salamander

Include: Newt, Olm and Siren

Starting Size: Normal

Attribute Bonuses: +1 Guts, +1 Strength,
+1 Moxie

Uncapped Attribute: Smarts

Starting Ability: Aquatic

Unique Ability: Gills

Optional Abilities: Camouflage, Regeneration,
Venom, Wall Walk.

Seal

Includes: Walrus, Sea Lion, Grey and Harbor

Starting Size: Large

Attribute Bonuses: +1 Guts, +1 Strength,
+1 Fleetness

What about Human Characters?

The world of Wild Skies assumes humans were never part of the picture. However, if you like the rest of the setting, but just can't get your head about how cats could have built the pyramids or how a deer can fly an airplane, you can play the game as a human instead. Everything for creating a human character is the same as creating an animal character except you don't select an Animal Type. They get no attribute bonuses, have no animal abilities and cannot select New Animal Ability as a Reward on the Moral Compass.

Humans are all considered Normal size. Instead of Fleetness being an Uncapped Attribute, players select three Attributes to be Uncapped for human characters; one primary attribute and two secondary attributes. With fewer limits on their attributes and without animal abilities to draw their attention, Humans should be slightly more focused characters, fully able to handle the dangers of the setting in their own particular way.

Uncapped Attribute: Strength

Starting Ability: Diving

Unique Ability: Leviathan

Optional Abilities: Aquatic, Resistance to Cold,
Stubborn, Tusks.

Sheep

Includes: Jacob's, Steinschaf, Leicester, Suffolk, Lleyn

Starting Size: Normal

Attribute Bonuses: +1 Brawn, +1 Strength,
+1 Valor

Uncapped Attribute: Guts

Starting Ability: Surefooted

Unique Ability: Wool

Optional Abilities: Endurance, Head Butt, Horns,
Pack.

Snake

Includes: Cobra, Boa and Adder.

Starting Size: Normal

Attribute Bonuses: +1 Guts, +1 Fleetness,
+1 Know-How

Uncapped Attribute: Smarts

Starting Ability: Grapple

Unique Ability: Limbless

Optional Abilities: Climbing, Flexible, Surprise
Attack, Venom.

Songbird

Includes: Canary, Swallow, Kite, Crow, Shrike and Tick Bird.

Starting Size: Small

Attribute Bonuses: +1 Guts, +1 Fleetness, +1 Moxie

Uncapped Attribute: Fleetness

Starting Ability: Hide

Unique Ability: Mimic

Optional Abilities: Beak Attack, Burst of Speed, Fly, Plumage.

Toad

Includes: Fire-Bellied, Natterjack, Spade Foot and Midwife.

Starting Size: Normal

Attribute Bonuses: +1 Brawn, +1 Strength, +1 Know-How

Uncapped Attribute: Brawn

Starting Ability: Venom

Unique Ability: Croak

Optional Abilities: Burrow, Camouflage, Endurance, High Jump.

Turtle

Includes: Box Turtle, Sea Turtle and Tortoise.

Starting Size: Normal

Attribute Bonuses: +1 Smarts, +1 Know-How, +1 Valor

Uncapped Attribute: Know-How

Starting Ability: Natural Armor

Unique Ability: Defensive Tuck

Optional Abilities: Aquatic, Beak Attack, Grip, Resistance to Heat.

Vulture

Includes: Ruppell's, Cinereous, Bearded and Griffon.

Starting Size: Large

Attribute Bonuses: +1 Smarts, +1 Strength, +1 Grit

Uncapped Attribute: Grit

Starting Ability: Beak Attack

Unique Ability: Death Scent

Optional Abilities: Eat Anything, Fly, Resistance to Heat, Sharp Eyes.

Waterfowl

Includes: Duck, Swan and Goose.

Starting Size: Normal

Attribute Bonuses: +1 Guts, +1 Moxie, +1 Valor

Uncapped Attribute: Moxie

Starting Ability: Float

Unique Ability: Homing

Optional Abilities: Diving, Fly, Grapple, Pack.

Weasel

Includes: Ferret, Mink and Marten.

Starting Size: Normal

Attribute Bonuses: +1 Smarts, +1 Moxie, +1 Grit

Uncapped Attribute: Grit

Starting Ability: Whiskers

Unique Ability: Silent Feet

Optional Abilities: Climbing, Crushing Jaws, Flexible, Sharp Nose.

Wolf

Includes: Large dog breeds like Wolfhound, Boxer, Mastiff and Great Dane.

Starting Size: Large

Attribute Bonuses: +1 Smarts, +1 Moxie, +1 Valor

Uncapped Attribute: Valor

Starting Ability: Sharp Nose

Unique Ability: Howl

Optional Abilities: Pack, Resistance to Cold, Sharp Ears, Teeth.

Animal Abilities

During character creation, all characters will be able to select a combination of Animal Abilities available to the selected Animal Type. Each Animal Type has six abilities available, divided into three categories: Starting Ability, Unique Ability and Optional Abilities. Each character of the particular Animal Type begins with the Starting Ability listed in the Animal Type entry. The player is then able to select two additional Animal Abilities from the remaining five options. Some abilities may require another ability to be selected first, or chosen at the same time if done during character creation. **Note:** If the size of the character is increased beyond the normal limit, as described in Step Four of character creation, the character will only be able to select one additional Animal Ability rather than the normal two.

Every Animal Type has the option to select an Animal Ability related to combat; generally either a natural weapon or a special combat action. Natural weapons like teeth, claws and beaks will list the weapon damage and the type of weapon it is, in case the character selects the appropriate Skill Specialty. The character can still always use the weapon as a general melee weapon, but if used with the Skill Specialty, additional bonuses may be gained. These natural weapons can be used just like normal melee weapons for attack or defense and combat is resolved as normal. Animal Abilities which grant special combat actions like a Panther's Pounce or a Rhinoceros' Charge can be used with any melee weapon, either the character's own natural weapon or a hand-held one. These abilities require the character to select the Ability option in combat.

Animal Abilities List

Antlers: (Deer) Commonly (but not only) seen in male deer, antlers serve as indications of an animal's fitness. A character who makes a successful Science or Knowledge skill roll can determine how healthy a deer is just by looking at the antlers. Deer are famous for settling their disputes with their antlers. The antlers count as a melee weapon (1 Damage; Brawl). More importantly, they also provide an Additional Die when making Parry and Entangle Defensive Actions.

Aquatic: (Crocodile, Frog, Otter, Salamander, Seal, Turtle) The character is more at home in the water than on land. Adaptations such as webbed feet or hands are common. Aquatic characters can swim with ease (one Additional Die for Swim rolls), fatigue at half the normal rate while swimming and can hold their breath for 20 minutes + (Brawn Attribute \times 5) instead of the normal time limit. In addition, their eyes can focus just fine underwater without goggles.

Bark: (Dog) The annoying yipping of a small dog can be distracting, forcing the victim to pay attention to the dog instead of whatever else is happening. Everyone (including allies) within 50 feet (15 m) of a character using Bark receives a -3 Dice Pool penalty to all skill rolls. Keeping a bark going during a round of combat requires the character to select the Ability action.

Beak Attack: (Gull, Owl, Songbird, Turtle, Vulture) The character has a beak which can be used as a melee weapon (2 Damage; Blade). The beak can also be used like a pair of scissors to cut ropes, cords and wires.

Burrow: (Badger, Fox, Mole, Rabbit, Rodent, Toad) The character can dig a hole to hide themselves, as long as the soil is soft. Completely hiding underground in this way takes a number of minutes equal to Size. The character can also construct burrows and passageways through the earth at a rate of Strength + Moxie yards (meters) per hour. The distance is three times further per hour if the borrower wishes to move without leaving a tunnel behind.

Burst of Speed: (Horse, Monkey, Panther, Rabbit, Songbird) Some characters can move faster than normal. Characters who can do so can declare they are initiating a burst of speed and become Fast for the action. If already Fast,

the character can move one additional range increment. No other actions can be performed in a round where a character uses this ability. The burst of speed can be maintained for a number of rounds equal to the character's Brawn.

Camouflage: (Crocodile, Fox, Panther, Salamander, Toad) Characters with Camouflage have skin or fur coloring which helps them blend into the natural environment. When a camouflaged character is intentionally hiding in the wilderness, other characters must succeed twice at a Search or Notice skill roll to see the hidden animal. Characters with Sharp Eyes need only succeed once as normal.

Charge: (Rhinoceros) Given at least 10 feet (3 m), a Rhinoceros can make a charge attack with any melee weapon as a Slug action. If the Slug action is successful, the total damage is doubled instead of simply adding the character's strength a second time.

Chew: (Dog, Gamebird, Mole, Rodent) Given enough time an animal who can chew can destroy just about anything; someone's favorite slippers, power cables or even iron bars. The length of time it takes to destroy an obstacle or mangle and object is equal to $12 - (\text{Size} + \text{Strength} + \text{Grit})$ in minutes, to a minimum of one minute. A Small Rodent (size 1) with 3 Strength and 2 Grit can chew through their manacles in just six minutes. $12 - (1+3+2) = 6$.

Claws: (Badger, Bear, Cat, Crocodile, Gamebird, Gecko, Mole, Otter, Panther, Raptor) The character has claws on the ends of fingers, toes or maybe both. This makes things rough on gloves and boots, but the character is always armed with a melee weapon (Damage is equal to $1 + \text{Size}$; Blade). Cats or Panthers may opt to have retractable claws, but the damage is reduced by 1 (to a minimum of 1).

Climbing: (Ape, Cat, Monkey, Snake, Weasel) The character has an almost uncanny knack for getting up and into spaces no one else would even notice. As long as the surface they are trying to climb has some kind of texture (bark, bricks, a rusty drain pipe) they roll two Additional Dice on Climb skill rolls.

Color-Change: (Gecko) Characters with this ability can alter the tone of their skin with just a thought. They can blend into their surround-

ings (gray rocks, a brick red alley way) or make themselves stand out (orange against a steel bulkhead). The color change takes effect within one second and takes no effort, just a thought. As little as a single scale up to the whole body can change color and any color is possible. Splotches of different colors can be made, but patterns involving straight lines are not possible. The chosen color stays until the character decides to change it again. When the character sleeps or is knocked out the body reverts back to the character's normal skin tone. When trying to match a background the character is considered camouflaged (others must succeed at two Search or Notice skill rolls to see the hidden animal).

Croak: (Toad) By inflating their necks like balloons Toads can make a loud croaking sound with their throats. An individual Toad's croak can be high- or low-pitched depending on the player's choice. The sound is often used simply to impress other Toads. However, if a Toad repeats the noise continuously no other sounds can be heard in a radius of 50 feet (15 m). Characters with Sharp Ears can hear through the croaking if they succeed at a Difficult Search skill roll. Keeping a croak going during a round of combat requires the character to select the Ability action.

Crushing Jaws: (Crocodile, Panther, Raptor, Weasel) Animals with crushing jaws are able to bite down and hold on to their victims. To initiate a crushing jaw attack in combat, the player makes a Grab action according to the normal rules. If the roll is successful, the victim is held in the attacker's jaws and the jaws deal damage (total damage is equal to 2 + Size but Strength is not added; Brawl). On later actions, the character may again select the Ability action to automatically deal damage (2 + Size) again without the character having to make another successful roll. The character with crushing jaws may choose to release their victim, or the victim may try to get away with the Escape action. If the victim succeeds at breaking away, they suffer damage (2 + Size) from the jaws. As with other grabbed characters, the victim may instead choose to attack the one who holds them.

Death Scent: (Vulture) Vultures are drawn to the smell of death and decay. They can track blood, corpses, broken bones, fresh graves, etc. to their source from a distance of 5 miles (8 km).

Vultures roll an Additional Die on Medicine skill rolls if their patient is sick or injured.

Defensive Tuck: (Turtle) The natural defense of the turtle is to pull their limbs and head into the armored shell. Turtles can initiate a defensive tuck as a Dodge Defensive Action. The Hit being dodged automatically becomes a failure, and the roll cannot be further modified by the attacker. The Turtle is moved to the bottom of the Initiative Order. Coming out of a Defensive Tuck requires taking an Ability action. While tucked, the character is unable to perform any actions and must rely on their Natural Armor.

Diving: (Otter, Seal, Waterfowl) Any animal with the Swim Skill Specialty can dive and swim around in the first 12 feet (4 m) beneath the surface. Diving deeper requires special equipment. Characters with Diving, however, have no depth restriction on their dives. They are limited only by how long they can hold their breath and how fast they can swim down and back up for a breath. Characters with Diving add 10 + (Brawn x 2) minutes to the length of time they can hold their breath.

Double Back: (Fox) Foxes are justly famous for their ability to throw pursuers off their trail. They have many methods for obscuring their movements. Their most devious trick involves moving backward to leave foot prints facing the wrong way. When making a Search roll to track a Fox using Double Back, the character must make the roll as though they are unskilled.

Eat Anything: (Badger, Goat, Gull, Pig, Vulture) The character can survive on almost literally anything. They consider leftovers, rotten food, trash, peelings, carrion, waste, and paper scraps edible and they don't get food poisoning from any of it! The character can almost always find something to eat. In addition, they do not suffer any ill effects from hunger for three times as long as other characters.

Echolocation: (Bat) Bats do not need to be able to see to know where objects are. They can emit a short series of high-pitched calls which echo back to them from the surrounding environment. The longer the echo takes to reach the character's ears the farther away the object is. Bats can hear their way through caves, forests or cramped warehouses in complete darkness. The



ability takes almost no time to work and Bats can find their way by Echolocation as fast as they can run or fly. Even in extreme conditions where the environment is very soft (fancy boudoir; inside a whale) the Bat can still “see” things 15 feet (5 m) away. Only animals (including other Bats) with Sharp Ears can hear a character using Echolocation. Bats with Echolocation can try to scramble the call of other Bats with rival calls. In this situation, the characters make a contested Navigation skill roll. Characters who succeed, can move about normally. If they fail, they are considered blind until they succeed at a contested Navigation roll, but can still feel around just like any other character.

Endurance: (Ape, Camel, Deer, Fox, Horse, Lizard, Sheep, Toad) The character is used to walking and working for long periods of time. They fatigue at half the normal rate and they never suffer any penalties to the Brawn attribute from any environmental sources.

Feat of Strength: (Bear, Camel, Cattle, Elephant) The character is unusually strong. Seemingly no weight is too great for them to lift. A number of

times per session equal to their Grit attribute, the character can perform an astounding feat of strength such as ripping a door off of an airship, pushing a fully loaded dump truck out of the way of an oncoming train or lifting the wreckage of an airplane off of an ally.

Flexible: (Otter, Snake, Weasel) Bobbing and weaving comes natural to flexible characters. When a character performs a Dodge Defensive Action in non-vehicle combat, they add their Fleetness a second time to their roll. If the character also has the Nimble Perk, Fleetness is added a third time.

Float: (Fox, Gull, Horse, Waterfowl) The character can float effortlessly on the surface of the water. Remaining on the water does not take any effort and they can stay floating as long as they want. Float does not let a character sleep on the surface of the water. Swimming around on the surface tires at one tenth the normal rate.

Fly: (Bat, Gamebird, Gull, Owl, Raptor, Songbird, Vulture, Waterfowl) The character not only has wings on their arms, but can use them to fly. Gliding down from any height is possible with-



out taking any damage even when carrying up to their own weight (provided the arms are free to catch the air). When carrying less, the character can use their wings to launch themselves into the air and take flight. Characters need a short run or a jump off something high to get going. Flying is always considered fast. Flying is moving forward, so characters cannot fly in place. Flying characters do not have a Speed Class and are not able to make Aerial combat actions.

Gills: (Salamander) Salamanders are tied very closely to the water and they are the only ones who can survive without coming to the air to breath. With Gills they are able to draw all the oxygen their bodies need from the water. They can stay submerged in water indefinitely, but can operate just fine in the air as well. Gills are always on the neck, they either look like a series of thin slits or like large fleshy feathers.

Grapple: (Ape, Bear, Snake, Waterfowl) A character with the ability to grapple can hold onto other characters using wrestling-style holds, or just with the simple strength of their grasp. Most

grapples quickly dissolve into a brutal struggle for survival, with the most savage tactics on display. In order to initiate a grapple, a character must succeed at a Grab Attack Action. If successful, the character moves directly above the subject of the grapple in the Initiative Order and is considered to be the controller of the grapple.

Those engaged in a grapple cannot make Combat Actions or Defensive Actions regarding anything outside of the grapple. Being the controller of the grapple gives the character the option to make one of the special Grapple Attacks against the subject of the grapple. If the subject does not have the Grapple ability, the only action they can take is an attempt to escape the grapple. To escape a grapple, the subject makes the controller roll a contested Melee skill roll to maintain the grapple. If the roll fails or the subject can modify the roll to a failure, the subject escapes. If the subject of a grapple also has the grapple ability, the character may attempt to escape or make their own Grapple Attack based on the following list.

Grapple Attacks

Bite: This is a bite attack. If the character does not have the Teeth Animal Ability, the bite does 1 damage. This is a normal Melee Hit Combat Action but the target cannot take a Defensive action.

Hit: This is a normal Melee Hit Combat Action without a weapon at half damage, but the target cannot take a Defensive action.

Melee Weapon: A contested Melee skill roll with a small melee weapon only (knife, brass knuckles). If the controller uses this attack the subject may immediately attempt to escape before the attack is resolved.

Ranged Weapon: A normal Ranged attack with a pistol, but made without dice from the Dice Pool. If the controller uses this attack the victim gets a free chance to escape before the attack is resolved.

Hold (Controller Only): The controller makes a contested melee attack to maintain the grapple. If the controller wins, the Subject cannot take any Grapple Attacks on their action, but may still try to escape the grapple. If the hold attempt fails, the subject is still grappled but may still execute a Grapple Attack as normal on their action.

Choke (Controller Only): The controller makes a contested Melee skill roll which deals no damage but cuts off one minute of the subject's breath, possibly putting them at risk of passing out. This is a favorite technique of Snakes.

Release (Controller Only): The controller of the grapple can release the subject of the grapple. Combat continues normally.

Reversal (Subject Only): The subject makes a contested Melee skill roll to reverse the grapple. If the subject succeeds, they become the controller and is moved directly above the new subject in the Initiative Order.

out of their hand or knocking something away, normally a Strength Attribute Comparison, characters with Grip may add their Grit to their Strength.

Hauling: (Cattle) Cattle seem to be made for physical labor. All labor counts as moderate activity for the purposes of calculating fatigue.

Head Butt: (Goat, Pig, Sheep, Rhinoceros) A special close range melee attack using the bony parts of the head, face or chin to deal damage (Damage is equal to Size; Blunt. A character who also has the Horns or Tusks Animal Ability uses the damage provided by those weapons instead, if it is higher.) This attack can be performed when the character's hands are holding something or even when the arms are pinned. Unlike most other melee attacks, head butts can be made normally by both the controller and victim of a grapple.

Hide: (Dog, Gecko, Rabbit, Songbird) The character has a knack for getting out of sight under tables, chairs, rocks, piles of rags or leaves and sometimes even in plain sight. Wedging themselves into even the tightest spaces takes just one Ability action. As long as no one saw where they went no one will see where they are. As long as they don't make a noise or smell too bad, others will have to make a successful Search skill roll to locate them. Even if they are found, hidden characters get to add their Grit a second time when rolling initiative once combat starts again, usually when their hiding place is discovered.

High Jump: (Cat, Deer, Frog, Gecko, Toad) The character can make surprising leaps from a dead standstill and downright shocking jumps with a little momentum. All jumping distances (height, length, running start) are doubled.

Honey Scent: (Bear) Bears are drawn to sweet smells. They can track honey, fruit, cookies, engine coolant, pies, etc. to their source from a distance of 5 miles (8 km). In addition, Bears roll an Additional Die on Cook skill rolls if they are making anything sweet.

Homing: (Waterfowl) A character with this ability is intuitively aware of the location of magnetic north. They know both direction and range to this spot on the Earth (in the high Canadian arctic). They can use this awareness to find their way to specific places with complete accuracy. Every place feels different and they know which direc-

Grip: (Ape, Owl, Turtle) Sometimes characters just can't pull something out of the grasp of a determined character, be it a weapon, an attaché case or their arm. When determining the Strength of an animal for purposes of pulling something

tion they need to move to get that same feeling. When they are trying to return to a place they know well, treat it as a successful Navigation skill roll (even if they character lacks this skill). When trying to reach a place they have only been a few times roll Navigation with one Skill Die. Homing is based on a character's personal experience, so it is not possible to find one's way to a place the character has never been using Homing alone.

Horns: (Cattle, Goat, Sheep, Rhinoceros) The character has boney projections from the head which serve as natural melee weapons. (3 Damage; Blunt). The horns can also be used like a rake or pry bar.

Hover: (Raptor) By changing the angle of their wings with each stroke Raptors can remain in place above the ground. The character can even ascend and descend vertically. This is easy work if there is a breeze, but counts as heavy work if the air is still. From their aerial position, the character can keep watch over activity on the ground, prepare for an ambush as soon as a particular target steps outside or even paint a fence.

Prerequisite: Fly.

Howl: (Wolf) A natural form of communication unique to large dogs which can reach across significant distances. Only simple messages can be conveyed such as, "I found it," "Join me," or "Stay away." These simple statements can, or course, be lies. Messages reach $4 + (\text{Size} \times 2)$ miles (10-20 km). Another Wolf who hears a Howl automatically knows the distance and direction of the one who gave the Howl. Dogs and Foxes can understand a Howl as well, but they cannot reproduce one. Other animals with a language skill may select Howl as one they understand, but they cannot speak it. If the character with Howl chooses to do so, the Howl can be used to attempt an Intimidate Skill Specialty roll. Any character that is the Wolf Animal Type is not affected by this Intimidate roll.

Kick: (Horse) Horses can lash out with their hind legs in a sudden and devastating attack. The attack counts as a special Melee Hit action which benefits from adding Strength a second time to both the Hit Action and the Damage. Once the Kick is resolved, the character moves down one spot in the Initiative Order. This can be done a number of times per session equal to the character's Grit Attribute.

Land Upright: (Cat) The character can twist, turn and dodge in the air so they always land on their feet. The character takes no damage when jumping down or falling from heights of 30 feet (10 m) or less and only half the normal damage from heights even higher than that. In addition, the Cat never rolls on the Serious Injury Table as the result of a fall! Even if the character would be knocked down by a weapon or ability in combat, they can still land on their feet by making a successful Athletics skill roll.

Leviathan: (Seal) The character is an extremely powerful swimmer. Swimming does not tire the character at all! There is seemingly no amount of weight too great for the Seal to drag through the water. A number of times per session equal to their Grit attribute, the character can perform an astounding feat of watery prowess such as changing a ship's course by swimming against the hull, pulling a sunken airplane to the surface or hauling a dinghy to the depths with its startled crew still aboard.

Lightfooted: (Goat) This is a further refinement of Goats' balance skills which allows them to not only walk and stand on small ledges and pitching surfaces, but also to balance on, jump from and leap to locations as small as half the width of their feet! The length of such jumps is the same as the character's normal standing jumping distance. After landing on such a small point, Goats must succeed at an Athletics skill roll to maintain their balance or they fall from the perch (this counts as an extreme situation for resolving Surefooted). If they stick the landing, they can keep going, building momentum with each jump. After two such jumps, the character is considering running and the third jump can be the length of the character's normal running jumps! Goats can often be seen leaping along rigging, fence rows and seemingly sheer cliff faces. **Prerequisite:** Surefooted.

Limbless: (Snake) Snakes who are limbless have no limbs (just like it sounds). Holding tools or weapons is impossible but characters without limbs can still operate most machines and move objects around with the coils of their bodies. The snake's speed and all Attributes remain unchanged. Limbless snakes have the distinct advantage of being able to move through spaces no wider than their heads. This generally means sewers, air ducts, hollow logs and spaces under furniture can

provide hiding spaces or pathways open only to the limbless character.

Mimic: (Songbird) The character is skilled at both listening and repeating. A character with Mimic can reproduce sounds and speech with complete fidelity, be that a particular engine clank when talking to a mechanic or a few lines of speech overheard between two guards. Longer sections of noise can also be remembered and reproduced, but learning them requires a successful Knowledge skill roll. Characters with Mimic are likely to twitter, hum and sing to themselves whenever they have nothing else to listen to or talk about.

Musk: (Badger) Most animals produce scents to announce and document their presence. Only Badgers have a musk which can be used as a weapon. The Musk is sprayed from a special gland near the base of the tail. A Badger with Musk is not bothered by their own scent, but other animals (including other Badgers) are horribly distracted by the terrible smell of the musk. A Badger can make a general musk attack into a 20x20 foot (7x7 m) area with an Ability Combat action. Everyone in the cloud of musk must make a successful Easy skill roll with no bonuses or suffer the effects of the smell. Failure means a character's breath is half for the next hour and all skill rolls suffer a -2 Dice Pool penalty. In addition the musk covers all other scents in the area of 20 minutes. Nothing but the Musk can be smelled. Alternatively, a musk attack may be made directly at another individual. Roll a special Melee Hit action, but the attack may be made from up to 30 feet (10 m). If it succeeds the victim is covered with the musk. The victim is required to make a success on a Moderate skill roll with a number of Additional Dice equal to the character's Brawn to resist the penalties as assessed above. The victim are contaminated and they will constantly re-expose themselves forcing a new Moderate Brawn skill roll each hour until they change their clothes and bathe very well (a thorough cleaning takes a full hour). Until they bathe, the musk can still be smelled on them and anyone tracking the victim by scent rolls two Additional Dice on Search skill rolls.

Natural Armor: (Badger, Bear, Pig, Cattle, Turtle, Lizard, Elephant, Rhinoceros) Animals with Natural Armor have tougher skin and thicker hides than other animals. It takes extra effort to puncture their skin and deal damage. Most characters

AMAZING!

One of a Kind! See the Best!

HAROLD & GOTTLEIB'S CIRCUS OF 10,000 SMILES

YOU MUST SEE THE SHOW WHICH HAS
ALREADY THRILLED MILLIONS!

From the crowds in the slums of Cly right
across the continent to the finest opera
houses of old Prussia this company has
found success and inspired delight!

WITNESS THE ARMLESS DR. WONDROUS

TIE HIMSELF IN KNOTS. NOT A TRICK!

THRILL AT THE STRENGTH OF
GORBASH OF ZANZIBAR
AS HE LIFTS TONNES. GUARANTEED!

Marvel at the voices of the tiny
Stella Twins
REAL SIRENS!

THE GREAT EGRESS

will leave you speechless.

NO REFUNDS!

MSSERS. HAROLD AND GOTTLEIB WILL NOT LET YOU DOWN.

- Advertisement from Southampton, England 1930

with a Brawn attribute of less than three gain no benefit from Natural Armor. With a Brawn attribute of 3 to 6, a character has a natural Armor Score of 1. A Brawn of 7 to 8 grants a natural Armor Score of 2. A brawn of 9 or higher grants a natural Armor Score of 3. Turtles with Natural Armor add +2 to their natural Armor Score.

Never Stops Growing: (Lizard) Lizards can keep growing, though slowly, throughout their whole lives. Unlike other animals Lizards with this ability move up to the next Size Level once every ten years. If the character is already Huge, instead add 2 to Strength and 5 to Health every five years. The characters suffer the normal penalties and benefits of their current Size.

Nightvision: (Deer, Frog, Panther) With this ability an animal can see much better in the dark. In complete darkness (such as inside a sealed cargo container) they are as blind as anyone. However, with even a tiny bit of light; a single match or a starry night, they can see just fine to a distance of 75 feet (24 m).

Pack: (Camel, Cattle, Deer, Elephant, Horse, Monkey, Otter, Sheep, Waterfowl, Wolf) Some animals are more comfortable in a group. When several animals (of whatever Animal Type) with the Pack ability are together they are better at almost everything than they are alone. Characters receive an additional +1% to all skill rolls for every other friendly Pack member in sight, to a maximum total of +10%.

Pack It On: (Pig) When food is available, Pigs can really put it away. They can eat two times what others their size eat without even trying and when they really want to show off they can eat up to four times more than normal. Eating three times (or more) than normal requires a success on a Moderate skill roll with a number of Additional Dice equal to the character's Brawn or Grit (whichever is higher). Pigs turn a lot of that extra food into fat. When food isn't available, they just keep going on the fat they store in their bodies. Healthy pigs can go a number of weeks equal to their Size +1 without eating. They still feel hungry, but they don't suffer any penalties. After that they suffer starvation as normal. Pigs are subject to normal dehydration rules.

Paddle Tail: (Otter) With their paddle-shaped tails, Otters can move with ease and speed in

the water. Otters with a paddle tail are always considered to be Fast while swimming no matter what their speed is on land.

Plumage: (Dog, Frog, Gamebird, Monkey, Raptor, Songbird) Animals with plumage have natural features meant to enhance their appearance. This can be colorful feathers, tufts of hair, pattered skin or some combination of these. Animals with Plumage look good, know they look good and know how to use their looks to their advantage. Characters with this ability receive one additional die on all Skill Specialties governed by Valor. Maintaining the impressive look of all that fancy fur or feathers takes time and characters who do not keep up with their plumage do not receive the benefit.

Pouch: (Rodent) Rodents have cheek pouches inside their mouths where they can keep a surprising amount of extra food, tools, ammunition or small trinkets right at their fingertips. Items stored away in the pouches are not in danger of being swallowed and they do not get soggy from saliva. Anything in the pouch can be pulled out as an Ability action no matter how deep it may be stuffed in. When stretched to their limits, the two pouches together have about as much room as the character takes up! Such a full pouch makes the character look top heavy and ridiculous and is not often seen. Typically, about a dozen items can be tucked away without anyone else noticing them. Bouncers and guardsman may or may not think to check a Rodent's pouch.

Pounce: (Panther) A Pounce is a special kind of attack similar to a Charge, but comes at the end of jump rather than at the end of a run. Characters with Pounce can jump twice as far as normal from a standstill or from a run and can attack as they land. This ability is often used to drop down on a victim, or spring out from hiding, but can also be used when jumping up at a victim standing above. Any melee weapon can be used in a Pounce, but most typical are the Panther's natural weapons. The character adds Fleetness to their Melee Hit roll, and if successful, +2 to damage.

Rebreathing: (Mole) Specialized for life under the earth, moles are used a lack of fresh air. Low oxygen environments or other places where the air is "stale," such as in tunnels, mountain

tops, submarines or locked rooms, do not really bother a Mole. In addition, moles can hold their breath for a number of minutes equal to Strength + Moxie + Grit instead of the normal time limit.

Regeneration: (Gecko, Lizard, Salamander) Characters with Regeneration heal at double the normal rate! If the character also has the Fast Healer Perk total healing is three times normal rate, not four times normal. Characters with regeneration cannot select any of the quirks with involve loss of body parts, because they regenerate lost body parts naturally. Even rolls on the serious injury table which result in the loss of a limb are only temporary. Small parts such as an eye, finger or tip of the tail regenerate in a number of days equal to Size, and entire limbs regenerate in a number of days equal to 20 - Guts Attribute (minimum of one day). Regeneration does not function if the character is starving, and a character cannot regenerate if decapitated. They are dead.

Resistance to Cold: (Bear, Gull, Owl, Seal, Wolf) The character has thicker skin and extra fat so they can resist frigid temperatures. They suffer no ill effects from temperatures down to 14 °F (-10 °C), be that exposure to the arctic or to a meat locker. When characters are exposed to the extreme conditions, use the following tables:

Cold Resistant: Penalties from Cold	14 °F (-10 °C)	22 °F (-30 °C)	-58 °F (-50 °C)
-1 to Dice Pool, -4 initiative	30 minutes	15 minutes	3 minutes
Only one Skill Die max, no initiative bonus (Grit only)	1 hour	30 minutes	6 minutes
Attributes half, lose 2 Health per 15 minutes exposure	3 hours	90 minutes	18 minutes

Cold Resistant: Penalties from Heat	86 °F (30 °C)	113 °F (45 °C)	140 °F (60 °C)
Reduce Brawn, Strength, Fleetness by 4	20 minutes	10 minutes	2 minutes
Attributes half, only one Skill Die max	40 minutes	20 minutes	4 minutes
Lose 3 Health per 10 minutes exposure	120 minutes	60 minutes	12 minutes

Resistance to Heat: (Camel, Elephant, Lizard, Turtle, Vulture) The character can efficiently shed body heat to keep cool even in warm temperatures. They suffer no ill effects from temperatures up to 131 °F (55 °C), be that exposure to desert

sun or just the typical engine room. When characters are exposed to the extreme conditions, use the following tables:

Heat Resistant: Penalties from Cold	68 °F (20 °C)	32 °F (0 °C)	-4 °F (-20 °C)
-1 to Dice Pool, -4 initiative	30 minutes	15 minutes	3 minutes
Only one Skill Die max, no initiative bonus (Grit only)	1 hour	30 minutes	6 minutes
Attributes half, lose 2 Health per 15 minutes exposure	3 hours	90 minutes	18 minutes

Heat Resistant: Penalties from Heat	131 °F (55 °C)	158 °F (70 °C)	185 °F (85 °C)
Reduce Brawn, Strength, Fleetness by 4	20 minutes	10 minutes	2 minutes
Attributes half, only one Skill Die max	40 minutes	20 minutes	4 minutes
Lose 3 Health per 10 minutes exposure	120 minutes	60 minutes	12 minutes

Scutes: (Crocodile) Scutes are large specialized scale-like structures which are part of a crocodile's hide. A crocodile with Scutes has even better damage reduction than animals with Natural Armor. The character begins with a Natural Armor Score of 1. An additional point of Natural Armor is gained for every three points of the character's Brawn attribute beyond the first three, with no maximum. A Crocodile with 6 Brawn has a Natural Armor Score of 2 while one with 9 Brawn has a Natural Armor Score of 3, and so on.

See and Do: (Monkey) Monkeys are great at imitation. So good, in fact they can often follow another character's movements exactly. They can use this to comic effect or simply to annoy, but when they want to, Monkeys can fake their way through skills they are not trained in better than others. As long as they have another character to watch, Monkeys can use any skill or specialty the other character is using. The Monkey is not treated as making an Unskilled roll. The copy-cat rolls one less Skill Die than the one they are copying (minimum of zero), they use their own Attribute if using a Skill Specialty and they can score a Resounding Success (Critical Failures are also possible). Because the Monkey is not making the skill roll Unskilled, they can even reroll as per the Fumble rule. Without someone to watch and copy Monkeys make Unskilled rolls normally.



Sharp Ears: (Bat, Deer, Owl, Rabbit, Wolf) Animals with this ability can easily tell when something is moving in the distance such as creaking leather belts, leaves crunching or voices up to a mile (1.6 km) away. They can also tell the difference between something large being quiet and something small making a racket, between a loose camshaft and an unbalanced fly wheel and even between a pistol being loaded and a rifle being cocked. In addition to this characters with Sharp Ears get +4 to Initiative, when not in a vehicle.

Sharp Eyes: (Dog, Raptor, Rhinoceros, Vulture) Animals with this ability can easily distinguish movement and contrasts of color or light such as someone running, an open door in a bunker wall or an aircraft silhouette against the sky up to a mile (1.6 km) away. The more different an object is, the easier it is to spot. They can also read text (if they can read) from much further away from others. They can read a printed page from 25 feet (8 m) away, a poster from 100 yards (96 m) and a billboard on the horizon. Characters with Sharp Eyes may add their Guts Attribute to their Ranged Hit rolls, in addition to any other applicable bonuses.

Sharp Nose: (Pig, Mole, Weasel, Wolf) Animals with this ability can easily recognize the common smells such as decaying bodies, TNT or homemade cookies up to a mile (1.6 km) away. They can smell well enough to recognize specific scents produced by individuals or vehicles. Once they know a smell, they can follow it unless a character is deliberately trying to obscure their smell. This can be used to track a character using the Search skill. If the individual being tracked enters a vehicle, their scent can no longer be followed (it could be picked up again later). Frequency of these Search skill rolls is left to the discretion of the GM, taking into consideration any modifications from such things as the environment, Animal Abilities, Perks or Quirks. Normal scent trails linger for about three days. Particularly strong smells can be followed for up to two weeks.

Silent Feet: (Weasel) With their slender frames and natural grace Weasels can move, walk and even climb completely silently. Silent Weasels and their clothes make no noise. Weapons, equipment and dropped items make noise as normal. The silent character cannot be heard by most other

characters, equipment or recording devices. Only characters with Sharp Ears have a chance to hear their dainty footsteps and even then the listening character opposes their Notice skill roll to the Weasel's Sneak skill roll as normal.

Silent Wings: (Owl) This unique ability of Owls allows them to fly and glide completely silently. Use of the wings other than for flying or gliding produce noise as normal. The silent flier cannot be heard by most other characters, equipment or recording devices. Only characters with Sharp Ears have a chance to hear their wingbeats and even then the listening character opposes their Notice skill roll to the flier's Sneak skill roll as normal. **Prerequisite:** Fly.

Soar: (Gull) With Soar a gull can use strong air currents, especially those over the ocean, to fly with minimal effort for hours, days or even weeks on end. While soaring, characters move at the speed of the wind. This is much slower than aircraft, but faster than sailboats and certainly faster than walking or swimming. A Gull can remain aloft for a number of hours equal to $Brawn \times Grit \times Size$. **Prerequisite:** Fly.

Example: *Henri, a Large sized seagull (size 3) with 6 Brawn and 4 Grit can stay soaring over the ocean for 72 hours ($6 \times 4 \times 3 = 72$) before needing to rest.*

Sticky Tongue: (Frog) The tongue of some frogs is tipped with a bulbous gland which secretes sticky saliva. Frogs can extend their tongue for $10 + (size \times 2)$ feet (4-6 m). Loose objects like a loaf of bread or a spanner stick to the tongue and end up in the frog's mouth. Heavy objects (up to one half the character's weight) can be pulled along by the tongue. Sticking to anything heavier means the tongue becomes unstuck when it is retracted. The tongue can also be used as a melee weapon (1 Damage; Blunt). Like any melee weapon, the character attacked may try to grab and hold the weapon with an Entangle Defensive Action.

Strut: (Gamebird) With this ability Gamebirds can enhance any social interaction just by the way they carry themselves. If characters want to appear more threatening, attractive, or simpering they can simply adjust posture and gait to achieve the desired appearance. The attitude the character strikes while strutting is an illusion. The character does not actually deal more damage

or become more suggestible. While strutting, the character rolls an additional die on Social and Leadership skill rolls as well as Skill Specialties under those skills and any character trying to read the true intentions of the one strutting must roll at a -1 Dice Pool penalty.

Stubborn: (Badger, Cattle, Gamebird, Seal) Any character can act stubbornly, but a character with Stubborn can focus on a task or individual to such a degree that almost everything else is blocked from the mind. Stubborn can be activated a number of times per session equal to the character's Guts Attribute. Once declared, the unreasonable stubbornness lasts for a number of minutes equal to the character's Grit. During this period the character rolls three Additional Dice on all non-combat skill rolls related to whatever task they are focused on. Whether it is playing a game of chess while a fight rages in the bar behind, standing in a doorway while someone else is trying to pass through or simply reading a prepared statement, the Stubborn character has a distinct advantage. During the Stubborn period characters are -6 on initiative to threats outside their attention but +4 if the threat comes from the object or person of their focus.

Surefooted: (Cat, Goat, Rodent, Sheep) This ability gives characters improved balance, making it very hard to knock them over. Surefooted characters automatically succeed when any mundane condition would normally provoke an Athletics skill roll for maintaining balance. The character only has a chance to fall over if knocked down in combat or in an extreme situation such as walking a rope between two buildings, standing on a pinnacle of rock or locked into a pair of roller skates. Even then, the character must fail an Athletics skill roll twice before they actually fall over.

Surprise Attack: (Crocodile, Goat, Rhinoceros, Snake) Characters with Surprise Attack are very good at masking their movements in such a way that others have a hard time telling an attack is coming. Often a character can walk right up to an enemy and land the first hit before the victim even realizes the character is a threat. This allows the character to add Guts a second time to the Initiative roll. In addition, if the character with Surprise Attack ends up at the top of the Initiative Order, they get a free Combat Action before

the first round of combat even begins! Yes, this means they can attack twice in a row!

Teeth: (Ape, Bat, Camel, Dog, Fox, Horse, Lizard, Monkey, Rabbit, Rodent, Wolf) Teeth are one of the most common natural melee weapons. An attack with Teeth is also known as a bite attack (Damage is equal to size, but Strength is not added; Brawl). Bite attacks cannot be made by characters who have something in their mouths, such as a knife, or covering it, such as a helmet.

Thump: (Rabbit) With their large feet Rabbits can stamp on the ground in rhythmic patterns as a signal to other Rabbits in the area. Only simple messages can be conveyed such as, "I found it," "Join me," or "Stay away." These simple statements can, of course, be lies. Messages reach 200 + (size x 100) yards (300-600 m). Other Rabbits standing on the ground (or on whatever other surface the Thump is given) feel the vibrations, understand the message and automatically know the distance and direction of the one who gave the Thump. Other animals with both Sharp Ears and a language skill may select Thump as one they understand, but they cannot produce the sounds themselves. Rabbits can also Thump in more universal forms of communication such as Morse Code, if they know it.

Trunk: (Elephant) All Elephants have a trunk which they can wave about and use to simply put food and drink into their mouth. Those who select this ability have learned to use their very specialized nose as well as another hand. They can pick up items and even use tools with their Trunk. The Trunk is like another limb and has the normal strength, lifting and attack capabilities for the character. The only difference is a trunk slap inflicts one damage less than the character's normal melee damage. The Trunk can extend as far as the character is tall.

In addition, water (or more noxious fluids) can be sucked up into the Trunk and sprayed out with fine control. A blast of fluid from an Elephant's trunk can reach up to 40 feet (13 m) and cover an area of 20x20 feet (7x7 m). When spraying, the Elephant must succeed at an Athletics skill roll to prevent any of the liquid from being truly inhaled. An Elephant who fails this roll suffers any ill effect from the liquid as well as the victims (none from water, others vary).

Tusks: (Elephant, Pig, Seal) Special over-sized teeth which protrude from the character's mouth form large, obvious melee weapons (3 Damage; Blade). The tusks can also be used like a shovel.

Venom: (Bat, Frog, Salamander, Snake, Toad) Some animals can harbor deadly toxins or bacteria in their bodies and use them as a weapon when they choose. Characters with Venom can attempt to inject opponents with a dose of poison as a special Melee Hit Action. The intention to inject poison must be declared before the attack and if the attack succeeds the venom is delivered instead of dealing damage. Bats and Snakes inject their venom with a bite while Frogs, Salamanders and Toads may either bite or use a small bone spur on either their wrists or ankles (Players choose one way their character will inject venom when Venom is selected). Bites are weapon type Brawl and the bone spur is weapon type Blade. Venom attacks are limited to whomever the attacker can reach in melee combat, but snakes can attack as far away as half their total height. Characters with Venom can make enough for a number of injections equal to half their Brawn Attribute (rounded down) per hour.

All animals with Venom can inject an incapacitating dose or a damaging dose. An incapacitation dose allows the victim to make a Moderate skill roll with a number of Additional Dice equal to Brawn. If the victim succeeds they feel ill and can only use a maximum of one Skill Die on any roll for a number of rounds equal to the poisoner's Guts. If the victim fails they suffer the same penalties for a number of rounds equal to their Size and then pass out. Unconsciousness lasts for 60 - (Size x 10) minutes.

A damaging dose of venom allows the victim to make a Difficult skill roll with an number of Additional Dice equal to Brawn. If the victim succeeds they take damage equal to half the poisoner's Guts (rounded up) minus the victim's Size. If the victim fails, the damage is equal to the poisoner's Guts Attribute minus the victim's Size.

Wall Walk: (Bat, Gecko, Salamander) Characters with this ability can move along vertical surfaces almost as easily as they can across horizontal ones. They can move along the surface or hang sideways or completely inverted, without the need to make a Climb skill roll. In other situ-

ations where a Climb skill roll is required, such as hanging to a rope or ladder, wall walkers roll an additional die.

Water Carrier: (Camel) Camels are famed for their ability to go a long while without drinking, but when water is available, Camels can really guzzle it down. They can easily drink twice what others their size can drink. If they want to show off or store up for a journey, they can try to drink even more. Drinking three times (or more) than normal requires a success on a Moderate skill roll with a number of Additional Dice equal to the character's Brawn or Grit (whichever is higher). Healthy Camels can go a number of weeks equal to their Size without drinking! They still feel thirsty, but they don't suffer any penalties. After that they suffer dehydration as normal. Camels are subject to normal starvation rules. It should also be noted, Camels do not negate the ill effects from whatever might be in their drink. They can get sick, be drunk or suffer poisoning just like other characters.

Whiskers: (Cat, Mole, Rodent, Weasel) Whiskers provide animals who have them with a limited ability to sense their way even in complete darkness. They let the character automatically sense the size and shape of anything and everything which is within their arm's length. This allows them to find a wrench on a workbench, avoid a chair in a dark room or follow the turns of an unknown tunnel even at a run.

Wool: (Sheep) All sheep grow thick coarse hair all over their bodies, but sheep with this ability grow enough of it to form a natural layer of warmth and protection. Wool provides the same protection as a coat in the cold and it also provides a Natural Armor Score of 1. Most sheep get a shearing (or give themselves one) twice a year. Wool is a great material for making into cloth and a sheep can usually find a buyer. Some sheep keep their wool for their own projects. Spinning wool into yarn and weaving yarn into cloth requires the Clothier Skill Specialty under Tradesman, but sheep who learn it roll two Additional Dice on all wool-related skill rolls.

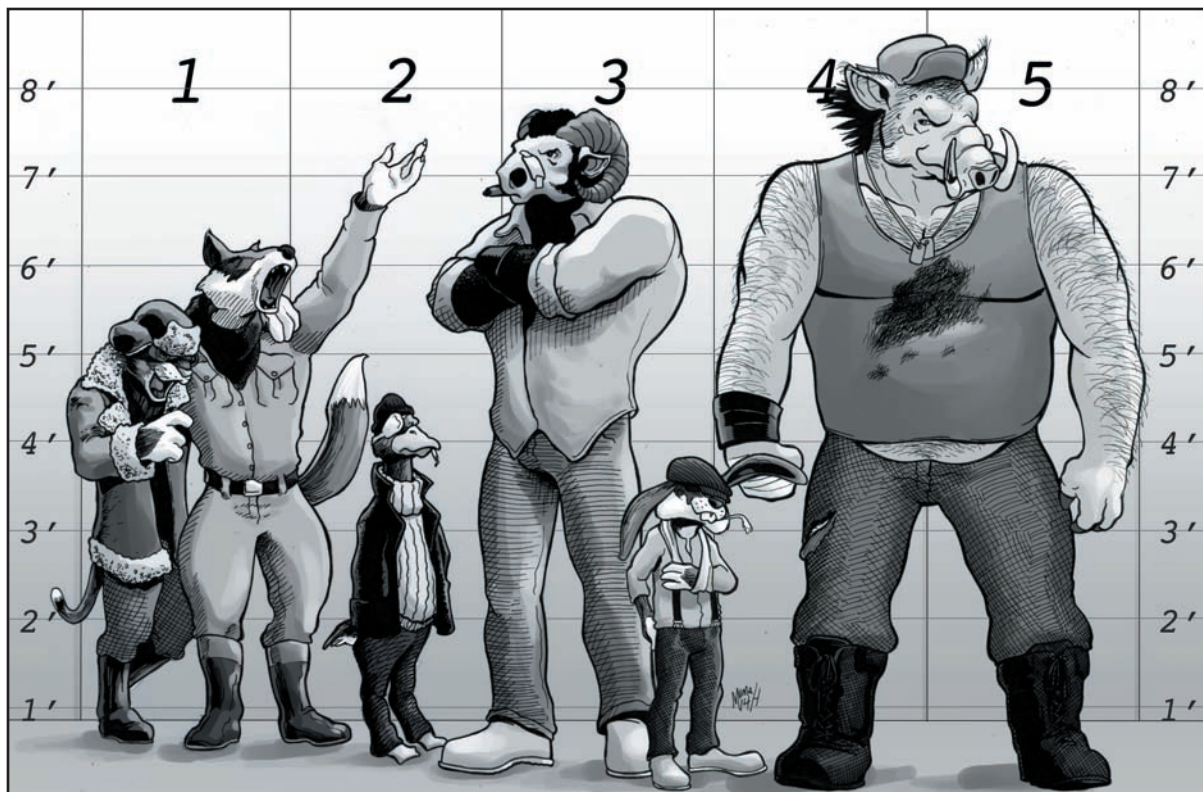
4. Choose a Size

Size Matters

In the world of Wild Skies, there is a huge variety of animal types of every shape and size. They run the gamut from truly massive creatures of elephantine proportions dominating a battlefield to small, diminutive soldiers who nimbly dodge incoming blows while swarming their enemy. Even among the same species one can find exceptional specimens that may stand out against the stereotypical backdrop of what one would consider normal. Regardless of size, this variety is widely accepted as each individual is primarily judged on their usefulness, and everyone has a role to fill. Within the constraints of the game, characters will have very few limits based on their Size, but may not be able to use certain equipment as well as others. You can still have an elephant stuffed into a ball turret, and a mouse firing a bazooka, but these may not be optimal situations.

After assigning Attributes and picking Animal Type, the player must select what size they view for their character. As mentioned previously, each animal type has a starting Size Level. Increasing or decreasing the Size Level by one can be done once for free, but additional modification counts as one of the Character's starting Animal Ability selections. Size can never be adjusted more than two levels from the starting Size Level. This means that a character with a starting animal size level of Huge can adjust down to Large for free, and can be adjusted down to Normal for the cost of one animal ability selection. The character can never attain Small size since that level is three adjustments away. Additional Animal Ability selections gained from the Moral Compass or other means cannot be spent to adjust the Size Level. This is always chosen during character creation and cannot be modified later by any normal means.

Starting size will dictate the physical size of the Character. The numbers below are just basic guidelines and may be modified based on the selected Animal Type, chosen Perks, Quirks or other environmental factors. Depending on the size a player selects for their character, one Attribute will become uncapped, allowing the character to adjust that Attribute beyond the normal limit of ten. There may be an instance where the selected Animal Type and size uncapped the same Attribute.



If this is the case, there is no additional benefit. However, if the selected Animal Type uncaps an Attribute limited by the selected size, the limited Attribute becomes uncapped. Several effects and Animal Abilities are tied to size. For these abilities size is represented by numbers as follows: Small - 1, Normal - 2, Large - 3, Huge - 4.

Small: A small character will stand anywhere from 3 feet (1 m) to 4.5 feet (1.5 m) in height. Weight will be between 35 pounds (16 kg) and 60 pounds (27 kg). If the Small size category is selected, the Attribute limit for Fleetness is removed. Strength can never exceed 8. Small characters take Dodge Defensive actions with 2D6 rather than the normal 1D6.

Normal: A normal character will stand anywhere from 4.5 feet (1.5 m) to 6 feet (1.8 m) in height. Weight will be between 100 pounds (45 kg) and 200 pounds (91 kg). If the Normal size category is selected, the Attribute limit for Fleetness is removed.

Large: A large character will stand anywhere from 6 feet (1.8 m) to 7.5 feet (2.3 m) in height. Weight will be between 180 pounds (82 kg) and 300 pounds (136 kg). If the Large size category is selected, the Attribute limit for Brawn is removed.

Huge: A huge character will stand anywhere from 7.5 feet (2.3 m) to 10 feet (3 m) in height. Weight will be between 300 pounds (136 kg) and 600 pounds (272 kg). If the Huge size category is selected, the Attribute limit for Strength is removed. Fleetness can never exceed 8. Melee attacks against Small characters are always made with a -1 Dice Pool penalty.

5. Choose Perks and Quirks

A character's Animal Type is not the only thing which determines what the character can do. Nature, nurture and happenstance have given all characters at least something more. These extra abilities are known as Perks. During character creation select one Perk. An additional Perk can be selected if you also take a Quirk, which is some kind of limitation on what your character can do. During character creation only two additional Perks may be selected (for a total of three), although more can be earned throughout the game. Characters are never limited on the number of Quirks they can have.

Perks

Ambidextrous: The character can hold a weapon equally well in either hand, or hold and use two weapons at once. The character gains the Two Weapons Melee Skill Specialty, as though they met the prerequisites.

Bookish: The character is well-read in a particular subject area be it mosses of the North Sea coast or the finer points of Spanish etiquette. In situations where this knowledge would be helpful the character receives a +1 Additional Dice bonus on all appropriate skill rolls. **Note:** This perk can be selected more than once.

Boozehound: The character drinks so much and so often that they have developed somewhat of a tolerance for “The Drink”. The amount a

character must drink to feel the effects of alcohol is doubled, and the character never suffers the effects of a hangover.

Charismatic: Others look up to this Character as a natural leader and often wait for them to speak first. The character adds their Guts Attribute + a Secondary Attribute of the player's choice (selected when this perk is chosen) to all Contested Social Skill rolls.

Club: The character is a member (or ex-member) of a particular club or organization be that a fraternity at military academy or a street gang in the old hometown. This membership means the character knows the history and methods of the group as well as other characters who are also members. Many exclusive clubs have certain advantages as well as certain responsibilities.

Selecting Abilities and Adjusting Size

Maya is creating Digby, a rabbit adventuring archaeologist. Rabbits start Small and have Sharp Ears as their starting ability. Maya doesn't feel she needs to adjust her character's size at all. For the first of her two selections she chooses the Rabbit's Unique Ability; Thump. Communicating over distance would be useful for an explorer. For her other selection she chooses Burrow. Again, a perfect fit for her character concept.

Eloy is creating Cogburn, a chicken prize fighter. Gamebirds start at Normal size and have Plumage for their starting ability. Eloy decides to change Normal to Large. This adjustment costs him nothing. For his first selection Eloy decides to change Large to Huge because he figures a bigger fighter will win more prizes. The Unique Ability for Gamebirds is Strut which Eloy doesn't think fits with his concept. Instead he chooses Stubborn for his second selection.

John is creating Tuskerton, an elephant desk clerk. Elephants start at Huge size and begin with Tusks. John likes the idea of a small-minded elephant whose body reflects his state of mind. He decides to adjust the character's size down to Large at no cost. Now he has two selections to make. He also decides to spent his first

selection to adjust his character's size again, so now the elephant paper-pusher is Normal sized. John would like to make the Elephant Small, if he could, but the size has already been adjusted twice and cannot be adjusted again. So for his second and last selection he decides to take Heat Resistance. He imagines his character never takes off his three-piece suit no matter how hot it gets in the office. John could even choose Prim as a Quirk to emphasize this character trait. The story of this office-bound elephant will be largely about discovering he can be more than he thought he could.

Sarah is creating Henri, a gull diplomatic courier. Gulls start at Normal size and their starting ability is Cold Resistance. She's been looking at Soar, which is the Unique Ability of Gulls. It seems the perfect thing for a courier. Larger Gulls can Soar for longer so Sarah adjusts her character's size to Large at no cost. She wants to adjust the size again, but Soar requires Fly to be selected first meaning she can't do all three things she wants. After thinking about her choices she would rather have Soar from the beginning to match her concept, rather than waiting. She does not adjust her character's size a second time and instead selects Fly, then Soar.

Players should work with the Game Master to conceptualize the NPCs and the extent of the relationships for potential future storytelling opportunities.

Daredevil: Once per roll, the character can negate one die of a Dice Pool penalty assessed by the Game Master by using one of the Bonus Dice available to the Game Master, if any remain for the session.

Deep Breath: The character can hold their breath for an additional four minutes. **Note:** This perk can be selected more than once.

Effortless Look: The character looks great all the time, even if they don't have the time to properly take care of their appearance. Particularly useful by characters with the Plumage Animal Ability so they don't have to spend a lot of time grooming.

Fast Draw: The character may take a free Ready action at the beginning of any Initiative Order for non-vehicle combat.

Fast Healer: Wounds still slow the character down, but not as much as others. The character heals twice as fast as normal. If the character also has Regeneration, total healing is three times normal rate, not four times normal. Damage from poison and disease heal at the normal rate.

Kin: The character comes from a large family and seems to have some kin almost everywhere. Select one kind of business (restaurants, ammo shops, mechanics etc.) where the character can get a deal (usually 10% discount) from a cousin, sibling, or distant relative.

Looker: The character is particularly attractive. The character adds their Brawn Attribute + a Secondary Attribute of the player's chosen (selected when this perk is chosen) to all Contested Social skill rolls.

Mental Map: The character is extremely familiar with a particular location, and can navigate that location without a map. This can be a part of town, the woods near where they grew up, the old Parliament building. **Note:** This perk can be selected more than once.

Nest Egg: The character has a little money put away. The money can be an inheritance, a windfall, or the savings of a lifetime. The character receives 1,000 UAC each time this perk is selected. **Note:** This perk can be selected more than once.

Never Forget a Face: The character has an impeccable memory for faces. They may not always remember where they know someone from, their name, or what they do, but they will be certain that they have at the very least seen another character before and if they have any negative or positive emotions about them.

Nimble: When a character performs a Dodge Defensive Action for non-vehicle combat, they add their Fleetness a second time. If the character also has the Flexible Animal Ability, Fleetness is added a third time.

Poet: The character knows a lot of poems by heart and can usually make up new ones if necessary. The character is often asked to sermonize, eulogize or conduct company business and can lift the mood of allies in hard times.



Polyglot: The character has a quick ear or has just been to a lot of places, but knows an additional number of languages equal to half the Smarts Attribute (rounded down). **Note:** This perk can be selected more than once.

Rhythm: The character has rhythm. Whether slapping, foot stomping or just counting the length of a guard's patrol, the character's internal clock is rarely wrong. Roll an Additional Die on all appropriate skills where timing is crucial.

Roses: Most people don't even notice, but the character always smells fresh and clean. Those with the Sharp Nose Animal Ability have to succeed twice to pick up the trail of the character (no additional rolls to stay on the trail). **Note:** Cannot be selected if the character also has the Odor quirk.

Snaggletooth: One tooth sticks out of the mouth (or there's a funny spur in the beak) which gives the character a snaggletooth look. The tooth can be used to dramatically open tin cans, light matches or any other cool thing the character wants to try.

Steady Hand: The character has not only a firm grip but also an uncanny ability to compensate for the motion of a flight deck, the rumbling of an open truck bed or the whipping of a rope ladder. Ranged Hit Actions taken while in these dynamic situations never suffer Dice Pool penalties as a result of this motion (they can still suffer penalties from other effects, like darkness).

Title: The character is the inheritor of a noble title. This is almost always a petty title with little clout and honor attached, but a small number of characters have substantial titles and family wealth somewhere. Given the chaos of the war years any property associated with the title might not be in the possession of the character or his family. Recovering these lost holdings may or may not be a goal for the character.

Trinket: A trinket is usually a small item such as a book, a handkerchief, a particular tool or piece of jewelry which has special significance to the character. Each trinket associates a Secondary Attribute to a single skill, selected when this perk is chosen. Skill Specialties cannot be affected by trinkets. While the character has the item with them, they add this Secondary Attribute to rolls of the particular skill. Characters cannot have

several trinkets linked to the same skill. If the trinket is destroyed, the effects of this perk are lost. Characters may often go to extreme measures to recover a lost or stolen trinket. **Note:** This perk can be selected more than once.

Witty: The character always seems to have something to say and is always dropping obscure facts or making piercing observations. The character adds their Smarts Attribute + a Secondary Attribute of the player's choice (selected when this perk is chosen) to all Contested Social skill rolls.

Quirks

Baby Face: The character looks like a child throughout adulthood. This mostly affects the character's face, but may include a lack of mature animal features such as fur patterns, horns or tail thickness. In general, the young look makes others hesitate to take the character seriously, at least at first. The character may be less likely to attract mates and have their ideas heard by allies. The character subtracts their Smarts Attribute from all contested Social skill rolls.

Bad Ears: The character suffers from an internal defect or has just spend too long around noisy machinery and now has trouble hearing. Speaking to this character may require shouting, and the character must succeed twice at any Search skill roll to notice anything by sound.

Bad Eyes: The character's vision is seriously limited. Choose one of these penalties each time the Quirk is selected (**Note:** This Quirk can be selected up to three times):

Nearsighted: The character cannot roll the Dice Pool on Ranged Hit rolls against targets at Far range. This can be corrected with glasses.

Farsighted: The character cannot read normalized printed text in front of them and cannot roll the Dice Pool on Melee Hit rolls. This can be corrected with glasses.

Night Blindness: At night or in other darkened situations the character is effectively blind and cannot see at all. Cannot be corrected, but the character can carry a torch (flashlight).

Bad Nose: Not only does the character have no hope of tracking anyone by smell they can even miss usually obvious smells such as fuel leaks, spicy food or burning engine oil. Characters must

Get Off My Lawn!

Age is not considered a burden in Wild Skies. Being young or old is part of the Character Concept, and are not specifically listed here with Perks and Quirks. If a player wants a character to be “aged like a fine wine” representing advanced years, but a wealth of experience, selecting the Bookish or Nest Egg Perk and the Bad Eyes or Lightweight Quirk may showing a history of adventuring but the fact the character is not in peak physical condition.

succeed twice on any Search skill rolls to notice anything by smell.

Bleeder: The character has thin skin, is easily bruised and has significant trouble healing on their own. Each time the character loses Health (from a fall, a punch, a stabbing, etc.) a potentially life-threatening wound is created. Each wound must receive successful medical treatment or it remains unhealed. For each untreated or unhealed wound the Bleeder suffers another one damage per day per wound.

Blind: The character is blind and cannot see in any conditions. The character cannot roll the Dice Pool for any skill requiring vision. In addition the character cannot read normal books (Braille books are an option). A character may not be a great lookout or gunner, but could still be a skilled tradesman or mechanic by using other senses.

Note: This counts as two Quirk selections.

Bum Leg: The character walks with a limp. A character with this Quirk can never have a Speed higher than Normal, and has a distinct track if being followed. Also the character may never roll more than two dice for Athletics skill rolls which involve the legs. If Bum Leg is selected twice, the character can never have a Speed higher than Slow, and no more than one die may be used for Athletics skill rolls involving the legs. **Note:** This Quirk can be selected twice.

Color Variant: Be it a green-breasted robin, a blond skunk or a red chameleon, the character has an unusual color pattern. There are no physical limitations, but the character tends to get noticed and remembered.

Craving: The character has an unusual hunger. It most often comes from the deepest, most animal, most uncivilized part of the character’s nature. Whether it is eating grass right out of the yard or eating a steak without cooking it the character will succumb to his hunger every once in a while. Resisting the craving requires a success on a special Moderate skill roll with a number of Additional Dice equal to the character’s Valor. There is usually a lot of relief associated with “going wild” but also a fair amount of shame when the character’s craving is fulfilled.

Dandruff: The character’s skin is dry, itchy and flaky. There are always patches of skin coming off or little bits of skin in the character’s fur. Not the most attractive look. The character subtracts their Brawn Attribute from all contested Social skill rolls.

Drunk: The character finds it hard to say no to “The Drink” and is inebriated more often than not. From wine and beer to whiskey and rot-gut, every drunk has their poison. Resisting taking a drink requires a success on a special Moderate skill roll with a number of Additional Dice equal to the character’s Grit. Once drinking the character must succeed twice to resist another drink. Once drunk the character cannot resist and will drink anything put in front of him. Calculate the character’s drink limit as normal then add the character’s Grit Attribute to the number (pg. 115). When drinking, the character suffers a -1 Dice Pool penalty to Social skill rolls. If not drinking, the character suffers a -1 Dice Pool penalty to all skill rolls.

Gambler: The character has a love of games and especially wagering on games. Cards and dice are the most common, but bets can be made on almost anything. If the opportunity arises, resisting the urge to get involved in a game of chance requires a success on a special Moderate skill roll with a number of Additional Dice equal to the character’s Moxie. Once playing, the character must succeed twice to resist another round if they still have cash in hand. Once in the hole the character cannot resist and will play again and again forking over whatever collateral is asked.

Honest: The character is naturally inclined to tell the truth. The character must succeed twice at a Social skill roll to be able to tell an outright lie.

Some honest characters try to deal in half-truths instead, but they usually sound like they are lying. **Note:** Cannot be selected if the character also has the Liar Quirk.

Illiterate: The character cannot read. This deficiency does not mean illiterate characters do not have technical skills or that they cannot find their way around a city. It just means they cannot read books or street signs.

Liar: The character gets a kick out of telling lies. From telling elaborate stories about themselves to people they just met to telling comrades they just saw a shooting star, the bigger the lie they can get others to swallow the more thrill they get. To tell the outright truth, or to resist the urge to lie requires a success on a special Moderate skill roll with a number of Additional Dice equal to the character's Know-How. The character's reputation will soon become known and when they do tell the truth they may not be taken seriously. **Note:** Cannot be selected if the character also has the Honest Quirk.

Lice: The character has parasites. There are not any specific penalties associated with the condition, but most other characters consider it gross and will have as little to do with the character as possible. The character suffers a -4 penalty to all Initiative rolls.

Lightweight: The character is not used to "The Drink" or just doesn't take to it well. The amount a character must drink to feel the effects of alcohol is halved (round up). The total number of drinks the character can down before passing out is equal to the character's highest Attribute.

No Papers: The character no longer has proper identification, or never had any. Because of the many changes in government over the last few decades a few people have ended up being stateless. Others have fled from regimes they opposed, leaving their citizenship behind in the process. For most in this position, living without papers is merely a hassle and not a true danger. Fake documents are not hard to obtain and illegal border crossings exist in many places.

Odor: The character has a distinct odor about them and it's not a pleasant one. The character smells a bit too much like cheese, sewage or burning tires. Most others will notice the smell, but they get used to it quickly. Those with a Sharp

Nose can automatically pick up the trail of the character and have to roll to stay on the trail half as often. **Note:** Cannot be selected if the character also has the Roses Perk.

One-eyed: The character has lost one eye to disease, a knife, a claw or an engine failure. The character is limited to a maximum of two dice on all vision-based skill rolls. **Note:** This quirk cannot be taken twice. If the other eye is lost, the character automatically get the Blind Quirk instead.

Orphan: Character with this Quirk never knew their parents or lost them early and were never adopted. They may have spent time in an orphanage or may have made their own way from an early age. In all cases, there is no one "back home" to be concerned about. The characters have the comfort no one can be harmed to "get at" them, but it can make the holidays hard.

Paranoid: The character is obsessed with personal safety and thinks there is a vast network of people "out to get me." The character is likely to make bad judgments about people, ignoring the advice of genuine friends, and trusting people who shouldn't be trusted. They may also take extra, often time-consuming, precautions against (most likely) imaginary threats.

Prim: The character is very well-dressed and clean at all times. This button-up look isn't easy to maintain and the character is willing to put a lot of time and expense into looking good. The character is also disgusted by slob. The character will avoid places considered "too dirty" and situations "full of riffraff." For those who are considered the riffraff, the feeling of disdain is usually mutual.

Reefer Madness: The character is a user of drugs of some sort be it marijuana cigarettes, cocaine, opium or catnip. Occasional users can resist their cravings for their drug of choice for one week, requiring a success on a special Moderate skill roll with a number of Additional Dice equal to the character's Fleetness. Four consecutive failures turn the character into an addict. Addicts have no chance to resist and they may put considerable effort into acquiring their fix (the legality of which are geographically dependent) and enjoying it in peace, usually alone or with other addicts. They have structured their lives around getting their fix regularly.

Rude: The character is lacking any social graces. They often interrupt, invade personal space or make off-color comments, completely oblivious to the ramifications of their actions. The character subtracts their Guts Attribute from all contested Social skill rolls.

Sticky-Fingers: The character has a compulsion to steal. Usually content with small things such as coins from poor boxes, candy from store shelves or bullets from strangers' gun belts, the character will occasionally go after things of real value, often taking unnecessary risks to get what they're after.

Stumpy: The character is missing a hand or a whole arm. Whether it was lost to an adversary, a predator or an accident the character has a hard time getting simple tasks completed. Anything which requires two hands (juggling, playing violin, peeling potatoes) cannot be performed and other tasks which require the hands (writing a letter, washing dishes, cleaning firearms) take twice as long. Skills which require the hands are limited to one Skill Die. If both hands are lost no skill which requires the hands can be performed at all. **Note:** The quirk can be selected twice.

Speech Impediment: The character speaks with a lisp, or a stutter. Other than possibly being the butt of teasing, there are no other penalties. The character probably won't find much success as a public speaker or a performer however.

Tell: The character has a rather obvious tell when they are bluffing. It could be a way they hold their hands, a sigh or a certain nervous scratch. Spotting this character's tell requires just a few minutes of observation. Once known, the tell will most certainly be used against the character.

Temper: The character is prone to violent outbursts with little provocation. Any time the character rolls a Critical Failure on any Skill Roll they must immediately make a success on a special Moderate skill roll with a number of Additional Dice equal to the character's Strength. If the result is any failure the character's temper takes over and the character throws some kind of tantrum. Shouting insults, punching control panels, throwing books and attacking opponents are all possible outbursts. After the outburst, the tantrum is over, but it may have created further problems. If the character is in physical confronta-

tion with another character, they act the top of the Initiative Order for the first round of combat, but are then moved to the bottom of the Initiative Order after they act. This position can be modified through the normal combat rules.

6. Choose a Nationality

Characters will often associate with others of the same Animal Type in the same way a workman might feel more comfortable talking to someone in coveralls than to someone in a suit or the way some red-headed people assume they must have some kind of family connection "way back." However, the primary way characters in Wild Skies identify themselves is by their Nationality. At this point, players select a Nationality for their character which fits with their Character Concept. Nationality is not always the same as being a citizen of a country. Instead, it is the nation of origin or the cultural ethnicity for the character. It is the nation the character self-identifies with and the group most others will recognize the character as being from. The character will have some ties with the chosen Nationality, such as growing up there, being trained by that group, or having emigrated from that particular country leading up to that character's present place in life.

The Nineteenth Century was the great age of nation-states when the concept of "a country for each nation" was first developed and first fought over. The Great War itself was sparked, in part, by on-going disagreements about which nations were "strong" enough to have their own countries and which ones were destined to serve their "betters." Since then, Europe has only become more fractured. Established nation-states saw the rise of rebellion and insurgency, smaller countries watched their economies collapse, and petty city-states ruled by pirates and warlords have sprung up across the continent filling every power vacuum by forging new identities. For many, national self-identification has become all the more important as familiar political alliances and former international borders have fractured. There are those who hold to old ethnic stereotypes and remain loyal to extinct nations regardless of where the winds of change take them. Others cling to the hope fractured states will reunite and regain their original grandeur. Others are more pragmatic and see that loyalty to a banner is only

as strong as the ability to defend it and have cast off all nationalistic attitudes, replacing them with loyalty to friends, family or crew.

All characters have a Nationality, but how that fact forms part of their personal stories can be as varied as the characters themselves. Harcourt is from the French Republic and proud of the fact. He talks about the glory days of old unified France, but he accepts the current political reality. In contrast, Otto has left Germany as a deserter from the Kaiserliche Luftmarine to avoid recruitment into a radicalized faction of the armed forces. He pursues life on his own terms, but has to live with the fact he is officially considered a deserter in his homeland. Characters with Nationalities which match the recognized countries detailed in this book can be assumed to carry passports or other papers identifying them as citizens of those countries. For nationalities which are not countries, some of which are also detailed in this book, characters may either be a citizen of some other country (a minority group, or perhaps a refugee or an expatriate) or opt to be stateless without any identifying documents at all. Each character's situation is up to the player.

In addition to being important to fitting the overall Character Concept, the Nationality can make available certain Nation-specific Career options, skills, Perks or Quirks. Some listings, like careers, may have a specialty based on the Nationality, such as an H.A.F. (Hegemonic Air Force) pilot or a Luftwaffe pilot career option. Any restrictions based on Nationality will be listed in the specific entry, as well as any variations to the standard entry.

7. Choose Careers and Skills

Careers illustrate the training characters have received and the role they may play throughout a game. Each character selects two careers which dictate career special abilities, the starting skills of the character and the availability of additional skills the character can take at the start of a game. Careers do not necessarily have to represent what the character is doing at the start of a campaign, but can instead illustrate a lot about a character's past.

After the shattering of Europe following the Great War, there were countless tales of soldiers who returned home only to find their villages

and farmsteads razed or destroyed. These people were forced to either rebuild, if possible, or try to make their way out in the world any way they could, including odd jobs, mercenary work or even piracy. When selecting Careers, keep this in mind. Just because a character has the Pilot Career does not mean they fly every day or even have access to a plane. Just because someone has a mechanic career does not mean that those skills have been honed over the years. Of course, there are plenty of characters that make a good living doing exactly what they have trained for their entire lives, and these individuals can generally find work in their fields.

Stereotypes and Racism

No matter what port they call home, most characters in Wild Skies know at least a few things about the rest of Europe. However, sometimes these general stereotypes are all they know, and their information isn't always correct. For example, Germany has recently taken to promoting boars as the "ideal type" of German. Their shock troop units are famously made up almost entirely of large Pigs. This has led to the frequent assumption that every pig everywhere has some kind of German ancestry, but it just isn't true. Similarly, the aggressiveness of the Warrens has given Rabbits everywhere bit of a bad name. Rabbits with long family histories in places far from the Warrens are sometimes still assumed to be somehow involved with the hordes and treated poorly because of it.

The individual country descriptions beginning on page 129 present some other stereotypes specific to the setting. However, plenty of other examples can be pulled from the very real racism which is a fact of history. Ethnic and national identity can be a deeply personal thing, making it a rich vein of story-telling for some characters. Players are encouraged to create diverse characters and bring them together. As in real life, one of the best ways to overturn simplistic assumptions is through shared experience.

Choose Skills, Skill Specialties and Assign Skill Dice

Each career grants the character three skills, so choosing two careers give the character a total of six starting skills. These are known as Career Skills and they can have up to five Skill Dice assigned to them. These skills are the character's main areas of training and what the character does most often as part of whatever their job might be. Each career indicates how many Skill Dice each of the character's Career Skills begin with (between zero and three). These dice are used when making skill rolls for the specific skill and any associated Skill Specialties for that skill. If two careers grant the same skill, the character gets the higher of the two Skill Dice numbers. Career Skills also begin with one Skill Specialty each. If two careers grant the same skill, the character gets two Skill Specialties for that skill. Career Skills and their Skill Specialties are written out on the character sheet with spaces used to mark how many Skill Dice are assigned to each skill and which Attribute is added to each Skill Specialty. There is also a space to mark the standard difficulty of the roll for easy reference.

Once all the Career Skills have been written down, the character chooses one additional Skill for each point assigned to the Know-How Attribute. These are known as Learned Skills. Learned Skills do not automatically begin with any Skill Dice or Skill Specialties and are limited to three total Skill Dice. These additional skills represent hobbies, interests the character has outside of their work and random knowledge they have picked up along the way. If characters increase Know-How later by spending Plot Points (PP) they do not also add more Learned Skills. Additional Learned Skills and increased Know-How are earned separately after character creation is complete.

After all the starting skills are chosen and the initial Skill Dice are marked for Career Skills, characters assign a number of additional Skill Dice equal to their Smarts Attribute. These Skill Dice can be assigned to any of the skills a character knows, either Career or Learned Skills. Skill Dice limits must be followed. Lastly, look to see how many Skill Dice each skill has. Characters can select a new Skill Specialty when they have three Skill Dice in any skill and they can select

another one when they reach five Skill Dice in a Career Skill. It doesn't matter if these Skill Dice were granted by the career or by the Smarts Attribute. Later characters can even earn additional Skill Dice by spending Plot Points and these new Skill Dice will also grant Skill Specialties.

Example: *Caitlin is creating a Scholar/Businessman. Both Careers grant the Knowledge skill. Since Scholar gives the higher number of Skill Dice, Caitlin's character will begin with two Knowledge Skill Specialties (one from each Career) and three Skill Dice (from Scholar). Caitlin chooses four more Learned Skills for her Know-How Attribute then assigns six more Skill Dice because of her Smarts Attribute. She chooses to add two of these Skill Dice to Knowledge to max out her use of the skill. This will allow her to choose two more Skill Specialties because she has now reached both the three and the five Skill Dice levels. Her character will begin the game with four Knowledge Skill Specialties.*

How to Read These Entries

Description: Each Career will have a detailed description giving some background and how that Career is most often portrayed in the setting. This can also include common tasks, misconceptions and stereotypes that come with the territory. This information can give players some more information to help them flesh out their overall Character Concept.

Restrictions: Some Careers may have limitations based on Animal Type, Nationality, Primary or Secondary Attributes, the other career selected or any number of reasons. Any limitations will be listed in this section.

Starting Equipment: This will list any standard equipment a character with this career may have at the beginning of a campaign. Other equipment a character may start with is dependent on the character concept and agreement by the Game Master.

Career Ability: Each Career has a special ability unique to the chosen career path.

Career Skills: There are three skills and three Skill Dice assigned to each Career. Not every skill will have a Skill Die, but even if the skill does not have a Skill Die associated with it, it is still a Career Skill for the character. Additional Skill Dice from the Smarts Primary Attribute can be added to any skill that a character has, but Career Skills can have up to five Skill Dice assigned to them

instead of the usual three Skill Dice for Learned Skills. **Note:** Some Careers may have a choice of skills for a character. In these instances, when the Career is selected, the player chooses which Career Skill the character will have.

Artist

Beauty can be found everywhere, but the horrors of war give a deep appreciation for the unique, innocent and beautiful. The arts in Europe have seen a sort of Renaissance after the Great War, covering all topics and media. The proliferation of military establishments and revolutionary ideas has allowed a wide array of opportunity for artists to contribute to their respective causes in their own ways, including the creation of propaganda, editorial cartoons, nose art, works of protest and deeply moving and inspired works.

Playing an Artist can take your character down a path not normally available to other characters. People are always looking for someone to help illustrate their ideas in a way that they can't do themselves. An Artist/Revolutionary can help his cause by illustrating his own posters or pamphlets, giving money saved to the cause. An Artist/Businessman can open up shop to try to make a living or join up with a crew to sell pieces all over the continent.

Restrictions: None

Starting Equipment: Pen and Paper, Raw Materials

Career Ability: By making a successful Art skill roll, and after a number of days equal to the character's Fleetness + Valor, the Artist can create a piece of art worth 20 UAC. On a Resounding Success, the character can roll the Art Skill Dice and add that amount to the value of the piece.

Career Skills	Skill Dice
Art	● ● ● ○ ○
Knowledge	○ ○ ○ ○ ○
Business or Tradesman	○ ○ ○ ○ ○

Businessman

It is said that money makes the world go round, and this is continually apparent in many of the countries left in ruin after the Great War. As long as the demand is apparent, there is always a "yak" to be made at the expense of another, or through more honest means. Savvy businessmen are always aware of the constantly shifting markets around the continent and how various

factors can affect them in both the short and long terms. War, weather, disease, and political unrest can all cause fluctuations in both the supply and demand for certain goods, and the businessman will always know how to turn a profit.

A Businessman character can be a welcome addition to any crew. Their knowledge of the intricacies of the markets, social connections and ability to always know how to find work (even if it may not be simple or pretty) can be a boon in a time when jobs are scarce. A Businessman/Paperpusher operates behind the scenes and helps to maximize the efficiencies of a group, making sure their profits are maximized for their good and honest work. On the other hand, a Businessman/Sneakthief would be great at finding a way to fence ill-gotten goods but may also have a reputation as someone who can get you what you want with no questions asked.

Restrictions: None

Starting Equipment: Books, Fancy Threads

Career Ability: The character can add their Valor Attribute to any Social or Business skill rolls.

Career Skills	Skill Dice
Social	● ○ ○ ○ ○
Business	● ○ ○ ○ ○
Knowledge or Science	● ○ ○ ○ ○

Cook

Wars are won and lost in the mess. If soldiers are not fed, seeing one of their basic needs met, it can lead to any number of breakdowns in the military structure. Forgetting orders, lack of combat readiness, fatigue and even open dissent or desertion are all products of supply lines breaking down. Cooks were in high demand during the war and were snatched up by remaining militaries and mercenary groups in the years that followed. Others moved along into civilian life and have found very comfortable lives working in schools, factory kitchens and even individual restaurants.

Playing a Cook character can be a unique way to be a part of a military unit or crew, understanding the role, while not the most glorious, is critical to the survival of the unit and the success of the missions taken on. It can also allow for some fun combinations which may not be involved in the military at all. The Cook/Man of the Cloth can be an advocate for the poor and the war orphans based out of his own soup kitchen. The Cook/Sci-

entist can use knowledge of chemistry and flavor profiles to make food additives to preserve rations longer or taste better.

Restrictions: None

Starting Equipment: Mess Kit, Tools of the Trade, Books

Career Ability: When supplies are running low or are scarce, the cook can make a palatable meal out of almost anything. The food will be enough to sustain the crew an additional week + a number of days equal to the Grit of the cook.

Career Skills	Skill Dice
Cook	● ● ● ○ ○
Melee	○ ○ ○ ○ ○
Business or Social	○ ○ ○ ○ ○

Doctor

Medical professionals are always in need regardless if it is peacetime or war. With more families moving to the larger cities across Europe, diseases can spread rapidly and quick treatment is often required to prevent full-scale outbreak. On the field of battle, the expertise of a doctor is always coveted. Injured troops and those sick from the terrible conditions in the trenches provide an almost endless supply of work for these individuals. Many doctors have signed on to be physicians for mercenary groups, military units or merchant vessels, but those ships lucky enough to have their own physician represent significant wealth. Normally a doctor is assigned to or responsible for two to eight ships, being ferried between them as needed, and when a skirmish or war breaks out, they can even find themselves responsible for an entire fleet.

Military doctors are often represented by the Doctor/Officer combination, though a field medic could be a Doctor/Soldier. There are those physicians that travel between many rural communities as needed, their planes serving as mobile operating rooms and pharmacies. These Doctor/Pilots can be literal lifesavers to those who may not have access to such facilities under normal circumstances.

Restrictions: Smarts of 3 or better.

Starting Equipment: Medical Supplies, Tools of the Trade, Books

Career Ability: When attempting to resuscitate a fallen character, the Doctor can attempt to reroll failed attempts according to the Fumble rule. The character may do so a number of times

equal to the Doctor's Know-How and never suffers a Dice Pool penalty on this type of roll. The character can choose to reroll a Success as one of these attempts in order to try to score a Resounding Success.

Career Skills	Skill Dice
Medicine	● ● ○ ○ ○
Science	● ○ ○ ○ ○
Knowledge	○ ○ ○ ○ ○

Freedom Fighter

There are dozens of countries, principalities, fiefdoms, duchies and tiny city-states all over the heavily divided Europe. Most of these governments claim to have the best interests of their people in mind when ruling, but there are always those that don't. Those openly oppressing one group or another are bound to have enemies, both home-grown and those abroad, but the governments that put forth a convincing façade of benevolence are the ones that are the most dangerous. They may feel that their rule is fair and just, or they may blatantly ignore the plight of their people. Either way, there are those that stand up against oppression and answer the call to arms, fighting for revolution.

Freedom Fighters can be a member of any group, and playing a character with a clear-cut, well-defined cause to stand up for can be a great catalyst for adventure. The Freedom Fighter/Revolutionary is an obvious combination, working to rally others to your cause. Other combinations, like the Freedom Fighter/Businessman or Freedom Fighter/Man of the Cloth can use their influence in their other careers to work against the nation that has drawn their ire.

Restrictions: Character must pick a nation or a cause they are fighting for.

Starting Equipment: Books, Receiver and Transmitter

Career Ability: Freedom Fighters receive double the bonus when benefiting from a Motivate Skill Specialty roll. If given by a character with the Revolutionary career, this bonus is triple the bonus, not doubled again.

Career Skills	Skill Dice
Sneak	● ○ ○ ○ ○
Search	● ○ ○ ○ ○
Melee or Ranged	● ○ ○ ○ ○

Gunner

Many of the heavy fighters, airships and larger ground vehicles have gunnery positions with mounted weapons used to protect the rear and flanks of the vehicle from fast moving vehicles or flanking units. The weapons mounted in these turrets or positions do not differ from their handheld counterparts in any significant way, though to be used effectively in a moving plane or a lopping walker requires special training. Gunners are highly skilled fighters, well trained in the use of mounted weapons, how to repair and maintain them, and how to keep them trained on their target through erratic movements and recoil.

Most gunners are a sort of Jack-of-All-Trades, trying to maximize their effectiveness as part of a crew. If they are not needed on a gun, they can often be seen doing any number of other tasks. The Gunner/Radioman is able to fill two vital roles as needed, but a Gunner/Mechanic or Gunner/Scientist can often be found tinkering with new weapons to mount or new ways to protect their pilot or crewmates.

Restrictions: None

Starting Equipment: Restraints and Fasteners, Weapon Service Kit

Career Ability: Unlike other characters, when making a Ranged Hit roll, Gunners can still score a Resounding Success when firing beyond the listed Range of the weapon.

Career Skills	Skill Dice
Ranged	● ● ○ ○ ○
Mechanics	● ○ ○ ○ ○
Athletics	○ ○ ○ ○ ○

Handyman

After the Great War, many soldiers had no home left to return to. Many stayed wherever they were when the majority of hostilities ceased, while others went from village to village joining the other day laborers looking for any work they could do to survive. There were a larger number of these migrant workers who would do almost any task for a day's wage, or a hot meal and a place to lay their head. As the years progressed, many became relatively well versed in a trade or two and were able to cobble together a relatively healthy career helping whenever and wherever needed. Almost every mercenary crew has a few of these laborers willing to do whatever it takes to keep flying.

Playing a Handyman means that the character can be a help in almost any situation. Some further hone their skills into a full tradecraft, like the Handyman/Artist, while others like the Handyman/Soldier or Handyman/Thug are content to return to their life of fighting when work is hard to come by. Be it by an extra pair of hands or an extra pair of fists, these characters are going to get paid.

Restrictions: None

Starting Equipment: Tools of the Trade, Simple Tools, Raw Materials

Career Ability: Once per session, a Handyman can automatically succeed on a single, non-opposed skill roll of one of the starting Handyman Career Skills. This does not count as a Resounding Success and cannot be rerolled.

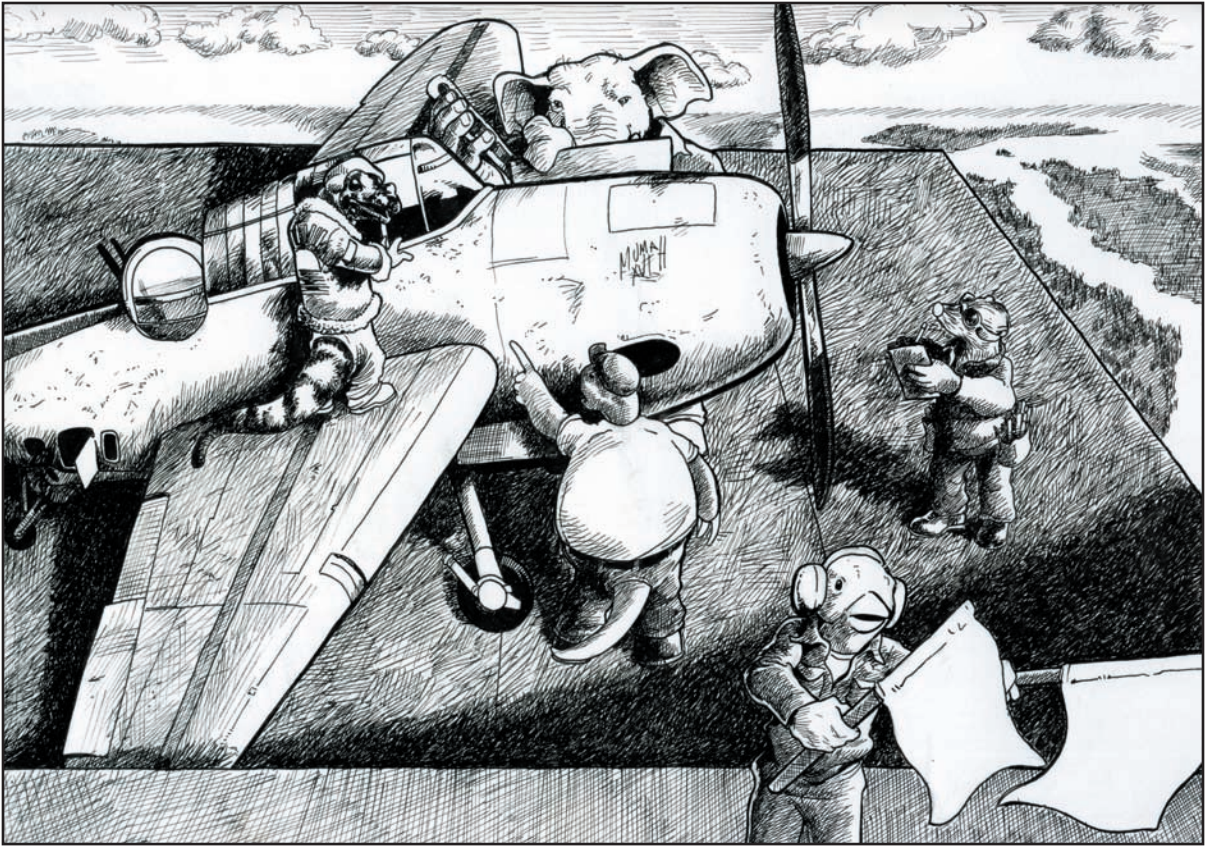
Career Skills	Skill Dice
Tradesman	● ○ ○ ○ ○
Mechanics	● ○ ○ ○ ○
Athletics or Cook	● ○ ○ ○ ○

Man of the Cloth

There are dozens, if not hundreds of religions and sects just in Europe without even mentioning the other parts of the world. The Man of the Cloth represents someone not only well-versed in the doctrine, polity and liturgical traditions of their particular faith, but also recognized by whatever organization or hierarchical structure identifies them. This can be a council, a bishop, an individual congregation or group of followers, or (for some) an individual divine inspiration. There has been a significant decrease in the number of individuals who identify with a religion in Europe since the cessation of open hostilities, but the good that these groups have done in repairing and restoring the continent and caring for those who lost everything is undeniable.

Playing a Man of the Cloth means that the character is one of these that has remained in the faith and is constantly working to care for others and share their beliefs. The Man of the Cloth/Businessman may represent the bureaucracy or hierarchy of a particular order, while a Man of the Cloth/Officer may be a grizzled chaplain that served during the war, serving in the trenches with many of those who have been overlooked or abandoned in the subsequent years.

Restrictions: Must be part of a faith tradition. This can be a real, existing faith, or a sect that



fits your character concept. Work with the Game Master to make sure that this would fit with the setting and the story being told.

Starting Equipment: Books, Pen and Paper

Career Ability: The character can add their Valor Attribute to any Social or Leadership skill rolls.

Career Skills	Skill Dice
Knowledge	● ○ ○ ○ ○
Social	● ○ ○ ○ ○
Leadership	● ○ ○ ○ ○

Mechanic

Airships, tanks, cars, generators and airplanes all have a nasty habit of not working when riddled with bullets. Mechanics are crucial to keeping things working even when they seem to be beyond repair. The militaries of Europe tend to have good supply lines and are able to keep their equipment in working order with a constant flow of material, but mercenary groups tend to have a more difficult time. Employing good, reliable mechanics to keep their vehicles operating when times are tough is what often separates effective groups from those one thrown rod away from disaster.

Some Mechanics are simply obsessed with the

technology that has been developed over the past generation, some growing up with a wrench in their hand as a way of life. These characters can be at the forefront of technological development with the Mechanic/Scientist combination, allowing them to research and tinker with new designs and technologies. Those like the Mechanic/Pilot are simply content with keeping their own ship or plane flying, while making sure it is outfitted in such a manner to give them a competitive advantage over other mercenaries which might be up for the same contracts.

Restrictions: Smarts 2 or better.

Starting Equipment: Mechanics Tools, Rope and Tackle, Restraints and Fasteners

Career Ability: The character can add their Know-How Attribute to any Mechanics or Engineer skill rolls. Pick a nationality. When working on equipment from the nation, the critical success range is increased by 10%, to 110% not counting any additional bonuses.

Career Skills	Skill Dice
Mechanics	● ● ○ ○ ○
Engineer	● ○ ○ ○ ○
Pilot or Drive	○ ○ ○ ○ ○

Officer

The Great War and the tremendous loss of life made field promotions and training under fire regular occurrences, but also identified a glaring problem when there weren't any who were able to effectively step up to fill the leadership void. These breakdowns in the chain of command were deemed unnecessary risks and unacceptable threats to security, so heightened officer training programs were established throughout the major nations of Europe. In the years since, those with good leadership skills are identified and vetted for promotion early on in their military careers, and trained in tactics, leadership, navigation and logistics.

During the multiple revolutionary periods in almost everywhere in Europe, there were a significant number of military officers who resigned from their posts so as not to defend causes with which they may not agree. Some of these simply retired, and some were coerced back into service for their new governments. A fair number of others gathered their most loyal men and formed their own groups of pirates and mercenaries, selling their well-regarded services to the highest bidder. The Officer/Pirate career combination represents one of these rebellious leaders, though the Officer/Revolutionary may have stayed loyal to the initial government and is fighting for its return to legitimacy.

Restrictions: Valor 4 or better.

Starting Equipment: Navigation Charts, Fancy Threads

Career Ability: The Officer gives double the bonus to the target of any Command or Motivate Skill Specialty rolls.

Career Skills	Skill Dice
Leadership	● ● ○ ○ ○
Navigation	● ○ ○ ○ ○
Melee	○ ○ ○ ○ ○

Paperpusher

While not the most glorious occupation, there are always those that make sure the invoices are paid, contracts are adhered to and all I's are dotted and T's are crossed along the way. These are the ones that keep the day to day operations going, doing work that many hate to do. Those familiar with the inner workings of a business are also those that will be able to identify, expose or conceal any corporate misdeeds, often using this

information for career advancement, blackmail or corporate espionage.

Playing a Paperpusher character may not sound like the most glorious or adventurous career, but the combinations can open up some thrilling avenues for adventure in the right game. The Paperpusher/Revolutionary can be adept at completing paperwork for governmental allies in order to one day call in the right favors to advance standing in the organization or Party. The Paperpusher/Sneakthief could be an expert at identifying where antiquities may be vulnerable in transit or how to siphon or launder funds from an organization for personal gain.

Restrictions: Smarts 2 or better, or Know-How or Moxie 4 or better.

Starting Equipment: Fancy Threads, Books, Pen and Paper.

Career Ability: The character can add their Know-How Attribute to any Business or Knowledge skill rolls.

Career Skills	Skill Dice
Business	● ● ○ ○ ○
Knowledge	● ○ ○ ○ ○
Search	○ ○ ○ ○ ○

Pilot

With the advent of vrillium flight, airships and airplanes, it was only a matter of time before the vehicles were weaponized and used in combat. Their use in the Great War and the years since as weapons and primary modes of transportation, cargo hauling, and combat has made skilled pilots an invaluable resource. Each nation has a strict training regimen which teaches basic aerial combat techniques, navigation methods, maneuvers developed by their own fighter aces, survival techniques, the capabilities of their own aircraft and those of other nations. There are also those who just seem to have a natural knack for flying who may have never had any formal training.

Pilots can be some of the most confident and cocky characters in Wild Skies, ever sure of their own abilities. Characters like the Pilot/Pirate or Pilot/Soldier can have firsthand experience with the dangers over Europe, often selling their skills to those who can afford them or joining one of the many roving bands of raiders causing chaos in the skies. The Pilot/Artist could represent a sky-writer or a member of one of the aerial circuses that have sprung up over the past decade or so,

earning a living by simply flying instead of wreaking havoc on the innocent.

Restrictions: Fleetness of 3 or better.

Starting Equipment: Weatherproofs (flight jacket), Protective Gear, Navigation Charts

Career Ability: Pick a school of training for the pilot:

- **Luftwaffe:** Once per combat, the pilot can ignore the damage and effects of one hit on his plane.
- **Royal Air Force:** Once per combat, while flying, the pilot can dodge one attack at 3D6 instead of 1D6.
- **French Air Guard:** Once per combat, the pilot may perform one Reposition action for free in conjunction with any other action.
- **Russian Night Hunters:** When performing a Reposition action while flying, the pilot can move one of his turrets +1 space up or down in the Initiative Order. This can be done if the pilot chooses to move himself or the turret with the initial move action.
- **General Skill:** Those trained outside of a formal national training program receive +2 to initiative rolls.

Career Skills	Skill Dice
Pilot	● ● ○ ○ ○
Navigation	● ○ ○ ○ ○
Ranged	○ ○ ○ ○ ○

Pirate

Whether an unaffiliated brigand only looking out for themselves and their crew, or a state sanctioned privateer attacking the enemies of the backing nation, piracy is very much alive and well in the skies over Europe. There are hundreds of pirate and mercenary organizations that are recognized by the various nations, but more spring up each day as remnants of those dissolved or destroyed merge together to form new groups. Havens such as Malta (and to a lesser extent Vichy) serve as a safe harbor for many of the groups allowing them to resupply, find work and blow off some steam. Many of the pirate crews have their own airships and planes, but some are solely groups of muscle that are hired to do the dirty work that countries can technically disavow.

Characters like the Pirate/Thug are excellent representations of the average deckhand or crew member, often farmed out to do the heavy lifting or employing strong-arm tactics. The Pirate/Pilot

or Pirate/Officer may be more involved with leading raids on enemy vessels, or coordinating and planning these assaults. The Pirate/Paperpusher may coordinate the efforts of an entire group in order to hit a convoy or shipment at the time it might be the most vulnerable or when carrying the most lucrative, though potentially mundane cargo.

Restrictions: None

Starting Equipment: Weapon Service Kit, Restraints and Fasteners

Career Ability: The Pirate is able to find value in anything. When assessing the trade value of even the most seemingly worthless goods or salvage, the pirate can still manage to find 1D6 UAC worth of value.

Career Skills	Skill Dice
Business	● ○ ○ ○ ○
Drive or Pilot	● ○ ○ ○ ○
Melee or Ranged	● ○ ○ ○ ○

Radioman

Radio communication has increased in popularity and is one of the easiest and most accessible means of transmitting information used. Aside from general communication, pilots and ship captains use radio to stay apprised of adverse conditions, navigate, alert dock officers and warn rival factions of territorial violations. Those trained as radiomen are able to go beyond simple operation of the equipment and know how to transmit and interpret Morse code, maintain equipment and distinguish between multiple radio transmissions on very close frequencies, in order to receive clear information. Their value to merchant and military ships is immeasurable, as they assist in avoiding dangerous and deadly midair collisions.

While being a Radioman may not sound like the most exciting role, characters have a wide range of possibilities open to them. The Polyglot Perk allows the character to know additional languages so eavesdropping, intercepting messages and acting as a translator would come naturally to the character. A Radioman/Revolutionary may broadcast information to the masses or those in occupied territory to inspire other members of the movement, while the Radioman/Man of the Cloth may broadcast sermons or homilies over open airwaves to offer peace to those listening. A Radioman/Gunner could be a mercenary for hire,

almost assured to find work in any major port.

Restrictions: None

Starting Equipment: Receiver and Transmitter, Mechanics Tools

Career Ability: Automatically receives the Polyglot Perk. The character does not need to take a quirk to compensate.

Career Skills	Skill Dice
Radio	● ● ○ ○ ○
Navigation	● ○ ○ ○ ○
Mechanics	○ ○ ○ ○ ○

Revolutionary

When it became apparent that the Great War was going to continue without any end in sight, there were many mutinies and rebellions among the rank and file soldiers, and full on political revolutions throughout Europe. Activists and organized parties took to the streets to cultivate the seeds of unrest which had been previously sown by inattentive or complacent governments. The Revolutionary stands as one of the active members of one of these organizations, either an upstart movement or one that has taken a firm grasp on the reins of power in a particular place. They use their skills of organization, networking and oration to further the causes of the movement while ensuring its growth by cultivating the ideals in new or receptive audiences.

A Revolutionary character can be found almost anywhere in Europe, always moving their party forward. They can be members of any group, and even sometimes travel and associate with political rivals, as they engage in lively discussions and debates about their respective platforms. A Revolutionary/Officer could be one who has been assigned rank in the new power structure of a fledgling government, or one who was a member of a military coup. The Revolutionary/Scholar could be a university professor hell-bent on changing the political system by crafting treatises and manifestos to be distributed to the masses.

Restrictions: None

Starting Equipment: Books, Pen and Paper

Career Ability: The Revolutionary gives double the bonus to the target of any Aggravate or Motivate Skill Specialty rolls.

Career Skills	Skill Dice
Social	● ○ ○ ○ ○
Leadership	● ○ ○ ○ ○
Sneak	● ○ ○ ○ ○

Scholar

There are dozens of world-renowned universities and colleges throughout Europe which have produced some of the finest thinkers in the world. These institutions of higher learning allow students opportunities to study in their vast libraries and lecture halls, probing the minds of the titans of academia. Whereas these institutions were often originally restricted to those of a certain class, since the Great War, they have been more open and accepting in their admissions standards. Almost anyone who desires to do so can attend university provided they can pay for it, be that through a side job or volunteering to take part in one of the many university funded expeditions across the globe in exchange for scholarship.

Scholars can be a fun addition to any party since they bring knowledge of specific topics to a group that may not otherwise have access to it. This can be both useful and a hindrance since some scholars can be seen as pretentious or sheltered for spending so much of their lives with their noses in books rather than out seeing the world or fighting for their nation. A Scholar/Freedom Fighter may represent someone who has taken up arms to defend an ideal they had dedicated their life to studying. A Scholar/Scientist can be a life-long academic first setting out to do site research. The Scholar/Man of the Cloth might represent one who has studied world religions from an academic perspective rather than a solely spiritual endeavor, relegating evangelism as a lower priority compared with academic pursuits.

Restrictions: Smarts of 3 or better.

Starting Equipment: Books, Tools of the Trade

Career Ability: Once per session, a Scholar can automatically succeed on a single, non-opposed skill roll of one of the starting Scholar Career Skills. This does not count as a Resounding Success and cannot be rerolled.

Career Skills	Skill Dice
Knowledge	● ● ● ○ ○
Science	○ ○ ○ ○ ○
Art or Tradesman	○ ○ ○ ○ ○

Scientist

Whereas the Scholar primarily studies social sciences and the humanities, the Scientist strives to understand the world through purely empirical

pursuits. Like their Scholar counterparts, the Scientists are most often products of the University system where they have access to any number of research papers, dissertations, lecture notes, laboratories and research facilities. They are often recruited as lab assistants for faculty and assist in doing the heavy lifting or experiments in order to be associated with the publication of the findings. Many Universities are also funded by their respective governments and are working on complex technologies with military applications, which make these individuals prime targets for spies and espionage agents from rival nations.

Playing one of these characters allows for a variety of adventures and intrigue. A Scientist character can become pulled into a world of cloak and dagger dealings by selling secrets to the enemy in exchange for their own lab and funding. They may also simply be trying to earn an honest living, and want to help their mentor in exchange for room and board at the University. A Scientist/Sneakthief can represent the mole in a Top Secret weapons program, while the Scientist/Revolutionary can speak out against the horrors that new weapons development can release onto the populace.

Restrictions: Smarts of 3 or better

Starting Equipment: Chemistry Set, Books, Pen and Paper

Career Ability: Once per session, a Scientist can automatically succeed on a single, non-opposed skill roll of one of the starting Scientist Career Skills. This does not count as a Resounding Success and cannot be rerolled.

Career Skills	Skill Dice
Science	● ● ● ○ ○
Search	○ ○ ○ ○ ○
Medicine or Engineering	○ ○ ○ ○ ○

Sneakthief

Though pirates and brigands terrorize the skies with daring raids on merchant and military vessels, the majority of theft takes place well out of the public eye. The burglary, theft and smuggling of goods, artifacts, antiquities and valuables are rarely straightforward jobs, and require extensive planning to stay below notice of authorities. Many trained as sneakthieves have been forced to live a life of stealing as a means of survival on the mean streets of one of the large urban centers of Europe, but there are those cultivated out of

the upper-class who have honed their skills out of greed, duty to bring artifacts into public collections, or simple boredom.

The Sneakthief character who advertises their skills can almost always find work within the criminal underground. Most often they know someone who can vouch for their skills or who they have worked with in the past, so they can at least retain some level of anonymity. A Sneakthief/Scholar could be one who steals ancient texts, statues, or relics for further study or to put them in a museum, while a Sneakthief/Doctor could be a member of a smuggling ring who implants stolen goods into individuals who will deliver the illicit goods across borders.

Restrictions: Fleetness of 5 or better.

Starting Equipment: Tools of the Trade, Crack Kit

Career Ability: The character can add their Fleetness Attribute to any Sneak or Search skill rolls.

Career Skills	Skill Dice
Sneak	● ● ○ ○ ○
Search	● ○ ○ ○ ○
Melee or Ranged	○ ○ ○ ○ ○

Soldier

When the majority of the conflicts of Great War ended, many of the soldiers who were drafted to fight for their nations saw their units disbanded, either by direct action of their governments or through mutinous actions. The unceasing war still raged on around them in pockets of conflict, but many soldiers had no unit of their own, or an army to fight for. This caused many of the fighters to hire their services out as mercenaries or private security for smaller kingdoms or merchants. Others joined up with pirate crews or criminal organizations content to earn a living through less scrupulous methods. Some soldiers followed their former commanding officers into whatever line of work they decided, which only served as an asset to their new employers. Along with old alliances, old enemies can still a problem and bad blood is still present in certain dealings with former rival groups or nations.

Since so many individuals were trained as soldiers during the war, the career options are endless. Some were lucky enough to be able to return to their homes, jobs and trades. These could be represented by the Soldier/Handyman

or Soldier/Paperpusher. The Soldier/Pirate or Soldier/Thug can represent those who have fallen into a life of crime in order to make ends meet.

Restrictions: None

Starting Equipment: Weapon Service Kit, Protective Gear

Career Ability: Soldiers receive double the bonus benefiting from a Command Skill Specialty roll. If given by a character with the officer career, this bonus is triple the bonus, not doubled again.

Career Skills	Skill Dice
Ranged	● ○ ○ ○ ○
Drive	● ○ ○ ○ ○
Navigation or Radio	● ○ ○ ○ ○

Thug

During the war and the years after, there has never been an absence of cheap physical labor or those that are willing to get their hands dirty in order to make a few “yak”. Street toughs and thugs have generally lived hard lives, learning from an early age that the philosophy of “Might makes Right” is generally a successful way to survive. Many have fallen in with either mercenary groups, gangs or criminal organizations that are willing to provide some level of consistency, support and income. These brawlers have generally been in their fair share of scraps and tussles, making them fairly skilled fighters able to laugh off pain and antagonize their opponents. This leads to all kinds of brash, brazen boasting in clubhouses and fighting pits in the seedy underground of urban Europe.

Playing a Thug character may represent the rough childhood and background of a character, who has been often forced to do bad things in order to survive. A “Cut Man” able to patch up fellow gang members after a botched job to get them back to work could be represented by a Thug/Doctor. A Thug/Sneakthief could be considered a “Smash and Grab” burglar who relies equally on intimidation and toughness as they do their ability to pick a lock. A Thug/Soldier could be a former infantry soldier who fell in with the wrong crowd when they discovered they had no home left to return to after the war.

Restrictions: None.

Starting Equipment: Restraints and Fasteners, Medical Supplies

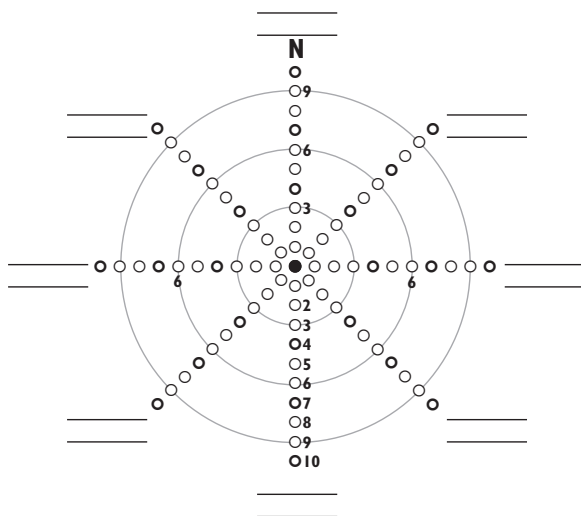
Career Ability: The Thug gives double the penalty to the target of any Aggravate Skill Specialty rolls.

Career Skills	Skill Dice
Melee	● ● ○ ○ ○
Athletics	● ○ ○ ○ ○
Drive	○ ○ ○ ○ ○

8. Build the Moral Compass

The Moral Compass

In Wild Skies every character has a Moral Compass which functions as both a compass rose, showing which personal goals the character can follow, and as a map, showing where the character has been. Starting from the center the character will move toward the edge of the compass after each game session and collect rewards along the way. Thus, the Moral Compass serves as both the alignment system and the experience system of Wild Skies. Combining these elements puts the focus on the storytelling. The Moral Compass helps determine a character’s motivations during individual game sessions and guides their story arc over many sessions. Characters do not become better by reaching a numerical threshold set by the game, but by advancing their personal goals as set by the player on their Moral Compass. Exactly what a character is pursuing in life and what their Reward will be is determined by how each Moral Compass is arranged.



The Axes

A Moral Compass is composed like the compass rose shown on many maps. Four axes cross to form eight spokes. Each axis is selected from the eight listed below. Each end of the eight axes represents one possible life goal of the character, thus there are sixteen possible life goals in Wild Skies. Each of these goals is paired with its exact opposite to form a spectrum. Moving from one end of the spectrum to the other should be thought of as one possible story arc. A character can move from Compassion to Power as their youthful trust is betrayed and they seek more control over the world, or a character may move from Survival to Growth as they live through a period of economic depression and then start their own business as conditions improve. Based on the character concept, the player selects four possible stories they want to tell and puts these axes on the Moral Compass. It is impossible to pursue everything in life at one time so not all of the life goals are available on the Compass at once. Don't worry, there are opportunities to rebuild the Moral Compass throughout the game.

When thinking about the axes presented below remember they are not intended to have a "good side" and a "bad side." The two goals are mutually exclusive and cannot be pursued simultaneously, but neither is inherently superior to the other. As an example, a character who is on the Endurance to Change axis could be pursuing Endurance in order to maintain the family business while a father is ill or to resist giving workers a raise because doing so would reduce profits. Neither character is doing "good" or "bad" (although others may view the choices as "noble" or "selfish"). Instead each character is seeking to do right as they understand it by preserving or maintaining in the face of opposition. The character's story is one of Endurance as long as they pursue that life goal.

Once the four axes which most fit with the character are selected, place the life goal the character will begin the game pursuing in the north position of a blank Moral Compass template. This motivation is known as the character's True North. The opposite motivation of the axis is placed in the south position. Arrange the other axes in any order. There are no restrictions for which axes can be placed next to each other, but the opposite ends of each axis must, obviously, be opposite each

other in the final arrangement. It is recommended that the character's second-most important motivations are placed in the northwest and northeast positions. Each axis on the Moral Compass is graduated and all the axes are connected by concentric rings. This will be explained below under Moving on the Moral Compass.

Compassion to Power

Compassion is a connection to other people characterized by sympathy and affection. Those pursuing Compassion will be trying to build relationships with others, seeking to enjoy their time during social interactions and learning to open themselves up to find what they have in common with others.

Power is a connection to other people characterized by respect and obedience. Those pursuing Power will be looking to win followers, convincing others to follow their lead, and trying to demonstrate the ways they are superior to others.

Wealth to Sacrifice

Wealth at the most basic level is acquiring material possessions, but it also means spending to enjoy the comforts of life. Those who pursue Wealth will be focused on money and what it can buy. They will look for good deals and low bidders, but they are not necessarily pinchpennies as they know that quality comes at a price and it is generally quality goods and services they desire.

Sacrifice is a satisfaction which comes from giving, both of material goods, but also of time and effort in the service of others. Those who pursue Sacrifice will seek to get rid of all the things in life which they feel distract them from whatever they consider most important. They might sacrifice for a person, a religious order, a career or even for their own sanity.

Endurance to Change

Endurance is the desire to remain the same. It is linked to family traditions, venerable institutions or just to well-known surroundings. Those who wish to Endure will be willing to work hard to keep things as they are, will value a little more time without changes over an opportunity to compromise and will tend to view "progress" as inferior to "back in my day." They feel no improvements can be made and things are best left as they are.

Change is the desire to become different. The character is not usually interested in random changes just for change's sake, although this can be part of their motivation. Instead characters seek to change something they feel they can improve. They are willing to work hard to get their ideas admitted into the discussion and generally hold out hope in a better future.

Revenge to Peace

Revenge is the desire to right a perceived imbalance from the past. A character pursuing Revenge wants to capture a murderer, recover a stolen object, inflict "an eye for an eye" type punishment or even pass a law which might prevent the past from repeating. The key is that the character is taking an active role in trying to balance the scales of the universe.

Peace is the desire to not be effected by external events in a negative way. The character who pursues Peace may have been wronged, but they refuse to move forward by running backward. They don't feel they can do anything about the past, instead they try to think about the past in a way that is not painful, but which inspires them to positive actions in the future.

Defense to Destruction

Defense is the simple desire to see objects, and sometimes people remain unharmed. Those striving to Defend will try to shield an innocent child from injury, prevent a cache of documents falling into the wrong hands or even keep a valuable vase from being smashed. The reasons why characters put such importance on the subject of their Defense can be many, but they are almost always very specific and deeply tied to the character's personal story.

Destruction is the simple desire to end the existence of an object, or less commonly a person. Those who wish to Destroy will try to shatter a statue considered evil, burn down a "filthy" library or kill a certain corrupt politician. Whatever the reason a character becomes so focused on a single person or thing, it is always deeply connected to the character's story.

Rest to Exploration

Rest is the desire to be still and experience contentment with what is or what has been. This motivation is most often found in older charac-

ters who feel full of wealth or wisdom and want to stop looking for more. Others may want Rest when they are recovering from tragedy or are adjusting to a new situation. Rest does not necessarily mean inaction, but it means the character is trying not to put a foot into any new problems.

Exploration is the desire to move and experience a little more the world or see things from new perspectives. This motivation is often seen in younger characters who know little about the world and are looking for their place. Others may want Exploration when they have learned something important about themselves or have lost major connections to their former place. Exploration does not necessarily mean ceaseless action or movement, but it means the character is trying to find new challenges.

Truth to Falsehood

Truth is the quest to know and to spread knowledge. Teachers, journalists and spies are all often pursuers of knowledge, but they are not the only ones. Characters after Truth will generally have a single primary subject of interest. They will attempt to learn all they can about it, talk about it to anyone who will listen and pattern their entire around the Truth they have found.

Falsehood is the quest to hide reality behind as thick a veil as possible. Actors, politicians and spies are all often weavers of secrets, but they are not the only ones. Characters after Falsehood will generally have a single primary subject of obfuscation. They will attempt to create a coherent web of lies around themselves, be reluctant to discuss their beliefs with the genuinely interested and project as complete an image of their created reality as possible.

Survival to Growth

Survival is the continuance of existence at the lowest possible level. Most characters do not choose to pursue Survival, they are driven to it by unfortunate circumstances. These characters are usually desperate but very determined. They may not agree with the circumstances in which they find themselves, but they do not see a way they can change things. For now, they must survive.

Growth is the building of a life bigger than the grind of day-to-day concerns. Most characters who pursue Growth are recovering from major

traumas or a series of set-backs and are trying to move on from desperate times. They usually have a very clear idea of what can pull them further out of the mess in which they find themselves and they pursue their goals enthusiastically. They are always looking to make room in their lives for more, whatever that may mean to them.

The Rewards

As characters pursue their own True North players will be spinning the tales of the pursuit by their choices during game sessions. Characters will move closer to one of the points on the Moral Compass after each session. When characters reach the end of one of their axes they receive a Reward for doing so. Just as with the axes themselves the rewards are placed on the Moral Compass in any position the player desires. What a character wants from life and how a character gets there are different for every character and this is reflected in each character's unique reward arrangement.

There are eight Rewards in Wild Skies covering a range of incremental improvements the characters can make to themselves and their abilities over time. Most elements of the game including gaining new skills, increasing natural Attributes, developing new abilities and waiting for investments to mature all come when a character moves a significant way toward one of their life goals by reaching certain points along the axes of their Moral Compass. Characters do not need to make it all the way to their goals before they begin to see the benefits of focusing on one aspect of

When Do I Level Up?

For those players who are familiar with other role-playing games most of these Rewards will seem like the rewards characters receive when they "level up" in other games. This is no accident. The Moral Compass is the Wild Skies equivalent of level advancement in other systems. However, there are no actual levels to track or point totals to compare, just as there is no objective way to tell in the real world who has "lived more." A character who has spent their life diversifying their skill set is not inherently better or worse than a character who has invested all their time in building up their tolerance to physical punishment.

their development. Each Reward has three parts which correspond to the three rings of the Moral Compass. The longer characters move toward a certain goal, the more Milestones they reach and the more parts of their chosen Reward they will earn until they reach the end of the axis and collect the final, most beneficial, part of the Reward. All the Rewards and their various parts are presented below with a description of each.

Players select one Reward to match with each of the eight possible life goals shown on the Moral Compass. To begin with, it is recommended the player places the Reward most wanted on the north axis where the character's True North motivation is. The Milestones where each part of the Reward is earned are represented by the larger, bold circles along each axis of the Moral Compass template at the fourth, seventh and tenth (the final) position. Most of the Rewards are specific skills or particular perks which the character is learning to use as they progress. Players cannot just pick "a new skill", but must pick "Piloting" or "Athletics" or if pursuing an Animal Ability, the player must select the specific ability like "Burrowing" or "Fly".

Learn a New Skill

Conversant, Practiced, Mastered

When a character is first learning a skill they start with a basic knowledge of what the skill entails although they still cannot perform it. They are conversant in the skill, that is, they can discuss mechanical repair or the history of pre-war Europe as long as they don't get too deep or technical in the discussion. At this stage a character may attempt to convince others they know what they are talking about by succeeding at any Social skill roll. If they succeed, they convince listeners they are more skilled than they really are, as long as they don't actually have to perform an action associated with the skill (such as rebuilding a carburetor or giving an opinion on the influence of colonial imports on the political views of the rural poor). In other words at this stage the character can talk the talk, but not walk the walk.

Once the character reaches the second Milestone, they become practiced in the skill they are learning. Characters practice their new skill by

occasionally attempting to use it as normal during game play. These practice attempts are limited to once per game session. In addition, the practice attempt cannot benefit from any Skill Dice or Additional Dice even if the character normally would because of abilities, Attributes or other effects. The GM may still assign Bonus Dice to these attempts if warranted.

Only when characters reach the end of the axis are they considered fully trained in the skill and they can now use their newly mastered skill as any other Learned Skill.

Assign Another Skill Die

Smallest Result, Occasional Use, Developed

When a character is first developing their skills they begin with only a small ability to improve beyond their basic training. Once per game session a character who has reached the first Milestone may modify their skill roll by just 1%. This is treated the same as if they had rolled a 1 on a normal Skill Die.

Once a character continues to train and reaches the second Milestone they can occasionally do noticeably better than their basic training. Once per game session, characters at this point may roll an additional Skill Die and take the full result (1-6%).

When the character reaches their goal and earns the full Reward they assign a permanent Skill Die to whatever skill they have been training to improve. Remember characters are limited to a maximum of five Skill Dice for Career Skills and a maximum of three Skill Dice assigned to each skill.

Increase One Attribute by One Point

Appearance, Occasional Use, Attribute Increases

A character who is focused on building up one of their nine Attributes earns the appearance of that increased Attribute at the first Milestone. Other characters who look at the character or casually engage them will get the impression the character is better than they really are. The character will appear stronger, will come off as braver, or will seem to have more moxie in just the way they do normal tasks. At this stage they may avoid problems or impress people without

trying, but in any actual conflict or contest at this point the character will not actually benefit from any higher Attributes.

As the character continues exercising or studying they begin to actually improve their Attributes. Once per game session a character who has reached the second Milestone may add one to the Attribute they are training before attempting a skill roll. The Attribute is used at its temporary level until the results of the skill roll and any subsequent rolls a success or failure may trigger are fully worked out.

After reaching the goal, the character earns a full increase in the Attribute. All abilities and calculations tied to the Attribute are now increased and all future skill rolls linked to the Attribute will be modified at the new level. Remember to take into account all Attribute limits and Uncapped Attributes based on Size and Animal Type.

Gain an Animal Ability

Test to Use, Easier Test, Ability Gained

Characters can develop new animal abilities based on their Animal Type. As long they have not already selected all the abilities available to their type, characters can select a new ability to develop. At first they can only use the ability sometimes. Whenever the character wants to use the ability they must get a Resounding Success on a Moderate skill roll modified by the Uncapped Attribute of the character's Animal Type. Even if the ability doesn't seem particularly related by the Attribute in question (for example, a Deer's Antlers governed by Moxie or a Groundbird's ability to Fly governed by Valor), it is the key Attribute for characters of that type and is important for all their abilities. Characters who are just developing their natural abilities will only be able to use them on rare occasions.

As they continue to train, characters can use their natural abilities more often. Once they reach the second Milestone they can use their new ability whenever they get any kind of success on a Moderate skill roll modified by the Uncapped Attribute of the character's animal type.

When they have reached the last Milestone a character's ability has fully developed. The character can now use it as normal, with full benefits and penalties.

Gain a New Perk or Overcome a Quirk

Test to Use, Easier Test, Fully Integrated

Like other abilities characters can develop new Perks or overcome the limitations of their Quirks. As with other abilities, this process happens in stages. At first characters can use their chosen Perk (or ignore the normal limits of an existing Quirk) only then they get a Resounding Success on a skill roll modified by a single Attribute of the player's choice. This choice should generally be something related to the character's current story arc. The reason why Strength will be important to join a Club (or why Know-How will help an Alcoholic move forward) is left up to the imagination of the player. Whatever the choice, write it on the Moral Compass so the same Attribute can be used each time.

As they continue to make their way in the world or weave themselves deeper into organizations characters can benefit from their minor abilities more often. Once they reach the second Milestone they can use their Perk (or ignore their Quirk) whenever they get any kind of success on a skill roll modified by the Attribute they have chosen.

When they have reached the last Milestone a character's Perk has been fully developed (or Quirk has been overcome). The character can now use it as normal, with full benefits (or removes all negative effects permanently).

Note: Perks and Quirks which deal with physical changes to the character or with physical items are still eligible for selection. Characters can recover from Bad Eyes slowly or receive a Nest Egg in partial payments. How a character overcomes physical Quirks will be dependent on each character's unique story. Mechanical prosthetics, marvels of modern medicine, or simply learning to compensate through other means are all possible solutions.

Gain Notoriety

Knowledgeable, Recognized, Notorious

When a character starts to build a reputation, there is a lot to learn. First the character must

figure out who the other important figures in the field are and what it will take to join their ranks. At the first Milestone, characters have gained a pretty good understanding of how they might make their own mark in the world. Very few others have yet taken notice of them, however.

At the second Milestone, the other members of whatever group or field of study the character is trying to impress have taken notice. The character will be recognized as someone who is making a good effort; someone who is worth watching. This may attract supporters or opponents.

By the time characters reach the end of the axis, they will have done something noteworthy and will have begun to build their fame. Once Notoriety is achieved in a certain town or in a certain type of competition, the character's name, face and deeds will be known to others and discussed. This can have additional impacts, both positive and negative, on the story of the notorious character. If additional notoriety of the same kind is gained again, the character's fame begins to spread beyond the place or outside of the field where the achievements were made. More than the other Rewards, gaining Notoriety impacts the storytelling of the game. The GM to free to weave Notoriety into adventures however seems most appropriate.

Earn Increased Health

+1 Health, +2 Health, +3 Health

When a character focuses on their health, they take care of themselves mentally and physically. They eat right and get plenty of sleep. This process results in an overall improvement in health, but is represented with a simple increase in Health. The character receives one additional Health at the first Milestone, two at the second and three at the last for a total of six Health. In addition, any penalties the character may currently be suffering from diseases or injuries are discarded once the last Milestone is reached.

Have More Cash on Hand

+200 UAC, +300 UAC, +400 UAC

When a character focuses on their wallet they are taking care to only buy what they need, are taking advantage of sales and coupons and are

looking for little investments here and there which offer small, but reliable, returns. These choices result in an ever-increasing stash of cash on hand. The character earns 200 UAC at the first Milestone, 300 at the second and 400 at the third for a total of 900 UAC. This cash can be spent as soon as it comes in, or it can be saved for really big purchases in the future.

Moving on the Moral Compass

The axes and rings of the Moral Compass form a grid on which the character's position can be tracked. Each place where an axis crosses a ring and each of the graduations of the axes themselves are considered positions. At the beginning of the game, all characters start in the central position of their Moral Compass. From there they can pursue any one of their possible life goals by moving along one of the axes. Characters move position by spending Plot Points (PP) which they earn as part of every game session. At the end of each session all characters who participated earn one PP. Then players discuss who contributed most to that session. This can

be as simple as whomever dispatched the most enemies, but to keep the game about the stories being told it shouldn't always just be a contest of arithmetic. Which character risked themselves at a critical moment? Who had a clever idea? Who did something so "in character" the players are all still laughing about it? Who did something so out of character the players are now looking at them in a new way? Come to a consensus as a group if possible. If not, put it to a vote. The GM does not vote, but has the power to break all ties. Whichever character was "the best" for that session receives an extra PP (a total of two).

There is no need to record a character's PP on their character sheet. Instead, immediately move the character one (or two) positions on the Moral Compass. It takes one PP to move to the next position outward on the current axis or to the same position on an adjacent axis. If the character is currently on a ring, they may move around to any axis for one PP! The character may never move toward the center of the Compass, only outward or around. If it seems appropriate for the character and their story arc, they may



move around the Compass and then move back around to the position they started from. The character can even forfeit moving at all! Maybe the character has not grown or is not pursuing anything at this time.

If the character moves to, or passes through a Milestone, they may collect the appropriate part of the Reward immediately. If they are on the outermost ring and can move to the outermost position on a particular axis the player should be able to explain why this final step in the story arc has been completed by the events which have transpired over the past few sessions, as part of the overall story for their character.

Just because a character reaches one of their current life goals by moving to the final position on one axis of the Moral Compass and claims their Reward does not mean the character's story is over. Only one chapter of the character's life has been completed and a new chapter is beginning. The player may either use the same Moral Compass over again (changing only the specific Reward just earned to another of the same type), or make slight changes to it (by changing all the Rewards, switching around axes or just moving which motivation is True North). The player also has the option to completely rebuild the Moral Compass with different axes entirely. New desires and ways of looking at the world often only come into view once an important event has been completed. Whether a modified Moral Compass or a new one is used, put the character back in the central position of their Moral Compass. Just as when the game began, they are free to move outward again toward another (or the same) goal as soon as they earn PP. If the character earned two PP at the end of the session and the first moved him onto the last position on the old Compass he may immediately spend the second PP to move on the new Compass.

See examples of Moving on the Moral Compass in Glossary sidebar on page 257.

9. Put on the Finishing Touches

The last step of creating an individual character is to choose a few finishing touches. What sort of clothes does the character wear? What type of weapon does the character carry? Many of these details do not need to be marked on the

character sheet, but are helpful to describe the character to the other players. The most important of these finishing touches is known as the Signature. Perhaps a red scarf, a battered bomber jacket, a particularly large knife with a skull detail on the pommel. Even something non-tangible like "always has a bottle of liquor on hand" or "is always smiling." These signature elements do not have any direct effect on the game rules, but they can be important and inspirational for moments of game play.

10. Choose an Affiliation

As mentioned previously, where a character comes from is important, but origins are not destiny. Much of the time a character in Wild Skies will not be at home, but on missions or adventures somewhere else. With so many of the old threads of European society severed: families separated, towns destroyed, borders completely redrawn; the teams characters belong to are often their most important identity. In most games of Wild Skies all the individual Player Characters will be together as a group. What binds the characters together is their group Affiliation. The choice of Affiliation sets the basic tone of play sessions and the puts some bounds on the working relationships of the Player Characters.

Most importantly of all, the choice of Affiliation determines what ultimate goal the players will work toward. Each individual's story goals are played out against the background of the group's over-all story arc. The story of the group is directed toward one of the same goals as are on the Moral Compass, but this is not a "group compass" nor are there specific rewards for completing group story lines. Each Affiliation has a simple Heading chosen from one of the sixteen Moral Compass motivations, which sets the general motivations for the group. This can be changed any time the players think it is appropriate to do so.

Every type of group Affiliation is possible from an acting troupe to a zoological expedition. If the limitless possibilities seem confounding, some suggested Affiliations are presented below. The entries below suggest broad categories of Affiliations, describe typical goals, suggest specific story lines and list several roles which could be filled by players. The listed roles do not all need be filled

by different characters, or even filled at all. There should never be something a group of characters is not able to do just because no one wanted to fill that role on the team. For example, if no one wants to be the ranking officer in a Military Unit it does not mean the group has no leadership (although this could make for a good story as well). Or if no one wants to play the role of the airship pilot or the cook, it does not mean those characters do not exist. The GM can fill in any needed roles with NPCs.

It is strongly recommended this final step in character creation be done as a player group. Discuss the possibilities together. This step helps determine how everyone's character knows each other, where they first met and what they already know about each other before the game even begins. When all the Players have a say in what the group will be doing, everyone can craft a place where their character fits into the group story.

Dependent Affiliations

These groups are part of a larger group. They receive their orders and owe their highest loyalty to people or institutions outside of the team. This loyalty can be a point of pride or one of tension. This can bring different members of the team into conflict with each other, but generally serves to push all characters in the same direction. These Affiliations are less in control of their own decisions and may end up occasionally doing things they don't want to do, but they also benefit from the greater resources of the larger organization and are supplied with basic and even specialized equipment at no personal cost.

Military Unit: An organized unit within a national military or other authority. This could be a squad of grunts on the front lines, a team of paratroopers dropped behind enemy lines, a police squad or the bridge crew of an air dreadnought. The main story will often be about Defense or Destruction, depending on which side of the battle the group finds itself. In stories where the outcome of the overall conflict is not the focus, simple Survival is usually the goal. Missions tend to revolve around simple instructions like "hold this line," "get up that hill," or "take that ship out of the air."

Typical Roles: Commanding officer, jaded sergeant, communications specialist, several normal soldiers.

Optional Roles: Inexperienced commanding officer, political officer, enemy infiltrator, the comic relief.

Special Forces Unit: Similar to a Military Unit, but much more specialized. A Special Forces team must get in, complete the mission and get back out without a lot of help from the outside. These teams rely on high levels of specialization among the various team members and tight coordination between them. Missions such as assassinations, prisoner rescue or targeted demolitions all call for Special Forces. The team goal should rarely be simple Destruction. Instead, teams more likely want to Change the situation, or support Defense. Sacrifice may play into the story as well. Like other military units, these teams take orders and are expected to follow them, no questions asked.

Typical Roles: The leader everyone trusts, heavy weapons expert, demolitions expert, the consummate professional.

Optional Roles: The leader no one trusts, wild card, intelligence agent, local contact.

Raiding Party: A group on a simple smash and grab operation. The idea of a raid is to move into an area quickly, capture whatever it is the group needs (often money but sometimes supplies, food or hostages) and leave again. The skills of the team will be geared for these three-fold missions. Whether they have comrades waiting for ammunition, bosses waiting a quota or children waiting for dinner, raiding parties always have to make it back to wherever they call home because they have other people counting on them. Both Survival and Growth are common goals, as well as Endurance and even Revenge.

Typical Roles: Reluctant fighter, psychopathic killer, loose cannon, untested youngster.

Optional Roles: Conflicted leader, suicidal type, the philosopher, the getaway specialist.

Diplomatic Mission: Official representatives from a recognized government with a mandate to visit a certain place or assess a specific situation. This Affiliation could include an ambassador visiting another country, a cultural figure making a state-sponsored visit, administrators working on trade deals or even a representatives of a central government seeing how things are going in a distance province of the same country. Since they are part of the government, their (official)

mission is a matter of record and they can expect certain protections, or at least eventual official response from their government if something should happen to go awry. However, they can easily overstay their welcome and may have to rely on their own wits and capabilities in the short term. Stories often focus on ideals like Truth, Peace and Compassion, but could also be about expressing Power or sowing Falsehood.

Typical Roles: Diplomat, chief of security, bumbling aid, someone with ulterior motives.

Optional Roles: Diplomat's spouse, local liaison, military monitor, double agent.

Company Employees: The people who are just doing their job. Wherever there is work to be done in dangerous conditions there are people willing to take the risks if the payoff is big enough. Companies might send their employees to survey a border, assess damage to infrastructure, vaccinate a village, deliver a package or film a movie. Sometimes these teams wander into more than they are trained for. When that happens their company loyalty and their loyalty to their coworkers can really be put to the test. Exploration is a common group goal starting out. If loyalty holds Endurance and Defense are also common.

Typical Roles: Old hand, young turk, specialist, yes-man.

Optional Roles: "This my first day!" "I'm only one week from retirement," surprisingly capable janitor, major investor or "I'm not even supposed to be here today!"

Independent Affiliations

These groups are totally on their own. They may respect or even work for others outside the team, but their specific choices are left up to them. These Affiliations can often be less stable as people are less likely to be after the same ultimate goals in life. Conversely, since independent teams are only together because they want to be, they often develop deeper levels of trust and better working relationships than dependent teams. These Affiliations can be very effective in their chosen field. Unfortunately, they are also independently financed so they will be responsible for their own equipment and money is likely to be tight.

Explorers: A group which is primarily concerned with uncovering new information. This could be finding a lost civilization in a jungle, charting the

course of an unknown river or even cataloging a new bird species. The thrill of Exploration is an obvious goal for this type of team, but they may also be after Truth, Change and even Wealth. Stories are often full of dynamic obstacles and are often a race against others who are trying for the same goals.

Typical Roles: The scholar, the body guard, a local with insider knowledge, the skeptic, the patron (or patron's representative).

Optional Roles: The saboteur, the love interest, a spy from a rival group, the superstitious one.

Pirates: A group focused on theft for profit. Most pirates are opportunists, operating at the very margin of society. They will take whatever they can get for whatever they can get their hands on. On a typical day, the take just covers expenses. Many may turn to piracy as the shortest route to Wealth, but many crews end up living just for Survival. Sometimes experienced pirates are ready to retire and are seeking Rest. They have also been known to set their sights on some kind of Revenge. Lots of pirates take on the commercial air fleets, others prey on other pirates and historical rivals. Still others focus their efforts against political enemies. Just about all pirates eventually come up against organized military opposition.

Typical Roles: Ruthless captain, loyal first mate, savage crewman, escaped criminal.

Optional Roles: Superstitious nay-sayer, young orphan, bumbling crewman, mutiny leader.

Mercenaries: An Affiliation which is also focused on profit, but which usually deals in services rather than goods. Mercenaries sell their fighting skills to the highest bidder and try not to worry themselves about the motives of whomever is paying. Almost all those who count themselves as mercenaries are licensed in one country or another and therefore enjoy a certain legal legitimacy to their actions. Mercenaries like working with people they know and can trust so many mercenary companies have been together for years. Together they may advance their Wealth with easy cargo-guarding jobs, they may hope for Change by only taking work against certain nations, or they may simply be focusing on Defense as they look out for each other.

Typical Roles: Deal-maker, loose cannon, the run-away, someone who always know a guy, en-

forcer.

Optional Roles: Jilted lover, ship-owner, gambler, ex-revolutionary, the guy with the heart of gold.

Salvage Team: Like normal mercenaries a salvage team is selling their services, but they are usually hired for a particular skill rather than just for fighting prowess. “Salvage” is shorthand for anything of high value which the team is well-paid to acquire or transport. A salvage team may specialize in working with large items including actual materials-recovery operations. Other teams are more likely to be called on to recover stolen items when no one wants the authorities involved. Still others may smuggle goods or traffic in people. Once again, Wealth is a common focus. If the team is gathering resources to rebuild they may be pursuing Change or Growth. They might also revel in simple Destruction.

Typical Roles: Several experts in specific environments such as underground or underwater, the muscle, the brains, the protection.

Optional Roles: The lazy one, the idealist, demolitions technician, a contact who never wants to get his hands dirty.

Criminals: This is perhaps the broadest category because laws vary so much from place to place. The key focus of this type of Affiliation is keeping itself and its activity secret within the broader society. Simple street gangs, organized criminal families, revolutionaries planning a rebellion and even members of an underground religion would all fall into this group. This Affiliation has the widest range of possible motivations but Power, Endurance, Destruction and Truth are the most common. Stories can focus on the challenges of recruitment, the risk of discovery or launching a major operation under the noses of the powers that be.

Typical Roles: Dedicated leader, new recruit, ruthless enforcer, true believer.

Optional Roles: Dangerously over-zealous member, jaded and care-worn member, cynical ladder-climber, police informant.

Character Creation Example

Creating Alona Marian

Matt’s initial idea for another character was to add a classic femme fatale to the group. A dangerous woman; someone who is likable, but slightly

sinister. Unfortunately, so many of the classic pulp heroines are so flat as characters. The most back story they get is the suggestion they are “fallen,” which is usually an excuse to dismiss them. Matt decided to keep a little bit of that feel, but make her story a survivor story. Her dark past is what she has overcome to be where she is. He also liked the idea of her being working class, someone who had to really claw her way up into polite society. Since the crew already had characters from Germany, France and Britain he elected a Spanish background for his survivor heroine. Since he also roots for underdogs, he decided to make her from Basque Country. Once that came into place, her whole back story became clear. Roland’s forces had attacked her village and killed her brother. She had joined the Protectorate as a camp follower in her quest to avenge her slain brother, a task she eventually accomplished before moving on to a career in targeted killings. Matt’s character concept had been developed and refined to “farmhand turned assassin.” He searched for some names appropriate for that area and decided on Alona Marian.

For Attributes Matt knew he wanted her to be small and quick. She needed good abilities to sneak around and lie to people’s faces to have accomplished her initial revenge and to have worked as an assassin in the years since. He imagined her surviving more by her own will to keep going than by anything else. He decided on just 2 for Brawn, 3 for Smarts and 5 for Guts as her Primary Attributes. Following the same character concept for Secondary Attributes he gave her 3 Strength so she would have decent damage in melee and 5 Fleetness so she could dodge other’s attacks well. He did not make Know-How or Moxie important because as a farm girl she is not particularly well-educated or clever. She is more of a manipulator and her will to survive is strong so he gave her Valor of 4 and Grit of 4.

The next step was to select Animal Type and since he imagined Alona as small and flexible, the first animal to come to mind was the marten. They are small and quick and surprisingly vicious hunters. Plus they are sought after for their fur so a marten is connected to ideas of fashion, attraction and glamor. All of these associations were a good fit for Alona’s character. In game terms, all the weasel-like animals use the Weasel Animal

Type. This gave Alona +1 Smarts, +1 Moxie and +1 Grit with Grit becoming Uncapped. These bonuses result in Alona's final starting Attributes and it was then possible to calculate her details such as how much health she has (2 Brawn x 4 = 8 Health), how far she can jump (one half, rounded down, of 3 Strength + 5 Fleetness = 4 yards/meters) and how long she can hold her breath (one half, rounded down, of 2 Brawn = 1 minute). Weasels start with Whiskers and looking at their other available animal options Matt chose Flexible to assist her even more in melee combat and Sharp Nose to she give her the ability to track her victims.

For Size, he decided she could stay at Normal which is the starting size for Weasels. However, he made her on the lower end of Normal at five foot even for height and 110 pounds for weight. As an American he thinks in those units, but for the rest of the world, that's 1.52 m and 49.9 kg. Staying at Normal size also allowed Fleetness to become Uncapped in addition to Grit. It will be good to be able to raise Fleetness as high as he wants.

When it comes to Perks and Quirks, he wanted Alona to be a straight-forward character without a lot of complications so he choose just the one standard Perk. Alona is a Looker, giving her a further +2% bonus to her Social skill rolls. This is another element which builds up her story as an assassin. She uses her looks and charms to get close enough to kill.

Nationality had already been decided as part of Alona's Character Concept. She is Basque and a citizen of Iberia though she hasn't been back home in a long time.

Picking two Careers was not too difficult at this point. Sneakthief was an obvious place to start because Alona has to be sneaky in order to do her work. Since Sneakthief offers a choice of Melee or Ranged, Matt chose Melee to reflect the close-range knife fighting he thought of Alona as more comfortable with. Then he decided she also needed the Social skill, so the Businessman

career seemed most like what she would have been doing both as a young farmer before she left home and as an assassin since she avenged her brother. For each of Alona's Career Skills he choose Skill Specialties which used Fleetness, Valor or Grit because those are her highest Attributes. For Melee, the Blade Skill Specialty was the clear choice because of her high Fleetness. With only one Know-How, he choose Art for Alona's only Learned Skill. Alona has four Smarts so he gave her two Skill Dice in Melee, one in Art and one extra in Social. This gives all of her Skills at least one Skill Die and makes her strongest rolls in sneaking, bluffing and combat, again fitting with her Concept.

Next he had to build Alona's Moral Compass. Given she had survived awhile on her own, but is now part of the Farmsteaders crew, Matt decided Exploration was her most important motivation and marked it as her True North. The deeds of her past are not very far behind her. He placed Survival and Revenge as her other northern motivations because those ways of looking at the world are so familiar to her and she could move back to old habits quite easily. With three axes filled the last seemed best filled by Power to Compassion. Alona has long responded to the world with force, but she might be in place where she could learn mercy as well. For the Rewards he chose the Valor Attribute for Exploration so she can improve some of her tasks. Since her small Brawn only gives her eight Health he put Health with Revenge and since she has no stand-out Skills he put a new Skill Die with Survival. The other Rewards Matt placed without much additional consideration.

The last step of individual character creation is the finishing touch. Matt decided a red ascot scarf is Alona's signature. It works as splash of color to suggest her Spanish origin and it also has the practical benefit of being warm in the drafty corridors of Excelsior. The completed character sheet for Alona Marian can be found on page 212.

NEAR RUSSIAN AIR SPACE.



MONTY, DEAR,
YOU SHOULD
REST.



I CANNOT SLEEP JUST YET.
WE HAVE THE KAISER BEHIND
US AND THE CZARLANDS
DEAD AHEAD.

YOU KNOW WHAT THOSE
BLOODY KRAUTS WILL
DO SHOULD THEY
CATCH US.



IT'S TOO BAD WE
BLEW AN ENGINE DODGING
THAT GERMAN PATROL.

SHE WILL BE JUST FINE.
THE EXCELSIOR HAS
NEVER LET US DOWN.

WHAT ABOUT GETTING
US BACK ON
SCHEDULE?

I HAVE
OUR BEST
PEOPLE ON IT,
DARLENE.

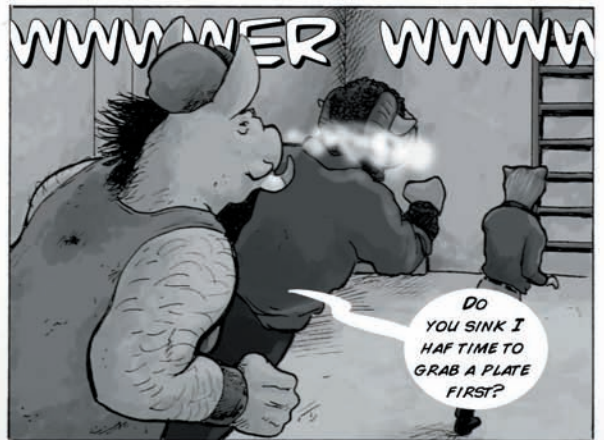
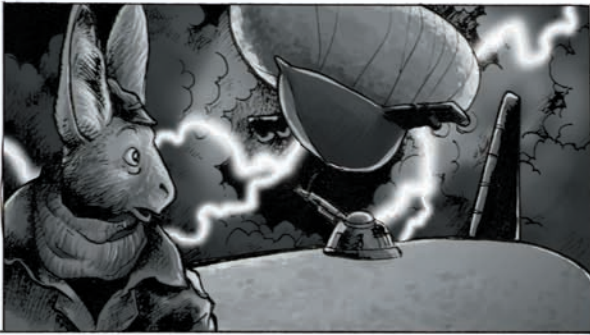


JUST TO BE CLEAR,
WHEN YOU SAY OUR BEST, YOU MEAN
THOSE CLODS OTTO AND RAMBEAUX?



(SIGH.)
THE BEST WE HAVE,
ANYWAY.





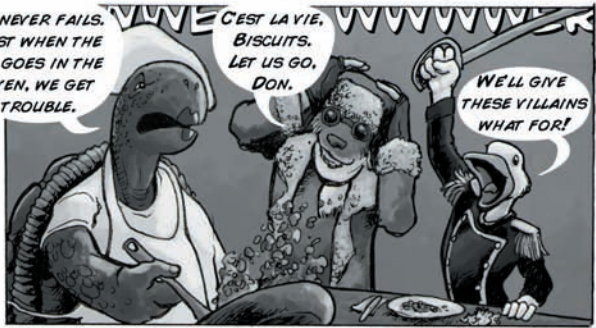


AN ZEN
I LEFT 'ER SMOKING
IN ZE OCEAN!

HAAAA!
HARCOURT, ONE OF
THESE DAYS I MIGHT
START BELIEVING...

WWWWEEK

IT NEVER FAILS.
JUST WHEN THE
PIE GOES IN THE
OVEN, WE GET
TROUBLE.

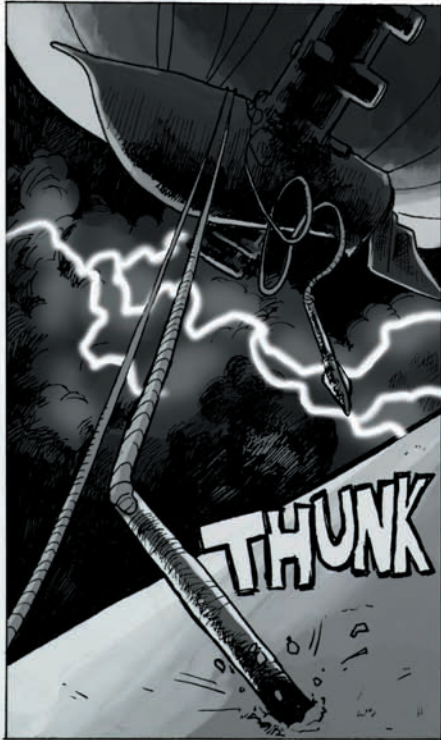


VINE C'EST LA VIE.
BISCUITS.
LET US GO,
DON.

WE'LL GIVE
THESE VILLAINS
WHAT FOR!



A GOOD
CHEF IS ALWAYS
PREPARED FOR THE RIGHT
SITUATIONS...



THUNK



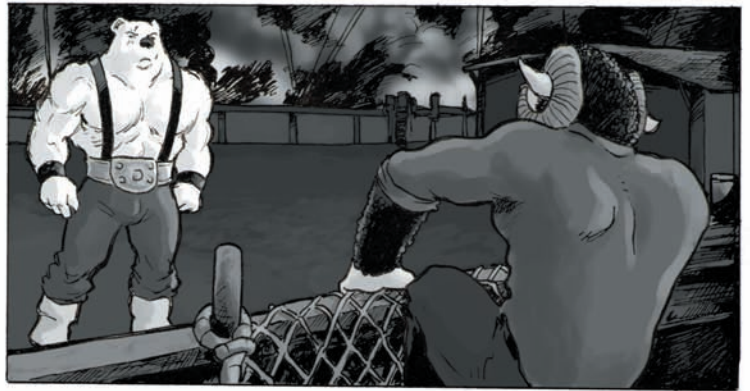
*-KEEP QUIET!
THEY DON'T KNOW WE'RE
HERE YET!->

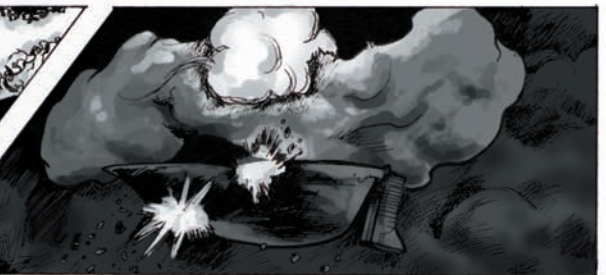
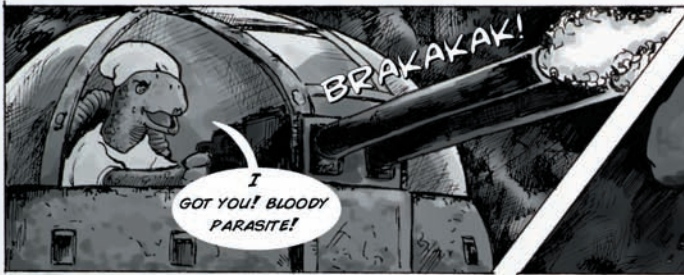
*TRANSLATED FROM
RUSSIAN.



WHAW!
OOFI!









Skills

Characters in the world of Wild Skies can best be defined as ordinary individuals thrust into extraordinary circumstances. Each character will start with a handful of skills that represent their training, knowledge and study in certain areas of specialty, and a few additional skills they may have learned during their previous travels, journeys, escapades and development. This section defines these skills and how characters can use them to influence the world around them.

Skill Rolls

When asked to make a skill roll, the Player will either be told what skill to roll by the GM, be asked what skill they are using or may simply state what skill they are attempting to use to interact with a specific situation. A skill roll is made using an initial percentile roll. Skill rolls are assigned target ranges for success and failure, and quality of that success or failure, either by the GM based on the unique situation, or by the standard success criteria mentioned in the skill description. The Skill Range difficulty of a skill roll can be reduced once per session for every three points of Moxie a character has, rounded down, making a Difficult skill roll Moderate, or a Moderate skill roll Easy. Each skill a character has may also contain a certain number of Skill Dice which can further modify the initial percentile roll. Each skill entry will list the initial difficulty: Easy, Moderate or Difficult. When rolling, consult the following chart to determine the outcome.

Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Custom Skill Ranges

Throughout the course of a campaign or adventure, there may be moments when a skill is used in an off the wall manner to achieve an unexpected or unanticipated result. Most of the time this can occur when a character tries something heroic using out of the box thinking. Alternatively, either the Game Master or the adventure itself can call for the use of a special skill range that does not fall into one of the categories above. Whatever the case, the roll will still include ranges for all

Steps of a Skill Roll

1. Check difficulty. A character can reduce the difficulty range of a skill roll once per session for every three points of Moxie, rounded down.
2. Roll percentile dice.
3. If a Combat skill roll, adjust the roll up or down based on Melee (Strength) or Ranged (Grit) attack type. If using a Skill Specialty, adjust the roll up or down by the Governing Attribute.
4. Choose up to the total amount of dice for the skill and roll, using the result to adjust the roll either up or down by the total amount on the dice. Any Bonus Dice, or modifications to the Dice Pool generated by the situation or the GM are assigned at this step.
5. If a contested roll is made, the roll is modified up or down by the full amount of the opponent's Skill Dice roll.
6. If the player had any remaining dice from Step 4, these can be rolled to try to further adjust the result.
7. Use the governing Primary attribute to adjust the roll up or down by that amount. (Once per session, per Primary Attribute).
8. Check result and apply any penalties or bonuses from Critical Failure or Resounding Success.
9. If a non-combat skill roll fails, a Fumble roll can be made once per skill per session. Attempt the roll again with a -2 Dice Pool penalty.

four types: Critical Failure, Failure, Success and Resounding Success, but the ranges will vary based on the situation.

Critical Failure and Resounding Success

Aside from simply succeeding at a task, there are often consequences related to the quality of the execution of a skill. Each skill and specialty has a different bonus and penalty assigned to it, allowing them to affect the game in different ways. It is most often the case that a character is trying to score a Resounding Success, meaning

that the success achieved is so well done that there are bonuses assigned to the result. A chef preparing a fine meal and scoring a Resounding Success on a Cooking Skill Roll means that the meal is of phenomenal quality, and could heighten his reputation among his peers. A gunner scoring a Resounding Success on a combat roll using a trench gun would do additional damage to those hit with the weapon, as listed in the Skill Specialty and weapon description.

Critical Failures mean the character not only failed at the task, but has done so in spectacular fashion often resulting in a terrible consequence. Using the same examples, the chef above could fail so badly that the resulting meal gives the Captain food poisoning. The gunner could see his trench gun jam, rendering it useless until repaired.

Example: *Jameson, a Raptor Revolutionary has witnessed his friend Esther get shot in front of a theater. His ally, Winston is going to attempt to provide medical attention to assist her. Reassuring Winston and reminding him that he has faith in his skills as a field medic, Jameson attempts a Leadership skill roll to try to effect of Winston's roll, according to the description of the Leadership skill. Jameson has a Moxie of 6, so he can reduce the difficulty of a skill roll of his own twice per session. He reduces the difficulty of Leadership roll from Difficult to Moderate. He rolls percentile and rolls a 72%, allowing the Skill Range difficulty of whatever Medicine skill or Skill Specialty rolled by Winston to be reduced one level.*

Skill Dice

Skill Dice are D6 that are used as an additional modifier for particular skills in which a character is highly trained. These dice represent better training and proficiency in the skill, which allow the Player flexibility when trying to achieve their desired success level. These dice are used when making skill rolls for the specific skill and any associated Skill Specialties for that skill. Each of the character's Careers will start with three Skill Dice divided among the three skills that Career starts with, but it should be noted that not all starting skills will have an initial Skill Die assigned. Further Skill Dice are granted by the starting Smarts Attribute of the character. These additional Skill Dice can be assigned to any Career Skills or Learned Skills selected during Character Creation.

There are limits to the amount of Skill Dice that can be assigned to a specific skill during the creation process. Skills gained from Know-How (or "Learned Skills") cannot start with more than three Skill Dice, but Career skills can have up to the maximum of five. The upper limit of Skill Dice for any skill is five, which illustrates exceptional training or talent in a particular area of study. There is potential for both of a character's careers to have the same starting Career Skill. In these instances, the character receives the higher of the two Skill Dice numbers.

Dice Pool

Skills are limited to five Skill Dice, but certain characters can get access to more through the use of Perks, Animal Abilities, bonuses from Motivate or Leadership skills and through the use of Bonus Dice assigned by the Game Master. All of these are combined to create the Dice Pool. Through all of these methods, a player may have a Dice Pool containing more than five dice, but is strictly limited to only rolling five dice per skill roll. The dice that are over and above the five dice limit still reflect the exceptional skill of a Character, and can be used on a one to one basis to eliminate Dice Pool penalties assigned by the GM. Through the use of cinematic descriptions and great role playing, the GM may also assign

Roll Adjustments

There are many things that can augment a roll up or down, but Attributes and Skill Dice are the most prevalent. Whenever any of these adjustments are made, the roll must be adjusted by the full amount described, never part way. If two Skill Dice are rolled and the result is a 7, the original percentile roll can be adjusted up or down by 7. If adjusting a roll up or down using the Brawn Primary Attribute of 5, the roll must be adjusted up or down by the full value of 5, not up to 5.

Any adjustment made to a skill roll that increases a result beyond 100% always counts as a Success, but never a Resounding Success unless a special rule applies. The adjustments that can be made are all about risk and accuracy, making sure that the player assess all the options and tries to fall exactly within the right ranges.

Bonus Dice, which are the only way to get more than five dice on a roll.

Example: *Knox's character, Winston is a Vulture Doctor/Freedom Fighter. He is attempting a skill roll using the Field Medic Skill Specialty to stabilize Esther, a Gamebird Paperpusher who was shot in an assassination attempt to prevent her from spilling secrets of a corrupt organization. His Revolutionary friend, Jameson succeeded at a Motivate Skill Specialty roll to remind Winston how important Esther is to their cause of bringing down the company that destroyed their small fishing village. Knox has rolled a 27% on his percentile roll, and has adjusted the roll up using his Grit of 7 (the Governing Attribute for Field Medic) making the roll 34%, still a Failure. He needs to compile his Dice Pool to try and adjust the roll further. He has four Skill Dice in Medicine, gains one from the Animal Ability Death Scent, gains three from the Motivate roll (one from the roll, one from the Freedom Fighter Career Ability, and another because the roll was made by a Revolutionary). His Dice Pool is eight dice. Since the assassins are still in the area and a firefight is occurring in the busy nightclub, the GM assigns a -2 Dice Pool penalty. Knox uses the extra dice to negate the penalty and has a remaining Dice Pool of six. He can still only roll five dice, but at least the penalty has no effect.*

Skill Specialties

Each skill has multiple Skill Specialties representing additional training in the Base Skill, but are resolved in the same way. Skill Specialty rolls are made using the Skill Dice of the associated Base Skill. Additionally, Skill Specialties are linked to a Secondary Attribute, known as the Governing Attribute, that can adjust a roll up or down to help hit the target range. This means that scoring a Success or a Resounding Success may be easier, often resulting in a better outcome, but the Skill Range may be more difficult. Some skills may list multiple Governing Attributes. These skills can use one of the attributes listed, but not all, chosen when the Skill Specialty is selected. This illustrates how many people can learn the same information but through different avenues of learning and exploration.

A character can select one Skill Specialty for each starting Career Skill during Character Creation. Skills gained from the Know-How attribute do not start with a Skill Specialty. If a character has the same skill in both careers, two special-

ties can be selected. Additional Skill Specialties are granted when a skill has three Skill Dice in the Base Skill, and again when a skill has five Skill Dice in the Base Skill, so some characters may start with multiple specialties in a particular skill. Some Skill Specialties have prerequisites that must be met before a character is able to select them. These can include other skills, Specialties, Careers, nationalities or others. Pay attention to these restrictions as your character develops. A Skill Specialty and its prerequisite cannot be selected at the same time, even if the character has two Skill Specialty selections. **(Note:** The exception is starting Career Skills and their respective Skill Specialties).

Skill Penalties

There are two types of skill penalties that can be assessed, depending on the skill level of the character making the roll. The most common, especially as character advance in level is the assignment of penalties to the Dice Pool depending on the difficulty of the task. For example, if an ace pilot is trying to land his plane during a thunderstorm at night, the GM may reduce the Dice Pool by two, from five to three. The other type occurs if a character has the skill, but does not have any Skill Dice in it, then the GM will assess the same penalty (two dice in the example above) and will make the roll, adjusting the roll of the character as though it were a contested roll.

The Fumble

If a character fails a skill roll while outside of combat, they are able to try again before any consequences are resolved. This can only be done once per Base Skill (or associated Skill Specialties), per session and is done at a penalty of -2 dice to the Dice Pool in addition to all previous bonuses or penalties. If the character does not have two Skill Dice in the particular skill, the

Any vs. The:

There may come a moment where a status effect, animal ability or adventure calls for a character to make a specific roll. If a roll says "Any" that means the skill or any of its Skill Specialties can be used. If a roll mentions "The" skill or Skill Specialty, then only that particular skill or Specialty can be used.

penalty is still assessed, but the GM makes the roll and adjustment.

Example: *Knox has compiled his Dice Pool and is attempting to have his character (Winston) make a Field Medic Skill Specialty roll with a modified Skill Range of Easy. His original percentile roll was a 34% after being modified by the Governing Attribute of the Field Medic Skill Specialty. He rolls his five dice and gets a 16, making the roll now a 50%. Having already used his Guts Primary Attribute to modify a roll earlier in the session, he has no other way to adjust the roll. However, he has not used his Fumble chance for Medicine this session. He rolls percentile and gets a 40%, adjusts it to 47% with his Grit of 7 (the Governing Attribute for Field Medic), and now builds the Dice Pool. His original Dice Pool of 8 dice was reduced by 2 by the GM, and is now reduced by 2 by the Fumble rules, so he has a Dice Pool of 4. Knox rolls the dice and gets a 6, allowing him to adjust the roll up to 53%, just barely succeeding.*

Contested Roll

Many skill rolls simply require a player to roll within a particular range to receive a Success or Failure, and the degree to which they succeeded or failed. There are times that skill rolls or other instances can call for a Contested Roll. During a Contested Roll, the character performing the action checks the difficulty (adjusts it with Moxie if desired), rolls percentile dice, and chooses an amount of dice from the Dice Pool to roll to further augment the roll. This selection of dice can be any or all of the dice available to the character, but some may be held in reserve. Once these initial dice are rolled, the contesting character rolls their own Skill Dice, with any applicable modifiers, in the same skill (or a different skill if specifically detailed as an opposing skill) to augment the first roll up or down. Once this is done, the first character can roll any dice held in reserve to further augment the roll to the optimal range. The contesting player does not get an additional opportunity to adjust the roll. **Note:** If there is an instance where the GM is to make a Contested Roll against a player, they are not under any obligation to adjust the roll in a way to make the character fail. The roll can be adjusted however necessary for the betterment of the story.

Unskilled

One of the great things about Wild Skies is that any character can attempt any Base Skill, as it plays up the heroic nature of the characters. To do so, the player looks at the skill range of the Base Skill being attempted and makes a skill roll against it. If the roll falls into the Resounding Success range, then the character performs the skill, but it is treated as a normal success. Some skills may have additional penalties if a Critical Failure is rolled while attempting an Unskilled Roll. Unskilled rolls cannot be rerolled as per the Fumble rule.

Attribute Comparison

An Attribute Comparison is the easiest and most direct way to resolve a conflict, but is rare within the mechanics of a game. Certain skills or Animal Abilities may call out instances where an Attribute Comparison is needed, but mostly these will be done at the request of the Game Master. To resolve an Attribute Comparison, simply check the attributes in question, such as the Brawn of one character against the Brawn of another to win an arm wrestling match, and the highest number wins the contest. Most often, an Attribute Comparison will have the players use the same Attribute, but the GM could require the players to roll using different Attributes, like Smarts against Brawn. This might illustrate a different approach to a challenge, like understanding the physics of leverage to win the aforementioned arm wrestling match.

Combat Skills

Combat skills are handled just like all other skills as detailed in the combat section. Melee and Ranged skill listings have some notable exceptions from most Skill Rolls. First, Critical Failure results are not listed with the skills, and instead require a roll on the Critical Failure table for either Melee or Ranged Weapons. Second, there can be a Resounding Success Bonus for both the skill and the weapon used. The character would be able to take advantage of both bonuses if a Resounding Success is scored. Third, some combat skills have bonuses listed in the description that can be used when the character is using that particular skill. The bonuses in the Base Skill and the Skill Specialties may be different.

Example: Sergio is skilled in knife-fighting and can use the knife-fighting skill in round 1 in order to get the listed bonus, but at the start of round 2, the character (still using the knife) can opt to switch to the Blade skill for a different bonus.

Cinematic Descriptions

Players are encouraged to immerse themselves in the moment by describing the actions their characters are taking. The setting and system allow for a good bit of flexibility and there are sure to be moments of absurdity, but players should also take into account that role-playing is a group experience. The mood and tone of the group and the story being told should be taken into consideration so the descriptions are not too over the top.

The GM is in the unique position to incentivize other players to keep the narrative moving and the feel consistent. During the course of a play session, the GM is assigned five Bonus Dice. Based on the description of a character's action but before any dice are rolled, the GM can grant a player (not NPCs) any number of these Bonus Dice. Additionally, if a character fails a roll, after all other modifiers have been made, these dice can be assigned to see if the outcome can be affected. These can be used in combat, defensive actions, skills or any other instance where a die is rolled, but these are to be used as a method to keep the story dramatic and on track. The GM is under no obligation to assign these dice, nor are the players obligated to use them. These Bonus Dice are in addition to any dice used for the roll, and are the only way a character can roll more than five dice to enhance a roll.

Simple Tasks and Showboating

There are some tasks that are so simple that there is no need to roll to see if a character succeeds. A porter does not need to roll to see if he can carry boxes up the stairs and a mechanic does not need to roll to put air in a car's tires. These are considered mundane tasks that would simply bog down the game if rolling was a necessity. In these instances, even a Resounding Success would not matter.

Even though rolling is not necessary, characters always have the option of showboating or showing off in order to try to garner favor with, or impress someone. To do so, a character would have

to make a skill roll on the appropriate skill at the Easy difficulty level. In order for the character to actually do something impressive, a Resounding Success must be achieved. This does not add any special bonuses that the Resounding Success normally would, but simply illustrates that the character added some flourish to the task. Just like with other skill rolls, the initial roll can be adjusted with Primary and Secondary Attributes and the Dice Pool. However, if the initial percentile roll is a Critical Failure, the roll cannot be adjusted out of the Critical Failure range. This is representative of something unforeseen happening when a character is showing off and not paying full attention to the task at hand.

General Skills

There are a number of skills that all Player Characters in Wild Skies start with. This is a reflection of the world in which they live since even the gruffest character is at least slightly educated. These skills are Reading, Writing and Arithmetic (or the Three Rs as you may see them referenced). A character can read and write any language they know. (**Note:** The number of languages a character knows is equal to the Smarts of the character). There may be opponents or non-player characters that do not have these skills as part of their background or for story-telling purposes, but these characters are few and far between. These General Skills do not have Skill Dice and are treated as simple tasks for gameplay purposes.

Skill List

Skill Name	Governing Attribute	Skill Range	Prerequisite
Art			
Difficult			
• Compose	Valor/Grit	Moderate	Art
• Paint	Valor/Moxie	Moderate	Art
• Perform	Valor/Moxie	Moderate	Art
• Sculpt	Valor/Moxie	Moderate	Art
• Write	Valor/Know-How	Moderate	Art
Athletics			
Easy			
• Climb	Strength	Moderate	Athletics
• Sprint	Fleetness	Moderate	Athletics, Fleetness 4
• Swim	Strength	Moderate	Athletics
• Wrestling	Grit/Valor	-	Athletics or Melee
Business			
Moderate			
• Barter	Moxie	Difficult	Persuade
• Logistics	Know-How	Moderate	Business
• Negotiation	Valor/Moxie	Moderate	Business
Cook			
Moderate			
• Brewer	Know-How/Moxie	Moderate	Cook
• Chef	Know-How/Valor	Difficult	Cook
• Mess Cook	Grit	Easy	Cook
Drive			
Moderate			
• Tank/Walker	Strength	Moderate	Drive
• Train	Grit	Moderate	Drive
• Wheelman	Fleetness	Moderate	Drive
Engineer			
Difficult			
• Industrialist	Know-How	Difficult	Machinist
• Inventor	Know-How	Difficult	Engineer
• Machinist	Know-How	Difficult	Engineer
Knowledge			
Moderate			
• Art History	Know-How	Moderate	Knowledge
• Interpreter	Fleetness	Moderate	Two Languages
• Language*	-	-	Knowledge
• Politics	Valor/Moxie/Grit	Moderate	Knowledge
• Religion	Valor/Moxie/Grit	Moderate	Knowledge
• Streetwise	Moxie	Moderate	Knowledge
• Survival	Grit	Difficult	Knowledge
• World History	Know-How	Moderate	Knowledge
Leadership			
Difficult			
• Aggravate	Grit/Moxie	Difficult	Social
• Command	Valor/Grit	Moderate	Leadership
• Motivate	Valor/Moxie	Moderate	Leadership
Mechanics			
Moderate			
• Aircraft Mechanics	Know-How	Moderate	Mechanics
• Airship Mechanics	Know-How	Moderate	Mechanics
• Automobile Mechanics	Know-How	Moderate	Mechanics
• Jury-Rig	Moxie/Know-How	Difficult	Aircraft, Airship or Automobile Mechanics
• Soup-Up	Moxie/Know-How	Difficult	Aircraft, Airship or Automobile Mechanics
Medicine			
Moderate			
• Doctor	Know-How	Difficult	Science
• Field Medic	Grit/Valor	Moderate	Medicine
• First-Aid	Grit	Easy	Medicine
Navigation			
Moderate			
• Astronomical Navigation	Know-How	Moderate	Navigation
• Cartography	Know-How	Difficult	Charts
• Charts	Know-How	Easy	Navigation
• Orienteering	Know-How	Easy	Navigation

Skill Name	Governing Attribute	Skill Range	Prerequisite
Pilot			
		Moderate	
• Ace	Moxie/Fleetness	Difficult	Fighter
• Airship	Valor/Know-How	Difficult	Transport
• Fighter	Fleetness	Moderate	Pilot
• Heavy	Grit	Moderate	Pilot
• Transport	Strength	Moderate	Pilot
Radio			
		Easy	
• Codesman	Know-How/Moxie	Difficult	Radio
• Radio Drama	Moxie	Moderate	Perform
• Spoofer	Know-How	Difficult	Radio
Science			
		Easy	
• Biology	Know-How	Moderate	Knowledge
• Chemistry	Know-How	Moderate	Knowledge
• Physics	Know-How	Moderate	Knowledge
• Poison	Know-How/Moxie	Moderate/Varies	Knowledge
Search			
		Moderate	
• Assess	Know-How	Moderate	Search
• Hide	Valor/Moxie/Grit	Moderate	Search
• Notice	Moxie	Moderate	Search
Sneak			
		Moderate	
• Bluff	Moxie	Difficult	Sneak
• Crack (Safecracking)	Moxie/Know-How	Difficult	Hoist
• Hoist (Pick Locks)	Moxie/Know-How	Moderate	Sneak
• Pinch (Pick Pockets)	Moxie/Fleetness	Moderate	Sneak
• Poison	Know-How/Moxie	Moderate/Varies	Knowledge
• Stealth	Fleetness	Easy	Sneak
• Streetwise	Moxie	Moderate	Sneak
Social			
		Moderate	
• Bluff	Valor	Moderate	Social
• Charm	Valor/Moxie	Difficult	Social
• Intimidate	Valor/Grit	Difficult	Social
• Persuade	Valor	Moderate	Social
Tradesman			
		Moderate	
• Carpenter	Grit	Easy	Tradesman
• Clothier	Fleetness	Easy	Tradesman
• Leatherworker	Moxie	Easy	Tradesman
• Smith	Strength	Easy	Tradesman
Combat Skills			
Melee			
		Moderate	
• Axe	Grit	Moderate	Blunt
• Blade	Fleetness	Easy	Melee
• Blunt	Strength	Easy	Melee
• Brawl	Grit	Easy	Melee
• Improvised	Moxie	Difficult	Blade/Blunt/Brawl
• Knife-Fighting	Moxie	Moderate	Blade
• Pugilism	Valor/Know-How	Moderate	Brawl
• Fencing	Valor	Moderate	Blade
• Club	Strength	Moderate	Blunt
• Two Weapons	Fleetness	Difficult	Blade/Blunt/Brawl
• Wrestling	Grit/Valor	-	Athletics or Melee
Ranged			
		Moderate	
• Archery/Thrown	Moxie	Moderate	Ranged
• Artillery	Strength	Difficult	Ordinance
• Machine Gun	Strength	Moderate	Ranged
• Ordinance	Know-How	Moderate	Ranged
• Pistol	Fleetness	Easy	Ranged
• Rifle	Valor	Easy	Ranged

*Knowledge - Language grants the character a new language. No rolls are necessary.

Skill Descriptions

Art

The ability to craft objects with little function, but with high aesthetic value. Characters can draw a sketch of the landscape, paint a pattern on a wall, play a tune on an instrument, read a poem dramatically, compose an attractive photograph or make other similar artistic expressions. A failed roll means a work is still created, but it does not inspire any particular interest, the art merely exists.

Governing Attribute: None

Skill Range: Difficult

Prerequisite: None

Critical Failure Penalty: The attempt at expression is so bad it consumes time and materials, but cannot be said to have produced anything. Readings are mumbled and inaudible, drawings are unrecognizable, music is off-key or photographs are out of focus.

Resounding Success Bonus: The art produced not only inspires interest and appreciation, but it is desirable. Observers are inspired to own the artistic object. Copies of works of art and recordings of performances become valuable. Original works as well as the individual artists become very valuable.

Art Skill Specialties

Compose

Characters can create musical compositions. Anything from simple tunes for a single instrument to complex symphonies for entire orchestras are possible, but each composer will generally have one or two preferred forms. One day's work generally produces five minutes worth of music. A failed roll means the composition is completed, but it does not inspire any particular interest. For longer works, many days are often spent re-working sections attempting to improve them.

Governing Attribute: Valor/Grit

Skill Range: Moderate

Prerequisite: Art

Critical Failure Penalty: The character has lost the creative spark and completing the piece will be very difficult. The character may no longer roll any Skill Dice to work on this particular composition. Stress and emotional turmoil often result as well. Skill Dice may still be rolled to

work on other compositions and new works. After rolling a success on another project, Skill Dice may again be applied to the original project. Some composers work on failed pieces slowly, eventually turning them into successes, while others never revisit their mistakes.

Resounding Success Bonus: The musical composition is so powerful it can have an impact on those who hear it. The artist chooses one of the Social Skill Specialties, even if the artist does not have the Skill Specialty themselves. Every other character who hears the music in the future must roll as if the work of art itself was attempting a Contested Roll. The music uses the artist's own Governing Attribute for the Compose Skill Specialty and Art Skill Dice at the time the composition is made, and the listener uses Social Skill dice. If the music succeeds, the character feels Persuaded, Intimidated, Charmed or Bluffed just as if they interacted with a character.

Paint

Characters can create two-dimensional fine art. Anything from portrait photography to impressionistic paintings to murals is possible, but each artist will generally work in a single medium. One painting can generally be produced in four days, including planning, execution and presentation. Very detailed or very large works can take much longer. A failed roll means the composition is completed, but it does not inspire any particular interest. On large or important works, many days are often spent reworking or over-painting sections attempting to improve them.

Governing Attribute: Valor/Moxie

Skill Range: Moderate

Prerequisite: Art

Critical Failure Penalty: The character has lost the creative spark and completing the piece will be very difficult. The character may no longer roll any Skill Dice to work on this particular painting. Stress and emotional turmoil often result as well. Skill Dice may still be rolled to work on other paintings and new works. After rolling a success on another project, Skill Dice may again be applied to the original project. Some artists work on failed pieces slowly, eventually turning them into successes, while others never revisit their mistakes.

Resounding Success Bonus: The painting is so powerful it can have an impact on those who view it. The artist chooses one of the Social Skill Specialties, even if the artist does not have the Skill Specialty themselves. Every other character who views the piece in the future must roll as if the work of art itself was attempting a Contested Roll. The painting uses the artist's own Governing Attribute for the Paint Skill Specialty and Art Skill Dice at the time the painting is made, and the viewer uses Social Skill dice. If the painting succeeds, the character feels Persuaded, Intimidated, Charmed or Bluffed just as if they interacted with a character.

Perform

Characters can perform dramatic or musical works. Anything from singing to acting to miming, but each performer will generally have one or two preferred forms. One day's work generally prepares thirty minutes worth of performance time. A failed roll means the performance occurs, but it does not inspire any particular interest. Performers who work often generally perform the same prepared material many times. Each additional day spent practicing the same material adds a 2% bonus to the skill roll, to a maximum of 60%.

Governing Attribute: Valor/Moxie

Skill Range: Moderate

Prerequisite: Art

Critical Failure Penalty: The character has lost the creative spark and completing the piece will any artistry be very difficult. The character may no longer roll any Skill Dice to perform this particular material. Stress and emotional turmoil sometimes result as well, other times performances are given purely by rote. Skill Dice may still be rolled to perform other compositions and new works. After rolling a success on another project, Skill Dice may again be applied to the original project. Some artists continue to perform tired routines, while others constantly seek new challenges.

Resounding Success Bonus: The performance is so powerful it can have an impact on those who view it. The artist chooses one of the Social Skill Specialties, even if the artist does not have the Skill Specialty themselves. Every other character who views the performance in the future must roll as if the work of art itself was attempting a Contested Roll. The performance uses the

artist's own Governing Attribute for the Perform Skill Specialty and Art Skill Dice at the time the performance is made, and the viewer uses Social Skill dice. If the performance succeeds, the character feels Persuaded, Intimidated, Charmed or Bluffed just as if they interacted with a character.

Sculpt

Characters can create three-dimensional fine art. Anything from stone statues to abstract bronze shapes to welded collections of junk is possible, but each sculptor will generally work in a single medium. One day's work generally produces one cubit foot of crafted material. A failed roll means the composition is completed, but it does not inspire any particular interest. On large or important works, many days are often spent planning before removing any material or reworking areas attempting to improve them.

Governing Attribute: Valor/Moxie

Skill Range: Moderate

Prerequisite: Art

Critical Failure Penalty: The character has lost the creative spark and completing the piece will be very difficult. The character may no longer roll any Skill Dice to work on this particular sculpture. Stress and emotional turmoil often result as well. Skill Dice may still be rolled to work on other sculptures and new works. After rolling a success on another project, Skill Dice may again be applied to the original project. Some artists work on failed pieces slowly, eventually turning them into successes, while others never revisit their mistakes.

Resounding Success Bonus: The sculpture is so powerful it can have an impact on those who view it. The artist chooses one of the Social Skill Specialties, even if the artist does not have the Skill Specialty themselves. Every other character who views the sculpture in the future must roll as if the work of art itself was attempting a Contested Roll. The sculpture uses the artist's own Governing Attribute for the Sculpt Skill Specialty and Art Skill Dice at the time the sculpture is made, and the viewer uses Social Skill dice. If the sculpture succeeds, the character feels Persuaded, Intimidated, Charmed or Bluffed just as if they interacted with a character.

Write

Characters can create various forms of literature. Anything from poems to stories to novels

is possible, but each writer will generally have one or two preferred formats. One day's work generally produces five pages worth of writing or a single poem. A failed roll means something has been written, but it does not inspire any particular interest. Most writers spend many days re-working their words attempting to improve them.

Governing Attribute: Valor/Know-How

Skill Range: Moderate

Prerequisite: Art

Critical Failure Penalty: The character has lost the creative spark and completing the piece will be very difficult. The character may no longer roll any Skill Dice to work on this particular composition. Stress and emotional turmoil often result as well. Skill Dice may still be rolled to work on other compositions and new works. After rolling a success on another project, Skill Dice may again be applied to the original project. Some writers work on failed pieces slowly, eventually turning them into successes, while others never revisit their mistakes.

Resounding Success Bonus: The writing is so powerful it can have an impact on those who read it. The artist chooses one of the Social Skill Specialties, even if the artist does not have the Skill Specialty themselves. Every other character who reads piece in the future must roll as if the work of art itself was attempting a Contested Roll. The writing uses the artist's own Governing Attribute for the Write Skill Specialty and Art Skill Dice at the time the writing is made, and the reader uses Social Skill dice. If the writing succeeds, the character feels Persuaded, Intimidated, Charmed or Bluffed just as if they interacted with a character.

Athletics

The basic ability to move the body in specific ways to accomplish different feats of skill. Simple tasks such as walking or climbing stairs do not require a skill roll, but more complex tasks such as ice-skating, jumping over a fence at a run or performing a back flip require a successful Athletics skill roll.

Governing Attribute: None

Skill Range: Easy

Prerequisite: None

Critical Failure Penalty: The character falls down with a painful thud inflicting one damage and possibly causing embarrassment.

Resounding Success Bonus: Whatever skill the character was trying to do is done amazingly well. Distance and height is increased by 20% (if applicable) and the character receives +1 Additional Dice to the Dice Pool for the next Social skill roll attempted on anyone who watched the athletic feat.

Athletics Skill Specialties

Climb

Strong limbs and even stronger digits help the character pick their way up and across rocks, buildings, trees and even vehicles. A character who can climb can only be stopped by smooth surfaces without toe and finger holds. A success with the Climb Specialty means the character moves Slow up, on or over whatever is being climbed.

Governing Attribute: Strength

Skill Range: Moderate

Prerequisite: Athletics

Critical Failure Penalty: The character puts a foot wrong or slips from a hand hold and falls. Unless they are secured with ropes or protected by other equipment, there is nothing to stop them but the ground.

Resounding Success Bonus: The character climbs at Normal speed this round.

Sprint

Running as fast as one can for as long as one can is not a simple task. It takes real aptitude and a lot of training to make a runner into a sprinter. When a character is sprinting they are considered to be moving Fast. If already Fast, the character can move one additional range increment. No other actions can be performed in a round where a character sprints. Sprints can be maintained for as many consecutive rounds as the character can continue to roll successful Sprint skill rolls. Failure means the character moves at their normal movement speed for the round.

Governing Attribute: Fleetness.

Skill Range: Moderate.

Prerequisite: Athletics, Fleetness of at least 4.

Critical Failure Penalty: A cramp or injury pulls the sprinter up short and they must stop running and recover for at least five minutes. The character can only move Slow during that time.

Resounding Success Bonus: The character is in such a rhythm they may continue to sprint next round without making a skill roll.

Swim

Playing and splashing in the shallows beside the ocean or a lake may be fun, but actually swimming is hard work. This Specialty grants the character the ability to swim, and any animal with the Swim Skill Specialty can dive and swim around in the first 12 feet (4 m) beneath the surface. Swimming is considered heavy labor and speed is Slow for almost all characters. Certain Animal Abilities improve swimming skills. It may be work, but for characters who find themselves in the water the only alternative is floundering around and sinking.

Governing Attribute: Strength

Skill Range: Moderate

Prerequisite: Athletics

Critical Failure Penalty: A cramp or injury pulls the swimmer up short and they must stop swimming and recover for at least five minutes. They can float during this time, but much drift wherever the current is taking them.

Resounding Success Bonus: The character swims at Normal speed this round.

Wrestling

Part athletic pursuit and part vicious combat, wrestling has ancient roots as well as plenty of modern applications. This specialty grants the character the ability to engage in Grapples with other characters. Characters with this skill specialty rolls have the option to use the Wrestling Skill Specialty roll instead of Melee in any instance when called for in the Grappling rules. Most grapples quickly dissolve into a brutal struggle for survival, with the most savage tactics on display. In order to initiate a grapple, a character must succeed at a Grab Attack Action. If successful, the character moves directly above the subject of the grapple in the Initiative Order and is considered to be the controller of the grapple.

Those engaged in a grapple cannot make Combat Actions or Defensive Actions regarding anything outside of the grapple. Being the controller of the grapple gives the character the option to make one of the special Grapple Attacks against the subject of the grapple. If the subject does not have the Grapple ability, the only action they can take is an attempt to escape the grapple. To escape a grapple, the subject makes the controller roll a contested Melee skill roll to maintain the grapple. If the roll fails or the subject can modify the roll to a failure, the subject escapes. If the subject of a grapple also has the grapple ability, the charac-

Grapple Attacks

Bite: This is a bite attack. If the character does not have the Teeth Animal Ability, the bite does 1 damage. This is a normal Melee Hit Combat Action but the target cannot take a Defensive action.

Hit: This is a normal Melee Hit Combat Action without a weapon at half damage, but the target cannot take a Defensive action.

Melee Weapon: A contested Melee skill roll with a small melee weapon only (knife, brass knuckles). If the controller uses this attack the subject may immediately attempt to escape before the attack is resolved.

Ranged Weapon: A normal Ranged attack with a pistol, but made without dice from the Dice Pool. If the controller uses this attack the victim gets a free chance to escape before the attack is resolved.

Hold (Controller Only): The controller makes a contested melee attack to maintain the grapple. If the controller wins, the Subject cannot take any Grapple Attacks on their action, but may still try to escape the grapple. If the hold attempt fails, the subject is still grappled but may still execute a Grapple Attack as normal on their action.

Choke (Controller Only): The controller makes a contested Melee skill roll which deals no damage but cuts off one minute of the subject's breath, possibly putting them at risk of passing out. This is a favorite technique of Snakes.

Release (Controller Only): The controller of the grapple can release the subject of the grapple. Combat continues normally.

Reversal (Subject Only): The subject makes a contested Melee skill roll to reverse the grapple. If the subject succeeds, they become the controller and is moved directly above the new subject in the Initiative Order.

Governing Attribute: Grit/Valor

Skill Range: Specific to Grapple Action.

Prerequisite: Athletics or Melee

Critical Failure Penalty: In addition to any other effects from the failed roll, the character suffers one damage from the tangle of limbs and grasping hands.

Resounding Success Bonus: In addition to any other effects from the successful roll, the character inflicts one damage on their opponent from the tangle of limbs and grasping hands.

ter may attempt to escape or make their own Grapple Attack based on the following list.

Business

The understanding of basic business practices such as salesmanship, maintaining stock, operating a storefront and the principle of supply and demand.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Critical Failure Penalty: The next Business skill roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Reduce the difficulty of the next Business skill roll by one level.

Business Skill Specialties

Barter

Knowing how to haggle to get the best price for goods or services can be the lifeblood of a merchant or mercenary. Those with the ability to barter are usually kept around to make sure they can demand top dollar for their wares.

Governing Attribute: Moxie

Skill Range: Difficult

Prerequisite: Business, Social and Persuade

Critical Failure Penalty: Any arrangement is unfavorable to the character. If buying, products or services will be 25% more. If selling, products or services will be worth 25% less than normal. The can be in addition to other skill bonuses or penalties.

Resounding Success Bonus: The character is able to demand 10% more for a particular good or service or get something they want for 10% less. If trading a product the character is responsible for producing (such as a piece of art), the character can get an additional 10% (in addition to any other bonuses or penalties from other skills) if buyer is available. There are many times interested parties are available, but funds are not.

Logistics

This is the understanding of procurement, maintenance, and transportation of goods, materiel and people. The entire flow of a product from the point of origin to the point of consumption or use. A character trained in logistics is keenly aware of the best routes, reputable and disreputable business associates, safe ports and the places to get the best deals for goods. Based on the available cargo, the character is able to

identify the best strategy for sale, while maximizing cargo and manifest space.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Business

Critical Failure Penalty: The information is out of date or incorrect, resulting in the loss of either 1D6 days of transit time or 1D6x10% of the value of the cargo, if applicable.

Resounding Success Bonus: The shipment is able to be delivered on time, or early according to any contractual obligations, and the character is able to demand 10% more for any cargo, if applicable.

Negotiation

The character is able to demand a certain amount of trust from others in order to have deals result favorably for them. While not strictly used for business dealings, the ability to negotiate the terms of a contract and understand methods others may be using to undermine the validity or benefits of a deal is a very valuable and sought after skillset. These characters are also regularly present when treaties, armistices, and trade arrangements are made.

Governing Attribute: Valor/Moxie

Skill Range: Moderate

Prerequisite: Business

Critical Failure Penalty: The other party begins to walk away from the negotiating table. The character must make a Success at a Social skill roll to sweeten the deal. If the Social skill roll is a failure, the deal is off altogether.

Resounding Success Bonus: Consensus is made and both parties are happy with the arrangement. Reduce the difficulty of the next Business skill or Skill Specialty roll by one level, regarding future business dealings with the other party.

Cook

Turning raw ingredients like dry beans, vegetables and slabs of meat into tasty meals can be surprisingly difficult. A cook knows all the basics of preparing food from how to boil water to how to roast a rack of ribs.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Critical Failure Penalty: Whatever the character was trying to make is ruined. The food is

so burnt, undercooked or so badly flavored it is inedible. If eaten, it will give the character food poisoning, acting as an Easy poison and dealing 2 damage.

Resounding Success Bonus: The cook has made something surprisingly good and it all came together much more quickly than would be normally expected.

Cook Skill Specialties

Brewer

Just about any kind of sugary water left on its own in a vat will start to ferment. The brewer can control this process to create beer (from grain) or wine (from fruits) and also knows how to distill fermented mixtures into liquor.

Governing Attribute: Know-How/Moxie

Skill Range: Moderate

Prerequisite: Cook

Critical Failure Penalty: The brewer has made alcohol alright, but the product contains the dangerous sorts of alcohol or other contaminants which make it effectively poison. The bad hooch is a Moderate poison which deals 5 damage. Any characters who drink enough to get drunk on the stuff also suffer a serious injury!

Resounding Success Bonus: The unique blend of flavors and stimulates in the brew grants drinkers a temporary bonus. At the time of the product's creation the brewer chooses one of the following "Booze Bonuses": +2 Guts, +2 Valor, +2 Grit, +3 Health. The bonus lasts for 20 minutes after the first drink is finished, but additional drinks add no further bonus and a character can only benefit from one "Booze Bonus" at a time.

Chef

The cook is experienced in creating a fine dining experience. A chef knows how to create ambiance, plate food attractively, time each dish to finish just as the diners are ready to eat it and pair everything with complimentary flavors. A chef has one main area of expertise, usually a particular type of cuisine (Spanish, French, Italian), a style of cooking (grilling, stewing, smoking), or a signature dish (birthday cake, boar's head, paella).

Governing Attribute: Know-How/Valor

Skill Range: Difficult

Prerequisite: Cook

Critical Failure Penalty: The food is so embarrassingly ordinary, the chef or whomever the chef is working for receives a -2 Dice Pool pen-

alty for any Business, Leadership or Social skill rolls attempted while still at the table.

Resounding Success Bonus: The food is so deliciously memorable, the chef or whomever the chef is working for receives two Additional Dice on any Business, Leadership or Social skill rolls attempted while still at the table.

Mess Cook

Delicate technique and gourmet flavors are not the focus of mess hall cooking. Cooking large amounts of food in limited space and time is the only consideration. A good mess cook can make a huge pot of soup or an entire pans of eggs taste pretty good, but even if a bad mess cook makes bland or textureless food it will still deliver nutrition to the masses. A failure just means the food tastes bad, it is still perfectly safe to eat.

Governing Attribute: Grit

Skill Range: Easy

Prerequisite: Cook

Critical Failure Penalty: Whatever the cook comes up with is likely to be labeled "slop." The food is technically edible but it is going to look weird, smell bad, taste terrible or have some other serious turn-off.

Resounding Success Bonus: The food is not only sustaining, but it actually tastes pretty good. Characters eating the food can engage in Heavy Activity for twice as long, according to the Fatigue rules.

Drive

The general ability to pilot a ground vehicle. The character understands the basic how to operate and maintain an automobile in everyday conditions. A roll on this skill is usually only required in combat, adverse conditions or when a character is attempting to do something out of the ordinary.

Governing Attribute: None

Skill Range: Easy

Prerequisite: None

Critical Failure Penalty: The character stalls the engine, and must make get a Success on a Drive skill roll to restart. If in combat, the driver is immediately moved to the bottom of the Initiative Order instead.

Resounding Success Bonus: Add one Additional Die to the next Drive skill or Skill Specialty roll made by the driver. If in combat, this is replaced by the driver immediately able to perform a Reposition action instead.

Drive Skill Specialties

Tank/Walker

These heavily armored behemoths stalk the battlefields of Europe, assaulting troop formations, fortifications, and other armored vehicles. Those trained are familiar with armored combat tactics, and how to drive and command an armored vehicle. This skill is primarily rolled in combat or when maneuvering these large vehicles in confined spaces.

Governing Attribute: Strength

Skill Range: Moderate

Prerequisite: Drive

Critical Failure Penalty: The tanker is oblivious to their surroundings and causes unintended damage to the road, nearby structures, or other items nearby, taking and inflicting 1D6 damage. If in combat, also reduce Speed Class by 1 to a minimum of 0. If the Speed Class cannot be reduced any further, the turrets suffer a -1 Dice Pool penalty to their next Ranged Hit roll.

Resounding Success Bonus: Add one Additional Die to the next Ranged Hit made by each turret, but only if it is the next Attack action made by the respective gunner.

Train

Cargo trains are one of the most efficient and affordable ways to move cargo over large distances, and one can find their rails all over Europe. Characters trained in their operation are able to navigate the rail lines, switch tracks, know common hazards, and operate the diesel behemoths.

Governing Attribute: Grit

Skill Range: Moderate

Prerequisite: Drive

Critical Failure Penalty: The character suffers a -1 Dice Pool penalty to their next Train Skill Specialty roll.

Resounding Success Bonus: Add one Additional Die to the next Train Skill Specialty roll made by the driver. If in combat, the driver can immediately perform an Accelerate or Brake action.

Wheelman

The character is skilled in operating an automobile in extreme circumstances such as high speed chases, races, or combat. They can maneuver cars and trucks at high speeds in city streets, and over rough terrain.

Governing Attribute: Fleetness

Skill Range: Moderate

Prerequisite: Drive

Critical Failure Penalty: The vehicle takes 1D6 damage due to stress on the engine. If in combat, also reduce Speed Class by 1 to a minimum of 0. If the Speed Class cannot be reduced any further, the character suffers a -1 Dice Pool penalty to their next Drive skill roll.

Resounding Success Bonus: Add one Additional Die to the next Drive skill or Skill Specialty roll made by the driver. If in combat, the driver has the option to immediately perform a Reposition action instead.

Engineer

Skilled engineers are responsible for the design work that goes into almost every facet of modern technology. New airships, airplanes, cars and tools are all designed to do a particular task. This skill allows a character to come up with new designs using existing technology, which has given rise to the plethora of plane designs fielded by the various groups over Europe. Any time modifications are made to an existing design, an engineer tends to make sure the design is still feasible and effective. Adding a turret or ordinance racks may not seem like large changes, but if they affect the airworthiness of a plane or increase weight to the point of being unable to safely land on an airship, the problems quickly become evident (not to mention dangerous). An engineer can work on a number of simultaneous designs equal to the amount of Skill Dice. It will take a number of sessions equal to 6 - Skill Dice to complete a design with a schematic so the design can be reproduced.

Governing Attribute: None

Skill Range: Difficult

Prerequisite: None

Critical Failure Penalty: The new design is flawed and unsafe. Back to the drawing board.

Resounding Success Bonus: An impressive design. Reduce the time it takes to complete a viable schematic by one session.

Engineer Skill Specialties

Industrialist

Designing, building and testing a single device is hard enough, but is practically easy compared to designing a process which can produce dozens or hundreds of the same item. Designing, building and managing production lines and factories

is the special field of the Industrialist. This type of engineering is focused on big picture processes and integrates aspects of transport, worker efficiency, physical space, heat management and waste reduction in ways few others have to consider. Without engineers with this skill, modern industrial life would be impossible.

When Industrialists sets out to develop of new production line, they must have a particular product in mind they are trying to produce in large numbers. Sometimes a design may not be possible. For example, working radios cannot be built from coconuts and fig leaves by wild monkeys on a deserted island no matter how skilled the engineer. Assuming there are no such supply chain limitations, anything from tinned beans to machine guns to durable medical equipment to ocean liners can be produced, each with its own design challenges. An Industrialist can work on a number of simultaneous designs equal to one half, rounded up, the number of Skill Dice. It will take a number of sessions equal to 12 - Skill Dice to complete a full production line design. This skill can also be used to assess production lines currently in operation to make sure they are running at peak efficiency.

Governing Attribute: Know-How

Skill Range: Difficult. If the character also has the Business Skill Specialty Logistics, base difficulty is Moderate instead.

Prerequisite: Engineer, Machinist

Critical Failure Penalty: The process does not work well enough to be worth implementing, something has to be redesigned. Loose one session worth of progress on the design.

Resounding Success Bonus: Adds one session worth of progress to the design. If assessing a process already in operation, the character has found a new method to improve efficiency, reducing costs by a percentage equal to the number of Skill Dice (1-5%).

Inventor

New and experimental technologies always accompany any sustained war based on the need for the next best weapon or the newest life-saving device. Some of the greatest minds in all the world can't help but be inventors as they have the need to create and build the solutions to problems some didn't even know existed. Inventors are always fiddling with one gadget or another and are occasionally said to be too invested in

their work. Field tests yield considerably the best results so they are often seen using their technology whenever possible, and tweaking it when results are sub-par.

Game Masters and the other players should work together to find fun and new technologies that a character can develop, build and test. These can be pulled right out of old pulp comics, B-movies or your own imagination. Have fun with it. An inventor can work on any number of gadgets, devices or technologies simultaneously but it takes a while from the moment of conception to build the first working prototype. It will take a number of sessions equal to ten minus the number of Engineering Skill Dice to complete a design with a schematic so it can be reproduced.

When developing or building new gadgets (also known as "technology demonstrators"), they can be finicky to say the least. Any failure of an Inventor Skill Specialty roll means that the device simply does not work at all. If a device scores a Resounding Success a number of times equal to 10 - Skill Dice the character has, then a full design can be worked on according to the Engineering Skill.

Governing Attribute: Know-How

Skill Range: Difficult

Prerequisite: Engineer

Critical Failure Penalty: The device does not work. Roll a second time with no skill roll modifications. A second Critical Failure means the device is damaged beyond repair. Another prototype will have to be constructed.

Resounding Success Bonus: No bonus other than counting as one of the successes needed to develop a reproducible design schematic.

Machinist

Manufacturing and crafting viable parts for building new designs, repairing tools, or performing maintenance requires a skilled craftsman with knowledge of the functional requirements of the components. This allows the engineer to craft or improve rare or hard to find parts or components which can save time and money, and hand-crafted components tend to be of better quality.

Governing Attribute: Know-How

Skill Range: Difficult

Prerequisite: Engineer

Critical Failure Penalty: The piece is flawed and unsalvageable. Add one session to the completion time of the design or prototype invention if one is being worked on.

Resounding Success Bonus: Reduce the amount of time it takes to complete a design schematic or prototype invention by one session, to a minimum of one.

Knowledge

A general body of information and a basic understanding of how everything from machines to society as a whole works. Knowledge includes both book learning and experience and has little to do with how smart a character is.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Critical Failure Penalty: Not only does the character not know (or can't recall) what they need to, their lack of understanding causes a moment of confusion. The next skill roll of a Base Skill suffers a -1 Dice Pool penalty.

Resounding Success Bonus: The character knows the answer and is sure they are correct, their confidence adds a +1 Additional Dice bonus to the Dice Pool for the next skill roll of a Base Skill.

Knowledge Skill Specialties

Art History

Detailed understanding of different styles of art and their development over time. From Greek sculpture to medieval illuminations to renaissance perspective drawings to photography to abstract expressionism, the character knows art. The character also knows the current art market and can approximate the value of individual pieces and spot forgeries.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Knowledge

Critical Failure Penalty: The character makes an error and either assigns the wrong period and artist to a piece or is horribly incorrect about the price. Acting on bad information could lead to overpaying or missing a true masterpiece. The character receives -1 Dice Pool penalty on the next skill roll of any Social skill.

Resounding Success Bonus: The character knows the individual piece of art under discussion including details of its creation and history. The character receives a +2 Additional Dice to Dice Pool for the next skill roll for any Social or Art skill regarding the piece or information.

Interpreter

Anyone can repeat what they have heard in one language in a different language they also know. The Interpreter Specialty gives a character the ability to listen to one language and repeat in another fast enough two parties who do not speak the same language can have a normal conversation. The specialty can also be used to interpret speeches, radio broadcasts or orders on the fly. Translating written messages and signs can also be done. Translating works of literature such as poems or novels requires a Difficult skill roll.

Governing Attribute: Fleetness

Skill Range: Moderate

Prerequisite: Knowledge. Must know at least two languages.

Critical Failure Penalty: A normal failure means the interpreter fails to convey the meaning of the original speaker's words. With a critical failure the interpreter is clear, but incorrect. This could lead to arriving at the wrong time, ordering the wrong meal or reporting to the wrong docking bay.

Resounding Success Bonus: Not only has the interpreter got the right message across, but has actually picked up on subtleties in the speakers' voices and word choice with reveal more about them than their actual words. All of this has been passed on accurately to the other party. Lying is very difficult with such a good interpreter.

Language

Gives the ability to speak a specific language as well as its most common dialects. The character can also read the language if it has a written form. Languages in widespread use such as French and German, rare languages such as Serbian and Frisian, as well as cants and animal forms of communication can all be selected as languages characters knows. Unlike most Skill Specialties, Language can be selected more than once, each time granting the ability to speak, read and write a new language. Characters start with a number of languages equal to their Smarts Attribute. Additional languages can be learned by taking the Polyglot Perk. The most common languages of Europe, by total speakers, are French, German, Russian, Italian and English.

Governing Attribute: None

Skill Range: None

Prerequisite: Knowledge, if taken as a Skill Specialty selection.

Critical Failure Penalty: None
Resounding Success Bonus: None

Politics

An understanding of an array of different political systems as well as historical examples of each. Can assess the relative strengths and weaknesses of a given political system as it relates to a given topic. This Specialty can be applied equally well to the past as to the present. The character is also familiar with the basic wording of various “governing documents,” including contracts, laws and constitutions and can even write new ones which sound official.

Governing Attribute: Valor/Moxie/Grit

Skill Range: Moderate

Prerequisite: Knowledge

Critical Failure Penalty: Indicates the character has gotten “too technical” in discussing politics and has actually angered or offended someone by appearing to skirt the issue or lack respect for the other’s personal views. Depending on the situation the character may have to succeed at any Social skill roll or the conversation is over.

Resounding Success Bonus: The character has made a piercing insight or found a reasonable compromise which adds a +2 Additional Dice to the Dice Pool for the next skill roll for any Social or Business skill.

Religion

An understanding of a variety of different religious beliefs as well as the history, basic tenants and a few of the practices of each. Can assess when and where a belief may have originated or what a particular symbol may mean. Can also quickly take note of taboos to avoid any faux pas.

Governing Attribute: Valor/Moxie/Grit

Skill Range: Moderate

Prerequisite: Knowledge

Critical Failure Penalty: The character has done or said something considered offensive without realizing it. Depending on the situation the character may have to succeed at any Social skill roll or the conversation is over.

Resounding Success Bonus: The character has observed all the proper forms of address and understands the religious world view in a way which adds a +2 Additional Dice to the Dice Pool for the next skill roll for any Social or Search skill.

Street Smarts

Cities are their own unique environments full of dangers, none of them natural. The character knows the ins and outs of survival on the mean streets. The character can pick out drug dealers, policemen, harmless drifters and truly dangerous people. The character knows where the alleys open up, where sewer grates are wide enough and who to ask for little favors. This helps in knowing how to get introduced to the people who know people.

Governing Attribute: Moxie

Skill Range: Moderate

Prerequisite: Knowledge or Sneak

Critical Failure Penalty: The character has zipped when a zag was needed and has actually lost respect in the eyes of the street. The next Street Smarts skill roll made will be Difficult instead of Moderate.

Resounding Success Bonus: The character knows just the right name to drop or secret to hint at to open doors. The next Street Smarts skill roll made will be Easy instead of Moderate.

Survival

The knowledge and skills to survive for extended periods in the wilderness. This includes simple methods to find the cardinal directions, knowledge of how to shelter from various weather conditions and, most importantly, how to find enough to eat. A character with this Specialty can provide the survival basics for a number of characters (self included) equal to the number of Skill Dice. Roll once per day for that day’s needs.

Governing Attribute: Grit

Skill Range: Difficult

Prerequisite: Knowledge

Critical Failure Penalty: Not only has the survivor found nothing to eat, there is nothing left in this area. The survivor(s) must move on.

Resounding Success Bonus: Double the amount of food found. Tomorrow there will be time for something other than meeting basic needs.

World History

The specific knowledge of the events of the past. From ancient cultures like Egypt and Rome through the Middle Ages and the Renaissance to the fallout from the Great War. This is a useful skill when negotiating with others from a different culture because it gives a common reference

for events (just like when Caesar crossed the Rubicon) or allows characters to make jabs and slights (Have you ever won a battle when it wasn't winter?).

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Knowledge

Critical Failure Penalty: The historical fact or comparison the character pulls out is so obviously wrong or inappropriate it makes others think the character is uneducated and ridiculous. The statement is more likely to produce laughter than win any respect. The character receives -1 Dice Pool penalty on the next skill roll of any Social skill.

Resounding Success Bonus: The character can think of just the right wisdom or inspiration from the past to grant a +2 Additional Dice to Dice Pool for the next skill roll for any Social or Leadership skill for the specific situation.

Leadership

While there are a number of theories behind what makes a good leader, it is undeniable that an inspiring individual can lead others to do things they normally would think themselves incapable of. Respect, fear, power, intelligence, charisma and money are all powerful motivations, and savvy individuals can use any number of these methods to get people to follow them. A good leader not only gains followers, but retains followers by understanding an individual's motivations and guiding them based on what drives them. A character can reduce the Skill Range difficulty of another character's skill roll a number of times per session equal to the Leader's valor. This can be done once per skill roll and requires a Leadership skill roll each time. **Note:** A Leader cannot reduce another character's Leadership skill or Leadership Skill Specialty rolls.

Governing Attribute: None

Skill Range: Difficult

Prerequisite: None

Critical Failure Penalty: The difficulty is not reduced and a -1 Dice Pool penalty is applied to the target character's skill roll instead.

Resounding Success Bonus: The Skill Range difficulty of the target character's skill roll can be reduced again, still requiring a Leadership skill roll. This still counts as another of the Leader's attempts per session and cannot benefit from another Resounding Success bonus.

Leadership Skill Specialties

Aggravate

Knowing how to get into someone's head can be really advantageous. Concentration can be difficult or a hot head can go off and pursue someone right into a trap. Through taunts, misinformation, insults, gloating and other harassing techniques, a skilled leader can cause someone a fair amount of frustration and distraction. When making an Aggravate Skill Specialty roll, the character can give a -1 Dice Pool penalty to the next skill roll of an opponent. This can be done a number of times per session equal to the selected Governing Attribute, is only available once per skill roll and requires an Aggravate Skill Specialty roll each time.

Governing Attribute: Grit/Moxie

Skill Range: Difficult

Prerequisite: Leadership

Critical Failure Penalty: The penalty is not applied and the target gets a +1 Dice Pool bonus on the next skill roll affecting the failing character

Resounding Success Bonus: This attempt does not count against the limit of attempts per session.

Command

Being in a position of rank normally comes with a certain amount of authority. Some leaders have additional training or officer education that gives some knowledge of leadership theory which helps them in their position. There are many grizzled veterans from the Great War who have a wealth of personal experience which grunts and soldiers may value more than others. Experienced soldiers know that following orders can save lives and helps a fighting unit operate efficiently. When making a Command Skill Specialty, the character issuing the command can add a number equal to his Governing Attribute to the skill roll of a character under his authority or someone with the Soldier career. This can be done a number of times per session equal to the selected Governing Attribute, is only available once per skill roll and requires a Command Skill Specialty roll each time. **Note:** The same skill roll cannot be affected by both Command and Motivate simultaneously.

Governing Attribute: Valor/Grit

Skill Range: Moderate

Prerequisite: Leadership

Critical Failure Penalty: The bonus is not added and a -1 Dice Pool penalty is applied to

the target character's skill roll instead.

Resounding Success Bonus: This attempt does not count against the limit of attempts per session.

Motivate

There are certain people that always know just what to say and can inspire people to move mountains after a particularly rousing speech. These leaders are adept at knowing their audience and can use inspirational language, motivational techniques, and how to deliver their message with panache. When making a Motivate Skill Specialty Roll, the character can inspire a number of NPCs equal to the Governing Attribute multiplied by the number of Leadership Skill Dice. These characters can be inspired to work together to achieve a story-telling goal, such as build a barricade where the revolutionaries will make their stand, hassle the authorities pursuing the characters, or work harder to get the ship loaded faster. This can be done a number of times per session equal to the Governing Attribute and requires a Motivate Skill Specialty roll each time.

The Motivate Skill Specialty can also affect Player Characters. When making a Motivate Skill Specialty roll, the character trying to motivate, can assign their Leadership Skill Dice to other characters who share the same personal or political ideals in order to complete the specific task at hand. These dice must be divided as evenly as possible, and any remaining dice cannot be assigned. This can be done a number of times per session equal to the number of Leadership Skill Dice, is only available once per skill roll and requires a Motivate Skill Specialty roll each time.

Note: The same skill roll cannot be affected by both Command and Motivate simultaneously.

Governing Attribute: Valor/Moxie

Skill Range: Moderate

Prerequisite: Leadership

Critical Failure Penalty: If affecting NPCs, the characters are not swayed by the Skill Specialty roll and will tend to dismiss the character. If affecting Player Characters, the bonus is not added and a -1 Dice Pool penalty is applied to the target character's skill roll.

Resounding Success Bonus: This attempt does not count against the limit of attempts per session.

Mechanics

Basic understanding of mechanical components and repair. This includes simple machines, gear assemblies and transmissions, electric motors and internal combustion engines. A character can attempt to repair a damaged component or vehicle, but normally sticks to replacing parts. On a successful Mechanics skill roll, repair Health equal to the Skill Dice + 1. Repairs normally take a number of hours equal to the total amount of damage taken - Skill Dice, to a minimum of one hour, but certain weapons abilities can increase this.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Critical Failure Penalty: The next Mechanics skill roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Repairs can be made more quickly. Reduce repair time by one hour.

Mechanics Skill Specialties

Aircraft Mechanics

Familiarity with all kinds of airplane engines, parts, components, plating, frame materials and aerodynamics. A character can attempt to repair a damaged component or aircraft, and are regularly assigned to repair downed or damaged aircraft. On a successful Aircraft Mechanics Skill Specialty roll, repair Health equal to the Skill Dice + Know-How, but only when working on an aircraft. Repairs normally take a number of hours equal to the total amount of damage taken - Know-How, to a minimum of one hour, but certain weapon abilities can increase this.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Mechanics

Critical Failure Penalty: The next Aircraft Mechanics Skill Specialty roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Repairs can be made more quickly. Reduce repair time by half.

Airship Mechanics

The inner workings and outer coverings of blimps, dirigibles, semi-rigid airships and full military class vrillium-plated warships are all fairly similar. The character with this skill is familiar with their workings, repair and maintenance. A character can attempt to repair a damaged part

or airship, and are regularly assigned to repair downed or damaged aircraft. On a successful Airship Mechanics Skill Specialty roll, repair Health equal to the Skill Dice + Know-How, but only when working on an airship. Repairs normally take a number of hours equal to the total amount of damage taken - Know-How, to a minimum of one hour, but certain damage types can increase this. **Note:** This can take quite a while. This is why there are often teams of mechanics working together to complete the repairs more quickly.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Mechanics

Critical Failure Penalty: The next Airship Mechanics Skill Specialty roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Repairs can be made more quickly. Reduce repair time by number of Skill Dice + Know-How.

Automobile Mechanics

The basics of automobile engines are similar to airplanes, but there are enough different components a mechanic must become familiar with. This gives the character an in-depth knowledge of automobile parts and repair, including powertrain, drivetrain and exhaust systems. A character can attempt to repair a damaged part or automobile, and are regularly assigned to repair wrecked or damaged vehicles. On a successful Automobile Mechanics Skill Specialty roll, repair Health equal to the Skill Dice + Know-How. Repairs normally take a number of hours equal to the total amount of damage taken - Know-How, to a minimum of one hour, but certain damage types can increase this.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Mechanics

Critical Failure Penalty: The next Automobile Mechanics Skill Specialty roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Repairs can be made more quickly. Reduce repair time by half.

Jury-Rig

Sometimes a mechanic has to make do with what he has on hand. When times are tough or the situation is desperate, a mechanic can jury-rig a repair to make a part or component work for a limited time and against all odds. On a successful

Jury-Rig Skill Specialty roll, no Health is repaired, but the fix can be done in a number of minutes equal to 10 - Skill Dice. Repairs will last a number of hours equal to the Governing Attribute.

Governing Attribute: Moxie/Know-How

Skill Range: Difficult

Prerequisite: Aircraft, Airship or Automobile Mechanics

Critical Failure Penalty: The next Jury-Rig Skill Specialty roll receives a -1 Dice Pool penalty, and the vehicle receives a permanent -1 penalty to Speed Class until repaired.

Resounding Success Bonus: Repairs last twice as long.

Soup-Up

Those that love to tinker with cars and airplanes are always looking to see how they work and how they can be made to work better. A mechanic can try to soup-up a vehicle but their constant tinkering could potentially damage the engine or components. A vehicle can have a number of enhancements equal to the Skill Dice of the mechanic, and cannot be souped-up by other mechanics until all previous enhancements are removed. When attempting to soup-up a vehicle, choose one of the following benefits to add and roll for success. Making these changes requires days of labor to produce hard-earned results. Each enhancement takes a number of days equal to 7 - Skill Dice to make:

- +1 to Speed Class.
- Add Fleetness an additional time to Dodge Defensive Actions once per combat.
- Add Fleetness an additional time to Evade Defensive Actions once per combat.
- Add one free Attack Action per combat, at the end of the chosen round.
- Reroll one Attack Action per combat.
- Reroll one Defensive Action per combat.

Governing Attribute: Moxie/Know-How

Skill Range: Difficult

Prerequisite: Aircraft, Airship or Automobile Mechanics

Critical Failure Penalty: The next Soup-Up Skill Specialty roll receives a -1 Dice Pool penalty, and the vehicle receives a permanent -1 penalty to Speed Class until repaired.

Resounding Success Bonus: The enhancement made can be used twice per combat instead of only once.

Medicine

The general skill of identifying diseases, applying cures and repairing injuries. This skill can represent medical knowledge from a variety of sources such as military survival training, hospital aide courses or traditional folk remedies. A successful Medicine skill roll means a character can identify poisons and disease, alleviate the symptoms of disease, patch up most injuries so characters can start healing on their own and even resuscitate a character who has died.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Critical Failure Penalty: The patient immediately loses one Health, if applicable.

Resounding Success Bonus: The patient immediately recovers one Health, if applicable.

Medicine Skill Specialties

Doctor

This represents education in the prevention and treatment of disease. Medical doctors can help keep patients healthy, as long as the patients follow their doctor's advice. Doctors also spend a lot of time finding out what is causing a particular set of symptoms and finding what will treat the underlying problem. The Specialty can be used to diagnose chronic or new illnesses as well as apply proper cures. Sometimes taking medicine is the cure, sometimes it is submitting to surgery. Successes means the patient is on the mend, failures mean the doctor is stumped.

Governing Attribute: Know-How

Skill Range: Difficult

Prerequisite: Medicine, Science

Critical Failure Penalty: The doctor has come up with the wrong treatment because they misidentified the symptoms or were simply unfamiliar with all the possibilities. If the recommended cure is followed, the patient will actually be injured further! The patient loses Health equal 1D6 - Skill Dice of the doctor, with a minimum of 1.

Resounding Success Bonus: When a doctor gets it right, the benefits can be substantial. If the patient follows the doctor's advice, the patient recovers Health equal to 1D6 + Skill Dice of the doctor, over and above normal healing.

Field Medic

This is the knowledge of treating battlefield wounds. From battlefield amputations to easing

the suffering of gassed soldiers to dealing with ailments common to the dirty conditions of the battlefield, the field medic often works on the worst cases in the worst of conditions. The field medic must work quickly to help the maximum number of patients. Survival is the primary goal not minimizing a patient's pain or worrying about scarring. The field medic spends a lot of time pulling shrapnel out of patients, closing wounds with stitches and bandages as well as checking for post-op infections. Success means the patient will live, failure means the patient is probably going to die.

Governing Attribute: Grit/Valor

Skill Range: Moderate

Prerequisite: Medicine

Critical Failure Penalty: Sometimes trying to help does more harm than good. The patient loses Health equal to the number of Medicine Skill Dice the Field Medic has.

Resounding Success Bonus: Sometimes a Medic can find just how to stop the bleeding. The patient recovers Health equal to the number of Medicine Skill Dice the Field Medic has.

First-Aid

The specialization in stabilizing patients. First-Aid is not as much about helping a patient recover as it is about helping a patient live long enough to get proper treatment. This Specialty is often taught to soldiers and to anyone who spends a lot of time in the wilderness. First-Aid is used to stop bleeding after a serious injury, clear blocked airways and administer proper anti-venoms. In general, success means the patient will live, while failure means the patient has not yet been helped and may still be in danger.

Governing Attribute: Grit

Skill Range: Easy

Prerequisite: Medicine

Critical Failure Penalty: The first responder has made critical oversight or an outright mistake. Any successful Medical skill roll by the original medic or another one will uncover the error, but valuable time will have been used on the extra skill roll.

Resounding Success Bonus: The first responder has gotten everything right and the patient is so well-prepared future examinations receive a bonus. The next time a character makes any Medical skill roll the roll receives one Additional Die.

Navigation

This is primarily used for aerial navigation and knowing how to read maps and navigational instruments in an aircraft. It can also be used as a basic sense of direction and knowing one's way around an area after being there a few times and taking the time to become familiar with the locale.

Governing Attribute: None

Skill Range: Easy

Prerequisite: None

Critical Failure Penalty: The character ends up in the wrong place. Finding the way back to a familiar area will require a Success on a Navigation skill roll. The next Navigation skill roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Reduce by one level the difficulty of the next Navigation skill roll.

Navigation Skill Specialties

Astronomical Navigation

Navigating by using the stars is a centuries old tradition. Those versed in this skill are easily able to estimate their location, geographical hemisphere, time of year, time of day, and basic direction solely by using the stars in the sky. Using special equipment, a character can get a much more accurate location. A mostly clear sky is required in order to attempt an Astronomical Navigation Skill Specialty roll.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Navigation

Critical Failure Penalty: The next Astronomical Navigation Skill Specialty roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Reduce the difficulty of the next Astronomical Skill Specialty roll by one level.

Cartography

Making quality, reliable maps is significantly more difficult than simply following them. Skilled cartographers are an invaluable resource among crews of explorers or reconnaissance operatives, providing an easy to follow chart of new places, and an additional source of barter and trade. This skill allows a character to make proper notes and navigational markings while gathering information, which can be easily translated to a new chart.

Gathering this information is often time consuming, taking two months minus a number of weeks equal to Skill Dice. Using this documentation, the cartographer can make a new map, star chart or street layout in two weeks minus a number of days equal to Skill Dice.

Governing Attribute: Know-How

Skill Range: Difficult

Prerequisite: Navigation and Charts

Critical Failure Penalty: The chart is a very poor quality. If anyone tries to use it, they will suffer a -3 Dice Pool penalty to any Charts Skill Specialty roll.

Resounding Success Bonus: The chart is excellent quality. Anyone using it will receive a +1 Additional Dice to any Charts Skill Specialty roll.

Charts

There are numerous types of charts, maps and navigational aids that the character has spent long hours studying. When using these resources, the character can more easily plot a safe course and discern areas to avoid. Some charts may document water depths, pirate territories, mine fields or natural barriers like reefs. Without the charts, the character must rely on other forms of navigational knowledge.

Governing Attribute: Know-How

Skill Range: Easy

Prerequisite: Navigation

Critical Failure Penalty: The next Charts Skill Specialty roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Reduce by one level the difficulty of the next Charts Skill Specialty roll.

Orienteering

This is training how to use navigational aids, signs, roadmaps, landmarks and naturally occurring phenomena to navigate on land instead of in the skies, as so many have become so accustomed to.

Governing Attribute: Know-How

Skill Range: Easy

Prerequisite: Navigation

Critical Failure Penalty: The next Orienteering Skill Specialty roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Reduce by one level the difficulty of the next Orienteering Skill Specialty roll.

Pilot

The general ability to pilot a flying vehicle. The character understands the basic physics of flight, how to maneuver, take-off and land. A roll on this skill is usually only required in combat, adverse conditions or when a character is attempting to do something out of the ordinary.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Critical Failure Penalty: The vehicle takes 1D6 damage due to stress on the engine. If in combat, also reduce Speed Class to 1. If the Speed Class cannot be reduced any further, the character suffers a -1 Dice Pool penalty to their next Pilot roll.

Resounding Success Bonus: If in combat, the pilot can set the Speed Class to any number, up to the maximum of the vehicle.

Pilot Skill Specialties

Ace

Ace pilots have a well-earned reputation for being the most dangerous combatants in the skies. These fighter pilots are capable of astounding aerobatic feats while simultaneously engaging foes with deadly attacks.

Governing Attribute: Moxie/Fleetness

Skill Range: Difficult

Prerequisite: Pilot, Fighter

Critical Failure Penalty: The vehicle takes 1D6 damage due to stress on the engine. If in combat, reduce Speed Class by 1 to a minimum of 1. If the Speed Class cannot be reduced any further, the character suffers a -1 Dice Pool penalty to their next Pilot roll. The next Attack action cannot be an Advanced Attack action. **Note:** This is not in addition to the damage due to engine stress.

Resounding Success Bonus: Add one Additional Die to the next Ace Skill Specialty roll (and any additional associated skill rolls) made by the pilot, but only if it is the next action made.

Airship

The massive airships filling the skies, including blimps, semi-rigid airships, rigid airships augmented by vrillium and simple balloons all operate dramatically differently than any other vehicle. Airship pilots are trained in both aerial and naval tactics to help these ponderous ships survive attacks from other airships. Airships are considered stationary for the purposes of aerial combat and

have a few other rules specific to them.

Governing Attribute: Valor/Know-How

Skill Range: Difficult

Prerequisite: Pilot and Transport

Critical Failure Penalty: The character suffers a -1 Dice Pool penalty to their next Pilot roll.

Resounding Success Bonus: All Artillery or Ordinance weapon attacks against this target are made at a -1 Dice Pool penalty.

Fighter

Training in basic aerial combat and dogfighting techniques in the small and nimble fighter planes prevalent among the armed forces, mercenary crews and pirate groups across the globe. The focus of fighter pilot training is to find optimal positioning for the best possible attack on a target.

Governing Attribute: Fleetness

Skill Range: Moderate

Prerequisite: Pilot

Critical Failure Penalty: The vehicle takes 1D6 damage due to stress on the engine. If in combat, also reduce Speed Class by 1 to a minimum of 1. If the Speed Class cannot be reduced any further, the character suffers a -1 Dice Pool penalty to their next Pilot roll.

Resounding Success Bonus: Add one Additional Die to the next Ranged Hit made by the pilot, but only if it is the next Attack action made.

Heavy

Heavily armed and armored fighters can be the equivalent of flying weapons platforms, able to bring tremendous firepower to any battle. Pilots focused on training with heavy fighters are more focused on positioning their gunners for the best attack possible, rather than lining up the shots themselves.

Governing Attribute: Grit

Skill Range: Moderate

Prerequisite: Pilot

Critical Failure Penalty: The vehicle takes 1D6 damage due to stress on the engine. If in combat, also reduce Speed Class by 1 to a minimum of 1. If the Speed Class cannot be reduced any further, the turrets suffer a -1 Dice Pool penalty to their next Ranged Hit roll.

Resounding Success Bonus: Add one Additional Die to the next Ranged Hit made by each turret, but only if it is the next Attack action made by the respective gunner.

Transport

Transport planes are one of the most abundant types of vehicles in the skies over Europe. Transport pilots are taught to protect the goods they carry and are adept at staying one step ahead of raiders and pirates.

Governing Attribute: Strength

Skill Range: Moderate

Prerequisite: Pilot

Critical Failure Penalty: The vehicle takes 1D6 damage due to stress on the engine. If in combat, also reduce Speed Class to 1. If the Speed Class cannot be reduced any further, the character suffers a -1 Dice Pool penalty to their next Pilot roll.

Resounding Success Bonus: If in combat, the pilot can set the Speed Class to any number, up to the maximum of the vehicle. The next Ranged Hit made targeting the transport suffers a -1 Dice Pool penalty.

Radio

This is a basic understanding on the use of radio communications including communications etiquette and frequency selection. This character knows the major stations, radio personalities, can make corrections when there are slight disturbances and keep radios in working order.

Governing Attribute: None

Skill Range: Easy

Prerequisite: None

Critical Failure Penalty: The next Radio skill roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Reduce the Skill Difficulty of the next Radio skill roll by one level.

Radio Skill Specialties

Codesman

All manner of basic and complex codes and cyphers are known by the character, including many methods to break or interpret new codes the character is not familiar with. This skill is used to break and create codes. Breaking or creating new codes often requires multiple or consecutive Successes, Resounding Successes or overcoming Dice Pool penalties, depending on the type and complexity of the cypher. When creating new codes the Codesman can add one of the following effects per Skill Die to each roll a character needs to crack the code. Each effect added adds one week to the length of time it takes to create the code.

- Increase Skill Range Difficulty
- Require a consecutive success
- Require a Resounding Success (can be added to initial or consecutive rolls)
- Suffer a -1 Dice Pool penalty (can be selected up to three times).

Governing Attribute: Know-How/Moxie

Skill Range: Moderate

Prerequisite: Radio

Critical Failure Penalty: The next Codesman Skill Specialty roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Reduce the next Codesman Skill Specialty roll by one level of difficulty. Additionally, if a consecutive Resounding Success is scored and another roll is required, reduce any Dice Pool penalty of the by -1 dice.

Radio Drama

The character is familiar with a wide variety of methods to alter the voice, make sound effects and tell a captivating story. This can be used for entertainment purposes, or can be used for deception.

Governing Attribute: Moxie

Skill Range: Moderate

Prerequisite: Art, Perform, Radio

Critical Failure Penalty: The next Radio Drama Skill Specialty roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: Reduce the Skill Difficulty of the next Radio Drama Skill Specialty roll by one level.

Spoofers

Skilled Spoofers can use their own radio and communications equipment to disrupt the transmissions of others. Up to one target per Skill Die can have their communications disrupted. Some words may be able to come through but there will be distortion, dropped words, static or other interference. Any commands, orders or skills needing the communication receive a -1 Dice Pool penalty for every other Skill Die the Spoofer has in Radio (1, 3 and 5 Skill Dice).

Trained spoofers can try to interfere with the disturbances caused by other active spoofing attempts. In these situations, the characters make a contested Spoofer Skill Specialty roll. Characters who succeed can communicate normally. If they fail, they are affected by the communication distortions described above until they succeed at a contested spoofer roll.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Radio, Must have access to radio and communication equipment.

Critical Failure Penalty: The next Spoofer Skill Specialty roll receives a -1 Dice Pool penalty.

Resounding Success Bonus: All communications on that particular frequency are completely jammed. Even the limited communication from a successful Spoofer Skill Specialty roll is negated.

Science

A basic understanding of how the world works. Living cells convert sugars to energy. Acids and bases react violently to each other. Force is equal to mass times acceleration. This kind of elementary knowledge can be gained from study or learned just by observation. Understanding how the world functions helps characters make the most of their interactions with the world.

Governing Attribute: None

Skill Range: Easy

Prerequisite: None

Critical Failure Penalty: The character is over-thinking things and making them harder than they need to be, they just do not realize it. Their next non-combat skill roll suffers a -1 Dice Pool penalty.

Resounding Success Bonus: The character can see something of how the natural order of the world will help them in their present situation. Their next non-combat skill roll gains one Additional Die.

Science Skill Specialties

Biology

This is the study and understanding of living things. The character usually focuses on just one plant or animal group, but knows something about all living things. From mating habits, to life stages, to typical habitats, to impact on the environment, the signs of life are everywhere and the character can make the most of that fact.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Science, Knowledge

Critical Failure Penalty: The character had made an incorrect observation or false connection between evidence. The next skill roll of any Art, Medicine, Melee or Search skill is one skill range more difficult (Difficult is still the maximum).

Resounding Success Bonus: The character is right on with their observations and connecting the evidence together. The next skill roll of any Art, Medicine, Melee or Search skill is one skill range easier (Easy is still the minimum).

Chemistry

This is the study and understanding of chemical reactions. The character usually focuses on a specific class of chemicals, but knows something about all types of reactions. From moisture causing rust, to explosive mixtures to the aging process, most things in the world come down to chemistry and the character can make the most of that fact.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Science, Knowledge

Critical Failure Penalty: The character had made an incorrect observation or false connection between evidence. The next skill roll of any Cook, Leadership, Sneak or Tradesman skill is one skill range more difficult (Difficult is still the maximum).

Resounding Success Bonus: The character is right on with their observations and connecting the evidence together. The next skill roll of any Cook, Leadership, Sneak or Tradesman skill is one skill range easier (Easy is still the minimum).

Physics

This is the study and understanding of materials and movement. The character usually focuses on one sort of mathematical modeling or the properties of a single material, but knows something about the full range of physics. From the motion of falling objects, to the forces acting on steel, to the refraction of light through a prism, the whole world is in motion and the character can make the most of that fact.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Science, Knowledge

Critical Failure Penalty: The character had made an incorrect observation or false connection between evidence. The next skill roll of any Athletics, Engineer, Mechanics or Ranged skill is one skill range more difficult (Difficult is still the maximum).

Resounding Success Bonus: The character is right on with their observations and connecting the evidence together. The next skill roll of any

Athletics, Engineer, Mechanics or Ranged skill is one skill range easier (Easy is still the minimum).

Poison

Poisons can be very brutal and take even the roughest customers out of a fight quickly, or they can be terribly subtle putting specific opponents off their game in specific ways. The Poison Skill Specialty means a character can recognize the signs of poisoning, knows how to create poisons and how to administer them. The character may know which commonly available materials can be used as poison, which groups use specific poisons, how certain poisons are made, and readily available antidotes or anti-toxins for common poisons.

When creating a poison, reference the chart below. The more difficult the poison is to resist, and the more complex its effects, the more difficult it is to create. The poisoner chooses the difficulty the victim will have to roll against when the poison is administered and how complex the effects of the poison will be. Each poison will have a base Difficulty and Damage, but further effects are optional. Each additional option requires an additional Success on a Poison skill roll for the poison to be created. Once the poison is designed, the poisoner makes all the necessary skill rolls to create it, beginning from the leftmost column and working across. Each of these rolls is an independent skill roll able to be affected by any applicable bonuses or penalties. Failure of the first roll means the poison does not work at all. Failure of the additional rolls means the poison lacks the desired feature, but still retains features added by previous successes. Once a Failure is

rolled, the poisoner cannot continue along the table. The poisoner may stop working on a poison at any point. The final cost to create a poison is the total of all the rolls. If a roll is attempted, the time and money is spent whether the roll is successful or not. Each Easy roll takes 20 minutes and costs 10 UAC, each Moderate roll takes 40 minutes and costs 20 UAC and each Difficult roll takes one hour of work and costs 30 UAC.

Example: Herman, a German, toad, poison expert is working on a new poison. He decides the Difficulty to resist this poison will be Moderate, with no initial damage, and will knockout the victim for days. He does not want there to be a delay in the effect, target a particular attribute, target a specific Animal Type, nor simulate a disease so he will bypass those columns in the table. However, Herman does want the poison to be untraceable. He gets a Success on his Moderate roll for the Difficulty of the poison, and scores a Resounding Success on his Moderate skill roll for the poison to not do any damage. The Resounding Success lowers the Difficulty of the next roll in the creation of the poison, making the Knockout effect a Moderate skill roll. Herman fails the Moderate skill roll for the Knockout effect, so he would be unable to move on to untraceable, and has effectively created a poison with no effect. He chooses to reroll the Moderate Skill roll according to the Fumble rules and gets a Success. He moves on to the Difficult skill roll to make the poison untraceable, but fails the roll. Unable to reroll according to the Fumble rules since he has already done so this session, Herman creates a poison, just not the one he intended. This takes him three hours to make and costs 90 UAC.

Poison Creation Chart

Difficulty (Difficulty the victim rolls to resist)	Damage (Initial damage to victim)	Knockout (Duration victim knocked out)	Delay (Poison effects delayed)	Attribute (Reduces specific Attributes to 1D6)	Targeted (Targets a specific Animal Type)	Simulates Disease (Appears to be a case of disease)	Untraceable (Poison leaves no evidence)
Easy: <i>Easy</i>	2: <i>No roll</i>	Minutes: <i>Easy</i>	None: <i>No roll</i>			Flu: <i>Easy</i>	No: <i>No roll</i>
Moderate: <i>Moderate</i>	+1: <i>Easy</i> . May roll again until a failure result	Hours: <i>Moderate</i>	1D6+4 hours: <i>Moderate</i>	Each Attribute: <i>Difficult</i>	Choose one Type: <i>Difficult</i>	Drunkenness: <i>Moderate</i>	Yes: <i>Difficult</i>
Difficult: <i>Difficult</i>	None: <i>Moderate</i>	Days: <i>Difficult</i>	1 week: <i>Difficult</i>			Heart Attack: <i>Difficult</i>	

Governing Attribute: Know-How/Moxie
Skill Range: Moderate. When creating a poison, Skill Range varies, see chart above.

Prerequisite: Sneak or Science, Knowledge

Critical Failure Penalty: If a Critical Failure is ever rolled while creating a poison, the character accidentally poisons themselves! The full poison effect of the failed roll and all previous successful rolls is applied to the poisoner. The character may roll to resist the poison's effects as normal. See page 116 for more about resisting poison.

Resounding Success Bonus: When poisoners achieve a Resounding Success result, their next Poison skill roll for creating the same batch of poison may be made at one Skill Range lower than normal (Easy rolls become automatic successes). This can make it easier to complete a poison or inspire a poisoner to add more features to a poison.

Search

Characters can actively scan their surroundings in order to keep an eye out for things which are out of the ordinary or may be an indication of danger, someone in need or something particularly valuable. A character may make a Search skill roll if there is something or someone they are looking for in a specific area or during a particular event. The Game Master can also have a character make a Search skill roll to see something obvious that the player or character might be overlooking.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Critical Failure Penalty: The next Search skill roll regarding the same subject is made at a Difficult Skill Range.

Resounding Success Bonus: The next Search skill roll regarding the same subject is made at an Easy Skill Range.

Search Skill Specialties

Assess

Sometimes when minor things are out of the ordinary, they are part of a bigger scenario. Some characters are adept at putting the clues together to see the bigger picture. A successful Assess Skill Specialty roll will allow the character to gain some insight into a situation, detect an ambush, see a clue that is seemingly unrelated or spot an inconsistency in a story.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Search

Critical Failure Penalty: The next Assess Skill Specialty roll regarding the same subject is made at a Difficult Skill Range.

Resounding Success Bonus: Reduce by one level the difficulty of the next skill roll regarding the subject of the Assess Skill Specialty roll.

Hide

This is the ability to use the knowledge of typical hiding places to conceal an object to prevent its detection. This covers everything from carefully hiding a key to concealing a gunnery position.

Governing Attribute: Valor/Moxie/Grit

Skill Range: Moderate

Prerequisite: Search

Critical Failure Penalty: The hiding technique is a complete failure and the "hidden" object or person will be spotted by even the most casual observer. The character is unaware of just how bad it is.

Resounding Success Bonus: Anyone trying to search for the person or item does so at a -1 Dice Pool penalty.

Notice

Some people are just naturally more perceptive and aware of their surroundings. Notice rolls are mostly made at the request of the Game Master when there is something going on that might normally go unnoticed. The perceptive character will see something out of the ordinary, but won't know much about it until investigated further.

Governing Attribute: Moxie

Skill Range: Moderate

Prerequisite: Search

Critical Failure Penalty: The next Notice Skill Specialty regarding the same subject is made at a Difficult Skill Range.

Resounding Success Bonus: Reduce the difficulty of the next skill roll regarding the subject of the Notice Skill Specialty roll by one level.

Sneak

The general knowledge of moving places and doing things without being noticed. Includes blending into a crowd, moving quietly and the art of quickly picking things up or setting them down.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Critical Failure Penalty: The character was so obviously trying to look inconspicuous other people want to come find out what is going on.

Resounding Success Bonus: The character appeared so unremarkable, no one even remembers someone was there.

Sneak Skill Specialties

Bluff

The fine art of spinning a lie which is just believable enough. It is often as much about the attitude of the one bluffing as it is about the specific words used. Bluff skill rolls are often opposed by Assess skill rolls.

Governing Attribute: Moxie

Skill Range: Difficult

Prerequisite: Sneak or Social

Critical Failure Penalty: No one is buying the character's lie. It is so bad it actually calls attention to the character's true intentions and the character has been found out. Getting out of the situation requires a Success on a Social skill roll, or a Success on another Bluff skill roll. If Bluff is chosen, the roll is made at a -1 Dice Pool penalty since lying to get out of a lie when under scrutiny is more difficult.

Resounding Success Bonus: Once a character buys one lie, the next one goes down a little easier and the bluffer receives +1 Additional Dice to the Dice Pool for the next Social or Bluff skill roll against that target.

Crack (Safecracking)

Getting into a locked safe or strong box is more difficult than simply picking a lock, although some of the same skills apply. Cracking a safe is a suite of skills including locating hidden safes, listening for the tumblers while turning a combination lock and possibly applying acid or explosives to stubborn locks without destroying the contents. All of this careful work usually has to be done quickly and quietly as well.

Governing Attribute: Moxie/Know-How.

Skill Range: Difficult.

Prerequisite: Sneak, Hoist (Pick Locks).

Critical Failure Penalty: The cracksman has made a big mistake and not only failed to open the safe but has destroyed the locking mechanism or tripped some unseen safety feature which renders the safe unable to be opened at all.

Resounding Success Bonus: The cracksman

has gotten the safe open and has left behind no evidence. Anyone looking at the safe later will not see any damage and will have no clue how the safe was opened.

Hoist (Pick Locks)

Locked doors are no problem for a skilled cracksman. Using small tools to work the mechanisms, the character can unlock a lock without a key. Unfortunately, most frazzle jobs leave scratches on the lock which investigators can look for, so breaking in still leaves a trace. Some specialty locks impose additional penalties on hoist attempts. Picking a lock takes one combat round per attempt.

Governing Attribute: Moxie/Know-How

Skill Range: Moderate

Prerequisite: Sneak

Critical Failure Penalty: The attempt goes so poorly, the lock pick gets stuck in the lock. The lock is now considered broken and cannot be unlocked at all.

Resounding Success Bonus: The attempt is so smooth, there is no evidence of tampering left behind.

Pinch (Pick Pockets)

The art of taking an object out of someone else's pocket. This is usually the victim's wallet or pocket watch, but could be something else like a key, a map or a passport. If done correctly, the victim does not notice anything even if the pickpocket fails to actually grab anything. Small characters do not get a bonus, nor do large characters suffer a penalty for picking pockets. Pinch also grants the ability to hide objects smaller than the hand in the palm without appearing to be holding anything.

Governing Attribute: Moxie/Fleetness

Skill Range: Moderate

Prerequisite: Sneak

Critical Failure Penalty: The victim notices while the dipper is in the act, leaving no doubt an attempt was being made.

Resounding Success Bonus: The character is so good, they can actually replace the object grabbed with another or slip something into a victim's pocket without them noticing.

Poison

Description: Same as the Science Skill Specialty above.

Governing Attribute: Know-How/Moxie

Skill Range: Moderate. When creating a poison, Skill Range varies, see chart above.

Prerequisite: Sneak or Science, Knowledge

Critical Failure Penalty: Same as above.

Resounding Success Bonus: Same as above.

Stealth

Expertise in walking around or moving without making a sound. Also includes the skill of keeping to the shadows and behind cover to minimize the chance of being seen by others. Stealth skill rolls are contested by another character's Search Skill Dice. Various equipment and conditions may greatly modify this opposed roll. Movement speed while remaining stealthy is always Slow, until a character has five Skill Dice in Sneak, then Normal speed is possible (assuming the character has the required minimum 3 Fleetness). When a character fails a Stealth roll, they attract attention to themselves. They may attempt to hide, which requires a success on another Stealth skill roll. If the sneaker fails a second time, their location is found.

Governing Attribute: Fleetness

Skill Range: Easy

Prerequisite: Sneak

Critical Failure Penalty: The character has fallen or knocked something over and the attempt to get hidden now requires a Resounding Success on a second Stealth skill roll.

Resounding Success Bonus: The sneak has hit upon the perfect strategy for remaining undetected and receives +1 Additional Dice to the Dice Pool for the next Stealth skill roll for the specific situation.

Street Smarts

Description: Same as the Knowledge Skill Specialty above.

Governing Attribute: Moxie

Skill Range: Moderate

Prerequisite: Knowledge or Sneak

Critical Failure Penalty: Same as above.

Resounding Success Bonus: Same as above.

Social

The basic skill of interaction with other people. The skill can be used to convince people to join a cause, to impress people with a well-told story, to lie to other people's faces, or to make a joke which makes people smile.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Critical Failure Penalty: Whatever the character said crosses the line into creepy or insensitive and the listeners are turned off by the interaction. The character receives a -1 Dice Pool penalty on the next Social Skill roll attempted by the character with the same people.

Resounding Success Bonus: Whatever the character said has struck a chord with the hearers and they think more favorably of the character. The hearers receive a -1 Dice Pool penalty on the next Social Skill roll attempted by the character.

Social Skill Specialties

Bluff

Trying to convince someone else to do something takes a skillful blending of half-truths and non-truths to create of believable narrative. Most attempts at bluffing start with something true and push it out of all reality into the realms of impossibility without the hearers rejecting the central kernel of truth. The better a character is at making a bluff, the bigger the lie they can wrap around the smallest truth. Successful bluffing means the targets do something they would not otherwise do.

Governing Attribute: Valor

Skill Range: Moderate

Prerequisite: Social

Critical Failure Penalty: The logic of the lie falls apart or the character has betrayed themselves with their expression. The target character is more suspicious now. The character receives a -1 Dice Pool penalty on the next Melee roll attempted.

Resounding Success Bonus: The target buys the lies hook and all is willing to act on their false information. The target receives a -1 Dice Pool penalty on Business skill rolls as long as they are with the bluffer.

Charm

Trying to convince someone else to do something takes the arousal of a little bit of sympathy and the suggestion they will feel better if they do. Trying to Charm someone can be anything from talking about a shared experience to reminding someone of their own childhood to outright attempts at seduction. The better the character can charm, the less they have to actually do get the results they desire. Each character's attractions and sympathies are highly individual and depend

on life history, current mood and sexuality. Some characters may not be able to be charmed at all. A successful “charm offensive” means the targets do something they would not otherwise do.

Governing Attribute: Valor/Moxie

Skill Range: Difficult

Prerequisite: Social

Critical Failure Penalty: The character has come off as desperate or a little too eager to get something and the target is most definitely not interested. The character receives a -1 Dice Pool penalty on the next Search roll attempted.

Resounding Success Bonus: The target is almost putty in character’s hands. The target receives a -1 Dice Pool penalty on one future skill roll of the charmer’s choosing as long as the target remains with the charmer.

Intimidate

Trying to convince someone else to do something takes a mix of frightening appearance and an impression of physical threat. Most attempts at intimidation point out the fact danger exists and demonstrate how that danger will impact the target. The more a character can intimidate, the more impact they can get out of smaller threats. Successful intimidation means the targets do something they would not otherwise do.

Governing Attribute: Valor/Grit

Skill Range: Difficult

Prerequisite: Social

Critical Failure Penalty: The threat is just not convincing or the target is pretty sure escape is still possible. Either way, the threat hasn’t worked. In fact, the intimidation has back-fired and the character appears almost laughable, potentially losing street cred and definitely the element of surprise. The character receives a -1 Dice Pool penalty on the next Sneak roll attempted.

Resounding Success Bonus: The character has made the target nervous and overly-cautious. The target receives a -1 Dice Pool penalty on Melee skill rolls as long as they are with the intimidator.

Persuade

Trying to convince someone else to do something takes a special talent for finding a person’s buttons and then pushing them. Most attempts at persuasion construct a series of logical steps which the character guides the hearers (or readers) along. The better a character is at persuasion,

the bigger those steps of logic can be. Successful persuasion means the targets do something they would not otherwise do.

Governing Attribute: Valor

Skill Range: Moderate

Prerequisite: Social

Critical Failure Penalty: The character worded something unclearly or came off as too pushy. The target remains unconvinced. The persuader receives a -1 Dice Pool penalty to next Leadership roll attempted.

Resounding Success Bonus: The character has called what the target knows into question. The target receives a -1 Dice Pool penalty on Knowledge skill rolls as long as they are with the persuader.

Tradesman

The skill to turn raw materials into objects which are primarily useful, but sometimes also aesthetically pleasing. Many tradesman have a single area of expertise which they have learned through apprenticeship to a master craftsman. Others with tradesman are self-taught and often try their hand at more than one type of crafting. Success with the skill means a usable object has been created, be that a garment, a horseshoe or a gun rack. A failure creates an object which will fail the first time it is used. The time required to create an object varies greatly depending on the object. Simple metal objects can take as little as fifteen minutes to smith while a large carved bookcase could take a carpenter months of labor.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Critical Failure Penalty: Whatever object is being worked on when the critical failure is rolled is not created and the materials are destroyed in the process. Wood splits, fabric rips, metal is overheated and bends. These wasted materials become little more than scrap. For smaller projects (knitting a coaster) this setback means the process must start over. For larger projects (building a saddle) only the part being worked on is ruined and the project as a whole can continue.

Resounding Success Bonus: Fine workmanship adds value to the object being created. When a resounding success is rolled add 10% of the original value to the total value of the object being crafted.

Tradesman Skill Specialties

Carpenter

Working with wood in all forms from whittling children's toys from sticks to building practical items like chairs and barrels to carving ornate furniture fit for royalty. Small objects can be made in an hour or two. Basic furniture takes a day or two. Cabinetry and other complex or large objects take up to a week. Adding designs or carving the assembled object takes additional time. A failed roll generally means nothing has been destroyed, but no progress has been made either.

Governing Attribute: Grit

Skill Range: Easy

Prerequisite: Tradesman

Critical Failure Penalty: The chisels have cut too deep or a cut was made in the wrong place. The piece of wood currently being worked is ruined.

Resounding Success Bonus: Fine workmanship adds value to the object being created. When a resounding success is rolled, add 15% of the original value to the total value of the object being crafted.

Clothier

Working with all types of fiber to create cloth and objects from cloth. Everything is covered from plying fibers into rope to weaving cloth to sewing garments to crocheting lace. Most characters with this skill specialty choose to focus on one or two areas of expertise such as weaving or dressmaking or dyeing fabrics. An experienced weaver using a modern loom can make eight yards (meters) of unpatterned cloth or four of patterned per day. Traditional looms are half as fast. Simple garments take about a day to measure, cut and sew. More complex garments such as dresses or suits take a week or more. A failed roll generally means nothing has been destroyed, but no progress has been made either.

Governing Attribute: Fleetness

Skill Range: Easy

Prerequisite: Tradesman

Critical Failure Penalty: The fabric was torn by the machine or the threads were broken and the cloth is starting to unravel. The piece of fabric currently being worked on is ruined.

Resounding Success Bonus: Fine workmanship adds value to the object being created. When a resounding success is rolled add 15% of the original value to the total value of the object being crafted.

Leatherworker

Working with leather and hides in all forms from the tanning process to the sewing clothing to repairing all kinds of leather straps and harnesses. Most repairs take a couple hours. Creating wearable items such as shoes or chaps takes two days, sometimes three. Turning skins into leather takes about a week (mostly spent waiting). Armor with and Armor Score of 1 takes one week to make and crafting a suit of armor an Armor Score of 2 takes three weeks. A failed roll generally means nothing has been destroyed, but no progress has been made either.

Governing Attribute: Moxie

Skill Range: Easy

Prerequisite: Tradesman

Critical Failure Penalty: The skin has been scraped too thin or the material is the wrong color or has been cut in the wrong place. The piece of leather currently being worked is ruined.

Resounding Success Bonus: Fine workmanship adds value to the object being created. When a resounding success is rolled, add 15% of the original value to the total value of the object being crafted.

Smith

Working with metal in all forms from smelting ores to crafting iron objects at a forge to making fine jewelry to etching and polishing finished products. Many smiths focus on one or two aspects of the process or just one metal. Common objects can be made in less than one day. Smelting usually takes two days of constant attention. Large objects or those with fine detail can take up to a week to craft. A failed roll generally means nothing has been destroyed, but no progress has been made either.

Governing Attribute: Strength

Skill Range: Easy

Prerequisite: Tradesman

Critical Failure Penalty: A strike was misplaced or the tempering process cracked the object or thin details were broken off. The piece of metal currently being worked is ruined, and must be smelted and reforged.

Resounding Success Bonus: Fine workmanship adds value to the object being created. When a resounding success is rolled, add 15% of the original value to the total value of the object being crafted.

Combat Skills

Melee

This is the foundation of all physical hand to hand combat. This is the ability to strike someone without hurting the hand or wrist, and how to avoid getting hit by putting the hands up or getting out of the way. Skill Specialties allow the fighter to learn advanced combat techniques or become skilled in the use of particular melee weapons. **Note:** All Critical Failures for the Melee skill and Skill Specialties result in a roll on the Melee Critical Failure Table.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Resounding Success Bonus: Move up one spot in the Initiative Order.

Melee Critical Failure Table

Percentile	Effect
------------	--------

01-20%	Weapon Breaks: The weapon breaks and is useless until repaired. Horns, antlers, claws, beaks and other natural weapons can break and be rendered ineffective in this way and require medical treatment, or regrow.
--------	---

21-40%	Drop Weapon: The weapon falls out of the character's hand. If recoverable, the character must take a ready action to retrieve it. Natural weapons cannot be dropped.
--------	---

41-70%	Weapon Damaged: Weapon is -1 to all damage rolls until repaired.
--------	---

71-90%	Lose Footing: The character is moved one spot lower in the Initiative Order, if possible.
--------	--

91-100%	Lucked Out: Nothing happens.
---------	-------------------------------------

Melee Skill Specialties

Axe

Common tools around the trenches, many characters became comfortable using these as weapons in trench raids. When using one of these weapons, the character gains one of the following benefits per round:

- +1 Damage
- Any attack made that hits an opponent moves the target down one spot in the Initiative Order, if possible.

Governing Attribute: Grit

Skill Range: Moderate

Prerequisite: Melee, Blunt

Resounding Success Bonus: +1 Damage and the attack gains Armor Piercing (1).

Blade

Knives, swords, cleavers and other blades require special training to use effectively. This basic blade training teaches basic parrying, slashing and stabbing methods.

Governing Attribute: Fleetness

Skill Range: Easy

Prerequisite: Melee

Resounding Success Bonus: +1 Damage

Blunt

Basic training with all kinds of trench clubs, cudgels, bats and blunt weapons.

Governing Attribute: Strength

Skill Range: Easy

Prerequisite: Melee

Resounding Success Bonus: Target moves down one spot in the Initiative Order, if possible.

Brawl

Fighting dirty is a valid combat technique when survival is on the line. Brawlers and scrappers learn this early, and are skilled at hurting opponents and getting in cheap shots.

Governing Attribute: Grit

Skill Range: Easy

Prerequisite: Melee

Resounding Success Bonus: One additional action at the bottom of the Initiative Order. If the action is a Hit action, this attack is a straight roll, receiving no modifiers from the Dice Pool or other sources.

Club

This character uses the blunt weapons to stagger opponents. Any attack made with this weapon that hits an opponent moves the target down one spot in the initiative order, if possible.

Governing Attribute: Strength

Skill Range: Moderate

Prerequisite: Melee, Blunt

Resounding Success Bonus: +2 Damage. Target moves down one additional spot in the Initiative Order, if possible.

Fencing

This character is skilled in fencing or sword fighting techniques. Depending on the technique used, the character can deliver punishing blows or precise attacks. When using a sword, the character gains one of the following benefits per round:

- +1 Damage
- Armor Piercing (1)

Governing Attribute: Valor

Skill Range: Moderate

Prerequisite: Melee, Blade

Resounding Success Bonus: Attacker can immediately make one additional Hit action after this one which cannot be dodged, but can be parried or entangled.

Improvised

Necessity is the mother of invention. A character with this skill is able to use pretty much anything as a weapon. Rocks, bottles, a firearm that is out of ammo, trench tools, pretty much anything.

When using an improvised weapon, the character gains one of the following benefits per round:

- +1 Damage
- Any attack made that hits an opponent moves the target down one spot in the Initiative Order, if possible.
- One additional attack at the bottom of the Initiative Order. This attack is a straight roll, receiving no modifiers from the Dice Pool or other sources.

Governing Attribute: Moxie

Skill Range: Difficult

Prerequisite: Melee, and either Blade, Blunt or Brawl

Resounding Success Bonus: Gain one more of the listed bonuses not already selected.

Knife-Fighting

This character has trained extensively with knives and is adept at making and evading rapid strikes. Depending on the technique used, this character can gain one of the following benefits per round:

- This character can make one additional action at the bottom of the Initiative Order. If the action is a Hit action, this attack is a straight roll, receiving no modifiers from the Dice Pool or other sources.
- The character can also add Moxie to Dodge rolls in addition to the normal Fleetness.

Governing Attribute: Moxie.

Skill Range: Moderate

Prerequisite: Melee, Blade

Resounding Success Bonus: +1 Damage. This character moves up one spot in the Initiative Order. If already at the top, this attack does another +1 Damage.

Pugilism

A character with this skill has trained extensively in unarmed combat, and is able to roll with all punches, kicks and attacks from blunt weapons. All damage from these sources is reduced by one. This is not considered a Natural Armor Score.

Governing Attribute: Valor/Know-How

Skill Range: Moderate

Prerequisite: Melee, Brawl

Resounding Success Bonus: +2 Damage. Move up two spaces in the Initiative Order, if possible.

Two Weapons

The character is skilled at fighting with two weapons. The attacker can immediately make one additional attack after this one which cannot be dodged, but can be parried or entangled.

Governing Attribute: Fleetness

Skill Range: Difficult

Prerequisite: Melee, and either Blade, Blunt or Brawl

Resounding Success Bonus: One additional attack at the bottom of the Initiative Order. This attack is a straight roll, receiving no modifiers from the Dice Pool or other sources.

Wrestling

See the Athletics Skill Specialty above.

Ranged

This is experience with the basic use and care of firearms. This includes basic firearm safety and marksmanship. **Note:** All Critical Failures for the Ranged skill and Skill Specialties result in a roll on the appropriate Critical Failure Table depending on if the weapon is a handheld firearm or a turret-mounted weapon.

Governing Attribute: None

Skill Range: Moderate

Prerequisite: None

Resounding Success Bonus: Target moves down one spot in the Initiative Order, if possible.

Ranged Critical Failure Table

Percentile	Effect
01-20%	Weapon Breaks: The weapon breaks and is useless until repaired. This can be a weapon jam, faulty ammo, effects of normal wear and tear etc.
21-40%	Drop Weapon: The weapon falls out of the character's hand. If recoverable, the character must take a Ready action to retrieve it.
41-60%	Weapon Damaged: The weapon receives a -2 Dice Pool penalty to all Ranged Hit rolls until repaired.
61-70%	Minor Weapon Damage: The weapon receives a -1 Dice Pool penalty to all Ranged Hit rolls until repaired.
71-90%	Lose Footing: The character is moved one spot lower in the Initiative Order, if possible.
91-100%	Lucked Out: Nothing happens.

Vehicle Critical Failure Table

Percentile	Effect
01-10%	Weapon Breaks: The weapon breaks and is useless until repaired. This can be a severe weapon jam, faulty ammo, effects of normal wear and tear etc.
11-30%	Weapon Jam: The ammo feed or firing mechanism is jammed. The character must take a Ready action to clear it.
31-40%	Minor Weapon Damage: the weapon is -5% to all Ranged Hit rolls until repaired.
41-60%	Weapon Damaged: the weapon is -10% to all Ranged Hit rolls until repaired.
61-80%	Slow Rotation: The character is moved two spots lower in the Initiative Order, if possible. Reroll if not a turret-mounted weapon.
81-90%	Turret Locked: The turret is locked into position. The character must take two Ready actions to clear whatever is hindering the rotation. Reroll if not a turret-mounted weapon.
91-100%	Lucked Out: Nothing happens.

Ranged Skill Specialties

Archery/Thrown

The character is skilled in archery, the use of crossbows, and thrown weapons like spears or javelins.

Governing Attribute: Moxie

Skill Range: Moderate

Prerequisite: Ranged

Resounding Success Bonus: +1 Damage and the attack gains Armor Piercing (1).

Artillery

The massive guns used in gun emplacements, main capital ship weapons and naval artillery are primarily breech loading weapons that fire large explosive shells. These weapons tend to affect an area for bombardment or coastal assault, or are used against large targets such as naval vessels or airships. **Note:** A Critical Failure results in a roll on the Turret Critical Failure table. Reroll any initial roll over 40%. This roll can be modified over 40% using the Dice Pool.

Governing Attribute: Strength

Skill Range: Difficult

Prerequisite: Ranged, Ordinance

Resounding Success Bonus: +3 Damage

Machine Gun

The use and maintenance of various types of machine guns. This includes understanding logistics and requirements for crew-served machine guns as well as those weapons used in turrets and fighter planes.

Governing Attribute: Strength

Skill Range: Moderate

Prerequisite: Ranged

Resounding Success Bonus: +3 Damage

Ordinance

The use of placed explosives, rockets, and bombs, including those used in turrets and fighter planes.

Governing Attribute: Know-How

Skill Range: Moderate

Prerequisite: Ranged

Resounding Success Bonus: +3 Damage

Pistol

The use and maintenance of various types of pistols. This includes revolvers, semi-automatic pistols and sub-machine guns.

Governing Attribute: Fleetness

Skill Range: Easy

Prerequisite: Ranged

Resounding Success Bonus: +1 Damage

Rifle

The use and maintenance of various types of rifles. This includes bolt action rifles, semi-automatic rifles and trench guns (shotguns).

Governing Attribute: Valor

Skill Range: Easy

Prerequisite: Ranged

Resounding Success Bonus: +2 Damage

Combat

Not every character in Wild Skies is a trained fighter, but all are used to the horrors of war that have ravaged Europe for years. Though some might be highly skilled in trench warfare or ranged combat, most know just enough to get out of trouble when the need arises. Combat is something that almost every character will have to face at one point or another, so even those unskilled or without any formal training can still participate in combat. Entire campaigns could potentially be run without a single punch being thrown or trigger pulled, however, in a world of piracy, war and mercenary work, things can escalate quickly and one must know how to react.

As a general rule, combat in Wild Skies takes a more cinematic flavor rather than an overly realistic one. Characters can take a beating, perform daring and astounding feats of agility or strength, and even take a bullet or two and still keep going. These are not meant to be accurate representations of real life combat, which is often horrifying, harsh and gritty. Players are encouraged to follow the “Rule of Cool” and go with what seems fun for their group. If the group wants to lean more towards realism, feel free, but if a player wants their rabbit Freedom Fighter to run up the side of a truck to leap onto a passing plane on a low altitude bombing run, just to smash the pilot in the head with a trench club, let’s just say we’d be ok with that.

All combat follows four steps. Players roll to determine the Initiative Order, select Attack Actions, select Defense Actions if required and resolve damage. The combat system is meant to be seamless, allowing for characters on the ground to interact with those in a vehicle, manning a turret, firing a weapon or engaged in hand to hand combat. The simple mechanics combined

with the cinematic description of what a character is attempting means that the players and Games Masters have the flexibility to tell the stories they want without getting bogged down by game mechanics.

Aerial Combat

Most of the characters in Wild Skies know how to pilot airplanes which are so prevalent in the setting. Among mercenary and military groups, dogfights and aerial combat are also commonplace. Aerial combat works in a manner very similar to ranged combat with a few notable exceptions. The most important distinction is that all aircraft have a Speed Class which will dictate certain elements during maneuvers and combat. The Speed Class of a plane is listed in each aircraft description, but can be augmented with the appropriate skills, actions, bonuses or technology. Aerial Combat Actions and Defensive Actions are listed separately in the combat section. Each combat, every plane starts at its maximum Speed Class, but every Defensive Action reduces the Speed Class by one, to a minimum of one.

Another important distinction is that pilots engaged in aerial combat can only attack those who are below them in the Initiative Order. This means that it is important for pilots to roll well or be able to move to an optimal position in the Initiative Order. Pilots also are unable to attack disengaging targets unless they are actively pursuing them. This will be covered in the Aerial Combat Actions. Any characters not in a vehicle will be able to choose normal Combat Actions against any ground or aerial vehicles participating in the combat. Flying characters are not considered aircraft, have no Speed Class and cannot perform Aerial Combat Actions.

Ground Vehicles and Foot Soldiers

As tanks and walkers plow across the battlefields of Europe leaving death and destruction in their wake, the skirmishes in the skies above never escape their notice. Soldiers piloting these vehicles understand that they are easy targets for the fighters and bombers supporting the troops on the ground. Most of these vehicles have some form of air defense or heavy armor, allowing them to engage in these battles, though not at the same level of other aircraft. Integration of ground vehicles into both melee and aerial combat can be done rather easily, but they have a restricted set

of options they can choose from. You can find the list of Ground Vehicle Combat Actions below.

Like aircraft, ground vehicles have a Speed Class which is relevant to certain actions or combat maneuvers. This is listed in the description of each vehicle and can be augmented like those of aircraft. Unlike aircraft, the Speed Class of a ground vehicle is not reduced by Defensive Actions. Drivers of ground vehicles can still only attack those below them in the Initiative Order, but turrets can still attack anyone in the Initiative Order. If there are any aircraft still involved in a combat, no ground vehicle can disengage. Any characters not in a vehicle will be able to choose normal Combat Actions against any ground or aerial vehicles participating in the combat. These characters have no Speed Class and cannot perform Vehicle Combat Actions.

Turrets

Many of the planes, transports, tanks, walkers and airships that regularly and freely operate in Europe are armed with machine gun or weapon turrets even if they are non-military in nature, solely to protect themselves and their cargo from raiders and pirates. In some respects, a gunner in a turret participates in combat as normal, but there are some restrictions, with the gunner usually subject to the whims of the pilot. A gunner in a turret can only be moved in the Initiative Order by actions taken by the pilot, or the occasional skill or ability.

The benefit of turrets is that they can attack anyone in the Initiative Order and disengaging targets, as opposed to pilots who must attack those below them in the Initiative Order and cannot attack disengaging targets unless they are deliberately pursuing them. This makes skilled gunners irreplaceable and many are rewarded handsomely.

Airships

Airships are the lifeblood of trade and defense in Europe. While they have become more affordable since their inception, they are still costly to produce, maintain, repair and operate. Due to this, most privately owned ships have been operated under numerous flags as they have been captured, stolen, traded or salvaged for years or decades. Trained officers and savvy businessmen will go well out of their way to capture one in working order, and their destruction is generally considered off limits by the unspoken rules of

war. Thus, engagements between the airships of major nations is rare. There are pirates and warlords that do not ascribe to these rules, and will try to hamper their enemies at every turn, if an opportunity ever presents itself.

Overwhelming firepower is one of the main deterrents that the established militaries have over all but the most well equipped pirates and mercenaries. Most ships just have weapons which are used to defend against fast moving fighters or the durable bombers, though some are equipped with bombs and other weapons for attacking ground targets. The massive flying battleships of the established militaries are loaded with weapons capable of leveling entire towns, and can be used against other airships. Most captains understand that doing so will elicit a deadly response from a sufficiently armed adversary.

Staying true to the cinematic nature of the game, airships are still part of combat, but mostly operate at the periphery, allowing the focus to be on the characters and their actions. Most of the time, airships simply serve as the launch point for a party at the start of combat, but can also serve as a weapons platform that can interact with the rest of combat. If there are airships present in the combat, they follow the special rules below.

- **Stationary:** Even though the airships are actively moving, they are treated as stationary and having a Speed Class of 0. They are always considered outside of the Initiative Order and any actions taken are done after all other Actions or Extra Actions.
- **Capital Ship Weapons:** The main weapons of an airship can only be used to fire upon stationary targets such as other airships or ground targets. Attacks from all airships occur simultaneously at the end of the Initiative Order. Many of these weapons require time to recharge or reload so they are not able to be fired every round.
- **Manned Turrets:** Manned turrets can be included in the combat round. This allows Player Characters on the ship to still participate in combat. These turrets cannot be moved in the Initiative Order by the airship pilot. The Game Master can also assign NPC turrets to a combat.
- **Valid Targets:** Airships are considered valid targets by any participant in the combat.

Who's on First?

The constant shifting and repositioning of Initiative Order can get confusing, so we recommend that each player chooses a pawn to represent them during combat. This can be a coin, a miniature, a die, a shark's tooth or whatever you happen to have on hand. When your character moves, simply adjust the place in the Initiative Order. In aerial combat, gunners should coordinate with their pilot, either having a similar token or color. It may also be useful to have a few of the same item or some of the same color if the character will regularly gain additional actions at the end of the Initiative Order because these additional actions do not actually change the placement of the character in the Initiative Order.

1. The Round and Initiative Order

Combat takes place over a series of roughly 10 to 15 second rounds where each character gets a turn to perform one action. When combat begins, each character rolls a D10 and adds their Guts Attribute and any other initiative modifiers to get their initial position in the Initiative Order for the round. In the case of a tie, initiative goes to the character with the higher Guts Attribute. If the Guts Attribute numbers are the same, initiative goes to the character with the higher Fleetness Attribute. If there is still a tie, the tied characters reroll initiative, but this roll only determines their order at the previously rolled position.

Once initiative is rolled, it will remain in that order for the entire combat until modified by certain Attack and Defense actions. Initiative is not rerolled every round, instead remaining consistent unless a character finds a way to get the upper hand. This is intentional as the position in the Initiative Order is representative of jockeying for position to get the best point of attack. Certain abilities or tactics will allow a character to move up or down in initiative, swap with another character or have some other effect. The risk of each action taken should be evaluated against any potential reward.

There may be instances where the GM states that a particular Initiative Order makes more sense for the narrative or story being told, such as during a sneak attack or when a fight breaks

out unexpectedly at the bar. In these instances, the GM should just state the Initiative Order and it can be manipulated as normal during combat.

Holding an Action

A character higher in the Initiative Order can choose to hold their action in order to react to some other action in the initiative. They simply skip the moment where they would initially take the action and can then choose to go at any point during the initiative round. They can choose to interrupt the action of anyone else in this manner, however the point in the round where the character acts becomes their new place in the Initiative Order.

2. Choose an Action

The available Combat Actions are listed below. Normally, characters can take one action per round which move fluidly from one action to the next, until all characters have acted. There may be other rules or abilities that allow characters to take two quick actions in succession, or add actions at the end of the round. Additional actions that take place at the end of the round happen after all other actions have taken place, unless otherwise stated. If more than one character has additional actions, they still take place at the end of the round, but they are taken in current Initiative Order with the character higher in the Initiative Order taking their action first. It is important to note that if an action moves a character to a lower spot in the Initiative Order and they have already taken an action this round, they do not get to act again this round unless they have additional actions. The character just begins the next round in the new spot.

If characters are using a Hit action, they would use either Melee or Ranged Skill Dice. A character can always opt to use a Base Skill instead of a Skill Specialty if trying to get a specific bonus granted by that skill. Different combat skills will have different bonuses or penalties depending on the level of training and success. Two characters just slugging away at each other in a bar fight would use any Melee Skill Dice they have, if any, but if one of them picks up a club and one picks up a broken bottle, the characters could instead use Blunt Skill Specialty and Improvised Weapons Skill Specialty respectively to take full advantage of their chosen weapons. If one or the other does not have the requisite Skill Specialty, they would have to rely on their Melee Base Skill.



Combat Actions

Ability: Some skills or Animal Abilities require an action to use. This selection allows a character to execute any of these skills or abilities, like repairing a broken weapon or trying to scramble a radio signal.

Aim: A character can attempt an Aim action which will allow them to modify their next Ranged Hit roll up or down by five after all dice from the Dice Pool have been resolved, provided this Ranged Hit is their next action and the character still wants to make the adjustment. Making an Aim action will move the character in the Initiative Order behind any characters that have taken a Ready action. If no characters have taken a Ready action, the character is moved to the top of the Initiative Order. This position can still be affected by subsequent combat actions. If the character is hit, forced to move or takes a defensive action, this bonus is lost.

Brace: This action allows a character to brace for an impact or an incoming attack. Doing so allows them to reduce the damage of the next attack levied against them by their Brawn attribute, to a minimum of 1. This effect lasts until their next

turn in initiative or until they are attacked, whichever comes first. Taking a Brace action moves the character down one spot in the Initiative Order.

Escape: If someone is the target of a Grab Attack Action or an Entangle Defensive Action, they can attempt to escape by rolling a Melee Hit against the initial attacker. If successful, no damage is dealt but the character escapes the hold. The character who initiated the grab gets no Defensive Action against this escape action. Taking an Escape action moves the character up one spot in the Initiative Order.

Grab/Throw: Grabbing someone or something counts as a Melee Hit in combat, whereas throwing someone or something counts as a Ranged Hit. If the target of the grab does not succeed at their defensive maneuver, they are grabbed or held. The target of a Grab is not completely immobilized, like the subject of a grapple ability attack. The character can still make Attack and Defense actions as normal, but if the character who made the grab attack still has hold of the target during their next action, they can choose to throw the grabbed character. If a character throws another character of the same size or



larger, the target is moved down one spot in the Initiative Order. If the thrown character is one size level smaller than the character, the target is moved down two spots in the Initiative Order. If the thrown character is two or more size levels smaller than the character, the target is moved to the bottom of the Initiative Order, below any other characters who have also been the subject of a throw, but above anyone taking a Disengage or Withdraw action.

Hit: The most common combat action is the Hit. This can be a punch, kick, head-butt, stab, machinegun fire or any other action that would allow the attacker to harm the opponent. There are two different ways to try to hit an opponent: Melee and Ranged.

- **Melee:** This is any kind of attack made in unarmed combat or with a hand weapon. The character rolls percentile dice and uses their Strength Attribute to adjust the roll either up or down. If a character is using a Melee Specialty, the Governing Attribute is used in place of the Strength attribute. This may also be referred to as a melee attack.
- **Ranged:** This is any kind of attack made with a

ranged weapon, thrown weapon, turret-mounted weapons or vehicle weapon such as cannons or machineguns. The character rolls percentile dice and uses their Grit Attribute to adjust the roll up or down. If a character is using a Ranged Specialty, the Governing Attribute is used in place of the Grit Attribute. A character cannot score a Resounding Success when firing beyond the listed range of a weapon. This may also be referred to as a ranged attack.

Move: The character can walk or run during this action to engage someone, flee, find cover or strategically reposition themselves, but they are moved down one spot in the Initiative Order. The character moves according to their speed.

Ready: This is any action that the character does in order to prepare for combat. This can be reloading a weapon, drawing a sword or pistol, or putting up your dukes. Making a Ready action will move the character to the top of the Initiative Order but behind any character that has already taken a Ready action. If operating a vehicle, the character must use other maneuvers to increase their position in the Initiative Order.

Slug: Some hits are harder than others. A char-

acter taking a Slug action winds up to deliver a punishing blow against their opponent. Making a Slug action will allow the character to add their Strength to the damage of their next Melee Hit action a second time, provided this melee attack is their next action. Making a Slug action will move the character in the Initiative Order behind any characters that have taken a Ready action. If no characters have taken a Ready action, the character is moved to the top of the Initiative Order. This position can still be affected by subsequent combat actions. If the character is hit, forced to move or takes a defensive action, this bonus is lost.

Speak: Speaking a few words, like barking orders, is normally a free action that can be done in conjunction with others. The Speak action is what a character does when they need to give complex or thought-out instructions.

Walk it Off: This action allows the character to gain one Health. It can only be done once per Hit which successfully damages the character this combat. If a character is damaged three times during the course of a combat, they can take this action three times this combat. This action cannot be taken outside of combat. Taking a Walk it Off action moves the character up one spot in the Initiative Order.

Aerial Combat Actions

These combat actions are available to any character with the Pilot skill. Additional actions are available for characters with specialized skills or additional training. **Note:** The Ready, Speak, Move and Ability actions are always available to a character in a vehicle.

Brake: This allows the pilot to decrease the Speed Class by one.

Disengage: This is the ability of a pilot to simply leave the combat and retreat. If a pilot takes a Disengage action, they are immediately moved to the bottom of the Initiative Order. They can no longer attack, but can still be attacked by turrets and any pilot taking a Pursue action against them. Disengaging pilots can still take defensive actions, and turrets on the disengaging plane can still attack those in the Initiative Order, other disengaging aircraft, or withdrawing vehicles. If an attack hits the plane attempting the Disengage action, the pilot is no longer considered to be disengaging. At the end of the round following the Disengage action, so long as the plane was not hit by an enemy attack and remains either at the

bottom of the Initiative Order, or with only other disengaging planes or withdrawing vehicles below it, the plane leaves combat and is removed from the Initiative Order. It can no longer be pursued or attacked, nor can it reenter combat. Additional actions characters may have at the end of the Initiative Order do not affect the ability to disengage.

Dive: This allows the pilot to increase the Speed Class to their maximum.

Line Up the Shot: A character can attempt a Line Up the Shot action (similar to an Aim action) which will allow them to modify their next ranged attack roll up or down by five after all dice from the Dice Pool have been resolved, provided this ranged attack is their next action, and they still want to make the adjustment. A pilot or gunner making a Line Up the Shot action will move up in the Initiative Order behind any characters that have taken a Ready action and any character that has taken a Line Up the Shot action this round. If no characters have taken a Ready action, the character is moved to the top of the Initiative Order, or behind any other character that has already taken a Line Up the Shot action this round, if any. This position can still be affected by subsequent combat actions. A gunner in a turret can take a Line Up the Shot action, but is not moved in the Initiative Order. If the character's plane is hit, forced to move or takes a defensive action, this bonus is lost. Reduce Speed Class by 1, to a minimum of 1.

Pursue: This action allows the pilot to follow another pilot or driver attempting to disengage from combat in order to chase, reengage or attack the withdrawing vehicle. If the pursuing plane has a current Speed Class equal to or lower than the withdrawing vehicle, the pursuing pilot is placed below all engaged planes and turrets, and above any disengaging planes and withdrawing vehicles in the Initiative Order. If the plane has a current Speed Class greater than the disengaging plane or withdrawing vehicle, the pilot can opt to instead be placed below the planes currently attempting to disengage and vehicles attempting to withdraw (subsequent planes can attempt to disengage and are placed below this pilot). A pursuing pilot may only attack the plane or target being pursued, and if successful, the target is considered to be reengaged, able to be targeted by anyone in the Initiative Order following other

Ranged Hit rules.

Ranged Hit: This is the same as any other Ranged Hit. It is any kind of attack made with a ranged weapon, thrown weapon, turret-mounted weapons or vehicle weapon such as cannons or machineguns. The character rolls percentile dice and adds their Grit Attribute. If a character is using a Ranged Specialty, the Governing Attribute is used in place of the Grit Attribute. This may also be referred to as a ranged attack. The most common Ranged Specialties used in Aerial Combat are Machine Gun and Ordinance. A character cannot score a Resounding Success when firing beyond the listed range of a weapon. **Note:** A pilot can attack anyone lower than them in the Initiative Order, unless the target is disengaging (See Disengage under Aerial Combat Defensive Actions). Characters can attack turrets of other vehicles, but do so at a -2 Dice Pool penalty. Gunners in turrets can also attack anyone in the Initiative Order as well as disengaging or withdrawing targets.

Reposition: This allows the pilot to reposition their aircraft in order to gain some advantage such as getting into a better position, setting up a maneuver, preparing to disengage or clearing a line of sight for a turret. The character rolls on the appropriate Pilot skill, and if successful, can move up or down in the Initiative Order equal to their current Speed Class. If a pilot also has a gunner in a turret, they can move the gunner's position in the Initiative Order instead. A Reposition action is the only normal way a turret can change initiative position, though there may be other skills or abilities that can impact this. Pilots and gunners moved in this way cannot move below disengaging pilots. Reduce Speed Class by 1, to a minimum of 1, after moving in the Initiative Order.

Advanced Aerial Combat Actions

Advanced actions are available only to those pilots with special training, represented by the Ace Skill Specialty. A character cannot make the same Advanced Aerial Combat Action on subsequent turns.

Barrel Roll: This special maneuver is a combination of a roll and a loop around a straight flight path. Skilled pilots are able to use the momentum to move into better attack positions or make pursuers overshoot and lose optimal position. By performing a successful Ace Skill Specialty roll,

the pilot is able to switch initiative positions with one other pilot in the engagement. Reduce Speed Class by 1, to a minimum of 1.

Foreign Relations: This maneuver requires the pilot to move dangerously close to an opposing pilot with the intent to hurl taunts or insults at them. By performing a successful Ace Skill Specialty roll, the pilot imposes a -1 Dice Pool penalty on the opponent's next skill roll. A pilot can only be affected by one instance of this ability at a time. Reduce Speed class by 1, to a minimum of 1.

Immelmann Turn: This maneuver allows for a pilot engaged in an attack to quickly reposition for another by completing part of a loop and then quickly rolling at the top of the loop to face down upon the target. By performing a successful Ace Skill Specialty roll, the pilot is able to make one Ranged Hit and then a Reposition action. Instead of being based solely on the current Speed Class of the pilot's plane, this Reposition is based on the difference between the pilot's current Speed Class and the Speed Class of the target of the attack. If the Speed Class is the same, the pilot cannot take the Reposition action.

Split S: This maneuver allows a pilot to quickly disengage from combat by rolling, dropping and quickly changing direction. By performing a successful Ace Skill Specialty roll, the pilot is able to perform a Disengage action and immediately disengage from combat without having to wait until the end of the following round. Even if the roll fails, the result is a standard Disengage maneuver, but increases the Speed Class of the plane by 2, up to the maximum Speed Class of the plane.

Ground Vehicle Combat Actions

These combat actions are available to any character with the Drive skill. Additional actions are available for characters with specialized skills or additional training. While similar to the Aerial Combat Rules, the Ground Combat Actions differ slightly. **Note:** The Ready, Speak, Move and Ability actions are always available to a character in a vehicle.

Accelerate: This allows the driver to increase the Speed Class by one.

Brake: This allows the driver to decrease the Speed Class by one.

Chase: This action allows the driver to follow another driver attempting to withdraw from combat in order to chase, reengage or attack the fleeing

driver. If the chase vehicle has a current Speed Class equal to or lower than the fleeing vehicle, the chasing driver is placed below all engaged vehicles and turrets, and above any disengaging or withdrawing vehicles in the Initiative Order. If the vehicle has a current Speed Class greater than the withdrawing vehicle, the driver can opt to instead be placed below the vehicles currently attempting to withdraw (subsequent vehicles can attempt to disengage or withdraw and are placed below this driver). A chasing driver may only attack the vehicle or target being chased, and if successful, the target is considered to be reengaged, able to be targeted by anyone in the Initiative Order following other Ranged Hit rules. **Note:** Drivers cannot chase disengaging aircraft.

Line Up the Shot: A character can attempt a Line Up the Shot action (similar to an Aim action) which will allow them to modify their next ranged attack roll up or down by five after all dice from the Dice Pool have been resolved, provided this ranged attack is their next action, and they still want to make the adjustment. A driver or gunner making a Line Up the Shot action will move up in the Initiative Order behind any characters that have taken a Ready action and any character that has taken a Line Up the Shot action this round. If no characters have taken a Ready action, the character is moved to the top of the Initiative Order, or behind any other character that has already taken a Line Up the Shot action this round, if any. This position can still be affected by subsequent combat actions. A gunner in a turret can take a Line Up the Shot action, but is not moved in the Initiative Order. If the character's vehicle is hit, forced to move or takes a defensive action, this bonus is lost. Reduce Speed Class by 1, to a minimum of 0.

Ram: This is an attack against a vehicle or individual using the driver's vehicle as a weapon. Making a Ram action uses the momentum of a vehicle to cause damage, provided this attack is their next action. Use the appropriate Drive skill roll instead of normal Melee Combat roll. Making a Ram action will move the character in the Initiative Order behind any characters that have taken a Ready action. If no characters have taken a Ready action, the character is moved to the top of the Initiative Order. This position can still be affected by subsequent Aim, Line up the Shot, Slug, Ram and Ready actions. If the driver is

forced to move or takes a defensive action, the Ram automatically misses. A Ram attack can only be used against melee combatants and ground vehicles still engaged in combat, or by Chase vehicles against withdrawing vehicles with a lower Speed Class. Resulting damage is Size x current Speed Class, and is doubled on a Resounding Success roll. (Sizes: Small = 1, Normal = 2, Large = 3, Huge = 4)

Ranged Hit: This is the same as any other Ranged Hit. It is any kind of attack made with a ranged weapon, thrown weapon, turret-mounted weapons or vehicle weapon such as cannons or machineguns. The character rolls percentile dice and adds his Grit attribute. If a character is using a Ranged Specialty, the Governing Attribute can be used in place of the Grit attribute. This may also be referred to as a ranged attack. The most common Ranged Specialties used in Ground Vehicle Combat are Machine Gun and Ordinance. A character cannot score a Resounding Success when firing beyond the listed range of a weapon. **Note:** A driver can attack anyone lower in the Initiative Order than them, unless they are withdrawing (See Withdraw under Ground Vehicle Combat Defensive Actions). Characters can attack turrets of other vehicles, but do so at a -2 Dice Pool penalty. Gunners in turrets can also attack anyone in the Initiative Order as well as disengaging and withdrawing targets.

Reposition: This allows the driver to reposition their vehicle in order to gain some advantage such as getting into a better position, setting up a maneuver, preparing to disengage or clearing a line of sight for a turret. The character rolls on the appropriate Drive skill, and if successful, can move up or down in the Initiative Order equal to their current Speed Class. If a driver also has a gunner in a turret, they can move the gunner's position in the Initiative Order instead. A Reposition action is the only normal way a turret can change initiative position, though there may be other skills or abilities that can impact this too. Drivers and gunners moved in this way cannot move below disengaging pilots or drivers. Reduce Speed Class by 1, to a minimum of 0, after moving in the Initiative Order. **Note:** When driving a walker, the both the driver and a single gunner can be moved by the same reposition action, with both movements still limited by the total Speed Class. For example, if the Speed Class is 4, the

driver can move up two spots and then move a gunner up two spots.

Withdraw: This is the ability of a driver to simply leave the combat and retreat. If a driver takes a Withdraw action, they are immediately moved to the bottom of the Initiative Order. They can no longer attack, but can still be attacked by turrets and any pilot or driver taking a Pursue or Chase action. Withdrawing drivers can still take defensive, and turrets on the withdrawing vehicle can still attack those in the Initiative Order, disengaging aircraft, or other withdrawing vehicles. At the end of the round following the Withdraw action, so long as the vehicle remains either at the bottom of the Initiative Order, or with only other disengaging planes or withdrawing vehicles below it, the vehicle leaves combat and is removed from the Initiative Order. It can no longer be pursued, chased or attacked, nor can it reenter combat. Additional actions characters may have at the end of the Initiative Order do not affect the ability to withdraw.

3. Choose Defensive Action

A Defensive Action is the response a character has to an Attack Action directed at them. Most living creatures are able to get a Defensive Action, but inanimate objects do not. There are no limits to the amount of Defensive Actions a character can take per round, so every character has an opportunity to choose a Defensive Action for every attack. However, if a character takes a number of Defensive Actions per round equal to or greater than their Grit or Fleetness (whichever is greater), the character must skip their next action in the Initiative Order, even if this action is in the next round. This represents the character either focusing on deftly addressing each attack (Fleetness) or the sheer force of will needed to keep a clear head in combat (Grit). This penalty applies to melee, aerial and ground vehicle combat.

Defensive Actions

Dodge: This is the simple ability to evade an enemy attack. Once an attack has been made and modified with the Dice Pool, the defender can attempt to dodge out of the way by rolling 1D6 (not considered a Skill Die) and adding their Fleetness value and any Dodge bonuses. The resulting number is then applied to the Attack roll to either raise or lower it by that full amount. Attackers can still modify their rolls with any remaining dice.

Sometimes this can be just enough to get out of the way, or can turn a potentially lethal shot into a glancing blow. **Note:** Bullets can be dodged.

Entangle: This is the ability of a defender to tangle up or otherwise pin an attacker's weapon. When an attack is made and has been modified with the Dice Pool, the defender can attempt to entangle using his own Skill Dice regardless of the weapon used. Melee weapons can be used to entangle other melee weapons, bare hands can be used to tie up blunt weapons or the arms of attackers with blades, and ranged weapons can even be used if the Improvised Weapons specialty is selected. Attackers can still modify their rolls with any remaining dice. If the roll is modified to a Failure or Critical Failure, the weapon is considered Entangled and cannot be used until the character performs an Escape Attack Action or releases the weapon (if possible). If the roll is modified to a Critical Failure, the defender can choose to have the attacker roll on the Critical Failure table, or to disarm the opponent according to the Drop Weapon result.

Parry: This is the ability for the defender to deflect the incoming blow. This action makes the attack a contested roll. When an attack is made and initial Dice Pool Adjustments have been applied, the defender can attempt to parry using his own Skill Dice. Melee weapons can be used to deflect other melee weapons, bare hands can be used to deflect blunt weapons or the arms of attackers with blades, and ranged weapons can even be used if the Improvised Weapons specialty is selected. Attackers can still modify their rolls with any remaining dice. **Note:** Bullets cannot be deflected. Get out of the way and find some cover.

Sacrifice: At any time (even if the character has already acted), a character can use a Sacrifice action to jump in front of an incoming attack or into a dangerous situation to protect someone else. This can include things like jumping in front of a bullet, pushing a friend out of the way of an oncoming car or falling on a grenade. The character is not able to perform any other defensive action for this incoming attack and must take the full brunt of the attack, and the character must give up their next action in the Initiative Order.

Tough it Out: When a character takes a Tough it Out Defensive Action, they can reduce the damage of the Attack Action by 1, to a minimum of 1.

Aerial Combat Defensive Actions

Dodge: A pilot can attempt to Dodge as normal. Once an attack has been made and modified with the Dice Pool, the defender can attempt to dodge out of the way by rolling 1D6 (not considered a Skill Die) and adding their Fleetness value and any Dodge bonuses. The resulting number is then applied to the Attack roll to either raise or lower it by that full amount. Attackers can still modify their rolls with any remaining dice. Sometimes this can be just enough to get out of the way, or can turn a potentially lethal shot into a glancing blow. A pilot making a Dodge action reduces Speed Class by 1 to a minimum of 1.

Evade: Similar to the Dodge, the Evade action allows a pilot to attempt to get out of the way of incoming attacks without reducing speed. An Evade maneuver requires that the pilot makes a successful Difficult skill roll on the applicable Pilot skill or Skill Specialty. On a Success, the pilot can make a Dodge attempt with 2D6 instead of the normal 1D6. On a Resounding Success, the attempt is made with 3D6 instead of the normal 1D6. If the Pilot skill roll is not successful, the pilot is unable to evade the attack and must take damage as normal and reduce Speed Class by 1 to a minimum of 1. The pilot is then moved to the bottom of the Initiative Order.

Ground Vehicle Combat Defensive Actions

Evade: Similar to the Dodge, the Evade action allows a driver piloting a walker to attempt to get out of the way of incoming attacks without reducing speed. An Evade maneuver requires that the driver makes a successful Difficult skill roll on the applicable Drive skill or Skill Specialty. On a Success, the driver can make a Dodge attempt with 2D6 instead of the normal 1D6. On a Resounding Success, the attempt is made with 3D6 instead of the normal 1D6. If the Driver skill roll is not successful, the driver is unable to evade the attack and must take damage as normal and reduce Speed Class by 1 to a minimum of 0. The driver is then moved to the bottom of the Initiative Order.

Swerve: A driver can attempt to Dodge as normal. Once an attack has been made and modified with the Dice Pool, the defender can attempt to dodge out of the way by rolling 1D6 (not considered a Skill Die) and adding their Fleetness value and any Dodge bonuses. The resulting number is

then applied to the Attack roll to either raise or lower it by that full amount. Attackers can still modify their rolls with any remaining dice. Sometimes this can be just enough to get out of the way, or can turn a potentially lethal shot into a glancing blow. A driver making a Dodge action reduces Speed Class by 1 to a minimum of 0.

4. Damage

After all rolls and adjustments are made, if the result is a Success or Resounding Success, damage is dealt to the target. Base melee damage is equivalent to the Strength of the character, but modifiers to this damage can come from a number of sources including weapon used, armor of the defender and any modifiers because of a Resounding Success. Each weapon will list its damage and the Resounding Success modifier. A bonus from a weapon is applied in addition to any Resounding Success Bonus provided by the attacker's skill roll itself.

Melee Damage: Strength of Attacker + Weapon Damage + all applicable Resounding Success Bonuses + any other modifiers.

Ranged damage is handled differently since the source of the power comes from the weapon itself and is not derived from the attacker. Each ranged weapon entry will list the damage dice (anywhere from 1D6 to 5D6), and any Resounding Success modifiers.

Ranged Damage: Weapon Damage + all applicable Resounding Success Bonuses + any other modifiers.

Armor Score

Armor Score is the ability of a character or vehicle to reduce damage either through the use of a natural ability or piece of equipment. Some characters will have a natural Armor Score granted by a selected animal ability, but the majority of characters will need to find another way to protect themselves. Normally, armor is restrictive and expensive, so only the best equipped mercenary crews are completely outfitted with it when out on a mission. However, it is fairly common practice for gunners and pilots to wear it when flying through contested skies.

Each entry for vehicles and armor will have a base Armor Score. This is the amount of damage that the initial damage roll is reduced by after any other damage reduction effects from skills, Animal Abilities, Actions, or other sources are taken into account. Damage to a vehicle is reduced by

the Armor Score, with any remaining being applied to the Health of the vehicle. Characters inside the vehicle are not affected by this damage. Armor worn by characters works the same way. Damage is reduced by the Armor Score of worn armor first, then by any Natural Armor (if any), and then applied to the Health of the character.

Weapon Abilities

Some weapons, skills and Resounding Successes grant specific effects depending on the nature of the weapon and the skill used. If applicable, reference the list below.

Armor Piercing (x): Reduces the Armor Score of a target by the amount listed in parentheses for this attack.

Accurate (x): Increases the top of the Resounding Success range by the number listed in parentheses. This allows a character to modify their roll over 100% and still score a Resounding Success.

Blast (x): Does damage to a number of Near targets equal to the number in parenthesis.

Compact: Reserved for Ordinance. Two of these weapons can fit on a single hard point of the designated size **Cumbersome:** Attacks with this weapon suffer a -1 Dice Pool penalty.

Fragmentary (x): Adds Shrapnel damage equal to the number listed in parentheses to the listed damage of the weapon. Shrapnel damage is treated like normal damage in most cases, but certain kinds or armor can specifically reduce this further.

Inaccurate (x): Increases the top of the Failure range by the number listed in parentheses.

Incendiary: After damage is resolved, the target or area suffers the Fire effect.

Poisonous: After damage is resolved, the target suffers the Poison effect. **Note:** Some poisons require a character to be damaged while others only require them to be exposed to the toxin or breathe it in.

Spray: Can immediately make one additional Ranged Hit action against a target within Near range of the initial target.

Suppressed: Bursts from this weapon cannot be heard unless they are in Near range or have the Sharp Ears Animal Ability.

Wreck (x): Reduce the Armor Score of the target by the number in parenthesis until repaired. This damage takes twice as long to repair.

Combat Example

Patrick (Alona): *Guys, I got a bad feeling about this alley.*

Mike (Rambeaux): *Rambeaux keeps walking ahead, completely unconcerned.*

Byron (Monty): *Why are we not surprised, Mike?*

Mike: *You shouldn't be.*

Knox (Game Master): *Okay since none of you have Notice, none of you notice anything unusual about this alley until the biggest chicken you ever saw steps out of a dark doorway right in front of you, Monty, and puts up his hand for you all to stop.*

Patrick: *I knew it!*

Byron: *I stop. Does it look like this guy is alone?*

Knox: *Hang on, how do the rest of you react.*

Mike: *I do not stop walking.*

Knox: *The mystery figure is blocking the way forward.*

Mike: *Then I'm going to push him aside.*

Knox: *Okay. You don't break stride?*

Mike: *I don't slow down at all.*

Knox: *Alright, then I think it's time for everyone to roll for initiative.*

Byron: *It's 1D10 plus Guts, right?*

Knox: *Yes.*

Byron: *Okay, thirteen.*

Patrick: *Eight*

Mike: *Eleven. Man! I wanted to pound that guy first.*

Knox: *So it's going to be Monty, Rambeaux, the chicken, then Alona and the other guys you haven't seen will drop in when their turns come up.*

Patrick: *He rolled four times, you guys. There are three bogies we don't have eyes on yet.*

Knox: *Don't try to out game me. Maybe I was just rolling extra times (rolls three more times). Seriously, though, a lizard in one of those newsie-type hats steps into the alley behind you all, cutting off your retreat.*

Mike: *What did he get?*

Knox: *A sixteen, so he was before any of you. Byron, now Monty is up.*

Byron: *Tell me about the chicken. Have we seen him before? How is he dressed?*

Knox: He's dressed like a grease monkey. He's got oil-stained tan coveralls tied off at his waist and just a white tank top. His comb is slicked back against his head. He's scowling. What's your Moxie?

Byron: Six.

Knox: You think he could be the brother of the guy who told you about these crates you were going to look at.

Byron: I'm going to Ready my pistol.

Knox: Alright, next round you will act first. Mike, Rambeaux is next.

Mike: I'm going to keep moving forward and I will Slug the chicken.

Knox: Going for the heavy hit right at the start. Alright, you are just below Monty for next round.

Mike: I like to finish my fights in time for tea.

Byron: Aren't you an American?

Mike: I can still like tea time.

Knox: Alona, there's a furry hand reaching out of the drain at your feet making a Grab for your leg (rolls D% and adds Strength of 4, using a Melee Hit action with no Skill Dice). It's a 56%, just on the edge of Success. What is your Defensive Action?

Patrick: The ol' drain grab, hun? I think I can Dodge that (rolls 1D6 and adds Fleetness of 5). Oh yeah, move the attack down seven.

Knox: That's into the Failure range! You deftly dodge away.

Patrick: I do a pirouette.

Byron: Nice.

Knox: Mike, the guy blocking your path sees the writing on the wall. He's going to Brace. He moves down one initiative spot, right below you, Patrick. And now it's your action.

Patrick: Is that sewer paw still feeling around for my foot?

Knox: Yes.

Patrick: Alona is going to take a slice with her knife.

Knox: Do you have your knife in your hand already?

Patrick: Yes?

Knox: Nice try. But if you Ready it, you'll be at the top of initiative ahead of these two.

Patrick: Okay, I do that.

Knox: The last guy steps out from the same shadowy doorway...

Patrick: I told you there were four.

Knox: ... and makes at you, Monty, like a boxer coming out for round one. He's using the Brawl Skill Specialty so this attack is going to be Easy for him (rolls D% and adds Grit of 3, as dictated by the Brawl Skill Specialty, holding back any Skill Dice for now). Ooo, that's a 90%. A Resounding Success for Brawl means he gets another action at the end of this round. He's probably going to try to hit you again. Just saying.

Byron: What are my options here?

Knox: You can take one damage off this Hit with Tough it Out. You can Dodge to get out of the way of this attack, but he'll still get another action. Or you can Parry by rolling your Melee Skill Dice to try to reduce him to 85% and just a regular Success. You'll take the damage now, but he won't get the free action later.

Byron: I have low Fleetness and only one Skill Die for Melee. Not great options. This is why I wanted to talk it out, guys.

Patrick: I say go for the parry.

Byron: I agree, even though it's a one in three chance. How many dice will he have to push back against my parry?

Knox: I'm going to say you don't know because you haven't fought this guy before.

Byron: Fair enough. I'll still go for the Parry (rolls 1D6). A six! Oh yeah. Parried!

Knox: Hold on. This guy has three Skill Dice for Melee. He'll roll two now just to taunt you. A two and four, adjusting up right back where he started. Still a "resounder." You take four damage from his meaty fist.

Patrick: What kind of animal is he?

Knox: A cat.

Patrick: So, he's Joe Friskies? You know, like Joe Fraiser? Eh?

Knox: Sure. That's the end of the Round so "Joe" gets his free action. He's going to turn this into a one-two combo right on your belly, Monty. He just rolls straight this round, because of the Brawl bonus (rolls D%). That's 64%. Your defense?

Byron: I don't think I can beat this guy. I'll just Tough it Out.

Knox: Okay, damage is reduced by one, that's 3 more to you. I'll bet you're feeling rough.

Byron: No kidding! Seven down is almost half my Health!

Knox: Well, you can do something about it soon. It's the start of the next Round and Alona, you are first with your knife in hand.

Patrick: That paw still grasping around?

Knox: Yes.

Patrick: I'm going to cut him deep right across the back of his hand (rolls D%, adds Fleetness of 5 as dictated by the Blade Skill Specialty, and chooses to roll two Skill Dice). Everything together is 85%.

Knox: This is a little bit unusual situation, with this guy in the sewer drain. He can't really Dodge, so all he does is try to Tough it Out. Roll for damage.

Patrick: (2 Damage from the knife and adds Strength of 3) That's a five. Reduced down to four.

Knox: Right. You get him pretty good. You see a spurt of blood and hear a howling. The paw pulls back into the drain.

Patrick: Can I sniff the blood on my knife to learn about my enemy's weaknesses?

Knox: You can smell your knife if you want to. Monty, it's your action.

Byron: I'm going to take a shot at the boxer with my pistol (rolls D%, and adds 3 Grit for a Ranged Hit action). I got 84% total.

Knox: Joe is going to Dodge (rolls 1D6 and adds Fleetness of 5). Six total. That puts it down to 78%, but that's not going to be enough. Roll your damage.

Byron: (rolls 1D6) Ouch! That's six.

Knox: Yeah, ouch! He falls back clutching the hole in his chest. Down goes Friskies. Down goes Friskies!

Byron: Is he dead?

Knox: You can't tell right now, but he doesn't look good. Rambeaux, time to resolve your Slug.

Mike: Finally!

Knox: Roll for your Hit and add Strength like normal.

Mike: I am coming down with a hard right on his shoulder. That should throw him off balance a little (rolls D%, adds Strength of 7, and rolls one Skill Die). I got just 51% on the dice, but with my Skill Die and Strength bonus, I'm adding seventeen, so it's 63%.

Knox: That's a solid Success for a Moderate roll. The chicken is going to Tough it Out. Your damage?

Mike: Double my Strength so fourteen.

Knox: I hate to tell you this, but with the previous Brace and his Tough it Out, he's going to take just seven of that damage.

Mike: Unbelievable!

Knox: It's almost as if he knows what he's doing. That's all of you. The guy in the newsie cap at the end of the alley thinks the situation is going south in the hurry.

Patrick: Like Riviera south.

Knox: He pulls out a folding machine gun from his gunny sack and locks the barrel into place with a threatening "shoonk."

He's now at the top of initiative.

Patrick: Not good guys.

Byron: Nope.

Knox: At the bottom of the sewer drain the wolverine is licking his wounds and reconsidering his life choices. Mike, the chicken mechanic guy is going to try to show you how it's done.

Mike: I know how it's done, my dice just didn't cooperate.

Knox: He's going for a Melee Hit (rolls D% and adds Strength 5). It's a left cross, like he's holding just a little bit back (Only rolling one Skill Die). That's 79%. What are you going to do?

Mike: I'll Parry (rolls his one Melee Skill Die). Four. You are down to 75%. Are you going to roll your other dice to bring it back up?

Knox: I don't think so. A 75% is still a success.

Mike: Come on, I want to feel like I'm making you work.

Knox: You aren't really. Like I said, this guy seems to know what he's doing. He keeps the hit at 75% and you take five damage from his feathered uppercut.

Mike: Well, it was worth a try.

Byron: Was it?

Knox: The last guy to go this round is poor Joe. He's not dead so he's going to Walk it Off, getting one Health back. It's really more of a "stumble it off" and he's doubled up, shuffling slowly, trying to get back into the doorway he came out of. That's the Round. At the start of the next one we have Lester Lizard going first with the gun and he says,



“Mr. Little says you all should eat this lead.” He’s probably going to spray the alley with bullets. What will you all do? While you think about how you’re going to handle that, I’m going to go to your friends in the sky.

Aerial Combat Example

Knox (Game Master): Meanwhile, the rest of you in the air crew are approaching the rendezvous point.

Aspen (Harcourt): Let’s keep radio silence until we spot them.

Knox: Do you say that over your radio?

Aspen: What? No. I’m just saying it here.

Taylor (Otto): Unless Mr. Little lied to us, which we have no reason to suspect, the courier will be alone.

Amy (Biscuits): All we have to do is keep the package from reaching Germany, right? Should be easy enough.

Knox: You are all flying around in the area for a bit. There’s no chatter coming through on your radios. All you see is clouds and the rolling farmland below. Everybody make a Search Skill roll.

Amy: I don’t have it, but I can roll it unskilled, right?

Knox: Yeah, just roll percentile and try to get a success. You can’t get a Resounding Success or Fumble.

Taylor: Ugh. Only 12%. I hope this wasn’t for anything serious.

Aspen: 48%. I know, right?

Amy: I got a 67%.

Knox: Biscuits, you see a light transport below at ten o’clock.

Amy: I yell at Otto down the gangway of the plane, “Otto! I see ‘em. Ten o’clock low.” I wave my arms around too.

Taylor: “Got it.” I want to fly closer to Harcourt and point down at our target. Do I need to roll Piloting?

Knox: No, this is a simple enough maneuver. Harcourt, you see Otto pointing.

Aspen: Can I see the courier too?

Knox: Yes.

Aspen: I shoot Otto a thumbs up and flash him my confident smile.

Taylor: (makes thumbs-up sign)

Aspen: Can I swoop my plane down to come in behind him?

Knox: Let’s roll for Initiative and find out (everyone rolls 1D10 + Guts).

Amy: Nine.

Taylor: Eleven.

Aspen: Twelve.

Knox: Alright and our courier also got an eleven. What is your Fleetness, Otto?

Taylor: Three.

Knox: Okay, his is four, so he goes first. Our starting Initiative is Harcourt, Courier, Otto and Biscuits. Harcourt, you can swoop down now.

Aspen: My Grit is actually pretty low, so I am going to Line up the Shot.

Knox: You are already at the top of Initiative, so you just stay there. The Courier wants none of this, he is going to Disengage.

Amy: But I want to shoot him!

Knox: Otto, it’s you.

Taylor: What is his current Speed Class?

Knox: Fortunately for you this transport is built for straight line speed, not for maneuvers, so it’s just Speed Class 2.

Taylor: Great, since my jalopy has Speed Class 3, I will Pursue to keep this guy in the fight. Put me at the bottom of Initiative.

Amy: Great flying, Otto! Now me, right?

Knox: Yes. Since you are in the turret of Otto’s plane. You can shoot anyone in Initiative.

Amy: I’m going to shoot the courier. I’ll use my Machine Gun Skill Specialty to add Strength to my roll instead of Grit (rolls D%). Wow! What a hit. That’s 98% with just my dice. If I add my Strength bonus it will be over one hundred.

Knox: You can adjust the roll up or down with your Attributes. All your modifiers, really.

Amy: Right. So I use my burly turtle arms to hold the gun steady and adjust the roll down to 93%, still a Resounding Success for plus three damage.

Knox: But he still gets his Defensive Action first. The courier is feeling lucky, he’ll try to Evade, not just Dodge (rolls D% and adds Fleetness of 4). Ooo! 50%. That’s pretty low since he needs a 66% to Evade. It’s mathematically possible, though, because this guy has the Ace Skill Specialty (rolls four Skill

Dice). That's sixteen on the dice. That adjusts the roll up to a Success! Barely.

Amy: No!

Knox: Hang on, now that he's made his Pilot roll, he still has to roll the actual Evade (rolls 2D6). He pulls the plane nose up and tips his wings back and forth a couple times. That's just a seven, but it will take your Hit down to 86% which is just a regular Success. No bonus damage. And he keeps at Speed Class 2. Go ahead and roll your damage.

Amy: It's fine. It's still going to be a bunch of damage from my Maxims (rolls 3D6+3 as listed in the weapon description)! What a terrible roll. That's eleven damage total.

Knox: The plane's light armor takes six of that off so it's five damage. You've put some scratches on his nice, shiny paint job.

Amy: Hey, it's damage. I'll take it.

Knox: That's the end of the round. Next up is you again, Harcourt.

Aspen: This time I am going for my Ranged Hit (rolls D%, adds Grit of 2, one Skill Die and Line up the Shot bonus of 5). Everything together is 81%, a Success.

Knox: Yeah, I don't think there's anything he can do. He'll just hold on to his grips and hope you forgot to load your guns.

Aspen: Unlikely (rolls 3D6). Pew, pew, pew! Sixteen damage.

Knox: Again, the armor takes off six, but ten gets through. There's some smoking and stuff now. Maybe a fuel line has a few holes in it.

Aspen: Amy, that's how it's done.

Amy: Hey! You just got lucky on your rolls.

Knox: Well, Amy, you can try again. It's your action since the other two repositioned lower.

Amy: Well, I'm going to take another shot at the courier. I'm aiming right for that paint I scratched last time (rolls D%.) More bad luck. That's a 17. Let's see if I can save it (adds Strength 5, rolls 3D6). Thirteen more, what did I do to make my dice mad at me? That only brings it up to 30. Still a failure.

Knox: At least you saved it from being a critical failure. Courier doesn't actually have weapons on his plane so he's going to try to Disengage again. He's making a long, slow bank down toward the ground. Move him to the bottom of Initiative.

Taylor: I'd really like to take a shot at him, but I don't want him to get away. I'll Pursue again and move myself below him in Initiative. I'll lob some hearty German curses at him too, just for good measure, and shake my big pig fist.

Knox: That's good. Speaking and gestures are free actions. That's the end of this round. Funny you should mention German curses though, because as the next round starts you all see a heavy German fighter closing from the opposite direction.

Aspen: Oh no!

Taylor: I didn't mean it, I'm sorry.

Knox: I want everyone to roll your Initiative again because we've got a new combatant entering the fray.

Amy: Is this a big German fighter or a very big fighter?

Knox: The biggest.

Amy: Great.

Status Effects and Environmental Dangers

Breath and Drowning

Most characters can hold their breath for a number of minutes equal to half their Brawn Attribute, rounded down. This is usually plenty of time to dash through a room of toxic fumes or swim to the bottom of a river. Once characters run out of breath they will automatically start breathing again. This is fine if they were just holding their breath for fun while driving through a tunnel on their way to shore leave in the Alps. If, however, characters cannot breathe again when they need do, like when they are being choked or are trapped under a frozen pond, they instead pass out. Unconsciousness lasts for a number of minutes equal to 10 - the character's Grit, to a minimum of one minute, once the character can start breathing again (when released from a choke hold). If characters cannot breathe again (still underwater) they take 10 Damage each time a number of minutes equal to Grit passes and will eventually die. If the character can be reached in time, any Medical skill roll will clear the lungs and the rescued character will begin the unconscious period as described. There is no risk of a serious injury from drowning. See also, Aquatic (pg. 15) and Diving (pg. 16), under Animal Abilities.

Cold

Most animals can handle temperatures as low as 50°F (10°C) without too much trouble. Even if they are uncomfortable, as long as they are active and well-fed, they will survive. Below this temperature characters need some kind of protective clothing or they will begin to suffer the effects of cold. When cold numbness in the fingers and toes and slowed reaction times are the first effects. After 30 minutes in the cold characters roll one less Skill Die on all skill performance and they are -4 to initiative. After an hour in the cold, characters cannot roll any dice from the Dice Pool at all and initiative is limited to Grit Attribute only. After three hours in the cold in addition to the penalties, all a character's Attributes are reduced to half (round up) and the character begins to lose 2 Health per 15 minutes they remain in the cold (8 total damage per hour). By the time a character begins to lose health they are weak and almost incoherent and few can bring themselves to do anything. If Brawn + Grit + Health (use the halved Attributes) ever falls below 10 the character passes out and can take no further actions of any kind. When Health reaches zero, the character has frozen to death or died of hypothermia.

When the temperature is very cold, the dangerous effects of the cold happen much more quickly. Below 14°F times are halved and below -22°F times are one tenth as reflected in the table below.

How's the weather today?

The majority of Europe is a temperate climate which ranges from 30 to 50°F (-1 to 10°C) in the winter and 50 to 70°F (10 to 21°C) in the summer. Specific places like the Iberian Peninsula or the high arctic in Russia, obviously deviate from this norm greatly. Specific places (such as mountains or coastal areas) also have their own unique variations on climate. Rain (or snow) is evenly spread throughout the year, except in very southern regions (Spain, Malta, Greece) where the summers are very dry and the winters wet. The average rainfall across much of Europe is 20 to 40 inches (50-100 cm) per year.

See also, Resistance to Cold under Animal Abilities (pg. 23).

Penalty	50°F (10°C)	14°F (-10°C)	-22°F (-30°C)
-1 to Dice Pool, -4 initiative	30 minutes	15 minutes	3 minutes
Only one Skill Die max, no initiative bonus (Grit only)	1 hour	30 minutes	6 minutes
Attributes half, lose 2 Health per 15 minutes exposure	3 hours	90 minutes	18 minutes

Disease

Diseases are caused by bacteria or viruses carried by insects, wild animals, or simply found in the environment. There are hundreds of individual symptoms from tiredness and body aches to runny noses and hair loss. These things can make a character uncomfortable, but have little effect on the game. Some diseases, however, impose temporary penalties to attributes or skill performance. Some diseases clear up on their own, but some require medical intervention. Some common diseases are listed here.

Common Cold: Caused by over-exertion or prolonged exposure to cold. Symptoms are a headache and runny nose. Duration is a number of days equal to 12 - Brawn Attribute, to a minimum of one day. During the period of illness, all Resounding Successes count as regular successes instead. There is no cure for the common cold; characters just have to tough it out.

Influenza: Caused by a specific virus spread by air from those already infected. Symptoms include chills and body aches often with vomiting. Duration is a number of days equal to 6 - half of Strength Attribute (rounded down), to a minimum of one day. During the period of illness, all Attributes are reduced by four, to a minimum of one. There is no cure, exactly, for influenza. Preventing exposure is the best way to avoid the disease. Those in good health often do not catch it even when exposed. There is a 33% chance of catching influenza from each person who already

has the disease. If the character is not a full health when they are exposed, there is a 50% chance they will develop the disease.

Malaria: Caused by infected mosquitoes common to wet and warm parts of the world. Symptoms are minimal, generally just a feeling of being sick. Duration of a malarial episode is a number of weeks equal to $1D6 - \text{Brawn}$, to a minimum of one week. During that time all Attributes are reduced by one (to a minimum of one) and all skills lose one Skill Die. Once infected with malaria the episodes of symptoms will re-occur every $2D10$ months. There is no cure for malaria, but with proper medicine, taken regularly, there is only a 2% chance of each malarial episode actually occurring.

Drunkness

Alcohol is one of the most accessible of all drugs. From bars draining kegs of beer every night to daily rum rations in the navy, the stuff is everywhere. A drink of alcohol is either a single beer or glass of wine or a single shot of liquor. Characters have a Drink Limit per day equal to half (rounded up) of their highest Primary Attribute. These different limits represent the different ways characters handle their booze. A Brawny drunk may be relying on a fast metabolism while a Smart drunk may be going slow and remembering to drink some water. A Character with 4 Brawn, 3 Smarts and 6 Guts will still be fine after three drinks and a character with 8 Brawn, 4 Smarts and 2 Guts has a Drink Limit of four. After characters have reached their limit, if they drink any more they will be Drunk.

Being Drunk means characters cannot add their Grit to Initiative rolls and all skills have a -2 Dice Pool penalty. For each additional drink the character consumes, the Dice Pool penalty increases by -1 die. Drunk characters rarely accomplish what they are trying to. Characters can continue to drink until they have had a number of drinks equal to their highest Attribute plus their lowest. That's nine for the first character above and ten for the second. These two will have crippling -6 and -7 Dice Pool penalties! Any more drinks after their maximum results in characters passing out. Characters who drink until they pass out generally remain unconscious for a number of hours equal to their Drink Limit then wake up for the hangover. The hangover means they continue to

suffer one half, rounded down, of the Dice Pool penalty they had for a number of hours equal to their Drink Limit.

Falling

Characters can safely land from however high they can jump vertically with a run. Beyond this limit they are not landing, but falling. Falling damage is 2 Damage per 10 feet (3 m) fallen. If the character falls more than 30 feet (10 m) there is also a 40% chance of a serious injury (see below). Falling 65 feet (20 m) means a 75% chance and 100 feet (30 m) or more a 99% chance of serious injury in addition to normal falling damage. While falling, it is possible for characters to position themselves for the most advantageous landing possible, generally on the back, butt or legs. Characters with the Athletics skill may make this attempt from any height, but other characters must fall from 16 feet (5 m) or more before they may try to position themselves. Landing as well as possible requires a successful Athletics Base Skill roll. A success means damage from the fall is half, but the chance of serious injury remains the same. Characters falling from very high (such as from skyscrapers or out of airships) will never take more than 50 Damage (terminal velocity), which can be halved by a successful landing. Falling characters may try to position themselves for their landing once for every 500 feet (150 m) they fall.

Fatigue

The spirit may be willing, but the flesh cannot keep running and fighting forever. Characters with at least 4 Brawn can walk or engage in moderate activity (pounding nails, polishing silver) all day with no penalties. Heavy activity (running, lifting crates, fighting) is limited to a number of consecutive hours equal to Brawn. All activity counts as heavy activity for characters with 3 or less Brawn. Once the limit is reached characters must rest for at least four hours. If the need is great, they can push themselves on a number of hours equal to one half Grit, rounded down, but after that they will collapse from exhaustion and must rest for at least eight hours.

Fire

Exposure to environmental fire is very dangerous, leading to massive damage in a short amount of time. Characters who come in contact with

flames take damage as if they had taken a successful hit in combat. Typical fires, like camp fires or burning couches deal 2 damage per each round of exposure. House or forest fires deal 1D6 damage per round. Truly massive fires fueled by aircraft fuel or chemicals deal 2D6 damage per round. This damage is automatically applied at the end of each combat round where characters were exposed to the fire. For each round characters are exposed to fire there is a 60% chance they or their clothes will burst into flames. Characters may spend their combat action to stop, drop and roll or to smother the flames in some other way. For every two consecutive rounds a character burns, roll on the Severe Injury table.

Heat

Most animals can tolerate temperatures up to 104°F (40°C) without too much trouble. They may be hot, and uncomfortable, but as long as they stay rested and drink plenty of water they will be okay. Above this temperature characters feel weak and faint. After 20 minutes reduce all physical Attributes (Brawn, Strength, Fleetness) by 4 (to a minimum of 1). After 40 minutes all Attributes are reduced again to half their current totals (round down, minimum of 1) and they are limited to one Skill Die on all rolls. After 120 minutes in the heat characters begin to lose three health per 10 minutes they remain in the heat. If Brawn + Grit + Health (use the reduced Attributes) ever falls below 10 the character passes out and can take no further actions of any kind. When Health reaches zero, the character has died of heat stroke.

In locations with even higher temperatures the dangerous effects of heat happen much more quickly. These very hot conditions almost never occur in nature, but they can be found in buildings (sweat boxes in prisons) and vehicles (engine rooms) under the right conditions. Above 131°F (55°C), times are cut in half and above 158°F (70°C) times are one tenth.

See also, Resistance to Heat under Animal Abilities (pg. 23).

Penalty	104°F (40°C)	131°F (55°C)	158°F (70°C)
Reduce Brawn, Strength, Fleetness by 4	20 minutes	10 minutes	2 minutes
Attributes half, only one Skill Die max	40 minutes	20 minutes	4 minutes
Lose 3 Health per 10 minutes exposure	120 minutes	60 minutes	12 minutes

Poison

Poisons are one of the most versatile of all dangers. They can be tailored by master poison makers to achieve very specific goals. They can be brewed to damage a specific animal type or kill without leaving a trace. There are even rumors of noxious substances which bring the victim under the control of the poisoner. The general fear of poison makes the average adventurer willing to believe the worst and play it safe rather than sorry when poisons are involved. See the Poison Skill Specialty on page 90 for all the types of poison available. Some common poison types are listed below.

The most common type of poison is a simple damaging poison which is either delivered with a poison-tipped weapon or by tricking the victim into eating or drinking it. This may require a successful Sneak skill roll or Hit Action depending on the situation. Once delivered, the victim immediately makes an untrained skill roll against the difficulty of the poison. This roll can be adjusted by a number of Additional Dice equal the victim's Brawn Attribute. If the victim achieves a success, there are no effects, but they are likely to feel a bit ill. If the victim fails the roll, the poison deals its damage and the victim is likely to guess they have been poisoned. When resisting poisons, a Resounding Successes count as Success and a Critical Failure counts as a Failure.

Another poison seen regularly is designed to incapacitate the victim for a time. Delivery methods are usually poison-tipped darts or sneaking the poison into the victim's food. There is no initial damage for this type of poison. The victim makes

an untrained skill roll against the difficulty of the poison. This roll is modified by a number of Additional Dice equal to the victim's Strength or Grit Attribute, whichever is highest. If the victim achieves a success, the character is limited to one Skill Die maximum on all rolls for (5 - victim's Size) rounds as the victim feels weak, shaky and tired. After these rounds there are no further effects. If the victim fails, the character is limited to one Skill Die maximum on all rolls for a number of rounds equal to the victim's Size, then passes out.

Nightwart

Legend says this poison was originally distilled from lily pads and could only be brewed at midnight. These days the poison is easy enough to make with common commercial chemicals. It is a thin purple fluid when properly made with a slight bitter taste. Imperfect batches will be just as effective, but lumpy.

Difficulty: Easy

Damage: 5

Cost: 15 UAC per dose.

Belladonna

Distilled from certain berries, belladonna is so common the word is almost a synonym for poison. It is a clear liquid with no taste and a light floral smell.

Difficulty: Moderate

Damage: 8

Cost: 25 UAC per dose.

Russian Tears

Commonly made from industrial wastewater this is one of the many examples of the progress which has been made in the killing arts since the world broke into war. A bright red powder, it dissolves quickly in water but tends to leave a mineral taste.

Difficulty: Difficult

Damage: 12

Cost: 50 UAC per dose.

Nap

A natural poison made from the bark of trees. It is a grey, powdery and inert substance in its natural form, but is easily mixed with water to activate it for delivery.

Difficulty: Easy

Damage: None, but unconsciousness lasts for 60 - (victim's Size x 10) minutes.

Cost: 25 UAC per dose.

Sandman

Another poison which can only be made with modern chemicals. It looks like dirty salt crystals before it is crushed into powder and administered. It can be mixed with liquids, but it also effective when inhaled as a dry powder.

Difficulty: Moderate

Damage: None, but unconsciousness lasts for 10 - victim's Size hours.

Cost: 50 UAC per dose.

Sweet Prince

Made from rare animal and vegetable extracts this poison seriously disrupts the nervous system putting the victim into a coma. It is a sweet, colorless liquid. This is a favorite of star-crossed lovers and kidnappers alike for over 400 years.

Difficulty: Difficult

Damage: None, but unconsciousness lasts for: 6 - victim's Size days,

Cost: 80 UAC per dose.

Starvation and Dehydration

Keeping well-fed and well-hydrated is not usually a problem. Even for characters down on their luck public waterways and charity handouts can be found in most populated areas. It is only in the worst of wilderness conditions or when being purposely deprived these rules become important. Animals can go Size + 2 days without food without suffering any effect other than gnawing hunger. After that, characters are starving and are limited to two dice maximum on any roll, suffer a -4 penalty to initiative and lose 1 Attribute point per day of the Player's choice. When all attributes have been dropped to 1, the character has starved and dies. Attributes cannot be lowered below 1 point. Effects from dehydration are the same but begin after just 2 days regardless of Size and reduce three Attribute points per day! If all three points cannot be lost in a given day, the character dies. Keep your canteens filled, folks!

Recovery from Near Death

When more than half a character's Attributes have been lost from deprivation, recovery is slow and painful. Recovering from extreme dehydration takes at least a week with Attribute points returning at a rate of two per day. Recovering from near starvation is tougher, with points returning at a rate of one every two days, and there is a 45% chance one attribute point of the Player's choice is lost permanently. More can be earned via the Moral Compass in the normal manner.

FIELD HOSPITAL REPORT

Patient: 0378 Name: *unknown (vulture)* Rank: *Corpr. French Republic* Blood Type: *AB-*
Observations: The patient has third degree burns over roughly 30 percent of the body and second degree burns on a further half. These wounds are worst on the torso and the back of the arms, indicating a defensive posture at the time of contact with the heat. This is supported by the lack of burns to the face. The patient likely knew harm was imminent. Chest and much of arms are completely de-feathered. Severe scorching in an unusual three-lobed pattern present on the torso as well. All signs point to a lightning strike, except the patient had time to react, the day was cloudless and he lived. Perhaps he is lucky, or perhaps not as finding grafts has been impossible. Bandages are being used instead. The patient has not been conscious since admission. Local farmers found him in the road and brought him in. No other signs of a struggle were reported. No restless movements or mumbling reported since admission. Local army field office contacted for identification.

Orders: Change dressings every hour. Apply antiseptic liberally. Keep patient warm due to feather loss. If patient regains consciousness, call me at once.

Physician: *C. M. Surviss, M.D.*

Healing

In the rough and tumble world characters are going to get hurt and they will need time to recover. Open wounds from bladed weapons and gun shots as well as broken bones and burns will all need successful medical treatment or they will not heal on their own, however bruises do not need medical treatment. Once a character is properly patched up the healing can begin. Characters recover Health equal to one half of (Brawn + Guts), rounded up, each day they rest. Resting includes moderate activity, reading or walking but not running, fighting, marching or lifting. Characters who do not rest only recover Health equal to one third of (Brawn + Guts), rounded down, per day. Some serious injuries cannot be healed at all or will change these basic rules (see below).

Serious Injury

Falls, falling debris, fires and certain weapons can cause serious injuries in addition to their normal damage. When a character suffers a serious injury, roll on this table and apply the result.

01-07% Horrible scars: No additional penalties, but the character is literally scarred for life.

08-14% Ringing ears: Character gains the Bad Ears Quirk. This quirk can be eliminated later as normal.

15-21% Slow healing: Until fully healed, the character heals a half the normal rate. No long-term effect.

22-28% Lose an arm: Character gains the Stumpy Quirk. This quirk can be eliminated as normal.

29-34% Lose a leg: Unlike the Bum Leg quirk, the character has no leg at all and cannot walk at all without crutches or a wheel chair. The character may eliminate this injury with the

normal "Eliminate a Quirk" option on the Moral Compass. However, instead of fully healing the character has a prosthetic fitted and gains the penalties of the Bum Leg Quirk. This injury cannot be further eliminated.

35-42% Lose an eye: Character gains the One-eyed quirk. This Quirk can be eliminated as normal.

43-49% In a coma: The character is knocked into a comma and will be unconscious for the next 1D6 days. As long as the character is properly fed and cared for during that time, no other penalties are suffered.

50-56% Lungs damage: All activity now counts as heavy activity for the purpose of determining fatigue.

57-63% Heart damage: Reduce Brawn Attribute by one, to a minimum of one.

64-70% Nerves damage: Nervous ticks cause a -1 penalty to initiative and no more than three Skill Dice may be used on skills with influence other characters.

71-77% Brain damage: Reduce Smarts Attribute by one, to a minimum of one.

78-84% Liver damage: Skills tied to Valor and Grit now require two success or the roll is considered a normal failure.

85-91% Stomach damage: Reduce Guts Attribute by one, to a minimum of one.

92-98% In a serious comma: The character is knocked into a comma and will be unconscious for the next 1D6 weeks. Even if the character is properly fed and cared for during that time, upon waking the character must reduce any Primary Attribute by one, to a minimum of one.

99-100% Multiple injuries!: Roll on this table twice, re-rolling duplicates and results 92% or above.



Death

When characters are reduced to zero Health, they die. A character cannot be reduced below zero health no matter how big the hit which kills them. Dead characters cannot take any actions. However, there is still a slim chance of being resuscitated. If a character with any Medical skill can begin work on the body and achieves a Resounding Success within a number of minutes equal to the dead character's current Strength + Grit

Attributes, the character has been brought back from the brink of beyond and returns to life with one Health or Health equal to the medic's number of Skill Dice in Medicine, whichever is more. Each attempt at resuscitation takes one minute. If the medic is working without proper medical equipment, the resuscitated character also suffers a serious injury. Roll on the Serious Injury table above until a result between 43-98% is rolled.

Europa

General History

The Run-Up to World War

In 1906 with the launch of HMS *Dreadnought*, the world's first lighter-than-air battleship, the nature of war was changed forever. Not without reason, all previous ships were dubbed "pre-Dreadnoughts" and the "pre-Dreadnaught era" was discussed as a time of out-moded paradigms. Dreadnought was the first, but soon Germany launched its own flying warships, followed by Italy and France. The Japanese and Americans experimented with the technology as well, but they were not part of the arms race which characterized the first decade of the Dreadnought era. In Europe, the shocking advance in technology saw every nation, in the name of peace, building more and more weapons of war.

As nations felt more capable of defending themselves they became more strident in their policies and the fears others had of wars of aggression seemed more justified. Each nation was spurred on to its own military build-up by the build-up of its neighbors and rivals. The talk on everyone's lips throughout Europe was the coming war. The most vulnerable nations sought out alliances with others, but their rivals simply formed their own alliances in response. Europe became bound by a complex treaty system dividing it into two rival mutual defense pacts. Few wished to fight a war and yet no one saw an alternative to building more weapons, signing more treaties and hoping to deter an attack.

The Great War

The spark eventually came in spring 1914 in the city of Sarajevo in the Austro-Hungarian Empire. The heir to the throne was assassinated by a Serbian seeking political independence for Serbs. The Empire threatened revenge. In response, Serbia applied for aid from Russia. Austria-Hungary drew in its own ally, Germany, and Russia called upon France. Now surrounded, Germany first brought in the Ottoman Empire to threaten the Russian south then declared open war on the seas surrounding France. This last declaration caused Britain to ally itself against Germany, even if it meant coming to the aid of traditional rival France. Germany, Austria-Hungary and the

Ottomans were known as the Central Powers while France, Russia and Britain formed the Entente Powers. With all the Great Powers now committed, what might have otherwise been a regional struggle for Serbian autonomy became a world war as the Powers fought each other along all their borders, including their over-seas colonies.

Once the fighting began, the massive military build-ups which had been going on insured the conflict would be the most deadly and most destructive ever in animal history. National pride and territorial expansion were put forward as the motivations for all the major nations. However progress soon stalled. With all sides, with the notable exception of Russia, at full fighting strength no side was able to advance against their opponents. In some cases, trying to fight in distant locations weakened the effectiveness of the attacks to the point of failure. Despite millions killed the battle lines changed only small amounts after the fall of 1914. Yet the fighting did not end. The governments who had made the treaties which had led to the war remained committed to carrying out their grim obligations. Year after year the flower of a generation marched off to die for honor and glory. Even when Russia pulled out of the conflict in fall 1917 as it collapsed into a bitter civil war, the fighting did not end.

Europe Broken

By the winter of 1918 the people of the other major combatants had all had enough. Revolution broke out in France and the French forces melted from the battlefield. In January, the German Kaiser abdicated in the face of growing discontent with the war. The republic which replaced him immediately called for peace. Left without allies or enemies, Britain faced its own homegrown protests. While the government debated what to do, the weary soldiers decided the issue by returning home themselves and joining the anti-government protests.

Britain soon returned to order when the government fell and was replaced after a snap election with a more authoritarian and inward-looking cabinet. The war was re-cast as a mistake resulting from trusting too much in allies. The British Empire re-imagined itself as

the Hegemony and remains a formidable force commanding the world's largest air navy. After the German Republic failed to bring the order the people demanded, it too collapsed and the Kaiser returned to power in January 1920. The reborn German Empire consolidated much of the lands to the east and south, to become the largest country in Europe stretching from the North Sea to the Adriatic. After years of fighting, France's internal conflict remained unresolved. The fascists who originally began the rebellion held the northern half of the country, but the remnants of the Republic held on in the south. In 1922 the French Social Republic in the north and Republic of France in the south recognized each other and normalized their relations. They began a massive building campaign to construct a wall between their two nations, which is still on-going. In Russia, where the pressures of the war first boiled over into revolution, the fighting still continues with fragmented pockets held by several rival groups.

Lands outside the territory of these four major powers were not spared from the post-war chaos. With the main economic and political powers occupied, many of the connections which had bound European civilization together collapsed. In some places regional powers rose, attempting to fill the vacuum. In others, rebellions and separatist movements shook up old borders. Switzerland and Luxembourg fared well. Positioned between France and Germany, they were the most stable place for business for several years. They remain centers of shipping and mercenary outfitting. Similar things happened in Hungary, which first broke away from Austria, then held its own subject people together by offering them some of the autonomy they desired. Further north in the border regions of the old Russian Empire, the opposite occurred. Poles, Ukrainians, Belorussians and Moldovians all used the civil war in Russia as an opportunity to escape from Russian domination. Each of these people groups have set up their own new countries. Some, like Poland enjoy full recognition by the majority of other nations. Yet others, like the Ukraine do not. All these new nations, however, enjoy some measure of self-determination, and are guiding their own destinies, at least for now.

With the relative weakness of international institutions in the immediate post-war years and

With the liberation of the Austrian portions of the Double Kingdom from the troubles of the rest, Austria has naturally gravitated into the orbit of the Kaiser and joined the German Empire. This has caused some small problems in the extreme eastern portions of that appendage known as the Neck of Austria. It sticks perhaps too far to the east where it is under constant threat from the wars of the Romanians and Bohemians and especially the Poles. While some in Vienna say a neck is too vital an appendage to be cut, from Berlin the whole is little more than the tip of a toe. Hardly any patient, and certainly no doctor, balks at cutting off a diseased or frost-bitten toe to save a limb from gangrene. So the arguments go back and forth and all the while the cold winds blow and blow.

Europe Since the Close of the Great War
Gustav Grünflügel

the wide-spread destruction which covered the continent, many people found themselves unable to make a living by anything like "normal" means. With so many troops under arms during the Great War, when it came to an end Europe was suddenly full of unemployed soldiers. Many had gone into the army instead of taking up a trade and so had no job to go back to. These former soldiers found they could either use their skills to take what they needed. At first the "roving militia" problem was a major threat to recovery. Soon, however, those who had some means realized they could pay some of the ruffians to protect them from the rest. Thus the beginnings of the modern mercenary system were established.

The proliferation of mercenaries is perhaps the largest cultural shift since the Great War. Whereas before every nation, no matter how small, needed its own military, some of the smaller countries in Europe employ entirely mercenary forces. Even the national armies must supplement their troop numbers with mercenaries from time to time. This new class of fighters for hire has become a force in its own right. Keeping the soldiers employed is almost as much trouble as dealing



with the gangs. When they are not employed by civil authorities, many mercenary groups simply revert to piracy. Mercenaries are very influential in Luxembourg and pirates rule Malta. Some see little difference between the two. No matter the name, few nations can afford to anger the mercenaries for fear of not having their services available when they are needed. The mercenary life is usually hard and often tragically short, but for those who survive a few jobs, it is a sure way to fortune. With so few other routes to success among the continuing tensions of Europe, the mercenary life remains appealing to many young people.

Shattered Pieces, Uneasy Peace

These are the wild skies above a Europe where real peace has been unknown for too long, and where what little peace there is hangs in the balance. The political forces which brought the world to war in 1914 have not been eliminated. The rebuilt forces of the Hegemony and Imperial Germany seem to be slowly drifting toward

renewed conflict. Many within Germany wish to test their newest weapons and win the territory in Western Europe they were denied in 1919. In Britain, most harbor similar expansionist ideals regarding the colonies. The continuing conflict between the splintered remains of Russia threatens to draw all of Eastern Europe into war again. Now that the worst seems over, new governments in Italy and the Ottoman domains are contemplating annulment of the peace treaties they signed in the chaotic past. Despite the efforts of both law and order, and constant military action, there are still warlords and barbarians controlling petty kingdoms in the heart of Europe. It is a land of diverse challenges, but also of much opportunity.

Technological Developments

The arms race the preceded the Great War only continued after the majority of conflicts ceased. Governments and militaries shifted their aim from one set of enemies to others within

their own borders, justifying the continuation of weapon development. When it became evident other nations were still sharpening their swords, justifying funding for even more robust weapons programs became relatively easy.

Vrillium

Deposits of vrillium ore are found throughout the world. The most important proven sources in terms of commercial exploitation are in the Rhur Valley (operated as national mines of Imperial Germany), in Southern Rhodesia (a public-private partnership in the British colony) and on the Guiana/Brazil border (run by an American mining company). When refined to its pure form, vrillium is a soft metal resembling potassium. In this form it is buoyant in air and will rise to the top of its vessel, or indeed, the room if it is not properly contained. The lifting effect is increased when a current is passed through the material. Vrillium retains its unique properties when it forms and alloy with other metals. This is the key to modern airship technology. Most vessels today use a mixture of lighter-than-air gases held in bags as well as structural components made of vrillium-steel alloys which reduce the effective weight of the ships, but also can be electrified by the ship's power supply for additional lift as needed. Some advanced designs employ only vrillium lifting members. The Italians have taken this development to perhaps its practical limit for their flying fortresses. However, the Russians are the ones who employ vrillium lifters most widely in their modular airships and even in some of their largest flying wings.

Air Battleships

The first air battleships were little-changed from their surface navy antecedents. Designers and military planners imagined air navies would primarily interact with other air navies, as surface vessels had for centuries. Imperial Germany was the first to adapt their designs to take advantage of the unique threat posed by aerial gun platforms. During the Great War they deployed large numbers of small frigate-class airships as a replacement for traditional artillery. This advantage was ultimately negated by the more robust British air navy, which drove the ships from above the battlefields leaving German positions vulnerable to British ground-based artillery. While there were significant air battles throughout the

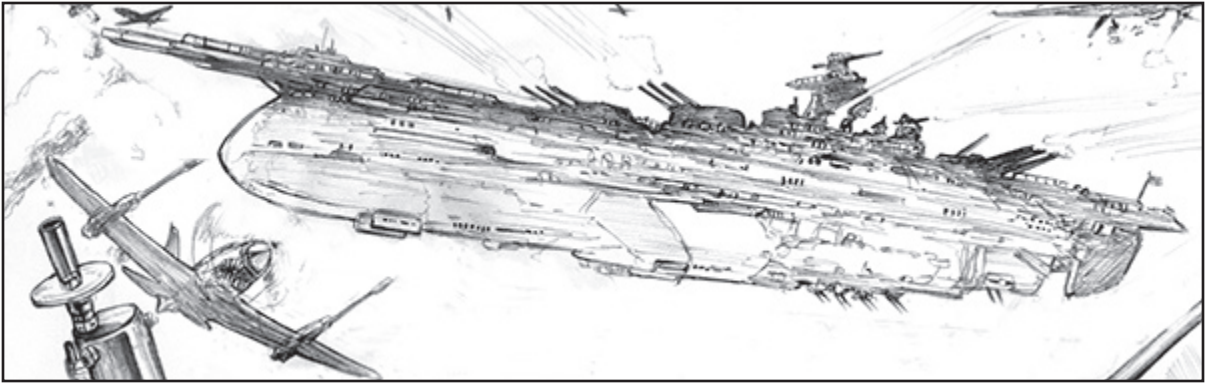
On Vrillium

The latest geological theory holds vrillium ore is in fact the remains of meteors which fell to earth in the distant past. That this ore has been known to civilization since at least the early medieval period is shown by tales of "rocks which do fall up" recorded in Harold Abattoir's Tome of Curiosities and other such compendiums. French alchemists wrote of "rochers volants" and German polymaths discussed the elusive "Schwebestein." The first refining of the curious ore into what we now call vrillium is often attributed to Tycho Brahe, but such claims have no support in the facts. Tellingly, what, if anything, he is to have done with the substance is never said.

The first recorded attempts at vrillium refining are known to have ended in most spectacular failure. As the ore reached sufficient purity it rose out of the very smelting vessel and dispersed into the air as a spray of molten material! Smelters with heavy lids and even primitive versions of our modern enclosed dome smelters had appeared by 1768, when ordinances regulating their use were published in London and in Savoy. Scarcely anything was made of the substance for the next 100 years besides clockwork birds and some parts of ladies dress wear. Not even the Montgolfiers were interested. The first practical use of vrillium came as recently as the Franco-Prussian War of 1870 when, inspired by the military advances the Americans had made late in their civil war with observation balloons, both armies employed vrillium observation platforms.

Since that time adaptation of the material to the arts of the air has been essentially continuous. All the famous aeronauts of the age from von Zeppelin to the Wrights experimented with vrillium alloys in one way or another. By some fortunate turn, the properties of this fabulous metal include not only its lifting power but a striking hardness as well. Admixtures first with iron, then with steel were mastered and today a range of vrillium alloys are available. On average they provide the same strength as steel for just one third the weight. Lightweight and even "featherweight" armor for airships emerged first from the famous foundries of Krupp, but such success was soon duplicated around the world. When HMS Dreadnought lifted into the skies just a few years ago, everyone present agreed a new age had dawned. To this author's eyes the great question of our age has already been answered. Will lighter than air ships or will heavier than air ships prevail? Neither, for it is vrillium ships that will prevail.

- From Padgett's Practical Manual of Airshipcraft, 1909 edition



Great War, the largest by far occurred off the coast of Jutland. Despite the new strategies which developed over the trenches, the Battle of Jutland resembled a standard pitched naval battle above the North Sea. Many ships were blasted from the skies before sinking beneath the waves.

In the years since the end of the war, the use of air navies has only grown among all the Great Powers. Britain and Germany continue to boast the largest fleets, each building on its past design decisions. Armored land vehicles, which played a small part in the conflicts of the Great War, are now fully integrated with both air navies, as are airplanes and methods of aerial bombardment not thought of during the war years. The emergence of aircraft carriers has been one of the most important developments of the last decade. The speed and long-range capabilities of prop-driven airplanes is undeniable. Their weakness is their need for elaborate launch and landing facilities. By putting these facilities into an air ship, the carrier can do the heavy lifting while the planes deliver their precision strikes. All the Powers field carriers to some extent. Most mercenary groups big enough to have an airship at all have a carrier, either a purpose-built one or something retrofitted.

Outside of the two largest air navies, Italy has, perhaps, the widest-flung air navy with many craft operating throughout Africa and Asia. The Italians have a strategy of maximum intimidation and most of their airships are large and covered in weapons. These “flying fortresses” are virtually unassailable, but are notoriously slow. The Italian vessels are more for impressing their client states than for combat with the other Great Powers. The French have taken the exact opposite approach. The French Republic, especially favors smaller, faster, more maneuverable craft. This is consistent

across their planes and airships. They are not particularly hard-hitting on offense, but they can take their time and make their shots count. This is all the more true because most French planes and airships are built around a central main gun, called a Pirouette Cannon. These massive weapons fire aerodynamically stable flechettes with sufficient force to punch right through most other ships. Japan also has a smaller, faster design, copied largely from the French. However, they do not rely on a single gun, but on many smaller weapons.

Russia is the last of the major powers, not counting isolationist America. Russia came to the airship game late. Chronic material shortages generally prevented Russian airship designers from making single purpose-built vessels. Instead, they have opted for a modular system. As bizarre as it seems, small Russian craft, affectionately known as “Over-Unders”, are combined together as needed. Clamps attach multiple units together to create stable platforms for carrier decks, gun emplacements, temporary housing facilities, or whatever else might be needed at the time. Russian forces frequently reconfigure their vessels to meet their changing needs.

Airplanes

Though heavier-than-air aircraft existed for almost a decade before the outbreak of the Great War, their military potential was not immediately realized. Surveillance had been taken over by blimp-based craft and the first airplanes were slow and not robust enough to stand up to the rigors of combat. However, with improvements, they eventually proved themselves as battlefield weapons. The superior speed of airplanes compared to airships made them an absolute necessity as airship combat became a common part of battles during the war. Planes with canvas

or thin metal skins were cheap enough to mass-produce in the first years of the war and most nations rushed to train as many pilots as possible. To meet the needs of the war, engine and airplane technology advanced quickly throughout the 1910s.

Even when the major fighting ended, many smaller conflicts continued. Civil wars across the continent were fought in the air as well as on the ground. In many places aviation was closely tied to national pride and becoming a pilot became almost a civic duty. When ex-soldiers turned into pirates and mercenaries, they took their planes and their pilot skills with them. In response, many communities isolated from national centers of power decided to found their own air-militias to defend their skies from raids. The trend continued throughout the 1920s. Better aircraft appeared and training programs improved, but outlaws, civilian air corps and national air forces each kept pace with the others. Many young people in Europe, in the cities as well as in the country still learn to fly. Most farms or neighborhoods are required to supply a plane and a pilot to the local air militia. These militias are where many of the top military pilots first earn their wings and where many experienced pilots spend their retirement.

The increase in importance of aviation since the end of the war has become self-perpetuating. The air militias, not to mention the national air forces, need planes, which means there are major aircraft manufacturers in most countries. Fierce competition between the suppliers leads to constant innovation. There are secondary economic impacts as well since airstrips, landing fields and planes need constant servicing. Business is conducted at the speed of the fastest airplane, a speed which seems to creep up every year. All these airplane-centered industries dovetail with both the similar needs of the airship industry and with the businesses which cater to mercenaries. Aviation in all its forms has become a major part of European society.

Machine Guns

One of the great advances of the arms build-up during the first decades of the Twentieth Century was the development of the machine gun. These weapons use the force of a bullet's recoil to eject the spent shell and reload the weapon. Simply put, these guns fire continuously as long as the trigger is held and ammo remains. Upon their introduction,

a single weapon could match a platoon of troops with standard rifles. Machine guns were used to devastating effect during the War. The first machine guns were so large they could only be carried by the largest soldiers and most instead saw service from fortified positions. In the years since 1919, machine gun technology has been adapted to smaller weapons. Now practically anyone is able to carry a weapon capable of automatic fire. This has only increased the deadliness of conflicts in recent years.

Keeping the barrel of a weapon firing so many bullets cool has always been one of the major challenges of machine guns. Most modern machine guns are air-cooled. These designs are less complicated than the older water-cooled systems, but they are not as effective. The largest weapons are still water-cooled. This additional complexity adds to the weight of the weapon, but it makes up for it in the amount of damage it can deal. These large weapons are still commonly found mounted in turrets in modern fortifications and many airships have mostly water-cooled large-caliber weapons. These machine guns are also sometimes seen as weapons of terror carried by shock troops. Many mercenary crews, certain Russian factions and some elite German units use huge soldiers to carry the largest machine guns onto the battlefield. These soldiers are typically heavily armored and obviously provide a powerful offense. Few are willing to challenge a walking machine-gun nest.

Tanks and Walkers

After the first appearances of mobile, armored guns, (known commonly as tanks), at the Battle of the Somme, they remained underutilized for the remainder of the War. It was only in the chaos afterward where the tank first proved its utility. Tanks combined the benefits of mobility, armor and firepower in one unit, creating a combined arms military with a single technological solution. Away from the front lines, in action against home guard units and civilian mobs, the tank was unstoppable and became a symbol of revolution throughout Europe. In Northern France and Russia in particular, the revolutionary connection to the tank led to their adoption as standard military weapons by the mid-1920s. The Hegemony also employed them, not so much for their symbolic quality, but for their efficacy, replacing all horse-drawn vehicles and most forms of artillery.

These nations all experienced some parallel development in the tank. Larger engines allowed for more speed and power. Each nation took cues from the others, but designed weapons to fit into their overall military strategy. Most nations employ multiple designs, fielding both faster tanks which could speed into battle and larger tanks which carry more armor and larger guns. In addition, tank technologies have become more reliable in the past decade making the weapon more effective across a wider array of environments, and less dependent on repairs at an established facility. The world has yet to see a large-scale tank battle, but as tensions mount across Europe, a full on engagement between armored battalions may happen soon.

Germany alone has met the military demand for powerful mobile artillery with non-treaded vehicles. The shape common to all tanks, with its spilling treads and sweeping barrel was too

associated in the German psyche with rebellion. The restoration of the Kaiser and the renewed vigor of the aristocrat-dominated military demanded a different solution to the needs of modern warfare. German engineers answered with walkers. The armored bulk of the mobile unit is lifted off the ground making it difficult for enemy ground troops to access and giving the crew of the walker a better view of the battlefield. The legs of the walkers can adjust to any terrain condition making them more maneuverable in mountains, deserts and forested hills than other nations' armor as well as allowing them more gun stability, and therefore greater accuracy in these rough conditions. Walkers do not have the straight-line speed of typical tanks, but they have outstanding armor, comparable firepower and superior mobility. Walkers fit nicely within the German Empire's slow, powerful, defensive, ground-focused military machine.

Cmdr. Giles
Forward Ops. #175

Khartoum
May 12, 1922

Dear Sir,

I have just made it in from the desert after a rather hard crossing and I fear this message will be too late to make a difference. However I must report what I have seen. On a routine long range patrol we caught sight of enemy activity deep into the sparse country west of the Nile and we went to have a better look. I was not at Somme, but I know the stories. I'm afraid the Germans have done us rather one better. I would call what they have tanks, except they do not roll, they walk. Great machines on legs! As incredible as it sounds, I am sure of what I saw. We watched them for three days. They were conducting what we took to be trials of the metal beasts in the desert. The heavy gun platform had some difficulty in navigating the highest, steepest sand-dunes which are common in that area, but over the smaller hills it could move with a shocking speed. It could not be outrun on flat ground I am quite sure. We saw much ado about what we took to be sand proofing baffles. I didn't see it myself, but one morning they used a second of these rhino-tanks to throw up a bunch of sand into the air in front of the first one. There was little action after that as the German technicians partially took the machine apart to see the damage from the sand.

I must admit, all our observations were made at the extreme distance of our optics, so a full picture of what was underway is impossible. We did not have cameras with us, but everyone took notes and made sketches of his own observations. We were forced out of our vantage by one of the enemy's own patrols. We spotted them first and saw their insignia, thus we are sure of the identity of the whole operation. We were not seen, so far as we know, and got off cleanly. Later, in crossing back over the Nile, I'm afraid our raft ran afoul of some unhappy local wildlife. I alone survived, but I collected up the others' notes. I have all the details with me and will make a full report as soon as I return. I wanted to let you know immediately as it may still be possible to get a good aerial look at the operations.

Gas and “Prohibited Devices”

The effects of caustic and asphyxiating gases used to clear enemy trenches during the Great War were condemned by all sides before the war was even over. Nurses and aid workers on the front lines were shocked by the damage wrought by gas attacks. Even soldiers and officers saw the inherent dangers of the weapons. More than one unit died when their own gas blew back into their faces with a change in the wind. The horror of the silent and nearly invisible killer and the image of the gas mask became the prime example of reason gone wrong. Many of the treaties concluded during 1919 and throughout the 1920s included provisions prohibiting using poison gas, bacteriological agents and “analogous devices” in future conflicts. Since chlorine and mustard gas remain relatively easy to manufacture they are sometimes used as a “weapon of last resort” by rebel and mercenary groups, but even these attacks are relatively rare. While there is no universally agreed-upon ban on such chemical weapons, their use among the Great Powers has been virtually unknown since 1924.

However, the protocols which do exist remain weak and vague. There is no definition of what makes a weapon “analogous” to the gas used in the Great War. The general sense is a weapon able to kill many soldiers or civilians in a single attack. Even so, several nations continue to develop these powerful weapons. Biological warfare has become a major area of research in Northern France, Germany and in White-held areas of Russia. Adapting strains of common battlefield irritants like anthrax and botulism into weapons seems against the spirit of the protocols limiting toxic clouds, but to military-funded scientists, what is not banned is fair game.

More terrifying weapons may also be in the works. Rumors trickle out of both Germany and Red Russia of single troopers somehow able to take on entire units of the enemy. Speculation about some kind of terrible alternative to the trend of larger and larger bombs attached to larger and larger airships circulates across the capitals of Europe. The Einstein Institute in Berlin is frequently associated with these rumors, and the “most brilliant minds of the era” are always said to be involved without naming any specific individuals, but no details have emerged. Officially,

Einstein’s brain trust is at work attempting to revolutionize the understanding of elemental physics, though given the rumors, no one outside of Germany wishes them success.

Directed Energy Weapons

The technological advances of America’s science-politicians have mainly come to Europe as mere rumors. One export from America which has made it across the Atlantic is directed energy technology. The Hegemony is the only European power with substantial ties to America, and as a result the British have more experience with the weapons than anyone else. The Hegemony has deployed directed energy weapons (DEW) with increasing frequency. A case of mistaken identity in a fog bank off the Orkneys in 1931 left a Scandinavian merchant vessel melted to slag. Who or what they mistook the vessel for, they would never say, but they rendered all assistance in recovering the remains of the vessel from the bottom of the sea. The melted, twisted fragments left many in Europe with the idea the British had selected the ship deliberately to demonstrate their advanced weapon system. Beyond this incident, the on-going fight with the Irish separatists has also given other nations plenty of evidence as to the effectiveness and deadliness of these weapons.

Thankfully for the rest of Europe, these fearsome weapons are still rare. Rifle-sized weapons, popularly known as Tesla Guns, can deliver an often deadly shock at about half the range of a normal rifle. The result is similar to controlling a lightning bolt. The major downside of the weapons is the fact they run on battery power and can only be used for a few shots in the field. More effective are DEW systems built into airships. Most British cruisers have at least one of these weapons on board. These can provide a major punch against any aircraft which manage to penetrate the ship’s outer lines of defense. Again, the drawback is the high power consumption. Even the largest ships cannot generate enough electrical power to fire them continuously. They are something of a last resort deterrent, not an offensive weapon. Despite trying, no other nation has managed to steal any useful secrets of their manufacture from the British or the Americans.

Timeline

- 17 December 1903 - Wright brothers' first powered flight.
- 1905 - Russo-Japanese War ends after heavy Russian losses. Duma established.
- 1906 - HMS *Dreadnought* launched. Airship Era begins.
- 1908 - Bosnia and Herzegovina annexed by Austria-Hungary.
- 1912-1913 - Ottoman Empire pushed off the Balkans in a series of wars.
- 1914 - The Great War begins.
- April 1916 - Easter Rising in Ireland. Ended by Firebombing of Dublin.
- May 1916 - Battle of Jutland, largest airship battle to date.
- March 1917 - Russian Revolution begins.
- 1917 - Austro-Hungarian Empire dissolved. First Hungarian Republic established. Chaos ensues.
- July 1918 - Sultan Yusuf I takes Ottoman Empire out of the war. Ottoman Republic established.
- 24 December 1918 - French Revolution begins. Social Republic declared in Paris.
- 31 December 1918 - Kaiser Wilhelm II abdicates, German Republic established.
- February 1919 - Versailles Armistice signed ending hostilities between France and Germany.
- 1919 - Scandinavian Union formed.
- 1919 - Switzerland affirms its policy of perpetual neutrality.
- March 1919 - Seven Weeks Protest begins in United Kingdom.
- May 1919 - Seven Weeks Protest ends and Fabian Brockmore becomes PM of United Kingdom.
- 1920 - Third Hungarian Republic collapses. Kingdom of Hungary established. Stability returns.
- 1920 - Warrens first appear in western Germany.
- Summer 1920 - Line of control in French civil war established.
- 1920 - White Russian base of operations established in Kiev.
- 1 January 1921 - Germany Republic dissolved, Kaiser Wilhelm returns to power.
- 1921 - Hendrik Härterich appointed Reichschancellor of Germany.
- 1921 - Franz Adolph becomes Grand Duke of Luxembourg.
- 1921 - Major locust outbreak in western Hungary.
- 1921 - Fourth French Republic established at Marseille.
- March 1922 - United Kingdom renamed the Hegeonomy.
- 12 May 1922 - First reports of German walkers reach Hegemony forces in Africa.
- Summer 1922 - French Social Republic and Republic of France agree to cease-fire.
- 1922 - Coup crisis leads to the end of Italian monarchy. Italian Republic established.
- 1922 - Last Greek-Ottoman war. Current borders established.
- 1923 - Spanish monarchy collapses. Protectorate of Roland appears.
- 25 December 1923 - King George of the Hegemony gives first "Christmas Address" via radio.
- 1924 - Koba Zhetshef becomes General Secretary and leader of Red Russia.
- 1924 - Last confirmed gas attack by a Great Power occurs in Russia.
- 1924 - The two French nations officially establish their border. Peace concluded.
- 1925 - Independent Poland established.
- 1926 - Iberian Confederation established.
- March 1926 - Highest casualty figures for one month recorded for conflict in Ireland.
- 1926 - First Mayor of Vichy appointed.
- 1928 - Sasha Markoff elected Mayor of Perm, a Blue Russian city.
- 1929 - Kingdom of Albania established under King Zog.
- 1931 - *Mjölhir* incident, British use of direct energy weapons confirmed.
- 1931 - Arrests for "disturbing the peace" reach peak in Vichy.
- June 1932 - Gallant Fusiliers lost in Winterswijk Warren.

The Hegemony

Despite the huge losses Britain experienced in such infamous battles as Dunkirk, the Somme, and the three battles of Ypres, the majority of Britons remained in support of the war throughout 1918. They still wanted Germany to be punished for (as they saw it) starting the war in the first place, and they wanted the deaths of so many to “mean something.” This grim commitment continued right up until late in the winter of 1919. As another year of conflict loomed, Downing Street began to talk about calling up more and younger lads for the service and more stories of executions of both deserters and conscientious objectors began to make their way into the press. Support for the war effort finally began to crack. As both French allies and German enemies melted away, the War Cabinet saw its chance to advance at last. However, among the people, support for continued war completely collapsed and calls to “bring the boys back home” began in earnest.

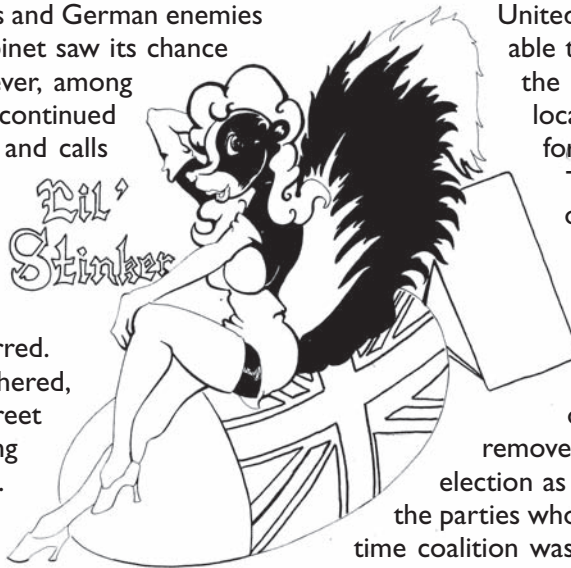
At first the anti-war protests were relatively peaceful. No burning, rioting or looting occurred. Protesters merely gathered, choking off Downing Street and all the roads surrounding the Houses of Parliament. Government effectively ground to a halt. Chants of “bring back the boys” were met with cries of “we cannot until everyone lets us get back on with governing,” which were in turn shouted down and dismissed by the frustrated crowds.

When the spring of 1919 arrived, the troops still in the field received their orders to advance deeper into Belgium on the way to Germany. Many choose to ignore them. Order in the British ranks broke down and soldiers demanded to be returned home. Unlike Continental forces, the British troops could not just walk home. Even so, within days, the break-down in command meant squads of men began commandeering transport ships and aircraft and returning to England, Wales, Scotland and Ireland en masse. As these angry

troops returned to Britain and began to trickle into the civilian protest, they began calling for the removal of the government which was refusing to listen to the people and had sent so many soldiers into harm’s way.

Complicating the tensions at the time were the many soldiers from the Dominions. Troops recruited from the far flung corners of the British Empire for the war effort could not so easily return to Australia, India, South Africa or Canada from the western front. In general, these troops remained loyal to the Government. These not-quite British soldiers helped maintain the lines in France and Belgium as well as held the line for the Government in the cities of the United Kingdom itself. They were able to help maintain order, but the distinction between the locals and the outsiders was forever established.

The protests continued over seven weeks in March, April and May of 1919 (known as the Seven Weeks Protests). At last the Government submitted to a vote of no confidence and was removed. This triggered a snap election as well. The feeling against all the parties who had been part of the war-time coalition was so strong almost no one was returned to power. The formerly marginal United Worker’s Party (UWP) was catapulted to outright control of the government. Everyone was surprised, including members of UWP. UWP combined leftist socialist concern for laborers with right-wing nationalism and militarism. They had the support of the people to take on corporations accused of war profiteering, assist the millions of people in the warzone to escape and to defend Great Britain, but not waste any more blood and treasure defending less-capable allies on the continent. The leader of the party, Fabian Brockmore, from rural Berkshire County along the upper River Thames, could speak the language of the rural population. Brockmore was able to deftly thread his way around and through



all opposition, talking to everyone like a concerned older brother. So effective has Brockmore been in exploiting the rules, in winning votes and in quietly changing the rules in his own favor, the UWP has not been out of power since 1919.

By promoting support of King and Country, Brockmore has become publicly beloved by most people. Firm UWP leadership in the first months and years resolved many of the immediate problems behind the Seven Weeks Protest. At the same time, others revile his somewhat slimy demeanor and the way the UWP controls government almost without opposition. Brockmore has proven a master at making problems go away without necessarily fixing them simply by changing the conversation. As one example, the evacuation of the battlefields of the Great War could have been seen as the ultimate loss. Nothing was gained for all the lives lost. No such opinions were allowed to appear in the press, however. Instead, the government and Brockmore personally was praised for saving the remaining soldiers from further disaster and ending a hopeless waste of manpower. Empowered by new rules of censorship the Party allows only its own message to be spread. The bodies of those killed in France and Belgium were brought home and massive graveyards paid for by higher taxes honor the dead and serve as a constant reminder of the cost of getting involved in the wars of "other nations".

The taxation also pays for a military much more potent than the one which "slowly bled the country dry" during the war. Building on the long-term strength of the British Royal Navy, massive investment has made the Imperial Air Navy into the world leader in air power. The ships have won all the very infrequent clashes with French fascists and German imperialists as well the constant attacks from privateers and pirates. The national narrative has become one of the United Kingdom being strong enough to take whatever it needs, and smart enough not to fight for any more. This focused military expansion has stunted domestic development. Standards of living have gone up marginally since the depths of austerity during the war years, but not as much as in some other places across Europe. Almost all of the growth in the British economy has been in military might. Dissent is not tolerated, and love of the Party and unwavering support for the Prime Minister is the only acceptable response to all events.

While Brockmore and UWP hold all the real power in the country, King Edward V and the rest of the royal family has not been forgotten nor replaced. They are retained as symbolic objects of power. The more the times are hard, the more the royals are paraded out to show their smiling faces as a comfort the people. The tradition of radio addresses Edward V began during the war has been continued, except now a speech from the king himself is rare. There are new speeches every week telling the people about the latest advances in British defense, highlighting great moments from the British past, and encouraging the people to new heights of production. Most of these speeches are given by Lester Greymouth, the deep voiced spokesperson for the UWP who has served since the beginning. When Greymouth is not actually giving speeches, his old speeches play in continuous re-broadcast on government radio stations and even through loudspeakers in public areas in all major cities. Sometimes Greymouth appears together with members of the royal family. They do the waving and smiling and he makes the speeches.

One topic which is never talked about is ongoing rebellion in Ireland. In 1916 there was an uprising in Dublin which demanded "home rule" of Ireland, long a mere possession of the British crown. The Easter Rising, as it was called, was suppressed by units of the Imperial Air Navy. The government denies incendiary devices were used, but the incident is commonly remembered as the Firebombing of Dublin. It was an emphatic "no" to the question of home rule. The ruthlessness, however, has not ended tensions in the Ireland. It has instead inflamed them. Until the end of the war a troop presence was needed and throughout the years since the soldiers have remained in all of Ireland's major cities. Economic activities in Ireland such as ship building and coal mining are carried on under the tightest of security and even Irish workers who have been cleared for the work are still viewed with suspicion. Guilty until proven innocent is the general attitude of the British when dealing with the Irish.

The conflict in Ireland came too late in the Great War for any benefit to be derived from the experience, but the methods used to keep the Irish in line have now been fully implemented into the Air Navy. They call the method Lightning War. Using air superiority the Navy brings in all

the materiel and troops it needs for a battle and drops them all right into the conflict. Supplying this force via airship until they have opened up normal supply chain routes is possible only because of the speed and firepower of Air Navy ships. The Royal Marines are well-trained for these kind of in and out missions. This has proven effective in Ireland and in all the other places where Britain has found itself involved in conflicts on the ground, mainly in southern and eastern Africa. Lightning war has yet to be tried against another major industrial power, but planners in the government believe no one else would be able to deliver the same numbers of trained troops to a front as fast the Royal Marines would be able to arrive, virtually assuring a quick victory in any major conflict which does arise.

Britain maintains a world presence through its many colonies. Because of the lingering distrust of the people in the Dominions bred during the Seven Weeks Protests, the UWP has changed the relationship with the colonies. The British Empire as a whole is now called the Hegemony. The United Kingdom, and England in particular, is the power at the center of the Hegemony. Resources flow into the British Isles from the colonies and the colonies must offer up soldiers to serve in the defense of the Hegemony. Many of the crews needed to run the airships and much of the troop strength abroad is supplied by the Dominion nations themselves, but the officer corps comes entirely from the UK proper, usually from England. Upward mobility is strictly limited for those from the Dominions. While the majority of resources are sent back to Great Britain, there are still families who choose to leave and go to the Dominions just to get further away from the influence of UWP propaganda. Independent land-owners and entrepreneurs can make decent fortunes for themselves in the colonies in ways which are difficult within the UK itself.

In mainland Britain, life is hard. The weather is as cool and grey as ever, but it seems worse when food and electricity are rationed and wages are low. Though a modest standard of living is guaranteed to all the people, finding a way to increase one's own financial situation beyond the basic level is difficult and almost surely illegal. In the past government campaigns asked Britons to report on those selling services "off the books" or making products on the side.

The State is the supreme expression of the unity of Society. All are equal before the law of the State. All are given the same protections of person and right of nourishment and education as all are expected to offer up the same military loyalty and service in industry and domestic etiquette. The unity of Society and supremacy of the State is thereby maintained. Justice is not for sale because there is no buyer above the Society. The State serves Society and Society serves the State. Nothing is required. All is given. All is required. Nothing is given. All activities interweave between State and Society and at last the two become indistinguishable. Society extends to the sea and the State encompasses the wide world beyond.

From the Hegemony Declaration of Rights, issued 1925.

There always seems to be someone willing to snitch, and periodic arrests and crackdowns keep "cheaters" and "wasters" to a minimum. Life is dull for most, but that doesn't seem to bother the general population. For those who need a bit more excitement there is always the chance to join the Foreign Service, another name for the military, or the Home Guard, a national police force which has incorporated and replaced all local police branches. Business and travel are not truly restricted for the average person, but there is a glass ceiling in society through which people of the "wrong sort" are not allowed to pass. Past interests and all social and business associates are recorded and made the subject of employment reviews. Some have forsaken England all together and make their way in the world as self-imposed exiles from the all-too-repressive system. The Hegemony's self-importance is noticed by other nations. The country is often called the Hedge as a way to dismiss the government as a bunch of busybodies chatting over their garden hedges. This epithet is well-known within the UK itself, but it is not a joke to make lightly within earshot of any of those loyal to the government.

The Hegemony treats most other countries with an attitude of cordial disregard. The Hegemony system has worked for years and the UWP has no plans to change it. Their consulates worldwide are refuges for Britons abroad as well as symbols of the Royal Navy everyone knows will appear

in short order if they perceive any infringement of British prerogatives. The nation with whom the Hegemony has the best relationship is the United States of America. Because the two share a border along the 49th Parallel in North America the two must work together or come into conflict. America has been reluctant to share any of its technology with anyone else, but they have allowed Britain to have access to some of their directed energy weapon technology in exchange for military bases and energy distribution stations across Canada and the North Sea. Similar, though less favorable, deals with the Scandinavian Confederation allows American craft to travel between North America and Great Britain with ease. The frequent contact between Britons and their American “cousins” keeps the two nations largely friendly

Important Figures

Fabian Brockmore

**Senior Deputy of United Workers’ Party
Prime Minister of Hegemony (since 1919)**

Career: Scholar/Sneakthief.

Animal Type: Badger

Size: Normal

Abilities of Note: Burrow, Eat Anything

True North: Falsehood

Prime Minister Brockmore is both lucky and smart. He always seems to turn all situations to his advantage. In the first years after the War when the UWP was merely the most powerful among the many parties in Parliament, Brockmore was very active in debate and was very personable. He would invite other politicians to lavish dinners and convince them slowly of the rightness of his perspective. In more recent years Brockmore has offered fewer and fewer invitations and meetings with him are to receive instructions. Those who do not comply fall from power if they are lucky and disappear altogether if they are not. Real debate no longer happens within the UWP nor in Parliament itself. Brockmore’s long-term vision of the future of Britain is never discussed. He seems happy enough to maintain the status quo and respond as new situations develop. Despite his average size, Brockmore is an imposing figure with wide shoulders, expensive clothes, and a glowering face leaning out from a cloud of cigarette smoke.

How to Read These Entries

Name: The character’s name and any title they may possess. Characters who meet this NPC may or may not know the proper forms of address, or may only know the character by an alias.

Rank and Position: Any positions in government, a political party or a business the character may hold. This indicates where and under what conditions characters may meet this NPC.

Career: The two careers of the character. Sometimes these careers will be obvious based on the work the NPC is doing, and it can be surprising to see what career path led to their current position. A full list of skills and Skill Specialties is not given and is left up to the GM.

Animal Type: The Animal Type of the character. Sometimes a specific breed or sub type of animal is given in parentheses to further detail the appearance of this NPC.

Size: The size of the character. The character has all the benefits and restrictions of their size, given on page 28.

Highest Attributes: The character’s two highest Attributes are given for reference and to indicate the main ways the character tries to interact with others. If the two Attributes are relatively high, these are likely the only strong Attributes the character has. If they are relatively average, the character is more balanced across all Attributes.

Abilities of Note: Two of the character’s Animal Abilities. If neither is the starting ability for the Animal Type, this NPC also has their type’s starting ability. They may also possess other abilities. As with Attributes, the two given Abilities are the two this NPC uses most.

True North: The north heading on the character’s Moral Compass. Other motivations are left up to the GM.

King George V

King of the Hegemony of Great Britain, Ireland and the Dominions beyond the Seas (since 1910).

Career: Businessman/Soldier

Animal Type: Wolf (Mastiff)

Size: Large

Abilities of Note: Pack, Sharp Ears

True North: Compassion

Because of the closely-linked royal families of Europe, George was first cousins with both his ally Tsar Nichols and his enemy Kaiser Wilhelm during the Great War. Accepting the sentiments of his nation despite his family ties, he divested himself of all his German titles and changed the family name from a German-sounding one to the more English Windsor. King George has always seen his role as one of service to his country and he has always been respected by his subjects for his attitude. Sometimes he reflects on the world of landowners and title-holders he grew up in and wonders how things could have changed so much in one lifetime. Despite these dark moments, George V has become even more popular with his people since the end of the war. He is always surprised, preferring to think of himself as a simple man. He knows he has been thrust into the lime light by Brockmore of the UWP as a figurehead, but he does not know what he can do about it. He agreed to the stringent oversight of the monarchy and the curbs on his own freedoms as necessary cost-saving measures in the years immediately following the War, but he has grown increasingly unhappy with the course the party has led the nation.

He continues to give what hope and strength he can to the people through his public appearances even though he is well aware most of the events are scripted by Greymouth. The changes have meant his the first King to break the taboo of socializing with the common people and King George has come to genuinely appreciate time spent with working people, common soldiers and farmers. He sees himself as the voice of the government to the people and the voice of the people to the government and he has become an advocate for low wage workers, a supporter of orphan charities and a voice for peace in Ireland. Unfortunately, though he reigns, he does not rule the Hegemony. He has even begun to fear he will be the last monarch if he cannot convince

Parliament of the people's need for him and his successors.

Lester Greymouth

Deputy in Urban Workers' Party

Lord Privy Seal (since 1919)

Career: Radioman/Man of the Cloth

Animal Type: Toad

Size: Normal

Abilities of Note: Croak, Endurance

True North: Power

Greymouth and Brockmore have been friends and allies since their earliest years in government. Each success they have enjoyed, they have largely created together. When UWP came to power in 1919 Greymouth surprised many in the opposition by taking the largely-ceremonial title Lord Privy Seal. Greymouth has used the authority of this cabinet post to become a de-facto minister of propaganda. All communication going to or coming from the Royal Family goes through Greymouth. He approves all the monarch's speeches and frequently gives his own in lieu of letting the King speak. Famous for his deep and gravelly voice even before it became a fixture of the airwaves, Greymouth is sometimes officially named The Voice of Hegemony. Less publicly he is called Hedgewhisperer and worst things by the unwary. He has taken the honor and ceremony of his title to the extreme and loves to dress in lush Renaissance-inspired fabrics and is frequently seen with a cape and even a sword. His face is unreadable and those who have run afoul of his policies often report they have no idea they had crossed a line until they were arrested.

Commodore Dudley Cecil Vassall, 3rd Viscount of Avon

Elector in Urban Workers' Party

Secretary of State for Air (since 1926)

Career: Officer/Businessman

Animal Type: Deer

Size: Large

Highest Attributes:

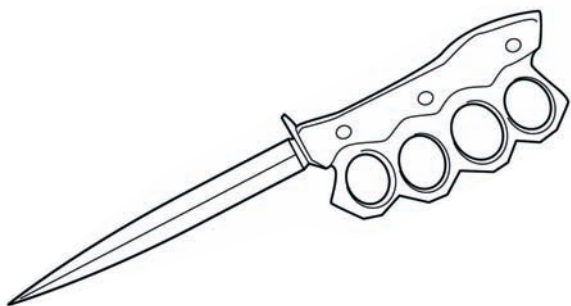
Abilities of Note: Antlers, Sharp Ears

True North: Growth

Growing up during the Era of Dreadnoughts, Dudley Vassall was always interested in air power. During the War, he secured a commission into the Royal Air Navy and rose to the rank of Commodore. Also during the war he inherited his viscountship from his father. After the war he

turned the family fortune toward research and development of the newest airship technologies, building the Avon Works into one of the preeminent suppliers to the Navy. About the same time his long courtship with Darlene Kendrick fell through when she left the Hegemony in his personal airship to become a mercenary. The incident left Lord Avon with a special commitment to stamping out “pirates” in the skies over Great Britain. His zeal was admired by UWP and they recruited him to the party where he entered the government as the Secretary of State for Air. Avon has been central to designing the current air defenses of the Hegemony. He is an imposing figure and he carries himself with an air of superiority. He is both quick to anger and reasonably clever which means he will frequently insert himself into a situation and attempt solve things himself. He keeps his ears open for rumors of his stolen *Excelsior* and plots his revenge on Kendrick and whomever sails with her.

British Weapons



HI 919 “Pig Sticker” Trench Knife

The standard issue combat knife for the military of the Hegemony is a full tang, double edged melee weapon with enclosed grip. The weapon earned the name “The Pig-Sticker” by the British troops who were deployed against the Germans during the war. The weapon has undergone very few changes since its inception, and is seen as a favorite among small, quick fighters.

Damage: 1

Resounding Success Bonus: +1 Damage, Armor Piercing (1)

Cost: 8 UAC

How to Read These Entries

Name: The full name of the weapon followed by a brief description of its origin and common uses.

Class: If a weapon is a Capital Ship Weapon, it will be stated here.

Range: The standard range of the weapon. A character cannot score a Resounding Success when firing beyond the listed range of a weapon.

Damage: The damage dealt by a successful Hit Action in combat. If the weapon is a Melee weapon, this damage is in addition to the attacking character’s Strength.

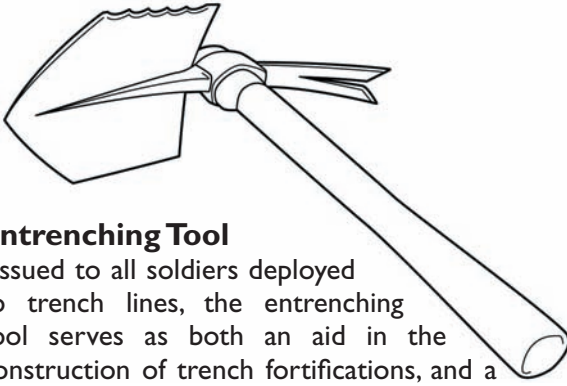
Ammunition: Ranged weapons will have a payload listed. This is the number of shots or bursts the weapon can fire before needing to be reloaded. Reloading a weapon is done as a Ready action.

Bonus: Some weapons grant a specific bonus depending on the nature of the weapon. Any bonus will be called out here.

Resounding Success Bonus: If a Resounding Success is rolled on a Hit Action using the weapon, the attacker gains the benefit of the weapon’s Resounding Success Bonus. This bonus could be additional damage, the ability to bypass a target’s armor or another opportunity to attack. A bonus from a weapon is applied in addition to any Resounding Success Bonus provided by the attacker’s skill roll itself. A complete list of possible bonuses and their individual effects can be found on page 109.

Penalty: Not all weapons are easy to use. Some come with penalties based on the size, weight, shape or rarity of the weapon. If a character does not meet the requirements, Hit Actions with the weapon are counted as automatic failures.

Cost: The cost of the weapon in UAC. Weapons are in such high demand, used weapons are rarely discounted. All weapons have excellent availability in their countries of origin and fair availability elsewhere. A wider selection of guns is always available in cities compared to rural towns.



Entrenching Tool

Issued to all soldiers deployed to trench lines, the entrenching tool serves as both an aid in the construction of trench fortifications, and a weapon for close quarters fighting. The most common British design has a nail removing claw/pick on one side, and a reinforced spade with a sharpened edge and a serrated edge on the other. More recent versions have removed the claw but have added the ability for the spade head to fold and lock into place at a 90 degree angle or fully extended.

Damage: 3

Resounding Success Bonus: Armor Piercing (1)

Penalty: Cannot be used by Small characters.

Cost: 10 UAC

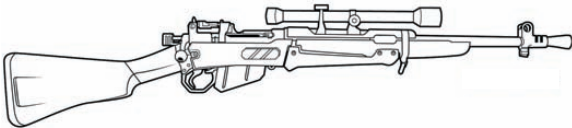
SI927 British Officer's Sabre

The standard issue Officer's Sword was redesigned from earlier thrusting models to be both a slashing and thrusting weapon. With a reinforced blade to prevent buckling or snapping under stress, the sword is well balanced and allows the user to take advantage of the weapon's surprising heft. There is a metal bowl guard to protect the hand, and a wooden, pistol style grip handle to prevent slippage on a charge.

Damage: 2

Resounding Success Bonus: +2 Damage

Cost: 10 UAC



Wrenfield Mk. III Rifle

One of the fastest bolt action rifles designed, the Mk.III is a standard infantry rifle that has remained in service even with the increased prevalence of submachine guns and portable large caliber machine guns. It is a favorite among skilled marksmen, renowned for its balance and accuracy. The standard iron sights incorporate a

windage adjustment, but additional scopes can be used if desired.

Range: Far

Damage: 3D6

Ammunition: 10 shots

Bonus: Accurate (5)

Resounding Success Bonus: Move up one spot in the Initiative Order, if possible.

Cost: 40 UAC



Webb 1921 Revolver

The Webb 1921 replaced the Wrenfeld 1897 as the standard service pistol for the Hegemony upon its release. The weapon was designed to be chambered for multiple ammunition sizes to allow soldiers of all different sizes to use it effectively, and the longer, rifled barrel allowed for increased accuracy.

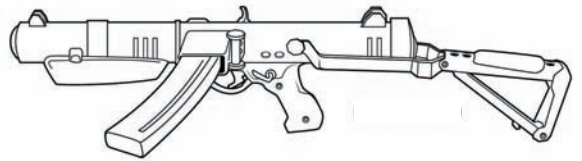
Range: Mid

Damage: 1D6

Ammunition: 6 shots

Resounding Success Bonus: Armor Piercing (1)

Cost: 20 UAC



Starling Suppressed Submachine Gun

This compact submachine gun is a favorite among security forces, commandoes, and those criminals who can get their hands on them. Originally designed for night raids against enemy trenches, the built-in suppression system makes the Starling the weapon of choice whenever subtlety is needed.

Range: Mid

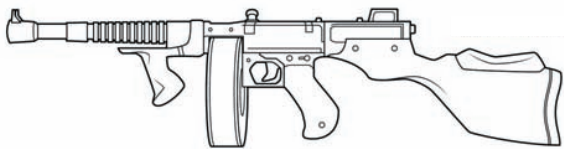
Damage: 2D6

Ammunition: 35 rounds. Fires 5 round bursts.

Bonus: Suppressed

Resounding Success Bonus: Spray

Cost: 30 UAC



Badger Submachine Gun

This heavier submachine gun is heavily based off of the American Edison submachine gun (also known as the Eddie or the Eddie Gun). Its high rate of fire, ammo capacity and stopping power make it a favorite against larger opponents, and when suppressing fire is needed. The Badger is prized for its utility in urban environments and against the raiders in the Warrens, with mercenary groups and small kingdoms purchasing dozens of these for their own use.

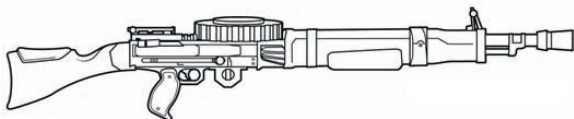
Range: Mid

Damage: 2D6

Ammunition: 20 and 30 round magazines, or 50 and 100 round drum magazines. Fires 5 round bursts.

Resounding Success Bonus: +1D6 Damage, Spray

Cost: 50 UAC



Vicar Mk. III Machinegun

Designed to be an individually portable light machine gun, the Vicar is capable of directing tremendous force against both enemy troops and fighter aircraft as a close-range air support weapon. Some have been adapted for use on light aircraft and merchant ships as an inexpensive turret weapon, but have been retired from service by the Hegemony Air Force in favor of heavier weapons. The Vicar continues to be a favorite among larger individuals capable of carrying the gun and extra ammo drums, though it is also deployed as part of two-person gunnery teams with one carrying the weapon and the other carrying a bipod and ammo.

Range: Far

Damage: 3D6

Ammunition: 50 and 100 round drum pan magazines mounted on top of the weapon. Fires in 10 round bursts.

Resounding Success Bonus: +1D6 Damage, Spray

Cost: 75 UAC

How to Read These Entries

Name: The name of the vehicle type followed by a description and information about regional variations.

Crew: The number of people needed to properly operate a vehicle at full capacity.

Size Class: Vehicles can be Small, Normal, Large or Huge. This is presented for reference and vehicle to vehicle comparison and can impact some actions in combat.

Health: Just like characters, vehicles have a health score. This represents the amount of damage a vehicle can sustain before it no longer functions as vehicle, not the amount of damage before the components are completely obliterated. Axles can be bent and moving parts knocked off or knocked out of alignment before they are destroyed. After being rendered useless for movement vehicles still provide the same Armor Scores for those inside.

Armor Score: Like all armor, this score is the amount of damage reduced from each successful hit. Only damage remaining after this armor reduction is applied to the vehicle's health. Armor-piercing rounds can bypass some of this armor.

Combat Speed Class: This represents the vehicle's speed and maneuverability in combat.

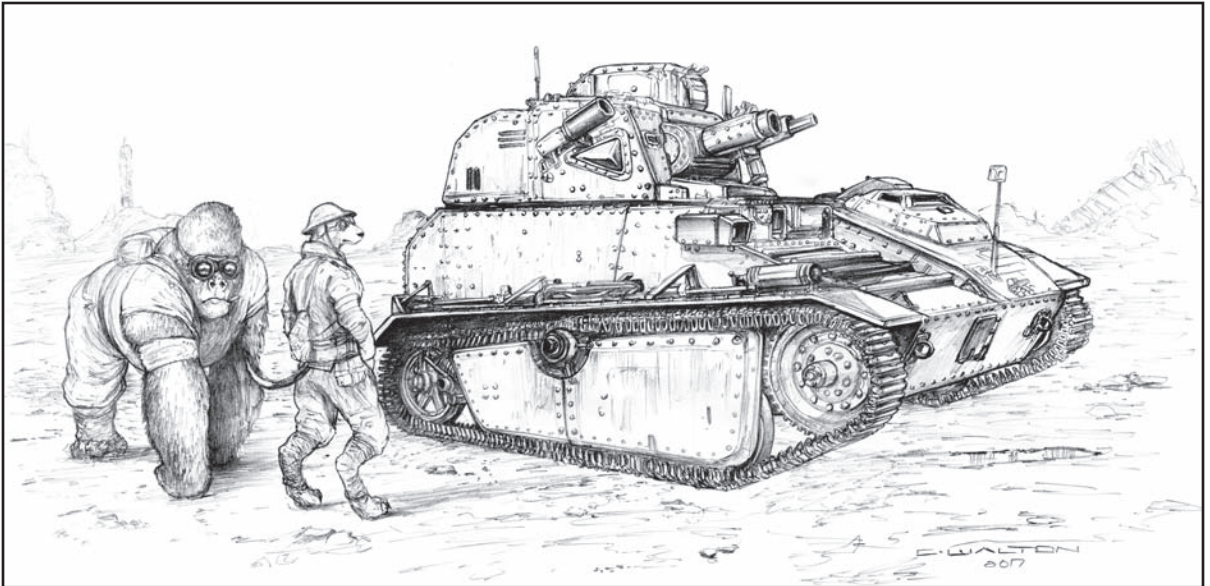
Top Speed: The top speed and cruising speed of the vehicle. This is mainly used when figuring how long it will take to travel from point A to point B in the vehicle.

Cost: The cost in UAC of the vehicle. Sometimes common options and their costs are also given.

Availability, new: Availability can be Excellent, Good, Fair or Poor depending on the size of the town and the sophistication of the vehicle. Also given is the typical time to build a new vehicle from scratch.

Availability, used: Used vehicles often have different availability. Some vehicles do not age well and used ones will be damaged or modified. Any reductions in price which apply are also given.

Typical Armament: Gives a description and details for any weapons built into the vehicle.



Ground Vehicles

Mace Light Tank

The Mace is the evolution of the earliest light tanks used during the Great War, and is used in both urban warfare and traditional armor operations. It has been used extensively by the Hegemony and its allies, and can be found on almost any battlefield across Europe. The small size, flexible weaponry and the mechanical reliability have ensured that it holds a special place among the armed forces.

The tank is about the size of a small truck and capable of withstanding small arms fire while punishing other vehicles or gunner emplacements with its 6-pounder cannon and coaxial Vicar machine gun. Its small size means that it can easily be delivered by land, sea or air, with some even being airdropped or lowered via airship mounted cranes.

Crew: Two. One driver, one gunner. There is room for one additional passenger.

Size Class: Normal

Health: 60

Armor Score: 4

Combat Speed Class: 2

Top Speed: 35 mph (56 km/h)

Cost: 25,000 UAC.

Availability, new: Not available on the open market. Manufactured only for Hegemony. New vehicles enter service in batches of 15 to 20 every few months.

Availability, used: Poor to non-existent. The most likely place to get one is in the British colonies where outdated models are occasionally abandoned instead of shipping them home. Price will be 10,000 to 31,000 UAC depending on condition.

Typical Armament:

1) 6-Pounder Cannon: Mounted in the main armored housing, this weapon is capable of moving 45 degrees up and down, and in either direction. It is fired by the gunner.

Range: Far

Damage: 4D6

Ammunition: 20 shots

Bonus: Wreck (1)

Resounding Success Bonus: Wreck (1)

2) Vicar Mk.V Machinegun: Mounted alongside the cannon, this machine gun is also controlled by the gunner.

Range: Mid

Damage: 3D6

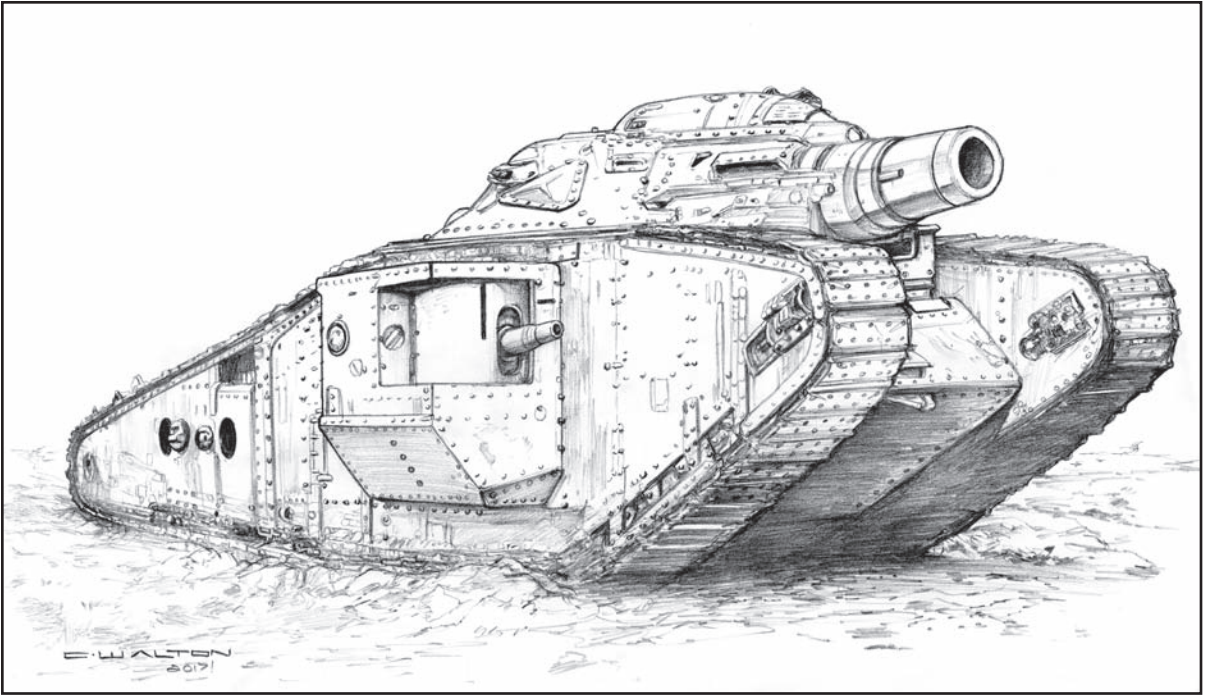
Ammunition: 50 bursts.

Bonus: Accurate (5)

Resounding Success Bonus: Armor Piercing (1)

Maul Tank

The Maul is the largest tank in the Hegemony arsenal, bringing tremendous firepower and heavy armor to the battlefield. Designed to breach enemy trench lines, roll over lines of barbed wire and attack enemy fortifications, the Maul is capable of protecting advancing troops while concentrating fire on hardened positions.



The 8-inch cannon can be loaded with a variety of ammunition, but explosive shells are standard. The large weapon was noticeably absent on early tank models, but as German walkers and other armored vehicles became the norm, British designers saw a need to add a heavy, anti-armor weapon. Cupolas on either side of the Maul each house a 6-pounder used to attack heavy troops, light armor and low flying aircraft.

Crew: Five. One commander, one driver, three gunners. There is no room for additional passengers.

Size Class: Normal

Health: 90

Armor Score: 8

Combat Speed Class: I

Top Speed: 25 mph (40 km/h)

Cost: 50,000 UAC

Availability, new: Not available on the open market. Manufactured only for Hegemony. New vehicles enter service in batches of 5 to 10 every few months.

Availability, used: Poor to non-existent. The most likely place to get one is in the British colonies where outdated models are occasionally abandoned instead of shipping them home. These older models will not have the 8 inch cannon. Price will be 20,000 to 45,000 UAC depending on condition.

Typical Armament:

1) 8-inch Cannon: Mounted in a forward facing armored housing, the weapon can only be aimed 15 degrees in any direction. It is manned by one of the dedicated gunners.

Range: Far

Damage: 5D6

Ammunition: 15 shots

Penalty: This weapon cannot be used against flying targets.

Bonus: Blast (4)

Resounding Success Bonus: Wreck (2)

2) 6-Pounder Cannon (2): One of these weapons is mounted in each cupola on the sides of the tank. Each is manned by a gunner.

Range: Far

Damage: 4D6

Ammunition: 40 shots each.

Bonus: Wreck (1)

Resounding Success Bonus: Wreck (1)

3) Vicar Mk. V Machinegun: Used from the gun port on the front of the vehicle.

Range: Mid

Damage: 3D6

Ammunition: 50 bursts.

Bonus: Accurate (5)

Resounding Success Bonus: Armor Piercing (1)

Aircraft

H-101 “Cutlass” Light Fighter

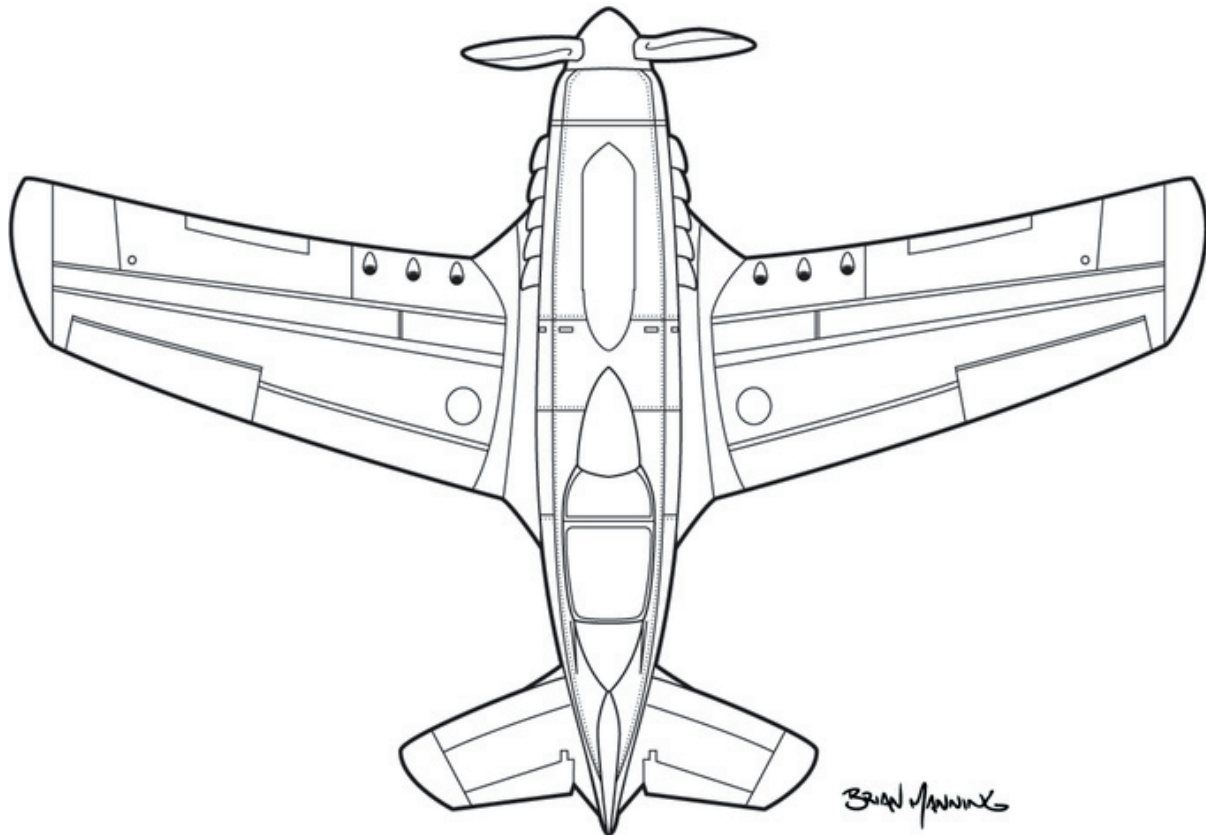
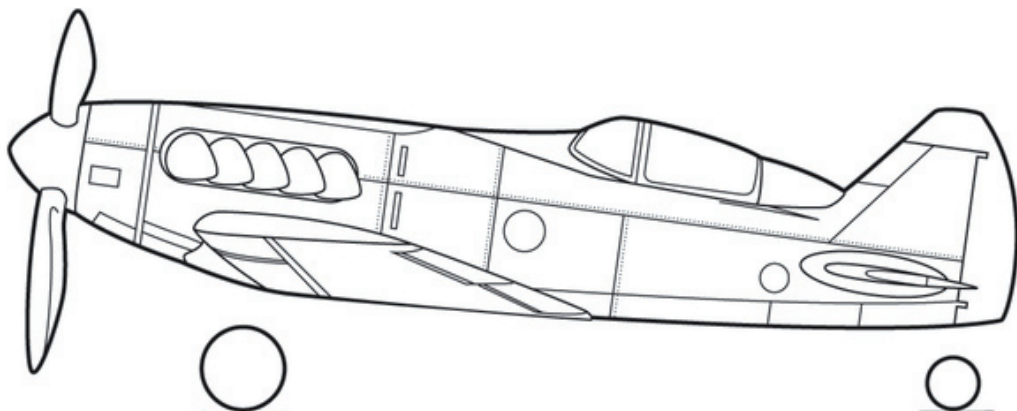
The single engine Cutlass has been the workhorse of the Imperial Air Navy since it first rolled off the assembly lines in 1930. Initially designed for defensive and interceptor roles, the speed and reliability of the fighter quickly brought it into favor with Hegemony military planners. The fighter is swift, decently armored and capable of

carrying a variety of ordinance on wing-mounted pylons. When carrying out ground support operations, the Cutlass most often brings two 250 pound bombs, though newer models can be modified with a pair of Griffin 30 mm cannons for use against light armor, heavy fighters and attacks against enemy airships.

Crew: One pilot.

Size Class: Normal

Health: 50



Brian Manning

Armor Score: 4

Combat Speed Class: 4

Top Speed: 367 mph (582 km/h).

Cost: 17,000 UAC

Availability, new: Excellent in urban areas and fair everywhere. Expect delivery in 1 or 2 weeks from large companies but as much as 2 months from smaller operations.

Availability, used: Good everywhere. Prices are reduced to 80-50%, depending on the age and quality of the craft.

Typical Armament:

1) Vicar Mk. V Machineguns: The Cutlass carries six of these weapons, three in the base of each wing near the fuselage.

Range: Mid

Damage: 3D6

Ammunition: 50 bursts.

Bonus: Accurate (5)

Resounding Success Bonus: Armor Piercing (1)

2) Griffin 30mm Cannons (optional): These heavy weapons can be mounted under each wing and can be used against armored ground units, heavy fighters or small airships. If these are used, the ordinance racks cannot be used.

Range: Mid

Damage: 4D6

Ammunition: 20 bursts.

Bonus: None

Resounding Success Bonus: Wreck (1)

3) Ordinance Racks (2): Each can hold light or medium ordinance. Temporarily reduce Speed Class by one if used. Once all ordinance is expended, this penalty is negated.

H-312 “Claymore” Heavy Fighter

Unlike other heavy fighters, the Claymore is a single seat plane that offers a similar performance and handling of the smaller Cutlass fighter, but with additional armor protection and increased ordinance load. This combination allows it to serve as a light bomber and ground attack plane while still being able to pull its weight in a prolonged dogfight. Not as heavily armored as some of the slower and heavier Russian or German designs, the Claymore fills its niche in the Lightning War methodology employed by the Hegemony.

Crew: One pilot.

Size Class: Normal

Health: 60

Armor Score: 6

Combat Speed Class: 4

Top Speed: 350 mph (563 km/h).

Cost: 38,000 UAC

Availability, new: Excellent in urban areas and fair everywhere. Expect delivery in 1 or 2 weeks from large companies but as much as 2 months from smaller operations.

Availability, used: Good everywhere. Prices are reduced to 80-50%, depending on the age and quality of the craft.

Typical Armament:

1) Vicar Mk. V Machineguns: Four of these machine guns are mounted in the nose of the Claymore.

Range: Mid

Damage: 3D6

Ammunition: 75 bursts.

Bonus: Accurate (5)

Resounding Success Bonus: Armor Piercing (1)

2) Griffin 30mm Cannons (optional): These heavy weapons can be mounted under each wing and can be used against armored ground units, heavy fighters or small airships. If these are used, two of the ordinance racks cannot be used.

Range: Mid

Damage: 4D6

Ammunition: 20 bursts.

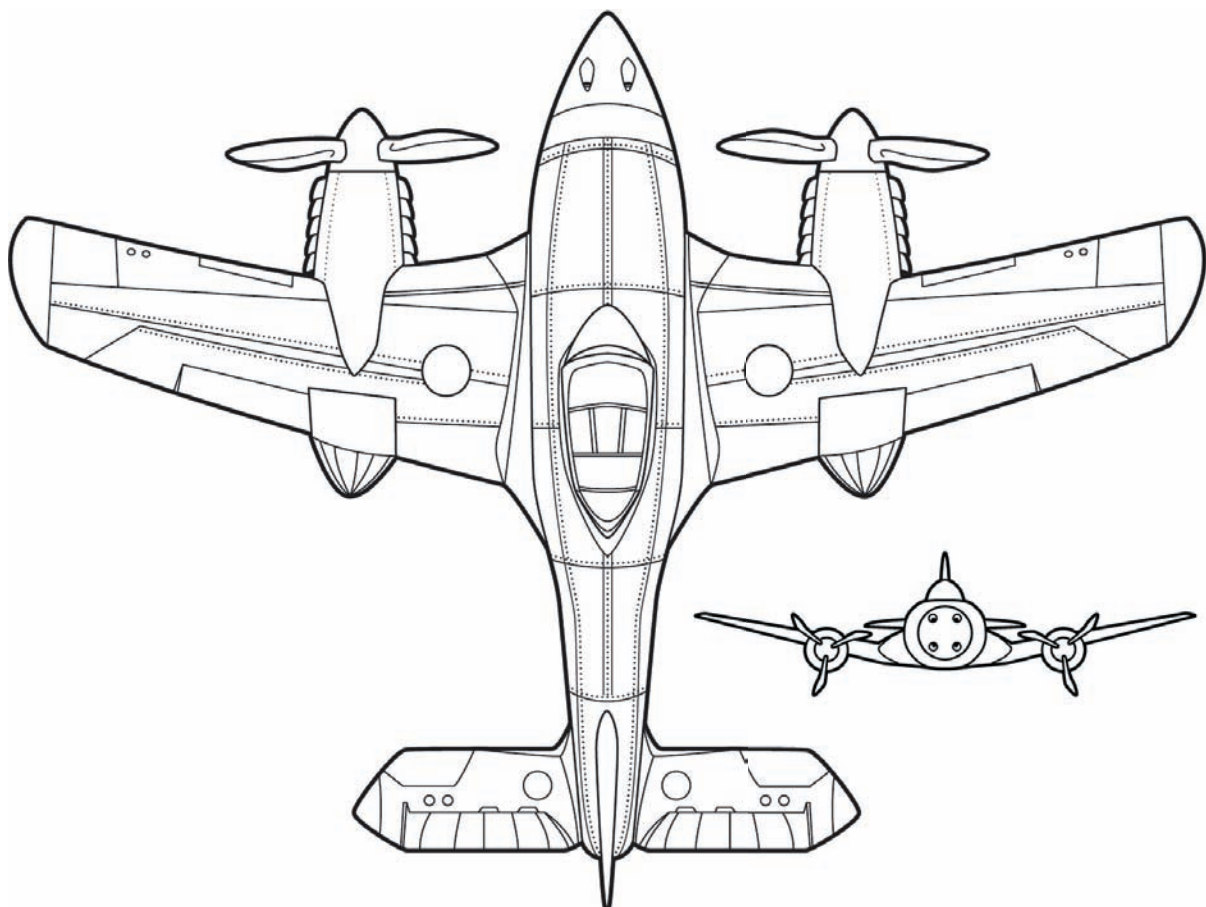
Bonus: None

Resounding Success Bonus: Wreck (1)

3) Ordinance Racks (6): Each can hold light or medium ordinance. Temporarily reduce Speed Class by one if used. Once all ordinance is expended, this penalty is negated.

Gauntlet Airship

The flagship of the Hegemony's airpower is the massive HMS *Gauntlet*. Capable of carrying four dozen aircraft within its gargantuan hull, the *Gauntlet* acts as a mobile airfield and weapons platform capable of projecting the power of the Hegemony far beyond its borders. The ship was the first of its class, being launched in 1930, with six more being completed and deployed since. It was at first deployed individually or with minimal support against encroaching pirates, privateers, and national forces from the continent, holding them at bay until other forces were available. Taking such risks with such a valuable military asset has since been deemed unacceptable by the Hegemony leadership, especially in the advent of anti-airship technologies developed by other militaries. Since then, each Gauntlet-Class ship is assigned to a group with at least two frigates and a cruiser.



Crew: 1,422. 62 Officers and 1,360 Enlisted.

Standard Flight Group: 36 Cutlass Fighters, 12 Claymore Fighters

Size Class: Huge

Health: 1,700

Armor Score: 10

Combat Speed Class: 0 (Stationary relative to combat)

Top Speed: 80 mph (130 km/h). Cruising Speed is 60 mph (96 km/h)

Cost: 10 million UAC

Availability, new: Not available on the open market. Manufactured only for Hegemony governments. A new ship enters service about every six months.

Availability, used: Not available. Decommissioned craft are either mothballed or broken up and sold as scrap.

Typical Armament:

1) Mark VI 14 in. Guns (9): Three armored turrets, two fore and one aft, are on the deck. The two fore turrets are super-firing with the rear one raised, allowing them to focus fire on

the same target regardless where it is in the arc of fire. Each of these turrets holds three of the 14 in. naval guns first used on Hegemony battleships. These are the primary weapons used against other airships or for long-range, sustained bombardment of reinforced enemy positions. These are operated by designated gunnery crews of 50 enlisted plus officers.

Class: Capital Ship Weapon

Range: Far

Damage: 1D10x10 per salvo from each turret. 5D6 per individual round.

Ammunition: 50 rounds per gun.

Bonus: Blast (5)

Resounding Success Bonus: Wreck (2)

2) Mark III 10 in. Broadside Batteries (2, 8 guns each): There are eight guns on both the port and starboard sides of the ship, grouped in pairs that are used in broadside fusillades against other airships. Each gun is operated by a team of six crew and an officer, with broadsides being orchestrated by a gunnery captain.

Class: Capital Ship Weapon

Range: Far

Damage: 1D10x10/salvo. 5D6 /individual round.

Ammunition: 100 shots each cannon.

Bonus: None

Resounding Success Bonus: Wreck (1)

3) 5.25 in. Dual Cannon Turrets (2): Mounted in turrets on both sides of the aft section, these weapons are used against other airships and also ground targets. Turrets have 170° of sweep and 45° of arc and down. Each of these weapons is operated by a five person team and officer.

Range: Mid

Damage: 5D6

Ammunition: 75 shots each cannon.

Bonus: Blast (5)

Resounding Success Bonus: Spray

4) DE-3 Energy Turrets (3): Mounted in special turrets on the main deck, these anti-aircraft weapons use directed energy weapons developed by the Tesla-Edison Corporation in America. These weapons are one of the main defense against incoming enemy aircraft. These turrets are operated by a team of five crew and an officer.

Range: Mid

Damage: 4D6

Ammunition: Unlimited. Draws power from generators in the hull of the ship.

Bonus: Accurate (10)

Resounding Success Bonus: Spray

5) 40mm 2-Pounder Anti-Aircraft Guns (32): Mounted in turrets and gunnery stations spread throughout the ship, these are the Gauntlet's main anti-aircraft weapon. Operated by a single gunner.

Range: Mid

Damage: 3D6

Ammunition: 50 bursts before reloading required. Reloading takes one combat round. Four reloads per gun available.

Bonus: Fragmentary (5)

Resounding Success Bonus: Fragmentary (5)

6) 40mm Buffalo Anti-Aircraft Guns (10): These weapons, operated by a two-person teams, help provide additional air cover against close enemy aircraft.

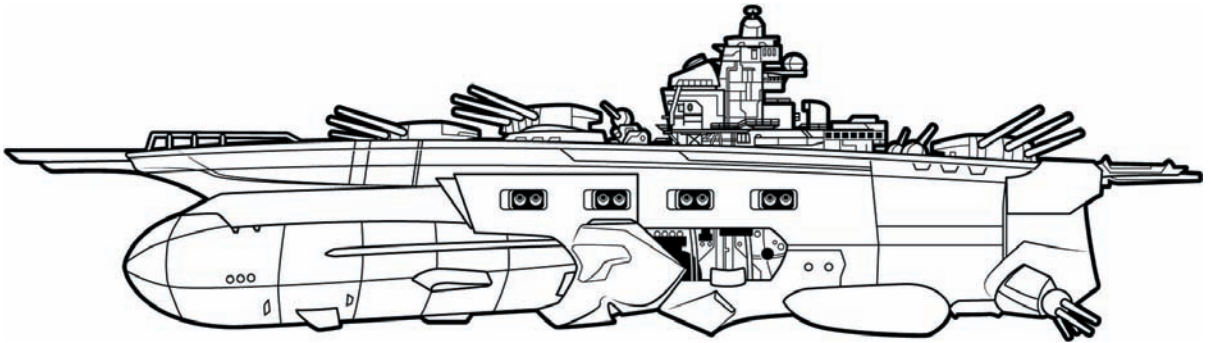
Range: Mid

Damage: 3D6

Ammunition: 50 bursts before reloading required. Reloading takes one combat round. Four reloads per gun available.

Bonus: Armor Piercing (3)

Resounding Success Bonus: Fragmentary (5)





French Social Republic

In the quiet of the night on Christmas Eve 1918, a coalition of fascist and nationalist groups began a coup to overthrow the war-weakened Third French Republic. Almost since the war began fascist and “near-fascist” cadres had been training in secret within the army, in Paris and in the immediate vicinity of the capitol for an armed takeover of the country. The origins of these nationalist groups stretched back over decades. They felt the endless talking and deal-brokering which characterized the Third French Republic was making the French people too weak in the face of growing threats from the Germans, the Communists and even the decadent Americans. The cries against the “decadence” of the politicians in Paris was among the strongest factors uniting the various cadres. Instead of respecting the values of the French Revolution (Freedom, Equality, Brotherhood), they thought France had been losing its way ever since, particularly since their defeat in the Franco-Prussian War of 1871. They hated the need to discuss and accommodate all points of view. Instead, they longed for the older times of decisive action. They idolized medieval

heroes like the brave and chivalrous knight Bayar and the pure, virtuous Jeanne d’Arc. The more government officials were involved in corruption scandals, the more they argued with the press and the more they quibbled about state funding for churches, the less time they spent preparing for the real looming conflicts. The disasters of the first years of the war, which saw thousands upon thousands killed and much French territory physically ruined, seemed to confirm the lack of focus the fascists had long derided. So, with their heroes’ names on their lips, they took action to save France from its government.

Once the revolution got started the cadres quickly united into a *Grand Armee* which easily secured their power base in and around Paris. They claimed legitimacy by holding the long-time capitol. Branding their philosophy National Socialism, the revolutionaries articulated their central values of integrity, duty and national pride. Outside Paris and the trenches, however, their plan of country-wide success did not pan out. Rather than joining with them, many Frenchmen fled from the control of the fascists. This flight is

known as the exodus (*exode*). Many of the best and brightest minds and talents in France left for the cities of the South. The country descended into civil war, exactly the opposite of the order the fascists hoped to bring to France. The two French factions fought bitterly throughout the winter of 1918-1919. The fascists controlled the greater military resources, but the “free” French had better access to food production and the still-functioning southern manufacturing capabilities. After two intense months of fighting the two sides were at a stalemate with just a quarter of the country around Paris in fascist hands.

In order to focus on those French they considered rebels the new government decided to make peace with their major opponent in the war. The National Socialists controlled most of the territory bordering the front and so they would have had to once again bare the major brunt of any new German advance. Instead, in early 1919, just before the planned spring offensives were launched, they invited German representatives to the palace at Versailles and negotiated the Versailles Armistice. The young German Republic was eager to cut some kind of deal because they were having trouble managing their own affairs. Official lines of control were drawn along all the current front lines, but nothing was discussed regarding actual borders nor how to demilitarize the war zones. The Armistice gave a major boost to both fledgling governments because they officially recognized each other. Despite protests from representatives of the former French government-in-exile in Lyon and attempts by republican patriots to crash the gate at Versailles and have a hearing at the sessions, the Armistice was concluded recognizing the fascists as the official government of France and specifically mentioning any internal disputes currently raging within the territories of the two signers would not be interfered with by the other.

With the Great War effectively over for them, the French fascists were able to shift their forces and push their rivals further south. As they consolidated power and brought more people under the fascists banner the most extreme views of the original fascist cadres were moderated somewhat. In addition as Nationalist and Republican forces clashed in their own fields and vineyards the similarities of French culture was more apparent. Lastly, as tired as all the

French people were from the years of the war they had little desire to continue fighting. By mid-1920, fighting had all-but ended, as both sides were exhausted. In 1922 the two nations agreed in principle to agree to disagree about who the “real” French were. There followed a couple short years of tense peace along the front of the civil war. This line of separation ran roughly east to west across the country dividing it into two almost equal halves; the North and the South. In 1924 the French Social Republic in the north and the Republic of France in the south mutually recognized each other as legitimate and jointly established their borders along the former line of control. Instead of maintaining a fully militarized border they cooperated to establish a line of forts and a few official border crossings. This line of mutually-defended fortifications was named the Maginot Line after a hero of the Great War both sides could agree on. The main point of crossing was chosen as the small resort town of Vichy, which was recreated as a neutral territory where neither of their competing legal systems would apply. The Line and the crossing point at Vichy were completed and established in 1926 when the first Mayor of Vichy was appointed. This powerful military governor is empowered to keep the peace of the crossing point. Both French governments have continued to strengthen the Maginot line over the years since it was declared. Frequent illegal crossings are made, but the fortified border remains a clear symbol of the “agree to disagree” peace between the two Frances.

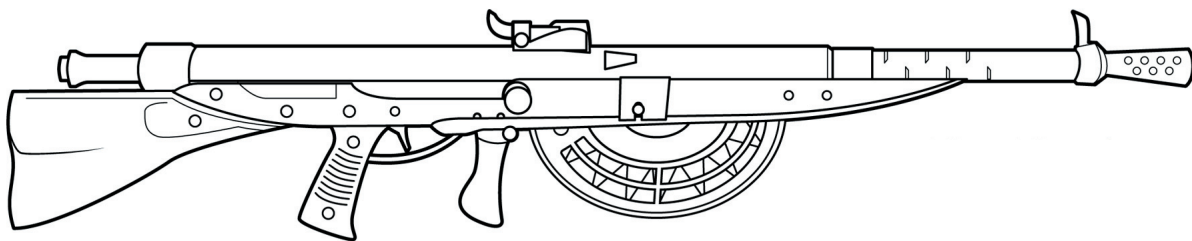
The organization of French fascism is based on the same idealized medieval forms which first inspired the fascist cadres. In place of a king, however, is Marcel Livange, the Marshal of France. Surrounding him as the knights of Camelot surrounded Arthur are a close-knit group of committed fascists, known as the *Order d'reasion*. All these knights take vows of personal loyalty to Livange and to each other, so do all Northern French soldiers. Some of these “knights” are soldiers and military men in charge of French military forces, but the majority of them are paperpushers and political organizers. They oversee the vast administration of Livange. Livange himself rules by decree without any sort of elected governing body behind him. However, it falls on the administration to carry

out the orders of the Marshal. Those interested in a government career attend one of the many training schools set up throughout the country. The Moral Education Office was one of the first departments set up by the fascist cadres following their take-over of Paris. They felt an entire generation of Frenchmen had been ruined by the talky-talk of Third Republic politicians. They wanted to immediately begin reeducating young people in a new way of tough French thinking. The religious schools closed by the government early in the Twentieth Century were re-opened and new schools as well as many youth-oriented publications were begun. Their focus on the young successfully attracted many to their cause. Boys on the cusp of manhood were presented with a choice between dying for no reason in a losing war started by decadent old men, or living bravely in a new kind of strong France of their own making. From this point of view, there was no real choice at all.

Many of the people attracted to the fascist cause from the first were not fascists themselves, but saw the cadres and what they argued for as better to the endless debates and meager compromise government of the Third Republic. Many of these people were “rightists” who favored stronger central authority generally or royalists who wanted all power in the hands of a specific person. The fascist methodology and the medieval trappings appealed to both these groups. With communists, socialists and other liberal and centrist groups having largely fled from the growing fascist state, there was little to no opposition to the rise of the cadres or the elevation of Livaige as the Marshal, a king in all but name. The flag of the Social Republic echoes this royal symbolism. Taking up symbols of the old royal Bourbon family, the flag is white with three gold *flurs de lis* in the center. Behind the *flurs*

de lis is a black hexagon, symbolic of the ancient, vaguely-hexagonal shape of united France.

The economy of *Français de le Nord* is focused mainly on itself. Many of the industries are run by government-sanctioned syndicates of persons closely connected to the leadership. Direct foreign investment is restricted. Most business licenses, and all of those for the heavy industries, must be officially held by a citizen of France. A few upper middle class businessmen have found great success serving as the “French citizen of good repute” for multiple foreign businesses. Despite these restrictions, there are reasonable opportunities for legitimate business in Northern France, particularly as importers of raw materials and offering paramilitary protection services to major French manufacturing outfits. The French Social Republic government is constantly in need of spies and informants as well. Outside of these legal opportunities, working in North France can be very dangerous. The punishment for foreigners for most crimes worse than pickpocketing is death. Even French citizens considered “repeat offenders,” which generally means a second arrest, can find themselves in front of a firing squad surprisingly quickly. Keeping these serious threats in mind, criminal activity which remains unnoticed can net hefty profits because of the great demand in *Français de le Nord* for black market items. Luxury items like cosmetics, imported liquors, fine silks, novels from Southern France or other countries and rare food items are always in demand among all classes of people in France. To a lesser extent, heavy industry items such as steel, explosives, cleaning chemicals and weapons (all of which are normally consumed by the French military) are also in demand by non-military companies and the occasional domestic resistance cell.



Republic of France

In the aftermath of the 1918 revolution as the fascists consolidated power in Paris, much of the rest of France was organizing itself against the new regime. Many from the north who had fled from the fighting at the front had no love for the new government of Paris. Much of the French countryside and particularly the rural southern part of the country had always leaned more leftist and had no reason to support the new Parisian government. A mass exodus occurred as the masses of the centrist and leftist parties fled to the south. Gathering in modest-sized southern cities like Lyon, Clermont-Ferrand and Marseille, the Deputies expelled from the Chamber of the Third Republic declared they represented the "real" France. Soldiers flocking home from the collapsing front were still armed and without proper military channels, these men, joined by women and others who hadn't seen the horror of the trenches, formed into militias protecting their homes from the National Socialist cadres marching under orders from Marshal Liviange in Paris. The lines of conflict were fluid and minor skirmishes were universal along an east-

west line roughly separating France. Over time the rump Chamber gathered in Lyon moved to Marseille on the coast and declared the Fourth Republic. These political efforts were equaled by greater organization of the militias into a new French Republican Army. With this combination of sword and shield and given the relative weakness of the Northern industry because of the war, the rival French governments were each able to consolidate themselves within their own territory, but not able to make any kind of advance against their rival. A new demarcation line was eventually settled and the French Social Republic and the Republic of France mutually recognized each other and agreed not to fight about their differences.

The official demarcation line passed through the small spa town of Vichy. Because it was a famous vacation spot there were roads and rail lines leading to the town from all over France. This made it the idea city to be a crossing and it is the only legal point of entry between the two Frances. The border is officially closed along the rest of its length. Crossings occur unofficially by transiting through Geneva, Strasbourg or the Protectorate and illegally by slipping through unwatched fields at night, or over the Gironde Estuary. The 1926 treaty between nationalist France and republican France set Vichy as a neutral city which is governed by neither, but by a strong Mayor who acts as the city's military governor. Both sides send rotations of troops to the city where they serve the Mayor as military police in neutral white Vichy uniforms. The upper officers of this police force are recruited from the national armies of both countries in equal number. As part of the treaty, the only crime within Vichy is "disturbing the peace." This somewhat nebulous crime is strictly enforced and while murder, drug use, political publication, racketeering and proselytizing are all technically allowed, they are dangerous as they tend to get people too excited to remain peaceful. The current Mayor is a shrewd Dachshund named Lemuel Pépin who has served since the position was established in 1926. He is very good at his job and the French citizens as well as the many mercenaries who pass through the city are usually quiet and orderly.

Arrested Today 6 May 1931:

H. Arnoldt - Disturbing the Peace by selling beer priced too high.

G. Chesterfeild - Disturbing the Peace with murder on Rue Marianne.

B. Black - Disturbing the Peace with public urination.

H. Svetlanna - Disturbing the Peace with communist propagandizing.

A. Aaronson - Disturbing the Peace by selling cocaine too near school.

J. Deartene - Disturbing the Peace with basest urges on Rue Attaché.

J.-P. Corsair - Disturbing the Peace by howling at moon after midnight.

Page from Vichy Police arrest logbook.

The government of the Fourth French Republic is a parliamentary system based on the system used by the Third Republic but modified to create a stronger Executive. The country is governed by a National Assembly composed of a Senate and a Chamber of Deputies. Because the French like a loud and boisterous electoral process there are Deputies elected who represent many parties. Since one party almost never has an outright majority of the seats in the Chamber they must work out a ruling coalition. This sort of wheeling and dealing is seen by anti-parliamentarians as the weakness of the system. For others, the process which forms a ruling government is the key to the system's strength because at its best it can bring many different points of view into consensus. The most important positions are the President and the Prime Minister, which usually go to members of the two largest parties in the ruling coalition. In theory, the President is the head of the country and sets the direction of policy and the Prime Minister is the head of the government responsible for running the day-to-day operations of the bureaucracy and carrying out the policy for the President. In practice, things are more fluid and the President and the Prime Minister both take the lead at different times on different projects, sometimes working together and sometimes in opposition.

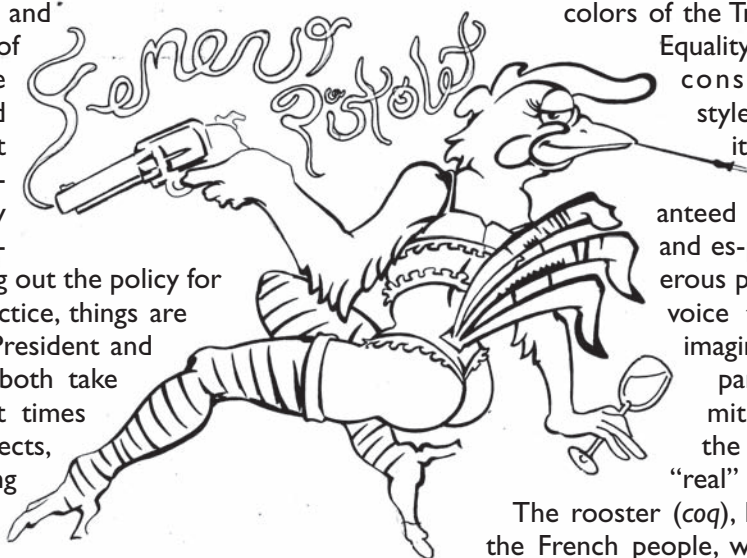
While the Republic of France remains primarily rural, it has had to rapidly develop key industries to compensate for the loss of northern manufacturing. There is some industry in the form of bauxite mining and aluminum manufacturing. They have had to build factories to supply their own war materiel as well and most of those in the west and north of the country. These areas are of critical importance to national security and the area is heavily militarized and well-guarded by the *Armée française*. In the south, Marseille has grown to the sizable port and is by far the largest port on the Mediterranean between Casablanca and Rome. The city is also the capitol of the country.

The capitol was moved there when the Fourth French Republic was founded in 1921, in part to be as far away from Paris and the fascists as possible. Trade on the Mediterranean (primarily exports of grain) and industry within the country have helped to build up the economy and the infrastructure of South France (*Français de le Sud*). The expert viticulture of France continues to be a key cultural identification. The republicans ship vast quantities to *Français de le Nord*, as they have always done, but now these sales benefit from export taxes. The price of their wine is one the major cards the Republic has to play against its northern neighbor.

Part of the return to normalcy after the chaos of the Great War, the exode (exodus) and the civil strife has been to reaffirm the values first articulated by the French Revolution of 1789, known to the French as *La Revolution grande*. These ideals are represented by the three colors of the Tricolor; Freedom, Equality, Fraternity. The consensus-building style of French politics, the generous benefits guaranteed to all workers, and especially the numerous publications giving voice to almost every imaginable opinion are part of this commitment to the what the republicans call "real" French values.

The rooster (coq), long a symbol of the French people, was added to the flag in 1926 as a symbol of the essential "Frenchness" of the values represented by the Tricolor. The implication felt by many in the Republic, but rarely spoken of openly, is only the Republic of France embodies, or is even capable of embodying, the high-minded ideals of *La Revolution grande*.

For all the ideals of *Français de le Sud*, the main topics of conversation are much more mundane and practical. Because of their unrelenting freedom of the press, every issue of politics, news, war and culture is discussed in the papers. There are more newspapers per capita in the Republic than anywhere else in Europe. There are journals



focused on arts, sports, fashion, humor, literature, the newest weapons, the affairs of the National Assembly, news from the colonies in Africa and Asia, as well as papers full of political commentary on contemporary events from every possible point of view. There are even publishers who feel it is their duty to find topics no one else has yet covered and report on them as well, just to get as many points of view as possible into the conversation. To the French, the push and shove and jumble of ideas is part of what makes France a great country.

Southern France is one of the most open societies in Europe. Certainly the most open of the “big four.” It is relatively easy to obtain a work visa either from the various consulates or from the points of entry. Numbers are hard to pin down because they are constantly changing but somewhere between 10 and 20 percent of the population at any one time are foreigners. Little more than the most basic understanding of French and a reasonable claim of a trade is required. Immigrants with as little as the ability to say “*bonjour*” and the virtue of owning their own hedge clippers have been let in and have found success. Artists, authors, publishers, singers, musicians and filmmakers are all welcomed. Engineers, mechanics, draftsmen and aeronauts are especially pressured to stay and find work. There is plenty of legitimate work to be done in the country.

Important Figures

Marcel Livange

**President, French National Socialist Party
Marshal of France (FSR, since 1919)**

Career: Soldier/Revolutionary

Animal Type: Owl (tawny owl)

Size: Normal

Abilities of Note: Fly, Beak Attack

True North: Rest

Some days it seems the Marshal has worked everything to his benefit and stands atop an organization of his own making. Other days it seems he is a hapless symbol being propped up by his party and prepared to take a fall. This dichotomy is not discussed in public, but it is the subject of many whispers and jokes in the back streets of Paris. Livange fought in the Great War and joined the Christmas Eve uprising from the front. His intelligence, bravery and the loyalty he inspired in his disgruntled troops helped him rise fast and far in the early days of fascist control.

He was trusted to “hold” Paris as the fascists moved the fight to the south and he has never left. He gives lip service to the ideals of National Socialism in his speeches, but he focuses more on French honor and French unity. He is also not a very dynamic speaker so his appearances are met with polite applause rather than cheering crowds. He speaks much of dignity and respect, and seems to live a life where he gets as much of those qualities as he desires. Private meetings with Livange are rare, though he makes frequent public appearances. In person, he speaks little and never seems quite sure of himself, even when his facts and figures are correct. He tends to state everything in the form of a question leaving more than one functionary confused after a meeting with the Marshal. Rumors have begun circulating that the old Revolutionary may have outlived his usefulness.

Lemuel Pépin

Mayor of Vichy (since 1926)

Career: Paperpusher/Pirate

Animal Type: Dog (Dachshund)

Size: Normal

Abilities of Note: Hide, Sharp Eyes

True North: Power

Pépin is a classic example of the success of mediocrity. As a career bureaucrat he had little political leanings and was thus not objectionable to either French government for the important position of Mayor of Vichy. His previous career as a functionary in the Third and then the Fourth Republic did not indicate how much success he would have as a military governor. Pépin had been among those who fled from Paris during the civil war so he knew all too well the importance of an orderly crossing point between the two Frances. He has taken to the job very well. Arrests are down over-all because his application of the only law of the city is ruthless. Some decry his methods because they have only increased criminal efforts to not be caught. Others praise him for ending political rallies and partisan violence, which had plagued the neutral city since its founding. Mayor Pépin has become a feared and respected figure in the city. He is well-liked by most mercenaries because he allows them to conduct their business in the city without interference. At the same time they respect his ability to make the hard choices to order crackdowns when they are necessary. Pépin himself retains the look of a public

functionary with his large glasses and his cheap suits. He likes to present himself as available to hear the grievances of his people and getting an audience with the Mayor is not difficult. He likes to indulge in the finer things in life, but has never taken a bribe. He likes to tell bad jokes and raunchy stories, but he isn't terribly offended if no one laughs at them. He is usually a polite and sympathetic person to deal with. It is his ruthlessly loyal white-suited police forces which make it clear Pépin is fully in charge. They do not move unless at his order and he seems incapable of being swayed by personal stories. Only the law matters to him.

Heather Aspiration

Owner of Aspiration Nightclub

Career: Businessman/Artist

Animal Type: Cat (Persian)

Size: Normal

Abilities of Note: Climbing, Whiskers

True North: Exploration

The Aspirations were a popular brothers/sister song and dance act in the 1910s. They eventually opened their own club called Aspirations in Paris. There was a brief flowering of optimism and spending in the immediate wake of the success of the revolution in the north. The club became a center of Paris nightlife. Soon, however came more restrictions from the fascist government. Jazz was condemned as too American and too wild for proper French society. Heather chafed under the more moderate tastes, but her brother Hector seemed to thrive. Eventually the two agreed to split the company. It was more a hostile take-over by Hector with Heather paid a token sum for her stake in the business. Disgusted with the person Hector had become she left her beloved Paris behind for the more welcoming climate in Vichy. There she found many interested in recapturing some of the vibrant Paris culture of the old days. Hector changed their old club to Hector's so Heather also named her new club after herself, Aspiration. Since its establishment it has become, once again, the center of local nightlife. The club is known for good drinks, great entertainment, and an exciting atmosphere. On one level Aspiration knows she's a big fish in a very small pond, but she can't be too upset about the popularity and wealth she enjoys. The siblings have kept tabs on one another. Hector has become deeply involved in fascism. In response Heather

spends more and more of her time involved in supporting anti-fascists through covert payments and providing quiet meeting space at her club. Heather is always looking for couriers to take small packages into Northern France. Her club is popular with Pépin and his police so she has little to fear directly. However, the more she works against the Paris government, the more likely it is they, or Hector will send someone after her.

Antoine du Ryer

Chief Deputy for Conservative Party

President of France (RF)

Career: Freedom Fighter/Scientist

Animal Type: Crocodile

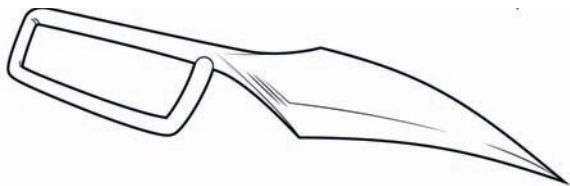
Size: Large

Abilities of Note: Scutes, Surprise Attack

True North: Endurance

The President of the Republic is the more visible, but less powerful of the split executive of the Fourth Republic. Usually, the Prime Minister and the more ceremonial position of President are selected from the ruling coalition, but this was not so with du Ryer. He actually campaigned for the lesser role. No one in the majority coalition considered him a political threat and he was so personable to all the other members of the government, he was given the position by near-unanimous vote of the National Assembly. Antoine du Ryer is happy to sign the legislation passed by the Assembly (one of his only official powers), but not before he has engaged the rest of the chamber in a vigorous debate. Because his party does not have the votes to pass anything through, du Ryer is allowed more hearing than might otherwise be given to a Deputy not in one of the major parties. He has swayed some legislation in his own direction on a few occasions. Du Ryer also uses his ceremonial post to travel the country extensively. There is hardly an opening of a new building or kick-off to a festival where the President does not make an appearance and share a few words about the ideals of the French and the importance of keeping to those ideals even in the face of danger and hostility from the outside. He never explicitly condemns Northern France or the Hegemony, but sometimes his language leaves no doubt whom he means. President du Ryer is extremely popular with the people of the Republic as he always wears a smile and puts a positive spin on things as he encourages people to look for the silver linings in every cloud.

French Weapons



Trench Nail

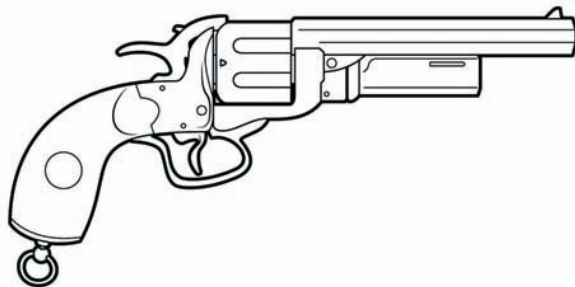
These simple melee weapons cover a wide range of designs and are typically made from scrap or salvaged materials. A single piece of metal is hammered into a simple wide, curved or serrated shape with a basic handguard which means they can be made by almost anyone in the terrible conditions of the trenches. The weapons found favor among those French troops used to trench warfare and close combat since they are excellent at piercing the steel bibs or natural armor.

Damage: 2

Resounding Success Bonus: Armor Piercing (1)

Penalty: Cannot be used by Large or Huge characters.

Cost: 5 UAC



Le Matieu Revolver

This distinctive revolver was designed during the American Civil War and imported to Europe where it found significantly more popularity than in the States. The unique design adds a 20 gauge smoothbore barrel under the main barrel that can fire a small buckshot shell. During the Great War, this pistol gave the French soldiers a bit of extra firepower and versatility during close combat operations.

Range: Pistol: Mid Underbarrel: Near

Damage: Pistol: 1D6 Underbarrel: 2D6

Ammunition: Pistol: 6 shots Underbarrel: 1 shot

Resounding Success Bonus: Pistol: Spray (**Note:** This second attack must be made with the underbarrel weapon). Underbarrel: Blast (1)

Cost: 20 UAC

La Stella 1921 Pistol

The La Stella is a semi-automatic pistol used by French troops and officers. The weapon has proven itself to be a reliable firearm and has been used since its inception in 1908. The 1921 update included a longer barrel for use with the new armor-piercing rounds being adopted by more French weapons developers.

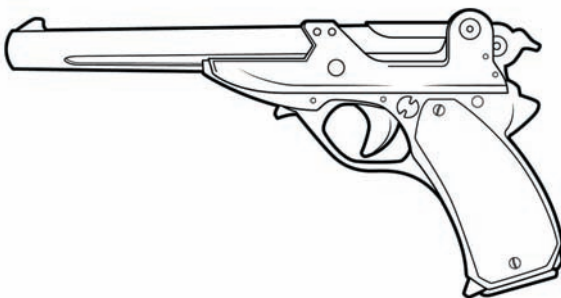
Range: Mid

Damage: 1D6

Ammunition: 9 shots

Resounding Success Bonus: Armor Piercing (1)

Cost: 25 UAC



Fascine Knife

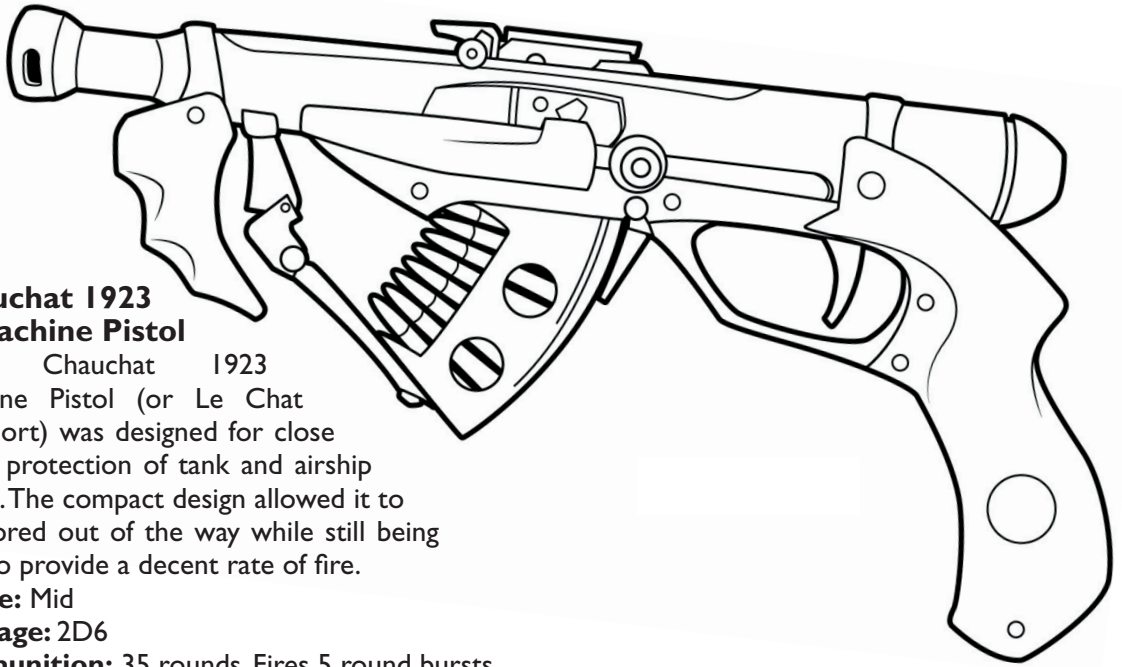
A derivative of the billhook, the Fascine Knife is a heavy chopping blade designed to cut ties holding up the wooden reinforcements of earthworks. It is used as a chopping weapon in melee combat, often in conjunction with a larger melee weapon, another Fascine Knife or a trench nail by those trained in knife fighting.

Damage: 2

Bonus: The Axe Skill Specialty can be used in place of the Blade skill and its respective specialties.

Resounding Success Bonus: +1 Damage

Cost: 8 UAC



Chauchat 1923 Machine Pistol

The Chauchat 1923 Machine Pistol (or Le Chat for short) was designed for close range protection of tank and airship crews. The compact design allowed it to be stored out of the way while still being able to provide a decent rate of fire.

Range: Mid

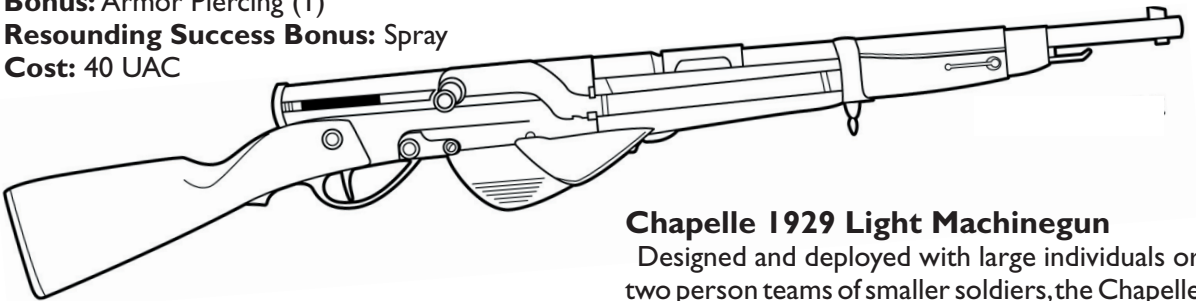
Damage: 2D6

Ammunition: 35 rounds. Fires 5 round bursts.

Bonus: Armor Piercing (1)

Resounding Success Bonus: Spray

Cost: 40 UAC



Chapelle 1929 Light Machinegun

Designed and deployed with large individuals or two person teams of smaller soldiers, the Chapelle 1929 allowed French soldiers to have a weapon capable of engaging heavily armored troops. The weapon is light enough for most users to fire from the hip if needed, but can be equipped with a bipod for extra stability. The weapon performed so favorably, engineers crafted a variant for use on French aircraft.

Range: Far

Damage: 3D6

Ammunition: 25 rounds. Fires in 5 round bursts.

Bonus: Armor Piercing (1)

Resounding Success Bonus: Armor Piercing (1), Spray

Cost: 80 UAC

Chapelle-Ryen Model 24 Rifle

In 1928, weapons manufacturers under contract by the FSR government unveiled the Model 24 infantry rifle, replacing the M1917 as the standard rifle for the French militaries. The rifle was more durable, shorter and lighter than the cumbersome M1917 and addressed many of the concerns of soldiers in the field.

Range: Mid

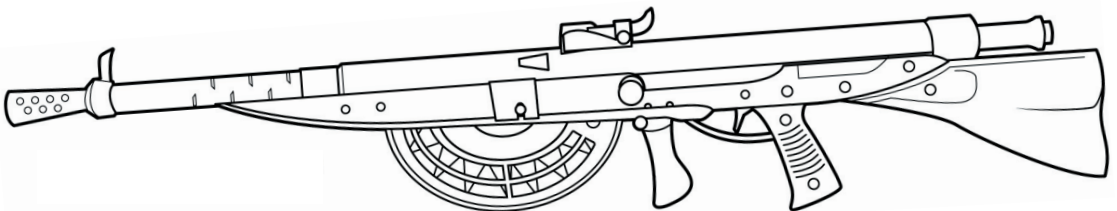
Damage: 3D6

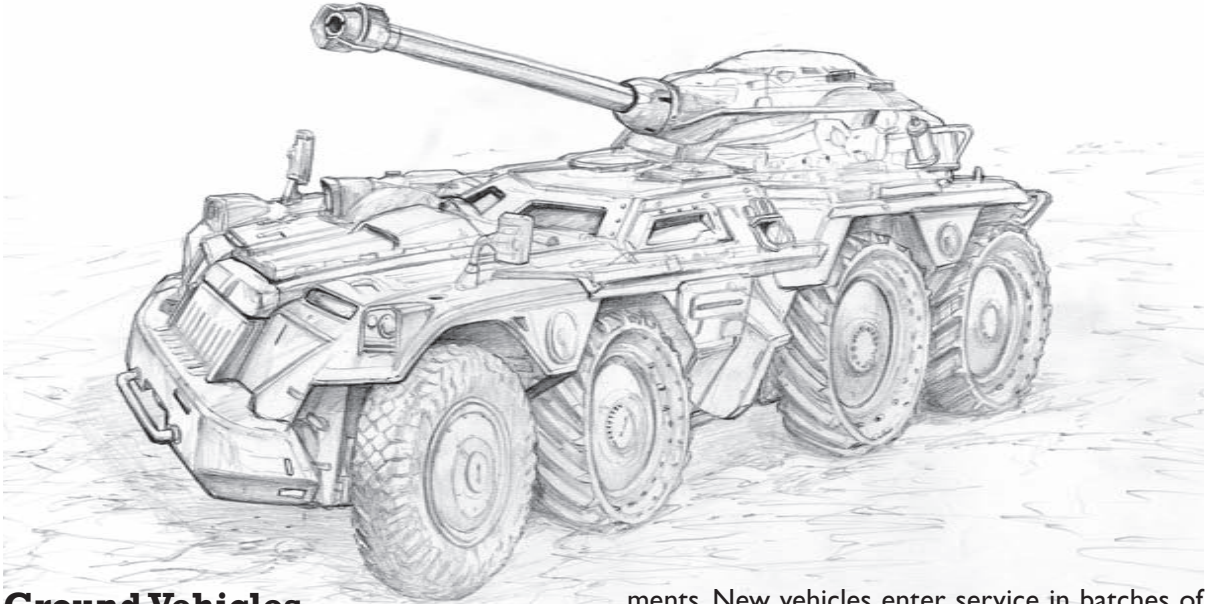
Ammunition: 8 rounds.

Bonus: Accurate (5)

Resounding Success Bonus: Armor Piercing (1)

Cost: 80 UAC





Ground Vehicles

Blaireau Armored Vehicle

Designed to get the biggest gun available onto the battlefield as fast as possible, the Blaireau is less a tank and more of a mobile artillery piece. Originally conceived as an all-terrain reconnaissance vehicle, the primary armament was later added to give the Blaireau a first-response capability. If the crew gets into a position where they see an enemy, they can transition to a skirmisher role. The long body with retractable, hydraulic stabilizing spikes gives the 75 mm gun a very stable platform from which to fire. The gun can even be fired when the vehicle is on the move. The gigantic twelve-cylinder engine which powers the vehicle gives the Blaireau a higher speed than most other armored vehicles currently in service. The major downside is its relatively thin armor. Blaireaus are a common sight on both sides of the Maginot line and have seen service in French colonies in both Africa and Asia.

Size Class: Normal.

Crew Complement: Three. One commander, one driver, one gunner.

Health: 70.

Armor Score: 6.

Combat Speed Class: 3.

Top Speed: 60 mph (100 km/h). Cruising Speed is 45 mph (70 km/h).

Cost: 70,000 UAC.

Availability, new: Not available on the open market. Manufactured only for FSR and RF govern-

ments. New vehicles enter service in batches of 6-10 every few months.

Availability, used: Poor to non-existent. The most likely place to get one is in the French colonies where outdated models are occasionally abandoned instead of shipping them home. Price will be 15,000 - 35,000 UAC depending on condition.

Typical Armament:

1) 75 mm turret-mounted main cannon: Capable of rotating 360 degrees with a 45 degree arc of fire with cannon can be used for direct fire assaults as well as for traditional artillery shelling operations. The commander usually sits in the turret to aim the gun with the gunner beside to actually fire the weapon. Equipped with an automatic reload system.

Range: Far

Damage: 4D6

Ammunition: 35 shots.

Bonus: None

Resounding Success Bonus: +6 Damage

2) Chapelle Model 32 Machine Gun: Mounted on the turret and operated by one of the crew from an open hatch. This weapon is most useful as an anti-aircraft weapon.

Range: Mid

Damage: 3D6

Ammunition: 50 and 100 round drum magazines. Fires in 10 round bursts.

Bonus: Armor Piercing (1)

Resounding Success Bonus: Armor Piercing (1), Spray

Aircraft

Arsenal VG-35 Aigle Light Fighter

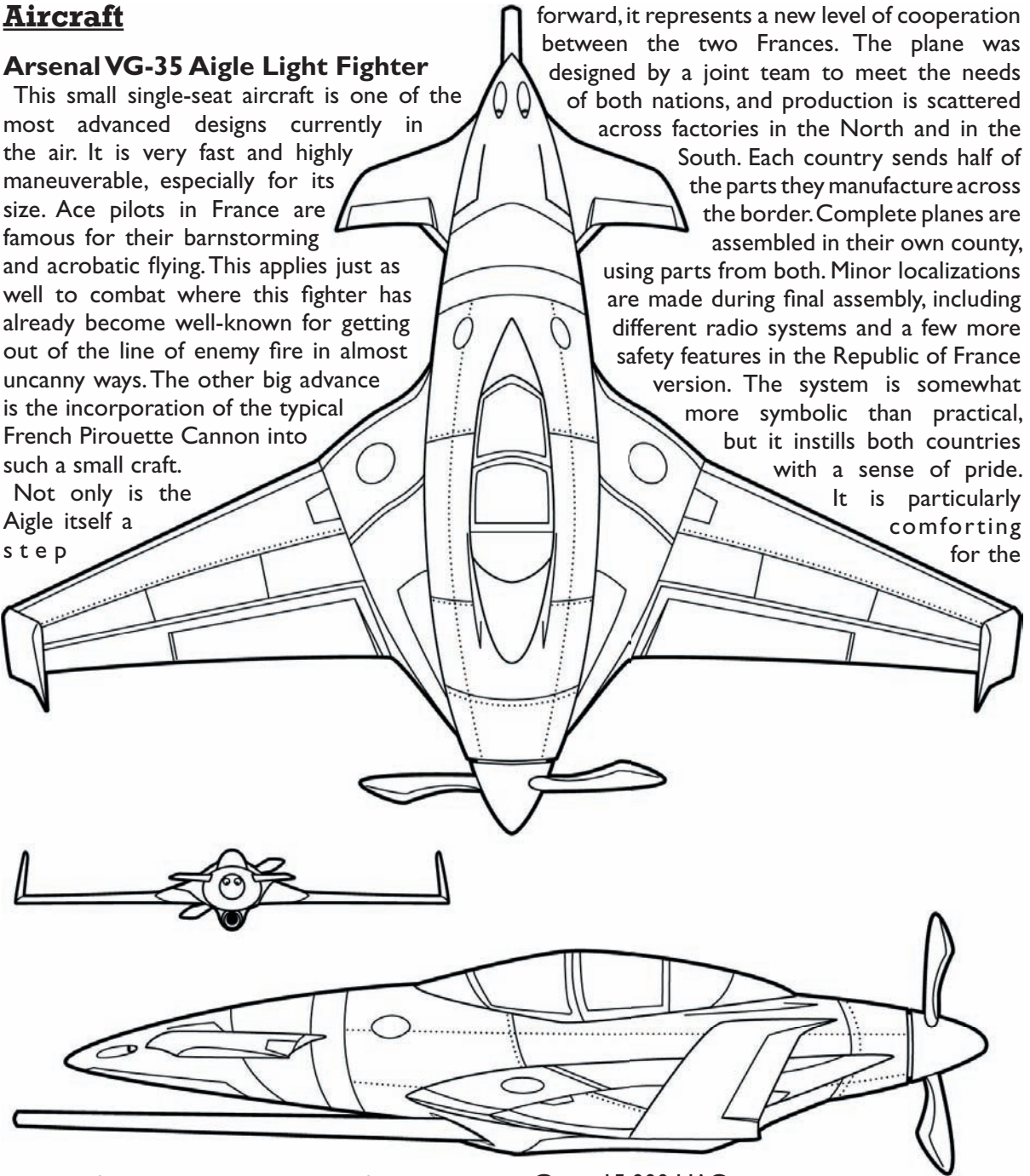
This small single-seat aircraft is one of the most advanced designs currently in the air. It is very fast and highly maneuverable, especially for its size. Ace pilots in France are famous for their barnstorming and acrobatic flying. This applies just as well to combat where this fighter has already become well-known for getting out of the line of enemy fire in almost uncanny ways. The other big advance is the incorporation of the typical French Pirouette Cannon into such a small craft.

Not only is the Aigle itself a

step

forward, it represents a new level of cooperation between the two Frances. The plane was designed by a joint team to meet the needs of both nations, and production is scattered across factories in the North and in the South. Each country sends half of the parts they manufacture across the border. Complete planes are assembled in their own county, using parts from both. Minor localizations are made during final assembly, including different radio systems and a few more safety features in the Republic of France version. The system is somewhat more symbolic than practical, but it instills both countries with a sense of pride.

It is particularly comforting for the



people of the Republic to think of themselves as more closely related to the Northern French than to anyone else.

Size Class: Normal

Crew Compliment: One pilot.

Health: 45

Armor Score: 4

Combat Speed Class: 5

Top Speed: 500 mph (800 km/h). Typical cruising speed is 300 mph (480 km/h).

Cost: 15,000 UAC

Availability, new: Not available on the open market. Manufactured only for FSR and RF governments. New vehicles enter service in batches of 15-25 every few months.

Availability, used: Fair in both Frances, poor elsewhere. Prices are reduced to 50-60% of normal, depending on wear and tear. Pirouette cannons are treated as proprietary technology and all decommissioned craft have their Pirouette

Cannons disabled by chopping off the barrel and removing the entire firing mechanism. Restoring the proper balance to the aircraft requires a successful Moderate Aircraft Mechanics Skill Specialty roll or the pilot suffers a -1 Dice Pool penalty to all Pilot skill rolls. Very rarely a plane with a working gun is captured which raises the price from 15,000 to 20,000 UAC.

Typical Armament:

1) Chapelle Model 33 Machine Gun: Two of these machineguns are mounted in the nose of the fighter.

Range: Far

Damage: 3D6

Ammunition: 40 bursts.

Bonus: Accurate (5)

Resounding Success Bonus: Armor Piercing (1)

2) 50 mm Pirouette Cannon: The body of the plane is constructed around this heavy cannon. Instead of launching normal projectiles, pirouette cannons fire a single long, metal flechette from the rifled barrel designed to punch through armor and deal massive damage to the internal components of enemy craft.

Range: Mid

Damage: 4D6

Ammunition: 10 shots.

Bonus: Armor Piercing (4)

Resounding Success Bonus: Critical Systems Damage

3) Ordinance Racks (2): Each can hold light or medium ordinance. Temporarily reduce Speed Class by one if used. Once all ordinance is expended, this penalty is negated.

Arsenal VG-69 Faucon Heavy Fighter

The Faucon exists in two different forms in the two Frances, but both planes have the same performance. The most significant difference is the Republic of France version has a navigator positioned behind the pilot. The unusual looking craft sports a large ball turret at the rear of the vehicle. This turret is normally armed with a pair of Chapelle Model 15 machine guns, and gives the plane more potent offensive capability compared to other fighters. In addition to its large Pirouette Cannon, the Faucon can be mounted with several optional weapons as well. Typical of French vehicles, armor is sacrificed in favor of speed. Taken all together, the Faucon is a formidable foe.

Size Class: Large.

Crew Compliment: Two or Three. Pilot and gunner, with optional navigator.

Health: 65

Armor Score: 5

Combat Speed Class: 4

Top Speed: 350 mph (563 km/h).

Cost: 30,000 UAC

Availability, new: Not available on the open market. Manufactured only for FSR and RF governments. New vehicles enter service in batches of 10-15 every few months.

Availability, used: Fair in both Frances, poor elsewhere. Prices are reduced to 50-60% of normal, depending on wear and tear. Pirouette cannons are treated as proprietary technology and all decommissioned craft have their Pirouette Cannons disabled by chopping off the barrel and removing the entire firing mechanism. Restoring the proper balance to the aircraft requires a successful Moderate Aircraft Mechanics Skill Specialty roll or the pilot suffers a -1 Dice Pool penalty to all Pilot skill rolls. Very rarely a plane with a working gun is captured which raises the price from 30,000 to 35,000 UAC.

Typical Armament:

1) Chapelle Model 33 Machine Gun: Four of these machineguns are mounted in the nose of the fighter.

Range: Far

Damage: 3D6

Ammunition: 40 bursts.

Bonus: Accurate (5)

Resounding Success Bonus: Armor Piercing (1)

2) Chapelle Model 15 Machine Gun Turret: Mounted in a tail ball turret and operated by one of the gunners.

Range: Mid

Damage: 3D6.

Ammunition: 50 bursts.

Bonus: Armor Piercing (1)

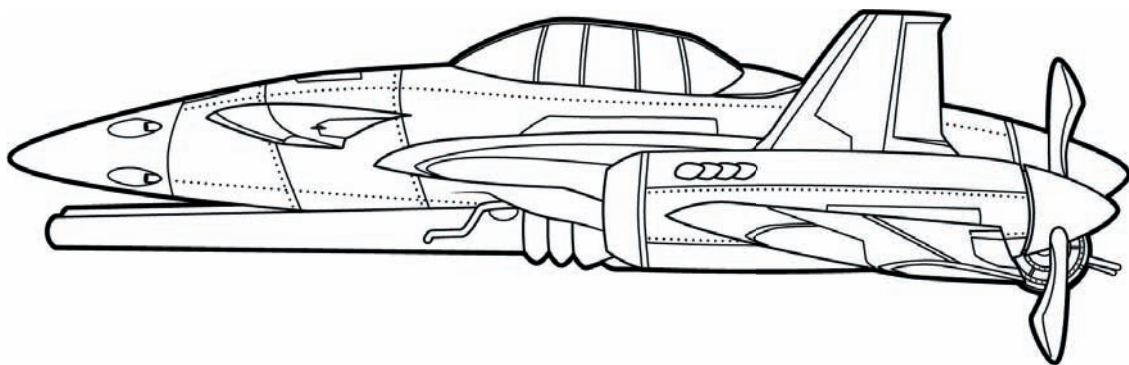
Resounding Success Bonus: Armor Piercing (1)

3) 90mm Pirouette Cannons (2): The body of the plane is actually constructed around these heavy cannons. Instead of launching normal projectiles, pirouette cannons fire a single long, metal flechette from the rifled barrel designed to punch through armor and deal massive damage to the internal components of enemy craft.

Range: Mid

Damage: 5D6

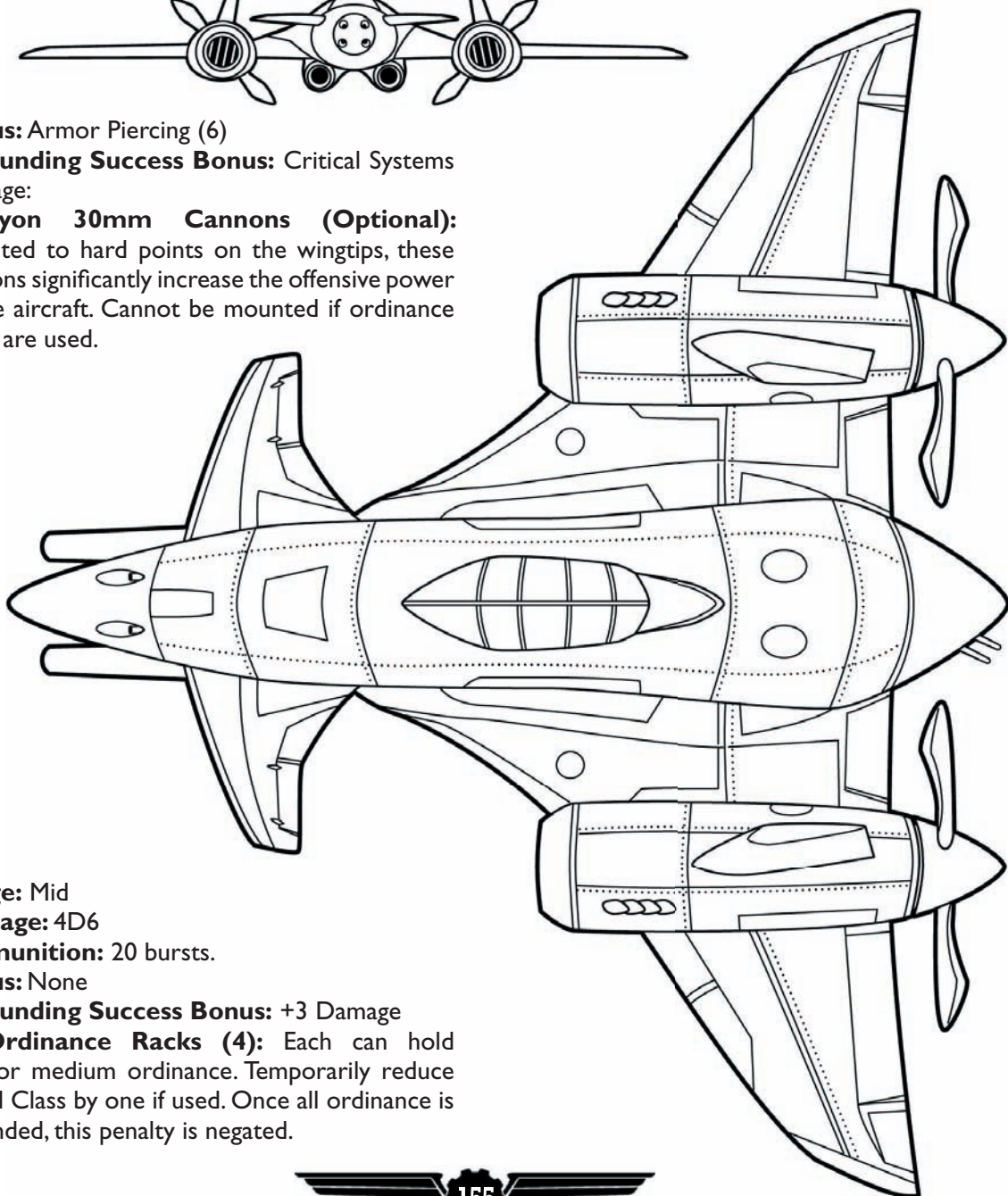
Ammunition: 12 shots. 6 per cannon.



Bonus: Armor Piercing (6)

Resounding Success Bonus: Critical Systems Damage:

4) Lyon 30mm Cannons (Optional): Mounted to hard points on the wingtips, these cannons significantly increase the offensive power of the aircraft. Cannot be mounted if ordnance racks are used.



Range: Mid

Damage: 4D6

Ammunition: 20 bursts.

Bonus: None

Resounding Success Bonus: +3 Damage

5) Ordnance Racks (4): Each can hold light or medium ordnance. Temporarily reduce Speed Class by one if used. Once all ordnance is expended, this penalty is negated.

Cygne de Guerre Airship

While it is the main French ship of the line, it is the smallest main capital ship of any of the Great Powers, comparable to frigates of other nations. The ships cannot be evaluated on size alone, however. The Cygne de Guerre is more maneuverable, faster and capable of delivering stronger offense than most other ships the same size. As with their main aircraft, the Cygne also has a massive Pirouette Cannon. This huge gun is intended for ship to ship combat and requires the whole ship to be turned to aim. French crews are quite capable of piloting their ship in this way. The Cygne is also equipped with a dorsal flight deck and a rear entry flight

deck making the ship into a carrier simply by assigning airplanes to it. Frequently three Cygnes de Guerres each with twelve Aigle fighters and a compliment of Faucon heavy fighters will be sent on border pa-trols. Such tiny carrier groups are common over the English Channel and along the edge of the Swath.

Crew: 672. 22 Officers and 650 Enlisted.
Standard Flight Group: 12 Aigle Fighters, 4 Faucon Fighters
Size Class: Huge.
Health: 825
Armor: 8
Combat Speed Class: 0 (Stationary relative to combat)
Top Speed: 110 mph (170 km/h). Cruising speed is 80 mph (130 km/h).
Cost: 5 million UAC.

Availability, new: Not available on the open market. Manufactured only for FSR and RF governments. A new ship enters service about every six weeks.

Availability,used: Not available. Decommissioned craft are either mothballed or broken up and sold as scrap.

Typical Armament:

1) 100 cm Pirouette Cannon: The barrel of this absolutely huge gun runs almost the full length of the ship to the loading room and fire control burried deep inside the ship. This gun is intended for use against other airships, punching through their armor and dealing massive damage

to internal components.

Class: Capital Ship Weapon
Range: Far
Damage: 1D10x10 per shot.
Ammunition: 35 shots.
Bonus: Armor Piercing (12), Wreck (6)
Resounding Success Bonus: Critical Systems Damage

2) Orleans 138 mm Cannons (12): Mounted in individual turrets giving the guns 100 degrees of sweep. The dorsal turrets sit amidships and their arcs overlap to give 360 degree coverage. Most opponents can be targeted by two to five guns at once. The turrets can also point 45 degrees up and 30 degrees down allowing them to cover much of the dome of the sky. There are six individual mounted cannons on the port and starboards sides used to bombard ground gun emplacements and strategic targets.

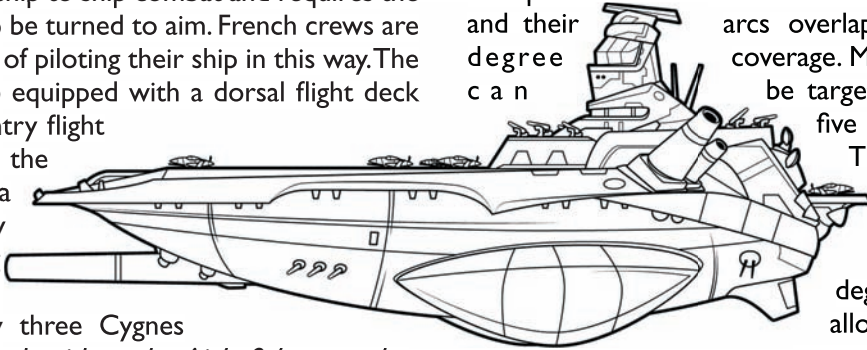
Range: Far
Damage: 5D6
Ammunition: 100 shots each.
Bonus: Accurate (5)
Resounding Success Bonus: Wreck (1)

3) Dual Nice 50 mm Cannon Turrets (12): Mounted in turrets on both sides of the aft flight deck, these weapons are used against other airships and also against enemy aircraft. Turrets have 170 degrees of sweep and 45 degree of arc and down. Operated by two-person teams.

Range: Mid
Damage: 4D6
Ammunition: 75 bursts each.
Bonus: None
Resounding Success Bonus: Wreck (2)

4) Chapelle Model 15 Machine Gun Turret (16): These weapons, operated by a two-person teams, help provide additional air cover against incoming aircraft.

Range: Mid
Damage: 3D6
Ammunition: 50 bursts.
Bonus: Armor Piercing (1)
Resounding Success Bonus: Armor Piercing (1)



German Empire

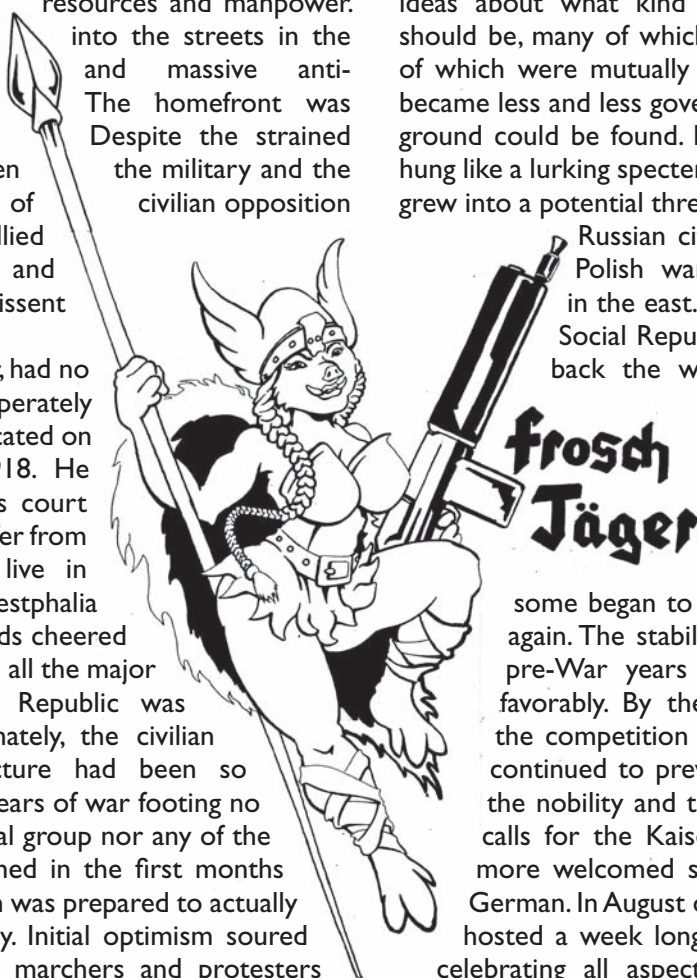
In the summer of 1917 when German officials allowed the Russian revolutionary known as Kozlov to cross the country on the condition he would take Russia out of the war things were looking hopeful for the Empire. However, as the winter began to drag and the promised end of the eastern front never materialized the military hierarchy surrounding the Kaiser began to worry. Much of the government of the Empire was dissatisfied with Wilhelm II's leadership during the war and his over-reliance on his military advisors, drawn heavily from Prussian noble families. Tensions rose throughout the year as the situation in the trenches remained a horrible drain on resources and manpower. Discontent spilled into the streets in the form of strikes and massive anti-war protests. The homefront was sliding into chaos. Despite the strained relationship between the military and the Kaiser, in the face of the aristocracy rallied around their own and moved to quell all dissent with violence.

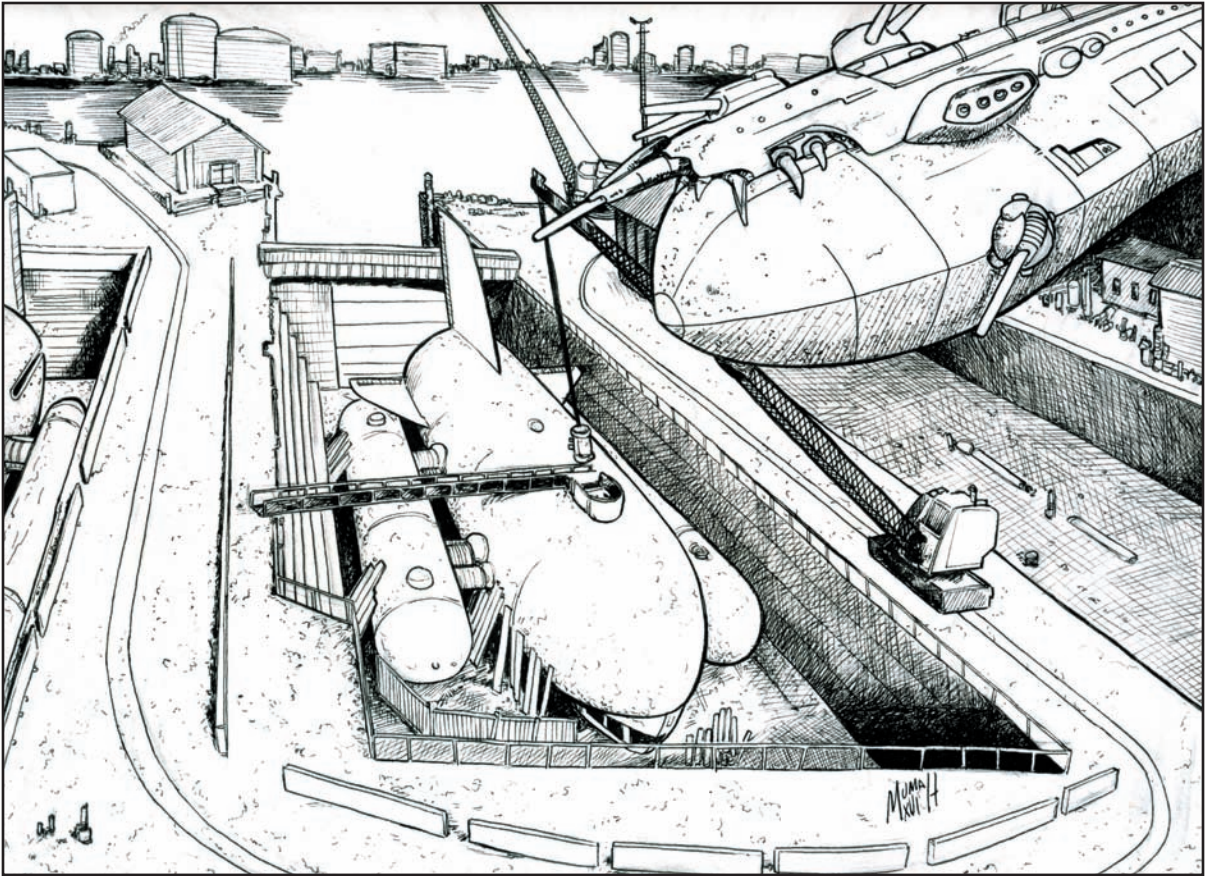
Wilhelm, however, had no desire to cling desperately to power and abdicated on December 31, 1918. He left Berlin with his court and accepted an offer from some nobles to live in semi-exile in the Westphalia countryside. Crowds cheered in the capital and in all the major cities. A German Republic was declared. Unfortunately, the civilian political infrastructure had been so weakened by the years of war footing no pre-existing political group nor any of the parties which formed in the first months after the abdication was prepared to actually govern the country. Initial optimism soured to discontent and marchers and protesters returned to the streets. Factions seeking to end the war negotiated a series of separate peaces with the other combatants. These efforts were welcomed by many, but other pro-war factions

as well as groups of soldiers returning from the front complained loudly and frequently about not being allowed to "finish the job". They said Germany had been in a position to stab all her enemies while their backs were turned and they resented the government who had not allowed them to strike. Some welcomed the petition of the newly-broken off Austrian Empire to join the fledgling Republic. Others felt Germany had enough problems of its own without taking on the restive dregs of the Dual Monarchy. Some parties called for more military investment, others called for dismantling war-making capacity as an act of peace. In short, there were many ideas about what kind of a nation Germany should be, many of which were good, but most of which were mutually exclusive. The country became less and less governable as less common ground could be found. Meanwhile communism hung like a lurking specter in the east and fascism grew into a potential threat in the west. Both the

Russian civil war and the Russo-Polish war threatened territory in the east. In the west the French Social Republic talked about taking back the western regions of the Republic, Alsace and Lorraine, which had been part of Germany since 1871.

In this climate of fear and confusion some began to think about the Kaiser again. The stability and purpose of the pre-War years began to be recalled favorably. By the summer of 1920, as the competition for centralized control continued to prevent stable governance, the nobility and the military began open calls for the Kaiser's return. This was a more welcomed solution to the average German. In August of that year, Nuremburg hosted a week long Republic-wide festival celebrating all aspects of German culture. The festival was disrupted multiple times by demonstrations and riots by nationalist groups and "people's militias" who declared some of the exhibits a dilution of true German-ness. Then,





in mid-October, a Russian-backed Communist plot was uncovered by the Republic authorities. A German communist group planned a march on October 24 as a show of solidarity with the fledgling Soviet government on the third anniversary of their Revolution. Documents intercepted by the German government proved the group was backed by money from Petrograd itself. Soon many other documents, many fabricated, were published in various papers suggesting the march was a front for a coup, that caches of weapons were already in the country, and that assassinations of prominent government and business figures were planned as well. Denials from communist leaders only seemed to confirm the rumors in the ears of the public. In this climate of fear as communists were tried for the coup attempt and militia members were tried for the riots, the calls for order and the return of Kaiser became overwhelming. Negotiations began and Wilhelm II reversed his abdication and returned to the throne of the German Empire on January 1, 1921.

The Wilhelm II who returned to the throne was not the same one who had left in disgrace two years before. Having lived as an exile in his own country he had taken time to think about the first years of his rule. He repented from his “New Course” which had led to the Great War and hoped to return to the balance of power and *Realpolitik* of the previous generation. The Kaiser appointed Hendrik Härterich to be his new Chancellor, reviving the old position. With the use of the military and the broad support of the people, Chancellor Härterich ensured quiet on the streets of the capital and that justice was done to those who had committed or planned to commit violence against the citizens of the Empire.

Once the immediate tensions were eased within the country, the Chancellor embarked on a project of renewing the *Kaiserliche Luftmarine*, which had suffered greatly during the war had been languishing ever since. Imperial shipyards at Kiel and Königsberg on the Baltic coast as well as Triest on the Adriatic, which had been acquired

as part of the unification with the Austrian Empire, became the Empire's major centers of airship construction. Because of their experience in the Great War, the military focus of the newest designs was on battlefield use and support of ground forces. The German military might is feared primarily because of their ability to focus both ground and air forces against their enemies. This strategy has proven effective against rebel forces on the border with Poland and in skirmishes with the Confederation in Denmark, but a large-scale conflict has so far been avoided. The German Empire, despite being the largest country in Europe by far, has managed to keep itself out of most conflicts. The inter-related treaty structure of the past have been rejected for the *Luftmarine* serving as its own deterrent. Germany can defend itself without allies and it regularly makes sure the rest of Europe knows it. Germany has increased in stability and prosperity in the years since the war. With a vast territory and abundant coal and metal ores available Germany does not even need overseas trade to survive and prosper. That doesn't mean Germany has given up on colonization. The *Weltpolitik* of Wilhelm II focuses on aggressive German colonization, particularly in the Cameroon and Namib regions of Africa and on the islands of Formosa and the Philippines in Asia. Within Germany proper, the citizens of the Empire generally enjoy a high standard of living and a high level of culture. Urban life is generally very good. Rural life is also improving as modern inventions such as tractors and fertilizers are in widespread use.

The Empire is not without its own troubles. As some feared, the border regions are restive and very far from central control. Many in the western regions blame the distant government for the problem of the Warrens. In addition, Poles, Czechs, Slovaks and Ukrainians in the east, Danes and French in the West and sometimes even Bavarians in the south make constant trouble for the imperial authorities. These diverse and frequently subject peoples have never been German and the "Germanization" of these regions by suppressing the local languages grates on local's nerves. There are tensions in the mainstream about whether to let these unhappy people go or if they must remain forever part of the Empire. There are tensions within the Germany aristocracy as well. The Kaiser has largely divorced himself from the

aggressive policies of his own youth, but now he has become the old man and the new generation of military leaders, those too young to have actually been in the War, are beginning to come into positions of authority and they ask why Germany is not using its huge military advantage to take on its neighbors. Holland, Poland, the Baltic provinces of Russia, even Hungary seem ripe for Germany conquest. If not these regions, why not the Far East or Northern Africa? The younger officer corps believes German military superiority should be exercised. The "stab in the back" narrative is popular among the young. They consider the Great War unfinished and they look to France and the United Kingdom with anger. They feel they have unfinished business with these former combatants.

So far, the power of the Kaiser, the ranking commanders who did see the horrors of war and the delicate influence of the Chancellor have kept the younger officers in line. Part of the Chancellor's plan has involved the creation of special units of boars, the larger the better. This promotion of the boar's common to central German has served to give the eager something to occupy their time. These all-boar units are so common now they have almost become universally identified with the Germany military machine, particularly the well-armored ground forces. Promoting this one kind of German-ness has distracted many from their disparate ambitions, but it has also created a fighting force which begs even more to be used. There is a general sentiment a war will have to break out somewhere soon.

Germany industry is central to its war capabilities and to its economic security. German exports are highly sought after both by paying customers

*Dearest Mother,
You would not believe the size of
the airships! The picture doesn't
do it justice. Those specks aren't
people, but entire crowds of them.
I've been around to a few outfits.
No luck yet, but I haven't tried
half of them. Once I get on I'll be
sure to send some of my pay home.
I'll wave if I ever pass over.
Love,
Fritz*

and even more so by pirates. The *Luftmarine* is virtually unassailable and very unfriendly to pirates and even to non-German merchants in German skies. The Chancellor has set limits on what can be exported to places like Russia and the French Social Republic. Only goods of “export quality” are allowed to be sold. These export standards are always less than internal German products. Trade with the Hegemony, Germany’s main rival, is almost entirely forbidden. Only some food products and cultural items can be exported direct to British buyers. All these restrictions make internal German shipments a tempting target for air pirates, but a very dangerous one as the *Kaiserlich Luftmarine* is never very far away inside Germany territory.

In addition to the military supremacy, German has a surface fleet and underwater navy of appreciable size. These ships help protect its interests world-wide. The massive German merchant marine takes Germans to nearly every port in the world. Germany also dominates the scientific world. Almost no site in the world worthy of study from Mexican pyramids to Pacific islands to Antarctica to wherever new volcanoes are erupting is missing its own team of German scientists. Germany also leads Europe, and possibly the world, in theoretical research into both chemistry and physics through a robust system of universities and scientific institutes within the Empire.

Important Figures

Kaiser Wilhelm II

Kaiser of the German Empire

Career: Officer/Scholar

Animal Type: Pig (boar)

Size: Large

Abilities of Note: Sharp Nose, Tusks

True North: Endurance

The pig who now rules the German Empire is not the same pig he was when he first came to power. He now regrets his eagerness to go to war in 1914. He finds himself in the odd position of having the tables turned. The younger aristocrats and military leaders who are the Kaiser’s main support are now clamoring for an expansionist war just as he once did and he is the cooler head in the room cautioning restraint just as his elders once did. He bears this turn of fate with

knowing stoicism. He likes to turn the attentions of today’s hotheads to the lands already won in Europe and, increasingly, to the lands overseas. Personally, Wilhelm II is more interested in forging a unified identity for all the many peoples under the German banner than he is in managing military affairs. He is confident his appointees and the bulk of the aristocracy remains fully loyal to him. This trust is perhaps the Kaiser’s greatest weakness. As the circle of people he trusts has shrunk over the years, he has become more isolated from the halls of power. Increasingly, he lets Chancellor Härterich and the ministers deal with all the unpleasant details of running the Empire. Kaiser Wilhelm prefers to spend his time meeting German citizens, going off on inspection tours and mending fences with local leaders in the far-flung Empire. For those granted an audience, the Kaiser is warm and respectful and his bearing commands respect in return. He still likes to help his people with their problems and many still revere him enough to come make a personal appeal. A few dozen petitioners are heard weekly and the Kaiser travels the Empire frequently to provide these petition days to all his subjects.

Hendrik Härterich

Reichschancellor (since 1921)

Career: Businessman/Scholar

Animal Type: Raptor (Black Eagle)

Size: Normal

Abilities of Note: Claws, Plumage

True North: Peace

While the Kaiser returned to power with the support of the nobility and the military, Chancellor Härterich is not a noble nor a soldier. He served as a junior diplomat in the Kaiser’s administration during the War, became a more important figure under the short-lived republic and was promoted again upon the Kaiser’s return to power. His experience looking after German interests in Holland, the Scandinavian countries and the Balkans made him the best official for the job. Härterich knows how to talk about the ambitions of the German Empire to both average Germans and to non-Germans in a way which inspires them to join the dream, or at least to not oppose it. He has been vital in tamping down residual republican ambitions by getting the Kaiser to grant the kind of protections for liberty and property which they most desired. He has also

helped play the various factions of the nobility against each other to keep everyone marching behind the Kaiser. While long-term peace seems harder to maintain as more and more soldiers and war material is readied, Härterich continues to come up with convincing arguments and clever ploys to enforce Wilhelm's desire for peace. He is vital to the power of the Kaiser and his retirement or death would dramatically change the situation in Germany.

Horace Weltwunder,

12th Baron of Mainz

Minister for the Military

Career: Officer/Paperpusher

Animal Type: Pig

Size: Large

Abilities of Note: Eat Anything, Sharp Nose

True North: Truth

Lord Mainz is emblematic of the new breed of nobles which have risen to the fore since the Great War. They were generally too young to have fought in or remember the war in detail, but with time they have inherited their family estates, titles and positions of power all the same. After his return from exile, the Kaiser courted these younger nobles in the hopes of renewing his prestige. This plan worked and many have risen along with the fortunes of the re-constituted Empire. Lord Mainz is particularly close to Wilhelm II. They spent much time together during the year Wilhelm was out of the power as Mainz's lands are also in the west part of the country. Mainz frequently uses his long history with the Kaiser and the fact of his noble blood to urge a more aggressive position in foreign affairs, often openly suggesting an alternate path without being directly asked for comment. As one of the Kaiser's most trusted advisors, he can get away with this. Outside the audience chamber, Mainz and the more peace-minded Chancellor Härterich are bitterly opposed to each other's policies. Their rivalry is often only settled by their complete devotion to the Kaiser himself, who often steps in to end their disagreements. Lord Mainz is a hard pig, and he is often ruthless in his dealings with the generals, especially with those not of the nobility themselves. His love of the nobility is sometimes the only thing which keeps his ambition in check. He knows the limits of his own power in the Imperial system. If the Kaiser cannot be swayed, he must still be obeyed.

Mainz would give the Kaiser his life if Wilhelm ever asked for it.

Seigfried Kemper

Minster for Overseas Administration

Career: Soldier/Handyman

Animal Type: Salamander

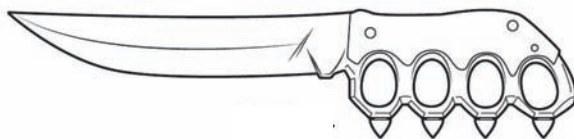
Size: Large

Abilities of Note: Venom, Regeneration

True North: Power

More than another other animal in the Kaiser's court, Herr Kemper is the most outspoken for more militarism. As the minister responsible for German colonization he makes frequent, high-profile trips to the colonies and uses every occasion to offer new harangues about more Germany airpower to protect the valuable lands outside of Europe. While he has never said so explicitly, the general impression one receives from Kemper's speeches is support for use of the military to solve all the Empire's problems. He is by far the most visible of the current ministers preferring to sway the public in public rather than discuss things behind closed doors. His rhetoric is particularly vitriolic when his calls for Germanization of the hinterlands starts to sound like calls for genocide. He is a loud and brash figure not well liked by many of the aristocrats in government. He has few vices, but is known to enjoy card games at his Berlin club.

German Weapons



H-2 German Trench Knife

The standard issue melee weapon for the German military. The full tang blade is double-edged and the grip has a set of brass knuckles. The weapon has become a favorite for knife-fighters for its flexibility.

Damage: 1

Bonus: Cannot drop this weapon as a result of a Critical Failure. Can use Blade, Brawl or their respective specialties.

Resounding Success Bonus: +1 Damage, Armor Piercing (1)

Cost: 10 UAC

HA-X Chopper

Developed for larger soldiers, the Chopper is a heavy hand cleaver that also has the same heavy metal hand guard loved by German infantry. The weapon is emblematic of the shock troops that would fearlessly rush enemy trenches, hacking away at the terrified troops without mercy. Like the War Cleaver, the Chopper is ingrained in the minds of many former soldiers in regards to the horrors and atrocities of war.

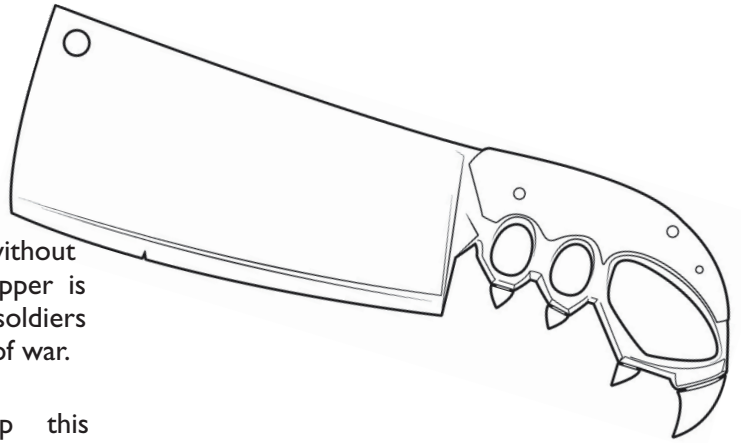
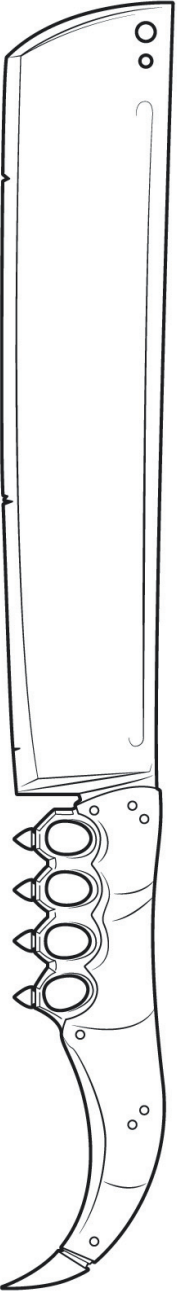
Damage: 2

Bonus: Cannot drop this weapon as a result of a Critical Failure. Can use Blade, Brawl or their respective specialties. Can also use the Axe Skill Specialty.

Resounding Success Bonus: +2 Damage

Note: Cannot be used by small characters.

Cost: 15 UAC



Bergmaus M1918 Pistol

Designed as the standard issue pistol for the *Kaiserliche Luftmarine*, the M1918 is a rugged weapon that can be used as a melee weapon in trench warfare or in boarding actions. The pistol has a molded grip around the barrel and a spike at the base of the normal pistol grip so it can be swung like a hammer.

Range: Mid

Damage: 1D6. When out of ammunition, the weapon can be held by the barrel and used as a makeshift melee weapon dealing 1 damage.

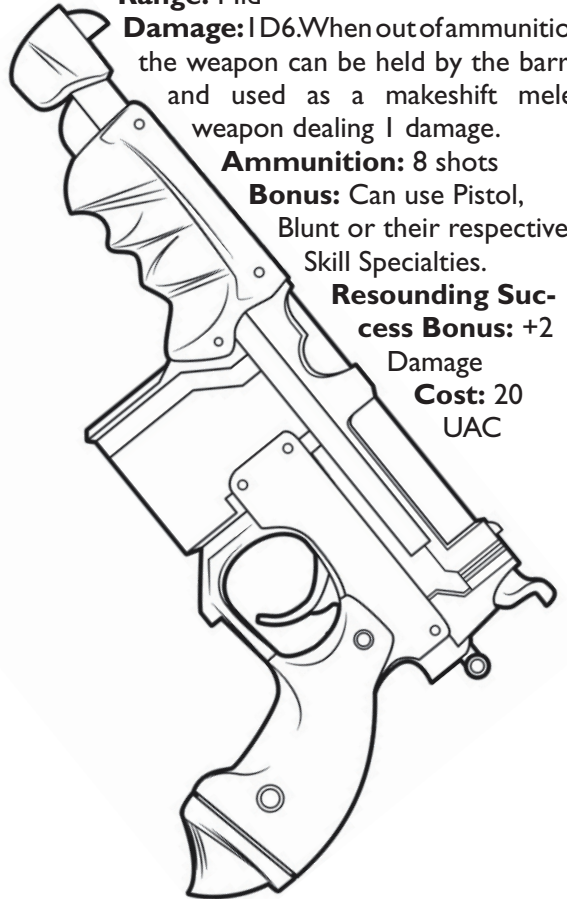
Ammunition: 8 shots

Bonus: Can use Pistol, Blunt or their respective Skill Specialties.

Resounding Success Bonus: +2

Damage

Cost: 20
UAC



HA-X2 War Cleaver

This large, two-handed weapon is used by the largest of the German troops. In the hand of a strong, capable soldier, the War Cleaver is a truly terrifying weapon capable of cutting down troops as though they were shafts of wheat. The dominant hand has a metal hand guard which helps prevent dropping the weapon, and can be used to punch in melee combat.

Damage: 4

Bonus: Cannot drop this weapon as a result of a Critical Failure. Can use Blade, Brawl or their respective specialties. Can also use the Axe Skill Specialty.

Resounding Success Bonus: +2 Damage

Penalty: Cannot be used by Small and Normal characters.

Cost: 10 UAC

Bergmaus Model 6 Trench Gun

Used to clear enemies from tight, enclosed spaces like trenches or airship corridors or for breaching actions, the Model 6 is capable of providing heavy firepower for squads of soldiers. The pump action weapon is given to at least one German soldier in a squad, but it is normally a large or huge soldier since the heft and power of the weapon limits its use by small soldiers.

Range: Mid

Damage: 3D6 at Near range, 2D6 at Mid range.

Ammunition: 7 shots in a tubular magazine, or 20 in a box magazine.

Bonus: Blast (1)

Resounding Success

Bonus: +1D6 Damage.

Penalty: Cannot be used by Small characters.

Cost: 50 UAC



Maxim 80 Assault Rifle

This is the most common weapon carried by German troops. Germany replaced their standard issue rifles in 1912 with the Maxim 80 assault rifle, allowing soldiers to put down an impressive amount of fire on enemy positions. The cooling sleeve of the water-cooled barrel is infused with a small amount of vrillium to lighten what would otherwise be a weapon too heavy to be issued to all soldiers.

Range: Mid

Damage:

3D6. The stock of the weapon can be used to do 2 damage in melee.

Ammunition: 25 rounds.

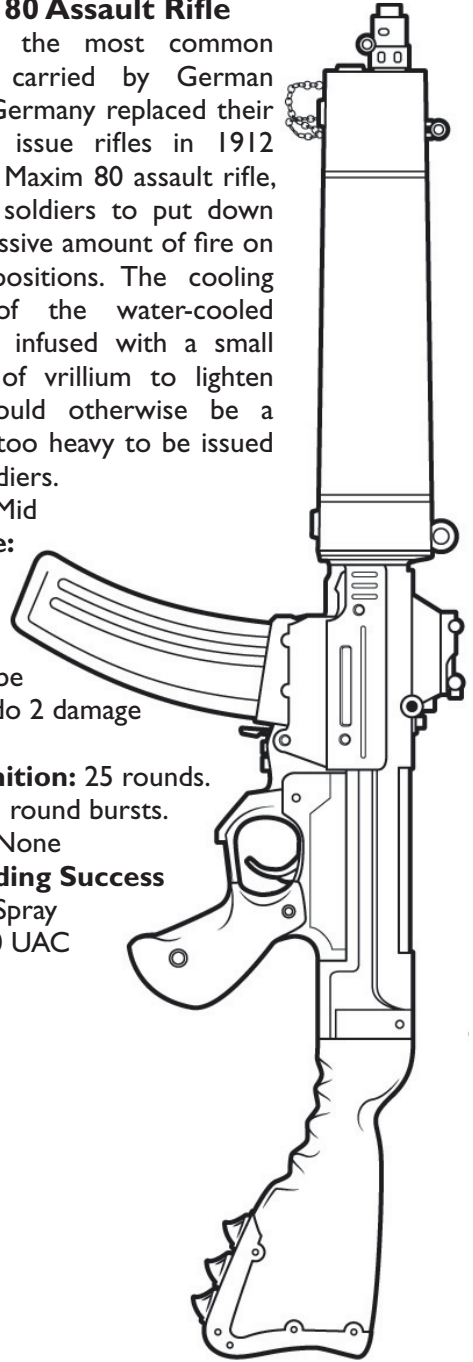
Fires in 5 round bursts.

Bonus: None

Resounding Success

Bonus: Spray

Cost: 60 UAC



Maxim 95 Machinegun

A heavier version of the Maxim 80, the Maxim 95 was designed for the large frontline German shocktroops. The weapon allows ground troops to engage both ground and aerial opponents with ample firepower to break through even the durable armor of most aircraft. The Maxim 95 for infantry retains the water-cooled barrel cowling of the Maxim 80, which has been heavily modified for the aircraft version of the weapon.

Range: Far

Damage: 3D6+3

Ammunition: 50 and 100 round drum magazines. Fires in 10 round bursts.

Bonus: None

Resounding Success Bonus: +1D6 Damage, Spray

Cost: 80 UAC

Ground Vehicles

Leopard IV Walker

Replacing light and medium tracked armor that most other countries use, the Leopard IV is mobile four-legged walker vaguely resembling a large cat. The mobile unit carries a crew of three and is capable of navigating around or over barricades and tanks traps that normally prevent the movement of more traditional tanks. Upon its release in 1930, the Leopard became a favorite among German Drivers who would regularly praise its combat effectiveness and mobility, even though it was on par or even a bit slower than other light armor.

The back of the Leopard has a turret which houses a single 75 mm cannon. Towards the rear of the vehicle, there is a small turret with two light machine guns for anti-aircraft purposes. One of the other advantages the Leopard has over traditional tanks is that it can engage in melee combat using its powerful legs and hydraulic maw.

Size Class: Normal

Crew Compliment: Three. One Commander, one driver, one gunner.

Health: 70

Armor Score: 5

Combat Speed Class: 3

Top Speed: 40 mph (64 km/h).

Cost: 70,000 UAC.

Availability, new: Not available on the open market. Manufactured only for Unified German government. New vehicles enter service in batches of 6-10 every few months.

Availability, used: Poor to non-existent. The most likely place to get one is in the German colonies where outdated models are occasionally

abandoned instead of shipping them home. Price will be 35,000 - 45,000 UAC depending on condition.

Typical Armament:

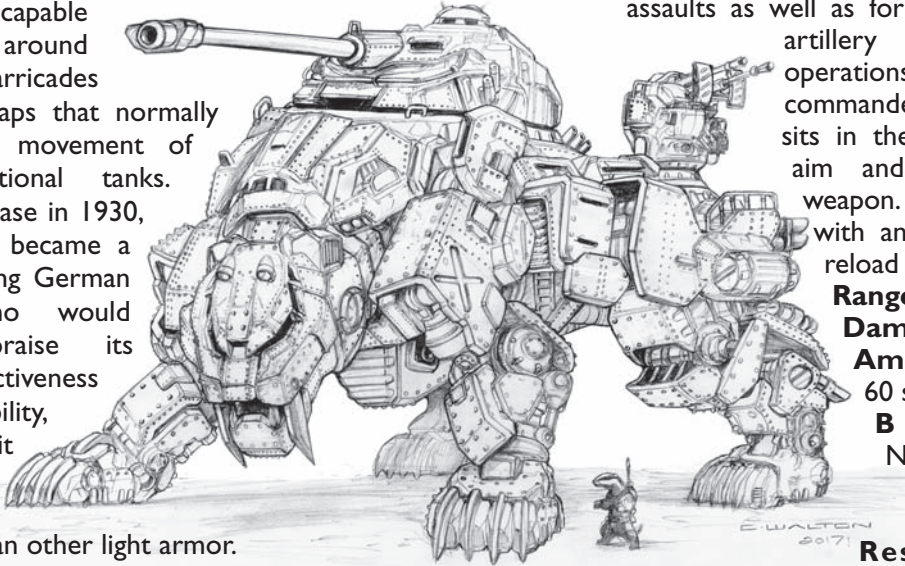
1) 75 mm turret-mounted main cannon: Capable of rotating 360 degrees with a 35 degree arc of fire with cannon can be used for direct fire assaults as well as for traditional artillery shelling operations. The commander usually sits in the turret to aim and fire the weapon. Equipped with an automatic reload system.

Range: Far

Damage: 4D6

Ammunition: 60 shots.

Bonus: None



Resounding

Success Bonus: Wreck (2)

2) Maxim 73 Machine Gun Turret: Mounted on the back towards the rear, this turret is normally operated by someone sitting in a small seat outside the vehicle. Though this operator is exposed, the weapon is more accurate when operated this way. It can be fired from inside the vehicle, but at a -10% skill penalty.

Range: Mid

Damage: 3D6.

Ammunition: 30 bursts.

Bonus: Fragmentary (2)

Resounding Success Bonus: Spray

3) Melee Combat: The driver can make a melee attack using the Brawl Skill Specialty.

Range: Near

Damage: Claw: 5, Maw: 4

Skill Range: Standard, per skill used.

Resounding Success Bonus: +2 Damage

Nashorn III Walker

This slow and ponderous walker was designed specifically for anti-armor and anti-fortification duties in mind. German engineers were tasked with creating a single armored vehicle capable of breaching enemy defenses while simultaneously delivering punishing direct fire weaponry. The Nashorn III was the result. The walker sports a single large anti-armor weapon along its reinforced spine allowing it to combat even the heaviest vehicles sported by most nations. In a small armored cupola on each side, there is a small cannon to protect the vehicle from flanking attackers. The head of the walker has a large spike capable of puncturing armor plates of enemy vehicles and can be used to deliver heavy blows against stationary enemy targets and fortifications. A winch and hook is located in the mouth of the walker to assist with military fortification construction or demolition.

Size Class: Normal

Crew Complement: Four. One Commander, One Driver, Two Gunners.

Health: 85

Armor Score: 7

Combat Speed Class: 2

Top Speed: 35 mph (56 km/h).

Cost: 70,000 UAC

Availability, new: Not available on the open market. Manufactured only for Unified German government. New vehicles enter service in batches of 6-10 every few months.

Availability, used: Poor to non-existent. The most likely place to get one is in the German colonies where outdated models are occasionally abandoned instead of shipping them home. Price will be 35,000 - 45,000 UAC depending on condition.

Typical Armament:

1) 8.8 cm PAK 28: One of the most powerful weapons ever mounted to a German walker, the PAK 28 fires Tungsten Carbide rounds capable of penetrating even medium armor with ease.

The walker must be moved in order to aim the weapon. This is fired by the commander.

Range: Far

Damage: 5D6

Ammunition: 15 shots.

Bonus: Armor Piercing (4)

Resounding Success Bonus: Wreck (2)

2) 50 mm Gun (2): Mounted in each cupola, these weapons are used to protect the sides of the walker. They can rotate 180 degrees and have a 35 degree arc of fire.

Range: Mid

Damage: 4D6

Ammunition: 20 bursts.

Bonus: Armor Piercing (1)

Resounding Success Bonus: Wreck (1)

3) Ram: The walker can use its heft and momentum to plow through buildings, walls, fortifications or just to crush other vehicles.

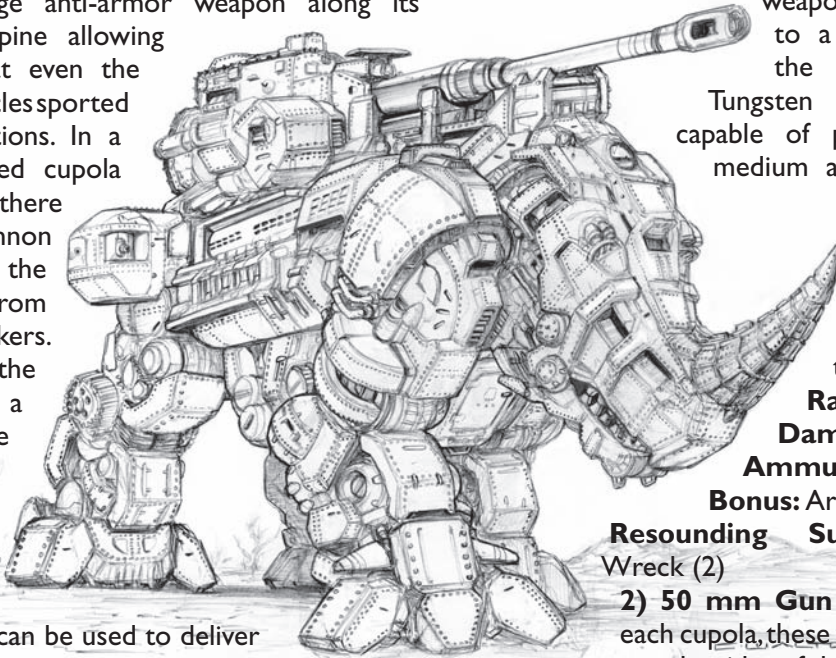
Range: Near

Damage: When making a Ram Ground Vehicle Combat Action, the Size Level of the vehicle is considered to be 6.

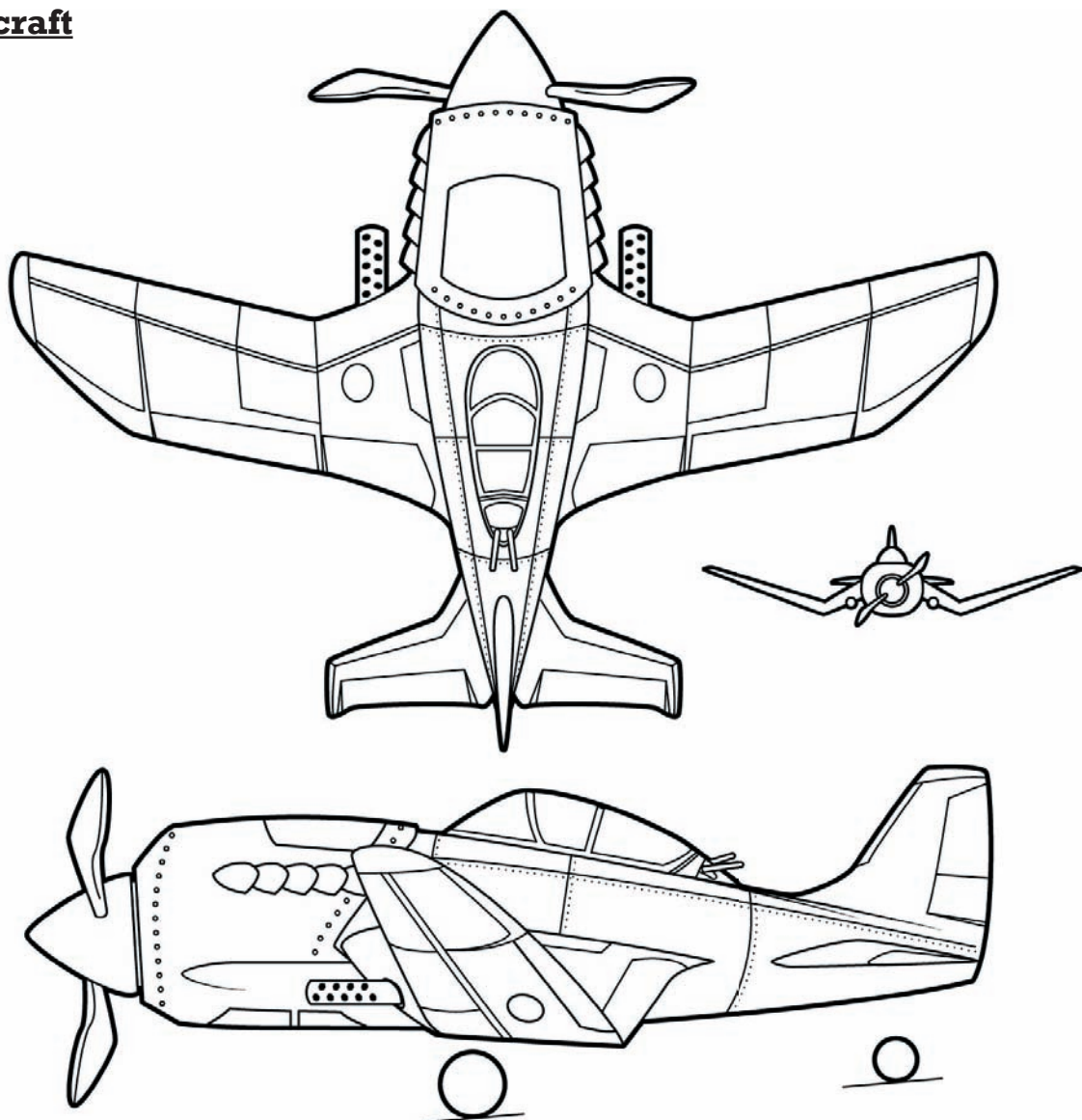
Skill Range: Standard, per skill used.

Bonus: Wreck (4)

Resounding Success Bonus: +2 Damage



Aircraft



Me-103 “Kralle” Light Fighter

The Kralle is a fearsome sight in the skies over Germany or anywhere the Luftmarine projects power. It was designed primarily as a carrier-based fighter, with wings that can fold so more can be stored with the limited deck space within German airships, where space is normally taken up by walkers or armor. The primary German fighter adheres to the design philosophy of having the largest engine possible in order to allow an increase in the armor plating built onto the aircraft. The Kralle sacrifices some speed in exchange for armor and durability, but a rear canopy turret was added to compensate this loss. The primary weapons are a pair of modified, air-cooled Maxim machine guns mounted in the wings.

Crew: Two. One pilot and one gunner.

Size Class: Normal

Health: 55

Armor Score: 5

Combat Speed Class: 4

Top Speed: 350 mph (563 km/h).

Cost: 30,000 UAC

Availability, new: Excellent in urban areas and fair everywhere. Expect delivery in 1 or 2 weeks from large companies but as much as 2 months from smaller operations.

Availability, used: Good everywhere. Prices are reduced to 80-50%, depending on the age and quality of the craft.

Typical Armament:

1) **Maxim 96 Machineguns:** These air-cooled

weapons are mounted in the wings near the fuselage. They are fairly standard weapons, slightly modified from the Maxim 95.

Range: Far

Damage: 3D6

Ammunition: 60 bursts.

Bonus: None

Resounding Success Bonus: +1D6 Damage.

2) Maxim 08 Machinegun Turret: Mounted behind the pilot is a gunner position with dual medium machine guns. These guns have a high rate of fire and are used to target tight groups of enemy fighters.

Range: Mid

Damage: 3D6+3

Ammunition: 40 bursts.

Bonus: None

Resounding Success Bonus: Spray

3) Rüstsätze 30 mm Cannons

(optional): Used primarily to attack heavy fighters, hardened ground fortifications or armor. If these are used, two of the ordinance racks cannot be used.

Range: Mid

Damage: 4D6

Ammunition: 20 bursts.

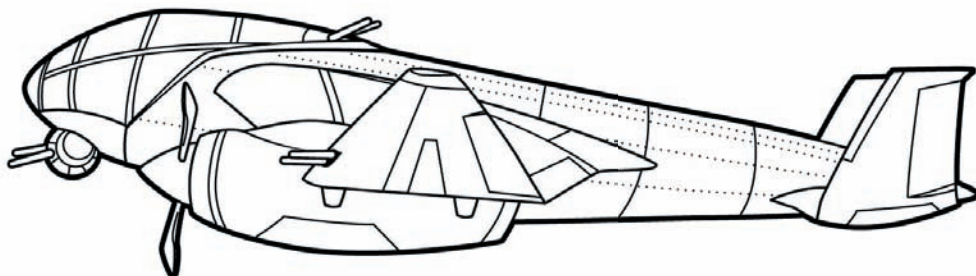
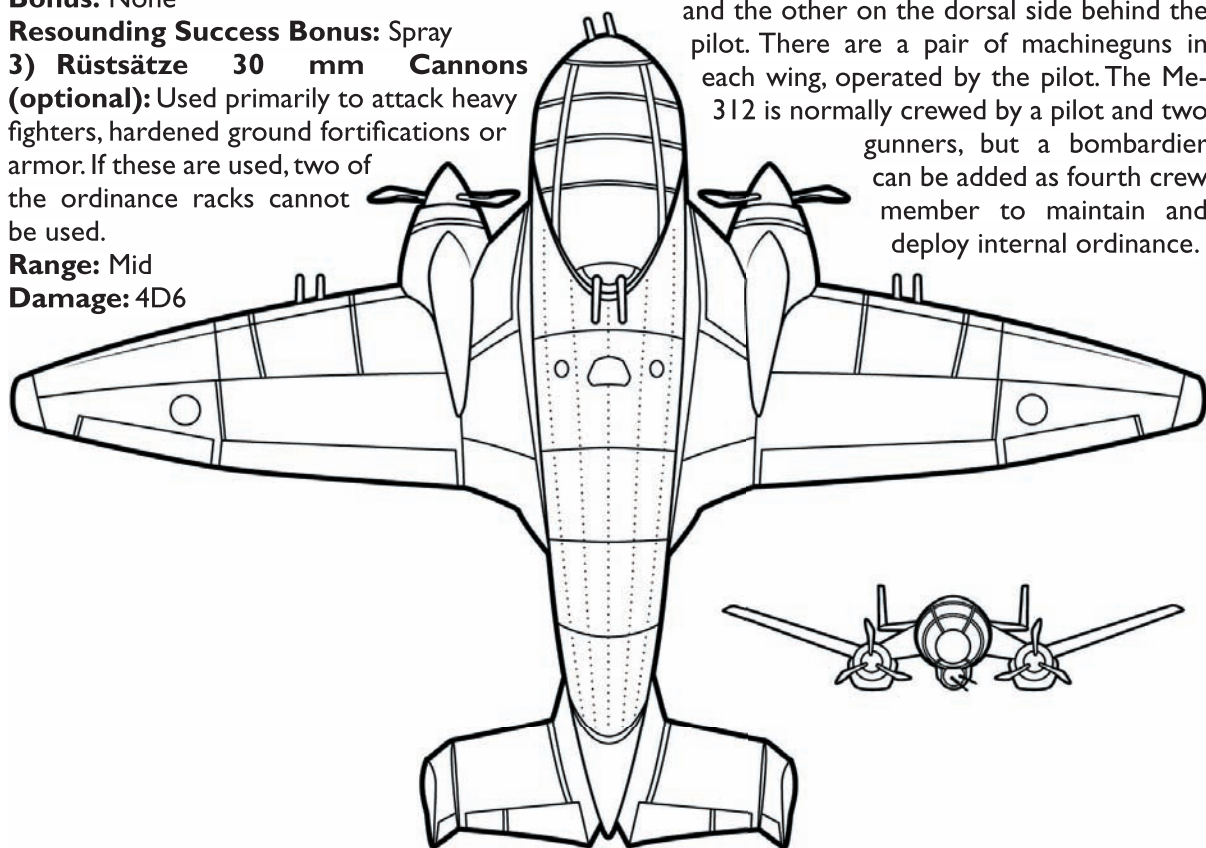
Bonus: None

Resounding Success Bonus: Wreck (1)

4) Ordnance Racks (4): Each can hold light or medium ordnance. Temporarily reduce Speed Class by one if used. Once all ordnance is expended, this penalty is negated.

Me-312 Adler Fighter

Originally designed for use as a night fighter and bomber, the Adler found a niche as a heavy, carrier-based fighter. Its two powerful engines allow the aircraft to retain a fair amount of speed while still being outfitted with almost as much armor as some ground-based armored units. The lack of mobility is made up for through the use of two turrets; one under the chin of the aircraft, and the other on the dorsal side behind the pilot. There are a pair of machineguns in each wing, operated by the pilot. The Me-312 is normally crewed by a pilot and two gunners, but a bombardier can be added as fourth crew member to maintain and deploy internal ordnance.



Size Class: Normal.

Health: 70

Armor Score: 7

Combat Speed Class: 3

Top Speed: 277 mph (445 km/h).

Cost: 30,000 UAC

Availability, new: Excellent in urban areas and fair everywhere. Expect delivery in 1 or 2 weeks from large companies but as much as 2 months from smaller operations.

Availability, used: Good everywhere. Prices are reduced to 80-50%, depending on the age and quality of the craft.

Typical Armament:

1) Maxim 96 Machineguns: These air-cooled weapons are mounted in the wings near the fuselage. They are standard weapons, slightly modified from the Maxim 95.

Range: Far

Damage: 3D6

Ammunition: 60 bursts.

Bonus: None

Resounding Success Bonus: +1D6 Damage.

2) Maxim 08 Machinegun Turrets (2): Mounted in a chin turret and behind the pilot are gunner positions with dual medium machine guns. These guns have a high rate of fire and are used to target tight groups of enemy fighters.

Range: Mid

Damage: 3D6+3

Ammunition: 40 bursts.

Bonus: None

Resounding Success Bonus: Spray

3) Rüstätze 30 mm Cannons (optional): Used primarily to attack heavy fighters, hardened ground fortifications or armor. These cannons are mounted in the belly of the aircraft, and are lowered into position once in flight. They must be raised into the fuselage before landing or they will be irreparably damaged. These are fired by the pilot. If these are used, the ordinance racks cannot be used.

Range: Mid

Damage: 4D6

Ammunition: 20 bursts.

Bonus: None

Resounding Success Bonus: Wreck (1)

4) Ordinance Racks (2): Each can hold medium or heavy ordinance. Temporarily reduce Speed Class by one if used. Once all ordinance is expended, this penalty is negated.

Drachenschild Airship

With a similar development history, the flagship of the *Kaiserliche Luftmarine*, the Drachenschild was built and launched in 1930, leading the way for multiple airships of its class. The earlier Bismarck class of airships, which are still in operation, have mostly been relegated to other positions in the fleets, or to defensive deployments in the heart of the continent. It is the largest craft designed by the Germans making it the largest airship in the air above Europe with only American juggernauts rivaling it in size. The airship primarily serves as a battleship, and is loaded with massive cannons used in both direct fire conflicts and bombardment, though it is also capable of carrying almost as many fighters as its British counterpart. Planes are launched from either the front or the rear of the airship, but can only land via the rear hangar bay. The Drachenschild can also deploy walkers using internal crane systems and underbody bay doors.

Like other German aircraft, the Drachenschild is extremely well armored. The steel and vrilium plating is highly resistant to damage, and capable of deflecting some of the most punishing bombardments from enemy vessels. The massive French Pirouette Cannons are some of the only weapons able to puncture the armor outright. The ship has four main turrets and four secondary turrets, but is noticeably without the broadside batteries of other airships. This is because German engineers designed the lower turrets on each side to be able to rotate and bring to bear their cannons to the same targets as the main deck guns.

Crew: 1,960. 98 Officers and 1,862 Enlisted.

Standard Flight Group: 32 Krallen Fighters, 9 Adler Fighters

Size Class: Huge

Health: 1,850

Armor Score: 12

Combat Speed Class: 0 (Stationary relative to combat)

Top Speed: 60 mph (96 km/h). Cruising Speed is 40 mph (64 km/h)

Cost: 11.5 million UAC.

Availability, new: Not available on the open market. Manufactured only for Unified German government. A new ship enters service about every eight weeks.

Availability, used: Not available. Decommis-

sioned craft are either mothballed or broken up and sold as scrap.

Typical Armament:

1) H-SK 40.6 cm Guns (8, 2 per turret):

There are four main armored turrets, two fore and two aft on the main deck. Each set of turrets is arranged with the most central of the pair elevated in a super-firing position. Each of these turrets holds two of the 40.6 cm naval guns. These are operated by designated gunnery crews of 46 enlisted soldiers plus officers.

Class: Capital Ship Weapon

Range: Far

Damage: 1D10x10 per salvo from each turret. 5D6 per individual round.

Ammunition: 50 rounds per gun.

Bonus: Wreck (2)

Resounding Success Bonus: Wreck (2)

2) H-XK 40.6 cm Guns (4): There are four guns on the lower part of the ship in turrets.

These newly designed turrets allow the guns to fire ahead of, behind below or beside the airship, allowing them to be utilized in a number of roles. Each gun is operated by a team of 24 crew and an officer.

Class: Capital Ship Weapon

Range: Far

Damage: 5D6 per individual round.

Ammunition: 100 shots each cannon.

Bonus: None

Resounding Success Bonus: Blast (5)

3) 10.5 cm Flak Guns (16): Mounted in dual turrets and gunnery stations spread throughout the ship, these are the Gauntlet's main anti-aircraft weapon. Operated by a single gunner.

Range: Mid

Damage: 3D6

Ammunition: 50 bursts before reloading required. Reloading takes one combat round. Four reloads per gun available.

Bonus: Fragmentary (5)

Resounding Success Bonus: Fragmentary (5)

4) 3.7 cm Anti-Aircraft Guns (28): These weapons, operated by a pair of enlisted soldiers, help provide additional air cover against close enemy fighters.

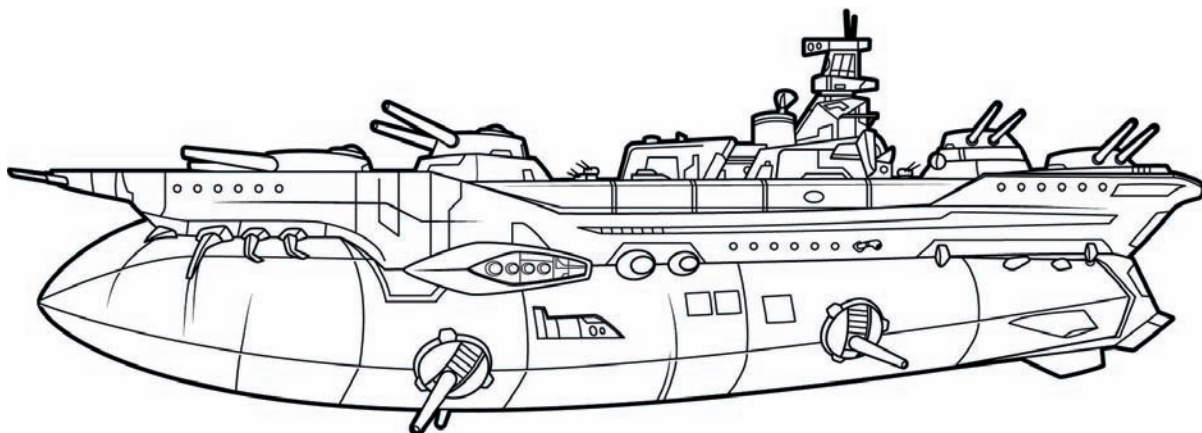
Range: Mid

Damage: 3D6

Ammunition: 50 bursts before reloading required. Reloading takes one combat round. Four reloads per gun available.

Bonus: Armor Piercing (3)

Resounding Success Bonus: Spray



Russian Empire

In the first years of the Twentieth Century, especially after their defeat in the 1905 Russo-Japanese War, the Russian aristocracy was more self-absorbed in maintaining their private financial empires while they became less interested in the plight of the common people. A huge and impassable gulf separated the haves and the have-nots. All classes of Russians took the defeat hard, but they responded in different ways. The poor peasants demanded better leadership from the Tsar. Urban factory workers were more concerned with jettisoning the ancient court of the Bear Tsar and establishing some kind of workers' democracy. A chamber of elected people's deputies known as the Duma was created with the Tsar's begrudging consent. For the well-informed and the politically active, the Duma became a means to take control of the only sphere of power outside the direct control of the Tsar. The citizenry organized themselves into various political parties, a first in Russia, and began to air their grievances in the representative institution.

The aristocracy and Tsar Nicholas II himself felt Russia was too behind the times to be saved and increasingly turned their attention to the West and the newest technologies. He was fascinated by the possibility of the heavier-than-air flying technology. He soothed his bruised ego by ordering the construction of a series of personal sky-yachts and airports throughout Russia to service them. Other Russian elites followed the fashion and outfitted their own flying palaces, fleeing their sad and cold country by escaping to the French Riviera, Greek resorts and to the comparatively warm waters on the Black Sea. The louder and angrier the Duma became, the less the Nicholas II listened, which only led to worsening economic situations and more instability in the country. Then the Great War came. The Tsar believed that war would quiet dissent as it had in the days of the conflict with Japan and provide a

boost to his prestige. He even added bomb bays to his most elaborate flying wing, the K-19 and personally dropped bombs on German positions in the early days of the conflict.

However, things had gone too far for simple stunts to restore faith in the aristocracy. The Tsar's presence on the front was resented by most troops. More importantly, Russia was not any more prepared to fight a modern war in 1914 than they had been in 1904. The supply chain problems and the lack of officer training which had led to defeat by the Japanese had not been solved because suggestions offered by the Duma had been consistently ignored. Russia troops were sent into the meat grinder of the Great War without adequate material or logistical support. Morale collapsed within weeks, and no significant advances were made. Reverses were met with chastisement from the aristocratic officer corps, and complaints were treated as insubordination.

In this volatile environment two new political movements appeared. The revolutionary party pointed out how the people's voice was constantly ignored and called for the Duma to replace the aristocracy and the Tsar altogether. They wanted Russia to become an elective democracy. A rival faction felt that the failures of

Russia were due to the bloated administration and parasitic aristocracy not knowing how to implement the will of the Bear Tsar. These Tsarists wanted to replace the extended royal family with a military service organization dedicated to saving the person of the Tsar from bad advice. Both these "Blue" and "White" revolutionary movements began to gain momentum in the winter of 1916-1917.

The Blues at first made significant ground in the cities. In the cities, democracy-minded students, middle class merchants, intellectuals and soldiers escaped from the horrors of the front were all prevalent. The infrastructure of the Duma began to assert itself as a rival to the Tsar's power. The



Baltic port city of Petrograd was the capitol and largest city in Russia at the time. The Tsar's home there was known as the Winter Palace. The palace became the center of mass protests. Demonstrators gathered outside, even when the Tsar was elsewhere, to show their support for further reform. It was during these demonstrations that the mood shifted from optimism to anger. The Blues began to lose influence to the communist "Reds." Drawing support from organized factory and farm labor, the long underground communist parties began to dominate the street protests. Throughout the summer of 1917 while Russian forces continued to be pushed back in battle after battle the Reds and Blues fought for control of the emerging revolution. All the while White forces pointed to the growing chaos as exactly the sort of problem the Tsar's direct administration could solve. Others used the break-down to sow further chaos. Bombers wearing black armbands began to appear at the daily rallies and gangs of thugs flying black flags seized control of whole neighborhoods. All this time Tsar Nicholas dithered. He refused to acknowledge the demands of street protests, but he also refused to meet with any Duma members as he did not see how he could help the situation. He continued to move his court around the country on K-19 issuing periodic calls for peaceful dispersal of the protesters.

Events reached a breaking point in the fall of 1917. Order had broken down enough that many formerly exiled leaders of Red parties were able to return, perhaps most importantly Anton Kozlov. His appearance on the streets of Petrograd galvanized the Reds. Blue opposition was smashed with violence, members of the Duma and the Tsar's administration were jailed and the Winter Palace was seized in the name of the people. After this the Red movement built up significant momentum. Factories which had been sending weapons to the army became fortresses of citizen defense, run by Red units. Coordinated seizures of power occurred in other large cities such as Moscow, Warsaw and Odessa and in rural areas dependent on extraction industries such as the Donbass coal region in the Don River basin where Red labor organization was high. Many military units, tired of losing battles, joined the Red cause, creating the Red Army almost overnight. The Reds immediately concluded an armistice with Germany. The Russians did not even consult with their former allies on the issue, they simply left the battlefield. The troops began to move from the front to secure factories as well as communications and transport centers for the Red government.

The sudden success of the Reds had been anticipated by the Whites, who had been preparing

March 10, 1926

The Reds took back the distillery today. I had a feeling the spring offensive would come early and now it has. We workers mostly fled when the raid began. The usual way. I heard shots all afternoon. Tomorrow I will go back to my shift as normal. They do love the lowly worker, after all. I suppose they may even accept my party card from the last time they run the place and not begrudge my time working for their enemy. Perhaps I hope too much. A man must do as he must to survive. I even had a laugh with Ulyana. I will know all the party speeches by heart soon enough. We have heard them enough since the war. Even little Kirill is already quoting the red pledges and marching around the house. The tiny dictator, we have called him in the past. I hate to think of it now, though. With that red flag flying in the village square, there is less humor in his childish stomping and pledging. It could be worse. Yet, I am not sure how. I don't want to imagine anything worse than this endless fighting over banners. Red flags, white flags, blue flags, black flags all mean the same: the working man suffers.

Diary of Konstantin Dnirovsky, Ukraine Oblast

their own fight for power. Their power base was, and remains, in rural areas where Russian peasants still felt close to the Bear Tsar and his idealized rule of the people. During the initial conflicts of 1917 there were people alive who remembered when they were set free from serfdom in 1865 and they still revered the Tsar and his family for it. The other major power of the Whites from the beginning were the special autonomous military units. For centuries Russia had gained nominal control over dangerous military peoples on the edge of society by offering them protection in exchange for perpetual military service. These ethnically distinct groups served as military training academies and vied with each other to produce the best soldiers for the Bear Tsar. Under the influence of White ideals, these groups continued to strive for military superiority to continue to prove their loyalty to the Tsar. Their marginal rural communities and the established farming zones banded together to create a series of allied rural military districts. The Whites always have plenty of food and plenty of soldiers.

Despite their individual advantages, neither the Reds nor the Whites were able to claim a full victory and the fighting has continued in fits and starts ever since. Though side-lined, the Blues still exist and hold small sections of territory which are operated as independent city-states. Terrorists, criminal gangs and anarchists, the so-called Black factions all remain lurking in the shadows, ready to destroy or take anything of value left unprotected too long. Tsar Nicholas continues his reign as well as he moves from place to place above the country in his flying court aboard K-19. The Bear Tsar no longer has much direct influence in Russia's cities as there is little remaining infrastructure to carry out his orders. However, all sides claim a measure of legitimacy from holding their respective slices of the country "in keeping for the Tsar." Nicholas himself rejects this "held in trust" system as well as the many proclamations of the country's various soviets, elected bodies and military governors. However, he can do little to recover his lost influence. Occasionally, he accepts delegations from all the various parties as long as they agree to speak as if he still rules the country directly. As he continues to fly continuously back and forth around the continent he falls even more out of touch with the military and political realities. He isn't getting any younger either. The bearovich, the

heir to the Flying Throne, has not been seen since 1916 and no one seems sure where the young man is today. Assumptions range from he is with his father aboard K-19 to he was killed by the Reds to he is held for his own protection by the Whites. Another popular assumption is that he was sent abroad in the first days of chaos and has been living as a mercenary all these years.

With multiple competing governments claiming to be the legitimate power in Russia, the chaos of the immediate post-war years continues. In Russia, control of specific territories is constantly shifting between the Reds, Whites, Blacks and other, lesser factions. No town is safe from a sudden raid and no spot in the country is too remote to fight over. There is little point in investment because the risk of seizure is so high. Conditions are better in the few Blue cities like Yekaterinburg and Perm, but these cities are far from the border. By just about any measure, production across the country has stayed below pre-war levels for decades. The standard of living for most is the lowest in Europe, with many common people at subsistence level. Consequently, there is high demand for goods and food stuffs in most places, but legitimate business is very hard in Russia at the best of times, and virtually impossible for non-Russians as they are always the first targets of suspicion after any kind of change-over in power. The most successful ventures in Russia are fast in-and-out deals. Happening to have the goods a settlement needs when they have cash on hand and don't feel like fighting is a rare occurrence, but when the moment is right, profits can be high. For the criminal element, however, Russia is open season all the time. There is little effective policing and in locations which have just changed hands looting is common. Fencing goods in Russia is always possible as so many are in need of so much, but prices are generally low.

Any business in Russia goes hand in hand with military might. If an outfit is not well-armed anything they have with them is likely to be stolen by someone. The smaller factions generally lack their own manufacturing capacity and rely on theft to survive. Even the Reds and Whites are both strapped for cash and will take anything they can get. They are constantly in need of new aircraft for their rival air forces. If the Reds don't "commandeer" an airship, the Whites will "impress" it, and if neither of the major factors are



around, pirates may just steal it. These dangerous conditions make their own opportunities for soldiers of fortune. There is one rule about Russia well-known to all mercenaries: No one lacks for work. At least not for very long.

Important Figures

Tsar Nicholas II

Tsar of Russia

Career: Man of the Cloth/Gunner

Animal Type: Bear

Size: Huge

Abilities of Note: Cold Resistance, Grapple

True North: Rest

Nicholas II is the heir to 300 years of unquestioned dynastic authority. He believes he has the divine right to be the sole possessor of the Russian Empire. In his mind, and those of many of his followers, his word is law akin to Holy Writ and if anyone disagrees with him, he is justified in ignoring their opinion. When he is met with resistance to his plans and ideas he knows he could have his opponents destroyed. However, he views himself as too merciful to carry out the just punishments so many of his “children” deserve. He loves his people and doesn’t want to see them destroyed. Instead, as his country has crumbled around him, he has drawn himself further and further into his own world where his opinion is never questioned and he doesn’t have to see those who question his right to rule. Since the first years of aviation the Bear Tsar has been a supporter of the technologies and he has benefited greatly from them. His personal flying wing is as large as a palace and now serves as his major seat of power. Officially designated K-19, the aircraft is commonly known as the Flying Throne. Nicholas spends much of his time in the air flying over his country. He watches the clouds roll by while he imagines the adulation of his people at being blessed to have his shadow fall upon them. No one aboard K-19 dares to tell him the situation on the ground is not as he imagines.

Koba Zhetshef

General Secretary of the Communist Party (Reds) (Since 1924)

Career: Revolutionary/Thug

Animal Type: Snake

Size: Large

Abilities of Note: Flexible, Surprise Attack

True North: Power

Zhetshef was always part of the communist movement. He rose to power quietly by building a vast network of loyal followers who owed their positions to him. While Anton Kozlov made the famous speeches which helped bring the Reds to power, Zhetshef was becoming the real power behind the movement. When Kozlov died in 1924 (some say mysteriously), Zhetshef was the only one in a position to replace him. Under Zhetshef, the Reds shifted focus from an all-out attempt to win Russia by force to a slower, more sustained effort based in the ancient capital of Moscow. The city was always the Empire’s second most important city, but since the Reds claimed it as their capital they have increased its industrial capacity tenfold. While some facilities and farms on the outskirts of the city are still subject to White attack, the center of the city has become a safe haven for the many Reds gathered from all the far-flung industrial regions of the Empire. With his major competition removed, Zhetshef allows no dissent among his ranks. Those who threaten to upset the applecart find themselves in prison or exiled from Red-held areas. Koba himself lives a strange dual existence. At times he broods in dark rooms and ruthlessly enforces monkish austerity, eating meager meals and ordering buildings kept just above freezing. Other times he seems to enjoy the finest luxuries the Reds can provide, laughing and presiding over lavish state dinners were the finest foods and limitless liquor are served. The clouds seem to appear and then pass with equal rapidity.

Prince Felix Ilponov

President of the Committee for the Protection of Royal Sovereignty (Whites)

Career: Officer/Scientist

Animal Type: Rodent (Squirrel)

Size: Small

Abilities of Note: Surefooted, Teeth

True North: Defense

Like many in his set, young Prince Felix, a distant relation of the Bear Tsar, attended military academy and joined a prestigious Russian cavalry fraternity upon graduation. Unlike most of his peers, Ilponov was actually concerned with making his troops into a fighting force. When war broke out, he was among the first in Russia to realize the old system of troops on horses

was totally unsuited for the terrible new age of mechanized warfare. During the war he supplied the troops under his command with trucks to move around quickly behind the front lines and join the battle at the most critical points. He was also a pioneer in bringing mechanized artillery to the war. Even though Russian armies suffered many defeats and endured many retreats, the troops under Prince Felix were more likely to survive because of his ability to get them proper supplies and his superior military mind. With the war all but lost behind him, the last thing Ilponov expected to return home to, was marches against the Tsar's government. Ilponov knew there were problems aplenty in the administration of the Empire, but that was no reason to abandon the regime. With his influence, Ilponov quickly became the foremost Tsarist in Petrograd and when the city fell to the Reds his unquestioned military experience meant he naturally became the leader of the pro-Tsarist forces, known as the Whites. The Whites dominated the southwest corner of the Empire and had their strongest support in Kiev. Turning his tank guns on his fellow Russians was a terrible choice, but the alternative was even worse for him. With the help of like-minded nobles, businesspeople and the peasantry White Russia is relatively stable and its people firm in their support for the Flying Throne. Ilponov is the best military mind among the Whites and everyone knows it. His word is second only to the Bear Tsar (who never sends word). Ilponov likes to lead from the front lines of the battle and he is still to be found, not in the halls of power in Kiev, but on the battlefields as they near the ruins of Petrograd, the mountains of the Don basin or on the outskirts of Moscow itself. Prince Felix is very focused and deliberate in all his interactions allowing himself little time for leisure. He is pleasant in his personal interactions with everyone, but he has an unmistakable air of superiority when discussing himself or his family.

Sasha Markoff

Independent Republic of Russia (Blues)

Mayor of Perm (Since 1928)

Career: Businessman/Pirate

Animal Type: Elephant

Size: Large

Abilities of Note: Trunk, Natural Armor

True North: Survival

Markoff is one the leaders of the so-called

Blue movement who came of age in the days since 1917. He was a young elephant then and joined in the protests and marches in Petrograd calling for further reforms to the Empire. When the Blues were crushed and fled the centers of Russian power much of the leadership of those days was killed, captured or became disillusioned. Those who survived retreated to the east and set up tiny havens for the free market and representative government. Markoff has worked his way up in this environment to become the Mayor of Perm, which is to say, effectively the president of a tiny city-state within the Russian wilderness. Markoff is committed to doing the best he can to maintain his people's freedoms. However, he is equally a business-minded company man. He floats easily between his roles as leader of the free people and leader of an import-export firm. What he thinks is good for the people is usually what is also good for his business. He is well-known in all the Blue cities and in wider Russia as a ruthless deal-maker. He brings in products made elsewhere in Russia and sells Perm's manufactures abroad, making profit each way and using his position in government to limit competitors' ability to duplicate his success. Markoff is not a tyrant, for all his domination. He believes in democracy and welcomes dissent. He is willing to let the market decide. He is always well-informed about what his voting and buying public wants and positions himself to meet their needs. Demand and supply in all spheres is how the Mayor views the world. From the poverty of his working class youth to his early adulthood on the run from revolutionaries to his maturity as a speculator and politician, Markoff has never had the opportunity to learn what happiness is. He finds each new deal less satisfying, but he knows no other life.

Grimalkin Popov

Atman of the Western Cossacks (Greens)

Career: Soldier/Freedom Fighter

Animal Type: Horse

Size: Large

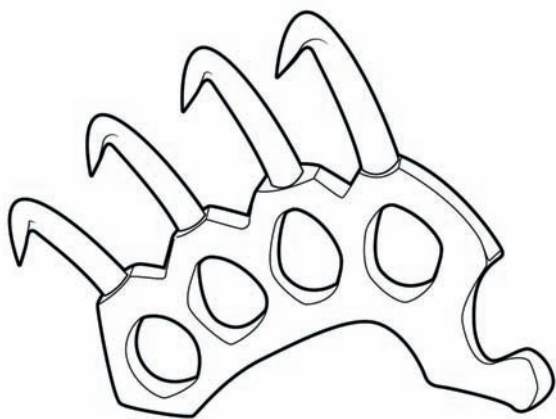
Abilities of Note: Endurance, Pack

True North: Peace

For centuries the Russian Empire maintained a special relationship with the Cossacks of the steppes. The Cossacks were acknowledged as the masters of the vast areas of borderland they claimed as long as they protected those lands

from invasion by others. The Cossacks were both the most hated and feared group within the Empire and the fiercest defenders of it as well. The Cossacks were both quintessentially Russian and not really Russian at all. This special relationship has completely broken down in the years since 1917. Some Cossack clans remained loyal to the Tsar and joined with the Whites to suppress the Red and Blue factions. Other clans, including Popov's, decided to return to their ancient traditions and enforce their land claims directly with their own military strength. The Western Cossacks is the largest independent Cossack group in Central Asia and they have maintained their power with the traditional Cossack combination of mobility and ruthlessness. Horses and horse-raising still play a major cultural role in the lives of the people, but they no longer rely on horses alone for their military strength. In addition to trucks and mounted artillery pieces used on the ground, a whole new class of young knights have adapted the ancient Cossack traditions to aircraft. Brave young pilots speed their planes into battle with invaders and help keep the periphery secure. The thought of leaving the ground personally gives Popov pause, yet he understands the importance of this new sort of combat and he has been key to encouraging the Cossack air forces. He is respectful of the old ways, but also mindful of new realities. He is known to laugh often, but he has also proven himself to be a shrewd leader and no one should mistake his hospitality or his humor for weakness.

Russian Weapons



Bear Claws

Some form of this simple melee weapon has been used in Russia for centuries. Similar to a

gaff hook, this weapon consists of a handle with one or more metal, hooked claws attached. The modern, mass produced version is built onto a set of brass knuckles.

Damage: 1

Bonus: +1 Additional Dice when attempting to Parry, Entangle, or Climb. This still cannot exceed the five Skill Dice limit. Cannot drop this weapon as a result of a Critical Failure.

Resounding Success Bonus: +1 Damage

Cost: 10 UAC



Shashka

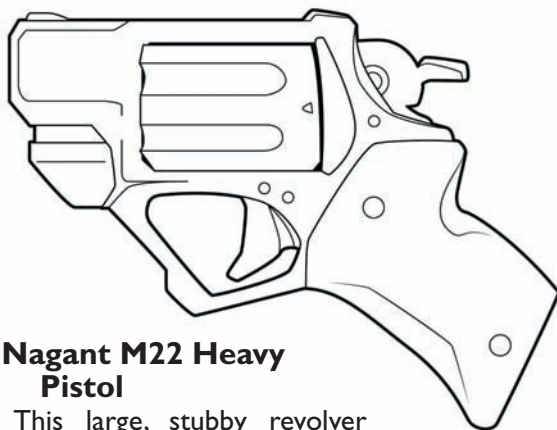
The Shashka represents any number of traditional Russian saber-like weapons that have a curved blade. These weapons are longer than most daggers and used as replacements for swords among many smaller soldiers. The weapons are durable, versatile and able to be used as both slashing or thrusting weapons.

Damage: 2

Bonus: The Axe Skill Specialty can be used in place of the Blade skill and its respective specialties.

Resounding Success Bonus: +1 Damage

Cost: 10 UAC



Nagant M22 Heavy Pistol

This large, stubby revolver was designed for small to average sized soldiers to use as a sidearm, but with a little added kick. It fires large caliber rounds at close range and has the potential to do tremendous damage. These are often used by Russian raiding parties.

Range: Near

Damage: 1D6

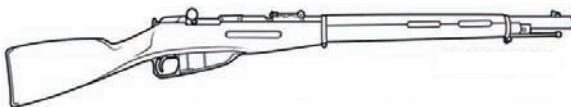
Ammunition: 6 shots
Penalty: Inaccurate (5)
Bonus: None
Resounding Success Bonus: +1D6 Damage.
Cost: 20 UAC



PPV-45 Volkov Submachine Gun

The PPV-45 is based off of a design from 1921 when it was developed for close quarters fighting in wooded or urban areas. It has gained popularity among airship crews, security forces and mercenaries working in the Locust Deathlands and the Warrens. This has led to a significant amount of the weapons falling into the hand of rabbit raiders, much to the displeasure of surrounding nations. The Russians continue to manufacture these weapons at a rapid pace, second only to the Mosin-Nagant rifle.

Range: Mid
Damage: 2D6+3
Ammunition: 20 or 30 round magazines. Fires 5 round bursts.
Bonus: None
Resounding Success Bonus: +1D6 Damage, Spray
Cost: 30 UAC



Mosin-Nagant 90/31

The Mosin-Nagant is the most prevalent weapon of the Russian forces, both Red and White, with millions of the weapons being made since its design in 1890. The five shot, bolt-action rifle has undergone a few modifications since its original design with the 90/31 being the most recent. This well-balanced rifle has been battle-tested for decades and still finds a place among the modernized militaries and mercenary groups in Europe.

Range: Mid
Damage: 2D6
Ammunition: 5 rounds.
Bonus: Accurate (10)
Resounding Success Bonus: +1D6 Damage
Cost: 40 UAC



Volkov Avtomat 12 Assault Rifle

The Avtomat 12 is the most recent Russian developed rifle, primarily used by the Reds. It was released in 1931 and has been widely distributed among the Communist forces. The weapon has replaced a large number of the standard Mosin-Nagant rifles, but some soldiers are allowed to retain their earlier rifles in favor of their accuracy. The weapons are chambered for the same ammunition, so rounds are plentiful and easy to come by. The Volkov is able to lay down a hail of bullets giving it an advantage over the other semi-automatic weapons available.

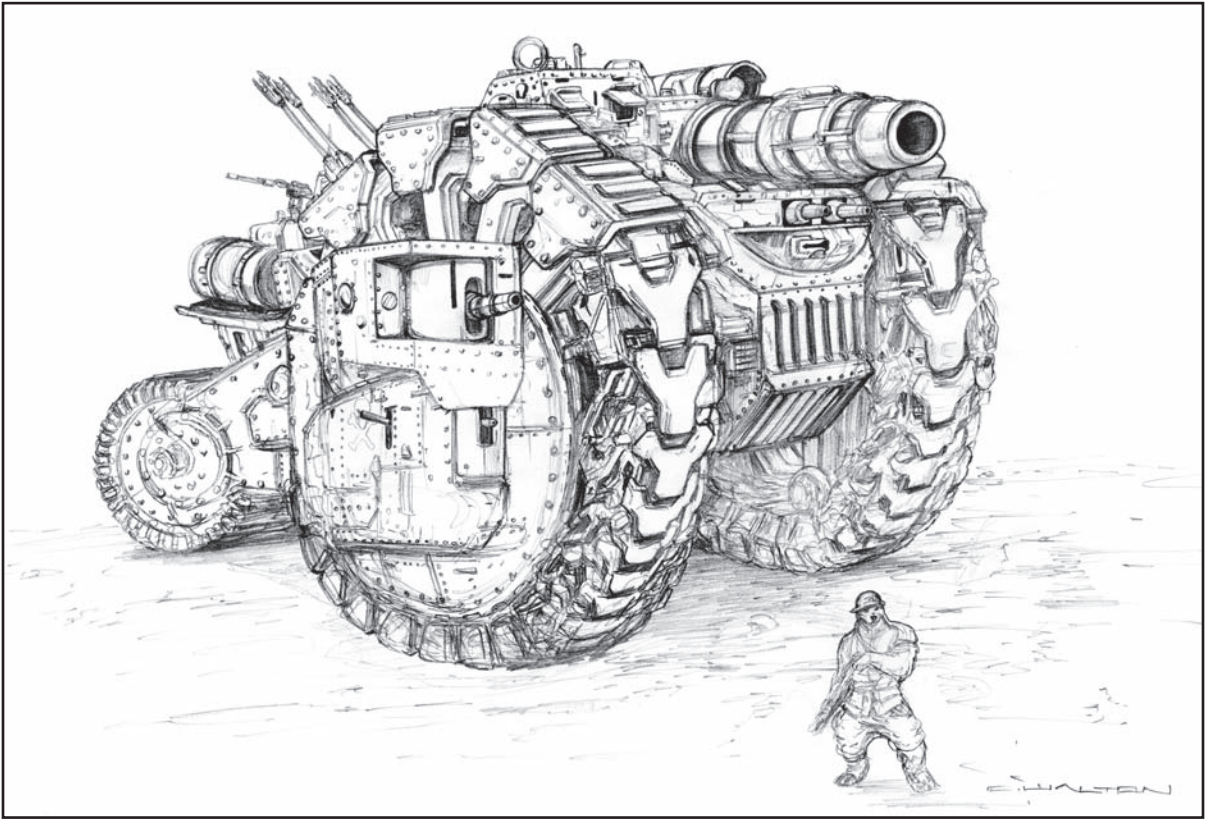
Range: Mid
Damage: 3D6
Ammunition: 25 rounds. Fires in 5 round bursts.
Bonus: None
Resounding Success Bonus: Spray
Cost: 50 UAC

Maxim-Sokolov Light Machinegun



The main Russian infantry machinegun was a collaborative effort between German and Russian weapons engineers early in the century. Mechanically, it bears some resemblance the German Maxim machineguns, but is chambered to take advantage of the standard rifle ammunition used by other weapons. This always allows Russian soldiers to retain an advantage when it comes to availability of ammunition. The Maxim-Sokolov is a belt-fed light machine gun which is operated by a single large soldier or in teams of two.

Range: Far
Damage: 3D6
Ammunition: 100 rounds. Fires in 5 round bursts.
Bonus: None
Resounding Success Bonus: +1D6 Damage, Spray
Cost: 40 UAC



Ground Vehicles

Orthodox Heavy Tank

The embodiment of “slow and steady,” the Orthodox is essentially a huge artillery piece scaled up to the size of a self-propelled vehicle. The original designs came out of the Great War, but the first units were not produced until the civil war between the Reds and Whites. The Whites set up the first production of these vehicles near Petrograd. A second factory was later established in southeastern Russia which has traded hands between the Reds and Whites many times. A few of the vehicles are in use by almost every government group and armed faction of any size in Eastern Europe. City bombardments are often conducted using Orthodox tanks to devastating effect.

Crew: 6. Commander, driver, four gunners.

Size Class: Large

Health: 100

Armor Score: 6

Combat Speed Class: I

Top Speed: 25 mph (40 km/h)

Cost: 45,000 UAC

Availability, new: Poor in Russia, not available

elsewhere. Only produced at two factories in central Russia. Occasionally, when a factory is under the control of mercenaries they sell the tanks produced. Most tanks are enrolled into the Red or White armies as soon as they are produced.

Availability, used: Poor to non-existent. Most tanks in military service are in service until destroyed. Sometimes captured tanks are sold off for 20,000-30,000 UAC depending on how desperate the seller is.

Typical Armament:

1) 150 mm Main Gun: The large central cannon is firmly attached to the body of the tank. Aiming must be done by turning the whole vehicle. The cannon has only a shallow 30 degree arc up. The gun is somewhat less capable than most other tank guns, but the weapon makes up for this with raw power. The tank commander sits in a cockpit beside the barrel from which the gun is controlled and fired and orders given to control the aim. Two crew work from the body of the tank to manually load the shells at the breach.

Range: Far

Damage: 5D6

Ammunition: 15 shots.

Penalty: Inaccurate (5)

Bonus: None

Resounding Success Bonus: Wreck (3)

2) 10 cm Cannons (2): These secondary weapons are mounted on cupolas on the wheel hubs.

Range: Mid

Damage: 4D6

Ammunition: 40 shots each.

Penalty: Inaccurate (5) **Bonus:** None

Resounding Success Bonus: Wreck (2)

3) CPX-1101 Flak Cannons

Range: Far

Damage: 3D6

Ammunition: 50 bursts before reloading required. Reloading takes one combat round. Four reloads per gun available.

Bonus: Fragmentation (5)

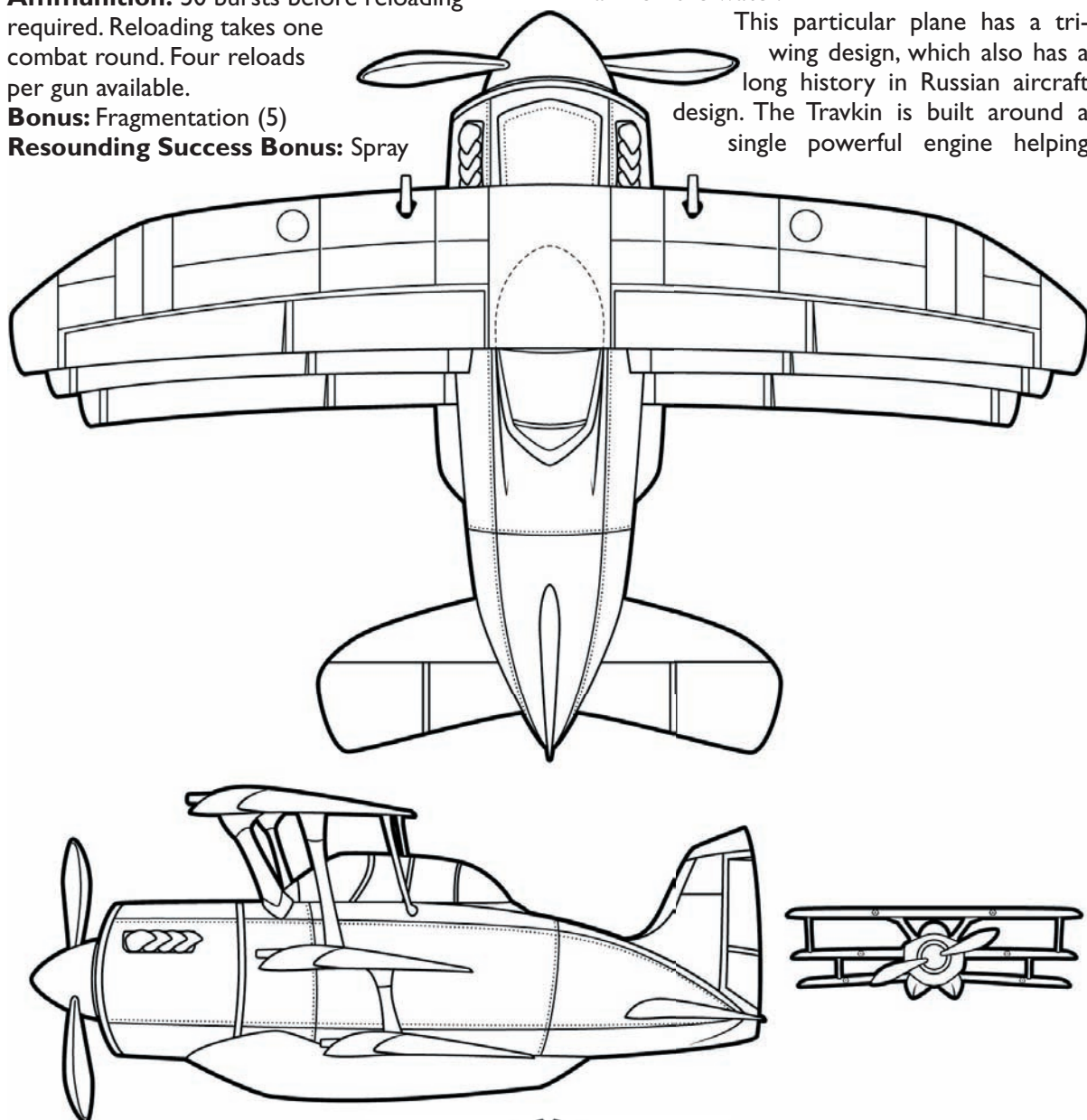
Resounding Success Bonus: Spray

Aircraft

Travkin T-107 Light Fighter

From the beginning, Russian aviation design has favored adaptability and multi-functionality. In part, this was necessitated by the harsh climate of Russia. Alternating between frozen ground in the winter and impassible mud in the summer, most roadways and runways are difficult to deal with at best. This resulted in an early decision to make Russian aircraft able to land on water. Seasonal alterations from pontoons to skis are common and the hulls of almost all Russian planes are able to float. Only the largest Russian aircraft cannot land on the water.

This particular plane has a tri-wing design, which also has a long history in Russian aircraft design. The Travkin is built around a single powerful engine helping



the fighter to reach takeoff speed in a shorter distance than other fighters. This helps Russians disguise airfields and means their airships can sport shorter flight decks than others. The fighter is armed with six machineguns and can be armed with additional ordinance along the underside of the wings.

Crew: 1

Size Class: Normal

Health: 55

Armor Score: 4

Combat Speed Class: 4

Top Speed: 350 mph (560 km/h). Typical cruising speed is 300 mph (480 km/h).

Cost: 25,000 UAC

Availability, new: Fair in Russia and most of Eastern Europe. Government-approved factories produce T-107 aircraft in White, Red and Blue Russia with knock-offs made in Independent Poland, Hungary, The Ottoman States and even in eastern Germany. Immediate delivery in most places, 2 weeks for delivery of custom or large orders.

Availability, used: Good in Eastern Europe, fair elsewhere. Prices are reduced to 60-70% of normal.

Typical Armament:

1) GGN 605 Machineguns: Six guns mounted inside the wings near the fuselage.

Range: Mid

Damage: 3D6

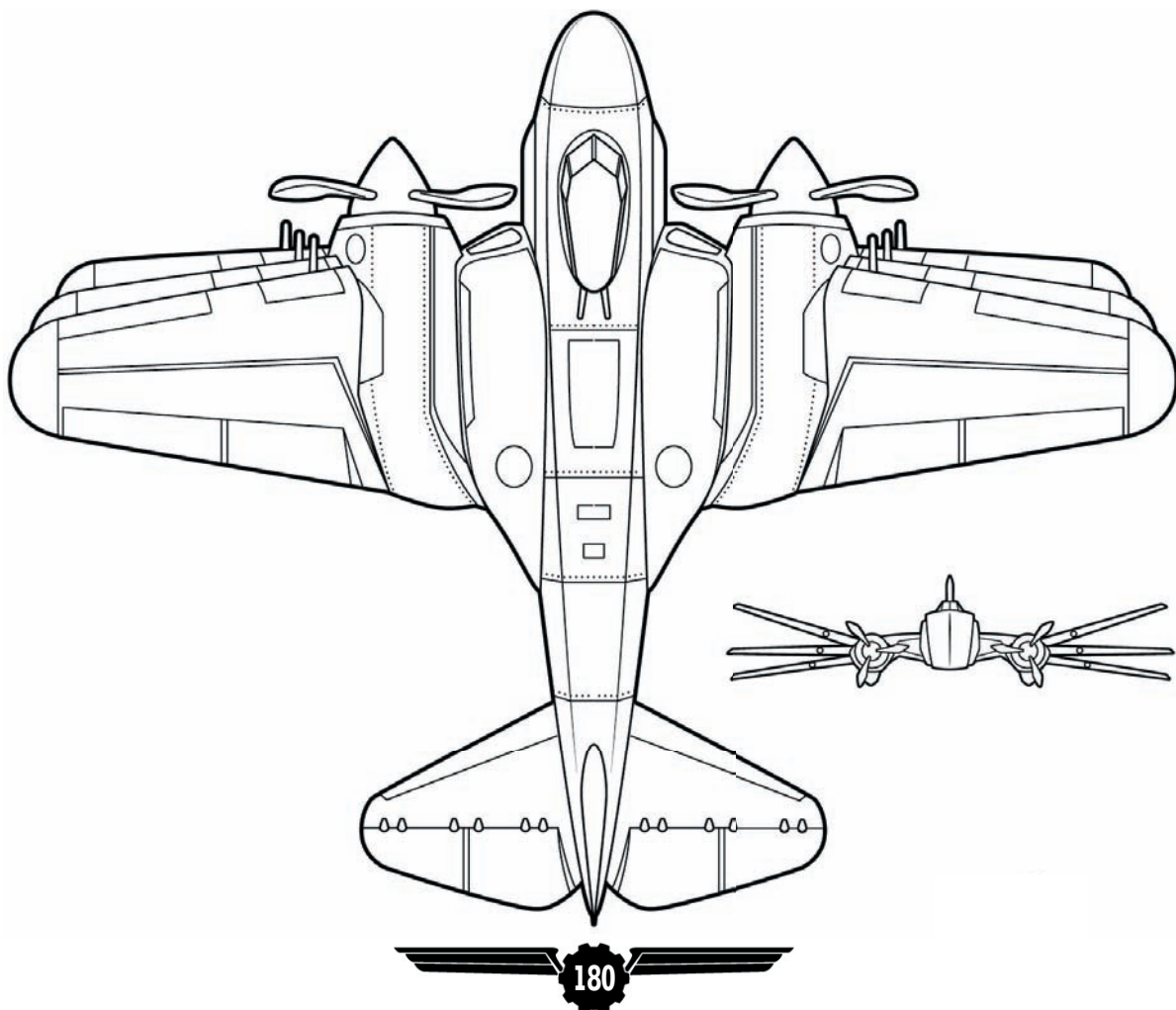
Ammunition: 50 bursts.

Bonus: Accurate (5)

Resounding Success Bonus: Armor Piercing (2)

2) Ordinance Racks (4): These are mounted along the underside of the middle wing. Each can hold light or medium ordinance. Temporarily reduce Speed Class by one if used. Once all ordinance is expended, this penalty is negated.

3) Lower Wing Ordinance Racks (2): Each can hold medium or heavy ordinance. Temporarily reduce Speed Class by one if used. Once all ordinance is expended, this penalty is negated.



Sarkov S-34G Heavy Fighter

The Sarkov S-34G is a multi-platform fighter which can be used as a fighter, an interceptor, a bomber or even as a cargo transport depending on the exact configuration of armament and crew. The plane is able to land on and take off from the water, further increasing its adaptability. The S-34G is quite large and is not usually supported by aerial carriers. The wings of the plane are flared out when in flight to give increased lift surface, but during takeoffs and landings, they close and become parallel with the central wing. There are six hard points under the wing close to the fuselage where additional armaments, bombs or extra fuel tanks can be attached to change the capabilities of the fighter. These planes have become ubiquitous throughout Russia and Eastern Europe with some even used as near-luxury transports for the various grandees of the rival Russian factions.

Crew Compliment: 2-4; Pilot, co-pilot, gunner, radio operator. Alternate configurations may also have positions for a navigator, additional gunners, bombardier or even a stevedore.

Size Class: Large

Health: 80

Armor Score: 5

Combat Speed Class: 3

Top Speed: 250 mph (400 km/h). Typical cruising speed is 185 mph (300 km/h).

Cost: 45,000 UAC

Availability, new: Good in Russia and most of Eastern Europe. Government-approved factories produce S-34G aircraft in White, Red Russia with Blue factions offering sales to all comers. Expect delivery in 2-3 weeks.

Availability, used: Fair in Eastern Europe, poor elsewhere. The sturdy design ensures most vehicles are kept flying so there are few for sale. Prices are reduced to 60-75% of normal.

Typical Armament:

1) GGN 608 Machineguns: Six wing-mounted machineguns ring the main propeller. These are operated by either the pilot or the co-pilot.

Range: Mid

Damage: 3D6

Ammunition: 80 bursts.

Bonus: Accurate (5)

Resounding Success Bonus: Direct Hit (3)

2) Maxim-Sokolov Turret (1, with an optional second): At the rear of the crew compartment is a dual turret operated by a gunner. The main compartment in the nose of the aircraft can mount another dual turret or a heavier ADK-07 cannon (listed below).

Range: Far

Damage: 3D6

Ammunition: 100 rounds. Fires in 5 round bursts.

Bonus: None

Resounding Success Bonus: +1D6 Damage, Spray

3) 30 mm ADK-07 Cannon (optional):

This heavy cannon can be mounted in a turret in the nose of the aircraft to provide additional firepower. This is primarily used in the heavy fighter configuration.

Range: Mid

Damage: 5D6

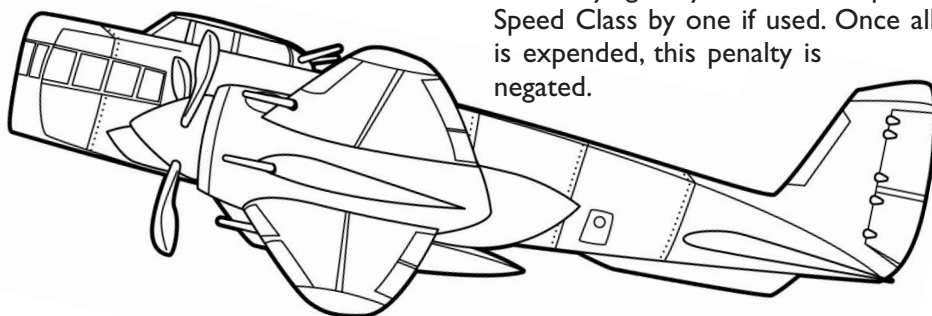
Ammunition: 20 shots.

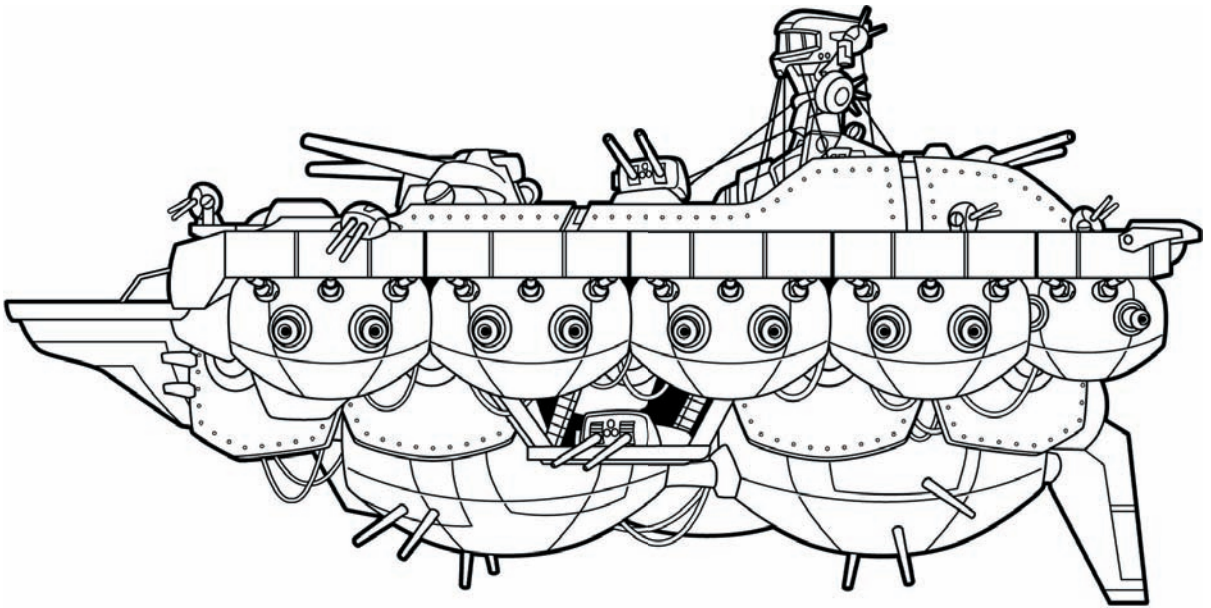
Bonus: None

Resounding Success Bonus: Wreck (2)

4) Ordnance Racks (6): These are mounted along the underside of the main wing that connects the fuselage and the engines. Each can hold light or medium ordnance. Temporarily reduce Speed Class by one if used. Once all ordnance is expended, this penalty is negated.

5) Internal Bomb Bay (4; Optional): A bomb payload can be carried in an internal bay and deployed by a bombardier. This can be medium or heavy gravity bombs. Temporarily reduce Speed Class by one if used. Once all ordnance is expended, this penalty is negated.

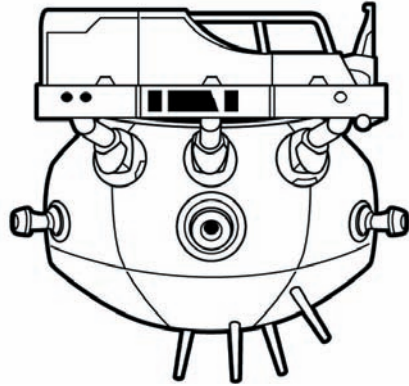




Konyukhov Kon-05 Modular Airship Platform

Unlike other nations' airship designs, the Konyukhov is a fully modular design. Individual units appear similar to a hot air balloon with a hexagonal platform on top. The flat hexagonal platform is 23 feet (7 m) on an edge. This creates a 1,374 square foot (127 square meter) area where additional cargo can be stored or additional weapons or main engines mounted. The bulbous shape on the underside contains all the vehicle's levitation equipment and control stations, and contains the locking bolts which connect all the platforms together. Any additional crew quarters, weapons or stored supplies must be included in other compartments strapped, tied, bolted or directly built onto the modular platforms. Depending on how much is added to the platforms, additional gasbags, may be used to supplement the Kon-05 units.

Because they have decks above and gondolas or weapon platforms below, these strange craft are commonly known as "Over-Unders." The strength of the Kon-05 design and the reason this older design is still being constructed is the different ways multiple platforms can be attached together. The most common designs are four hexes in a lozenge shape intended for top speed, four hexes in a line used as a basic aircraft carrier and seven in a huge circle shape loaded with weapons. While each platform is initially constructed on the same pattern, they are quickly modified and adapted for the specific needs they will be put



to. Some groups use dozens of these platforms to make massive ships or sky fortresses that can break apart into a mobile attack fleet at the first sign of trouble.

One platform is designated as the command center and modified to accommodate more bridge crew and communications equipment. All Kon-05 units have a serial number, but those adapted into command centers are given names and whatever ship they control is also known by that name. Naming conventions vary wildly across all of Russia with some craft named for Tsars; "Riurik," "Yaroslav;" some for heroic concepts; "Justice," "Peace" and some for propagandistic slogans like "Building Communism." The information given below is for a single Kon-05 platform. Most platforms are encountered in various joined configurations, increasing the number of armaments, but not the defenses of

individual platforms. These flying platforms are a common sight above the Russian landscape with them in use by all government factions and many mercenary and commercial groups.

Crew: Generally 16 per platform. 2 officers, 3 bridge crew, 6 gunners, 4 engineers, 1 mess crew. Specific configurations such as aircraft platforms and heavy weapons sky fortresses will have additional crew beyond the standard assigned to manage the additional capabilities.

Standard Flight Group (if used as a carrier): 6 Travkin Light Fighters. This number can be increased by including more platforms.

Size Class: Huge

Health: 300 per platform. Additional Health can be added by reinforcing specific platforms.

Armor Score: 8. Outer platforms generally have additional armor added.

Combat Speed Class: 0 (Stationary relative to combat)

Top Speed: Varies wildly by number of ships attached and number of engines. An individual platform with one engine has a speed of 80 mph (130 km/h). Cruising speed is 60 mph (96 km/h).

Cost: 1.5 million UAC.

Availability, new: Good in Russia, fair in Eastern Europe. Expect delivery in 2-3 weeks.

Availability, used: Fair in mercenary areas, poor in other major cities. Most are in service until destroyed. Prices are one third to half of normal.

Typical Armament:

Note: Armaments on each one of these vehicles differ wildly. There are some that are massive flying fortresses with some of the largest cannons one could see in the sky, rivaling anything the Hegemony or the Germans can put forth. There

are others that have nothing but anti-aircraft weapons or ordinance launchers. It all depends on what is available and how they are constructed.

1) GGN 605 Machineguns: Two of these guns are typically mounted on each platform. Can be belt-fed, which gives 50 bursts, but most often 25 burst clips are used. These are the main anti-aircraft weapons of the craft.

Range: Mid

Damage: 3D6

Ammunition: Typically 25 burst clips. Reloading takes one Combat Round.

Bonus: Accurate (5)

Resounding Success Bonus: Armor Piercing (2)

2) 50 mm ADK-09 Cannons (optional): Usually mounted on an underhanging gondola or on supplemental platforms near the rear. Operated by two-person teams, one aiming the other working the breach-loaded weapon manually.

Range: Mid

Damage: 5D6

Ammunition: 30 shots each cannon.

Bonus: Fragmentary (5)

Resounding Success Bonus: Wreck (2)

3) 150 mm ADK-15 Cannons (optional): Mounted in turrets on the main platforms. These are operated by three-person crews from inside the armored turret housing. These weapons give the Kon-05 its main anti-airship capability.

Range: Far

Damage: 5D6

Ammunition: 50 shots each cannon.

Bonus: Accurate (5)

Resounding Success Bonus: None

Other Nations

The five surviving great powers are the Hegemony, the French Social Republic, Republic of France, the German Empire and, despite its internal conflicts, the Russian Empire. Outside of these nations are many second-tier powers and a few with regional impact as well as many less influential countries. Just because they do not have a major impact on European politics, does not mean they do not have vibrant cultures and dynamic internal and international struggles as well. Every corner and crevice of the continent has its own history and its own unique charms. Several of the other nations in Europe are described in the following pages, as well a few more distant parts of the world. These descriptions provide many settings and ideas for adventures and, while they do not cover the whole continent, they serve as a general overview of the diverse political systems and economic opportunities possible across Europe. There are many other nations and small city-states which have not been described here. Some have long histories and others are newly emerged from the post-war chaos. These smaller

states are found throughout Europe, but are most common in Eastern Europe in what used to be Russian territory, in the Balkans where many borders are in dispute and along the western borders of Germany wherever mountains and forests are thickest.

Ireland

England has been trying to make Ireland a colony for centuries. Warfare, resettlement and unfair laws have all been used to keep the Irish disenfranchised in their own land. This has not broken their will. Resistance movements have flourished and failed throughout the years. Tensions were particularly high in the years before the Great War. In 1912 the British House of Commons agreed to begin the process of turning control of Ireland back over to the Irish via a legislative process known as Home Rule. This measure was repeatedly defeated in the House of Lords. Ireland seemed to be on the brink of civil war until the Great War began in

Working with the pirates of Malta is most difficult. They seem to have almost no sense of morals and little more sense of God in all their civilization. When I try to explain our Hope to them they stare at me blankly. They do not believe in hope anymore. I shouldn't wander. Life is hard up there on the island. Most have escaped some kind of death in other lands to this eternal toil of mere existence. What could they know of hope? Generations have been ground under the feet of marching empires and nothing of the finer things are left to form the needed analogies. My only recourse is to the spirit of their children. Yes there are children here. They spring from behind the shabby cloths hung in doorways covering the domestic squalor of these people's dwellings and run naked, or almost so, through the narrow passageways which serve as streets. Scampering over the tin roofs, up the makeshift stairways and playing their little games on the highest ramparts of the island fortress. They sing bawdy songs they have learned at the bars which never close and they dance in the sunlight and revel in what little they have. Like all children everywhere. When I have tried to liken this unrestrained joy to the fountains of life found in the Church, the pirates and a good part of their wives snort and turn away. Such a life of no cares is only for children they say. Proper adults know, or should know, life is hard and drudgery fills one's meager days until death. To think otherwise is children's babble and of no more use than chalk drawings they say. I have never met a group so in need of love and charity and yet so incapable of accepting it. I almost grow demoralized myself. I hardly need mention there have been no converts among them as yet.

From a letter of Fr. Roman Romero, St. Peter of Malta Cathedral, 1928

August 1914. Then the king passed Home Rule, but immediately suspended its implementation until the end of the war. England then called upon young Irishmen to join the fighting in France. Those who were drafted had little choice, but many volunteered as well, eager to win respect on the battlefield and fight for the king who had finally agreed to free them. Tensions eased at first, but as the war continued into its third year, Irish leaders began to ask for Home Rule to be implemented immediately. The crown-appointed governors of Ireland protested that war time was not the right time to make the change. The people countered by pointing out the war had already gone on longer than anyone had thought and there was no way to tell how much longer it would last. Irish leaders suggested Irish soldiers would desert the front if Home Rule was not granted. With such a threat to their military operations, the government responded by replacing the civilian governors with military commanders. This was seen as a reversal of the promise of freedom and the people of Dublin broke into open revolt against the English military leadership. The military governor was killed and most his soldiers taken hostage. The event was known as the Easter Rising because the protests began during the week of Easter, 1916. Hoping to prevent the situation getting more out of hand, the British Government and the Royal Air Navy decided to attack the city. They figured a sufficient show of force in Dublin could quell the spreading rebellion in all of Ireland. The Air Navy dropped incendiary devices on the city and the ensuing fires leveled the city. Few escaped the conflagration.

The firebombing of Dublin was the end of Irish attempts at accommodation. The destruction did not quiet the rest of Ireland, instead it was the flame which set the powder keg alight. The British tried to slow the spread of the news, but the event was too big to keep secret and news soon spread. As predicted, many Irish soldiers left the front after they got the news. These trained soldiers came home to begin the fight against their real enemy, the occupying English. Since then British forces have fought an on-going guerrilla war across the whole of Ireland. Since the end of the War and the rise of the Hegemony government, the situation in Ireland has only gotten worse. The rebellion is a finger in the eye of the Hegemony's image

of secure borders. The Hegemony dominates the island and its airspace with its superior military strength. Frequent military patrols and landings search for weapons and terrorist hideouts, but the resistance forces are almost invisible and protected by the support of the local population. The harder the government pushes to stomp out the fighting in Ireland, the more the Irish people resist. To make matters worse for the Hegemony, strong connections with Irish immigrants to America has given Irish fighters access to smuggled American weapons. Irish guerrillas have used the weapons to great effect, but the Hegemony troops are beginning to respond in kind. The scattered Irish resistance has always

When I turned to the subject of the now-suspended referendum my contact became visibly pained. He sat back in the booth and taped his antlers against the wall behind him. He didn't want to speak, but I pressed him and he said the time for such formalities was passed. "That was a decade ago. I don't know anyone back there who still goes in for that. These days it's all or nothing. They had the chance to do this above board. Now we're doing things in the street." In response to my inquiries about the egregious losses his side has suffered [And continues to suffer, see page 128. -ed.], about the obvious military disadvantages the separatists suffer and the lack of support from anyone in the international community, my contact only shrugged. He told me he was well aware of the dangers in his cause, but was also fully committed to seeing it through. "We can go on because we know what the right is. They'll have to bury every Pat, and every Mol, before we call it quits. Even then, they won't have won. Not by a mile. All that," he said, dismissing my proposed deficits to his cause with a wave of his hand, "means nothing. We are the wronged party here and history will tell the truth of it." Indeed. Now you, gentle reader, have heard "the truth of it," as my contact said. You are part of the long sweep of history which this fellow fights to be remembered by. Remember him today, and especially when you next attend the balloting. Long live freedom!

- From the French magazine
Ne Regardez Pas. April 1926

hoped it will eventually make the occupation too costly for the Hegemony to maintain, but the fighting has dragged on for more than fifteen years now, and neither side shows any signs of letting up.

Grace O'Malley

Spiritual Leader of the Irish Independence Movement

Career: Freedom Fighter/Man of the Cloth

Animal Type: Songbird (lapwing)

Size: Normal

Abilities of Note: Beak Attack, Burst of Speed

True North: Survival

Ever since Dublin was wiped off the map, the Irish have been in open revolt against their colonial masters. There are many loose confederations of freedom fighters and many pro-independence groups. Tying them all together is Granny O'Malley. She is the lateral descendant of an ancient family of merchants on the west coast of Ireland and her family has been resisting the English since the beginning of the invasion. All roads in the resistance lead to her. Grace O'Malley is a secretive figure. She is rarely in one place for long. Few claim to have met her, but everyone knows her small, cramped handwriting. She passes her orders for the resistance on in small notes. Some of the most important fighting men in the resistance have risked everything on her advice and come out on top of the situation. Much mysticism has been attached to O'Malley. She is said to have a direct line to God or perhaps to some ever more ancient Irish forces of nature. She may, but she more often relies on a network of spies. Gutter snipes, kitchen servants, bootblacks and groomsmen are all ears in the presence of their English masters and they pass all they hear into the ears of O'Malley's spy network. Sometimes she knows more about what is happening among the occupation forces than the English leadership. She uses this same network to pass intelligence and encouragement to those who are actually mounting actions against the Hegemony. O'Malley only makes personal appearances in the safest of places or in the most dangerous, where her smile and her own skills with a rifle have turned the tide in more than one action. Granny was old when the Troubles began and the stress of recent years shows on her face. She is still sharp, with a razor blade wit and the Devil's own appetite for cursing, smoking and bloodshed. She is not

interested in wasting lives, however. All her attacks are designed for maximum benefit with minimum risk. Some say she has been too lucky so far and things are bound to take a turn for the worst. Until they do, and most likely even afterwards, old O'Malley will hold the bulk of the Irish resistance movement in her sway.

Iberian Confederation

After a century or more of falling fortunes, Spain remained neutral during the Great War and instead focused on misadventures in its overseas territories. Portugal was also worried about its colonies, but joined the War in an attempt to unite the people around a national cause. Instead divisions increased. The Spanish war in Morocco eventually led to the collapse of the monarchy in 1923. Spain cracked as competing national identities such as Galicia, Basque country, Castile and Catalonia each strained to assert themselves. Civil war seemed inevitable, but was prevented by two events. First was the meteoric rise of Roland in the Pyrenees Mountains. The warlord benefited from the confusion and seized essentially the whole of the mountain range which straddles the Spanish-French border as well as fertile lands to the northwest. This sudden threat gave all the Spanish nations pause. Secondly, Portugal stepped in with an idea to unify into an all-Iberian union. This was a desperate attempt by the failing First Portuguese Republic to remain relevant. After lengthy discussions held in the ancient Alhambra palace, the parties realized their interests were more similar than different and they agreed to form the Iberian Confederation. The Confederation officially came into existence in 1926. It recognizes fourteen constituent nations each of which sends delegates to a Governing Board, which meets on a rotating basis in each of the national capitals. The head of each nation takes a two-year turn as the Confederation Chief Executive. The small states of the Confederation seem to spend more time squabbling among themselves than focused on the world beyond the peninsula and they have not been able to dislodge Roland nor bring Portugal's conflict in Angola to a close.

Iberia's greatest strengths are in trade and political activism. Long-standing ties with Morocco and the countries of South America mean Iberia is the major route into Europe for

goods from those places. Agricultural products are also a major export for most Iberian nations with wine, olive oil and tropical fruits predominating. Iberia's biggest trading partners in Europe are The Hegemony and France (RF), but trade exists across most of the Mediterranean. Iberia has mainly a surface fleet with very limited development of its air navy. With all the complexities of the Confederation's political structure, Iberians are among the most politically engaged of all Europeans. Part of this commitment to their ideals means many young Iberians are encouraged to travel abroad to spread their particular brand of ideology. The government heavily subsidizes travel abroad to volunteer for aid programs and over 50% of Iberian youth spend at least six months working in another country as teachers, laborers or organizers. Iberians can be found right around the world. For the most adventurous, this activism can lead to more than just a few months teaching Spanish or building irrigation systems. More than a few young people never come home, either caught up in their work or enticed by the opportunities of the mercenary life.

Roland

Warlord of the Protectorate of Roland

Career: Handyman/Soldier

Animal Type: Cattle

Size: Large

Abilities of Note: Feat of Strength, Pack

True North: Change

The most successful warlord to spring up in the years since the Great War has been Roland. He is a large and powerful Spanish bull and he directly rules most of the Pyrenees Mountains between Spain and France. Many stories have been told about the origins of this fearful personality. He is rumored to have ancestors in several of the royal houses of Europe. Some say he grew up as a prize-fighting slave. There are rumors Roland isn't Spanish at all, but comes from Africa or South America. Roland keeps the truth and his true name to himself. What is certain is he leads a powerful band of mountain warriors no one has had the courage or energy to take on directly. Specializing in guerrilla tactics and melting into the mountains after an attack, Roland's war parties protect his territory and eliminate all competition. Life in the Protectorate is not bad. Most live as medieval peasants, farming the

meager cropland or hauling wood and water. The soldiers live off this labor, but have the hardest lives as they march back and forth across the Protectorate to defend the territory. Roland is at the apex of the system, but he is no idle ruler. He is actively involved in all aspects of life in his Protectorate. From assisting in clearing land, to leading raiding parties, to repairing ancient aqueducts, to meeting out brutal justice, Roland is the center of life in his domain. He seizes with equal relish the opportunity to read a new book, hear a rude joke, or cut down an opponent in single combat. His troops are fiercely loyal to him and he demands they conduct themselves with respect and honor when dealing with his people. This kind of protection provides the stability people long for and is the reason why so many remain under Roland's rule and even praise him. Outsiders, however, are to be crushed. At the edges of the Protectorate, Spanish and French citizens are routinely terrorized by raids from Roland's war parties. Communities not willing to join the Protectorate are destroyed. So far Roland has not tried to expand his rule beyond the mountains, but his presence remains a constant looming threat to everyone in the area.

The Swath

When the great powers were rocked by revolution and the battlefields of the Great War began to empty out over the winter of 1918 into the spring of 1919, much of the equipment and supplies the soldiers had been using to kill each other was left behind. The shattered terrain of Belgium, northern France and parts of eastern Germany were scarred by trenches, tank tracks, pit falls and bomb craters. This line of abandoned, blood-soaked fortifications became known as the Swath. Spilled fuel, depots of toxins used in combat and unexploded ordinance dotted the entire length of what had been the Western Front. For soldiers and civilians who lived through the battles, the Swath is a landscape of nightmare memories where few dare to tread.

For those who have no direct connection to the fighting or are simply desperate or foolhardy, the Swath offers a grim sort of opportunity. If the land can be made safe, or at least safely navigated, the vacuum could be filled with dreams made real. Belgium has made a heroic effort to rehabilitate their own lands by subsidizing homesteading

in the Swath. This initiative has met with only partial success because of the monumental size of the task. Large areas in France have effectively been abandoned to junk pickers and the marginalized. The abandonment of the Swath where it runs through the Ardennes Forest and the German province of Lorraine is commonly considered the major reason the Warrens have taken hold in those regions. The Swath in southern Alsace frequently serves anti-German partisans as a haven from government reprisals. The Swath attracts visitors and opportunists as well, despite the dangers. Salvage teams can occasionally be found working along the length of the former battle lines reclaiming ordinance and scrap materials. Even tourists sometimes come to have a look.

Luxembourg

The grand duchy of Luxembourg has been led by the same royal family since the late middle ages. The Zollverein royal family are all lizards and Luxembourg has long been associated with all types of reptiles. Functioning since the defeat of Napoleon as a constitutional monarchy, the country has managed to weather many storms. Their archaic heritage and long-standing institutions are all enshrined in the Luxembourgish motto: *Mir wëlle bleiwe wat mir sinn*; "we want to remain what we are." During the Great War, the country remained neutral, but its position between Germany and France meant it was quickly occupied by German forces. Growing up under the occupation, and constantly fearing a French counter-attack, the current Grand Duke, Franz Adolph Zollverein, decided when he came to the throne, he would change things. In the chaos which immediately followed the end of the war, Luxembourg remained stable. The people much preferred the recovery of their well-established system to any political experimentation. Luxembourg increased its influence on the surrounding region because it provided a haven both for those who did not wish to be drawn into the French civil war and for those opting out of Germany's failed attempt as a republic. By the time Franz Adolph ascended to the throne, the grand duchy had become a major free port for the extensive air trade crossing Europe as well as an important center of the mercenary culture.

The Grand Duke has only capitalized on these trends even more. Outside of the military might of the great powers, Luxembourg is the number one place to go for high quality equipment and repairs. They have built a large airfield just outside the capital city to cater to all the traffic. All this commerce is taxed, of course. The country turns this income back around and hires mercenaries as its main fighting force. Despite being so small, Luxembourg has one of the top ten most powerful fighting forces in Europe. These elite Luxembourgish marines specialize in rapid deployment and hit and run operations. Franz Adolph no longer worries about being attacked the way he did as a child. He has not just put his faith in strength of arms, however. Situated as Luxembourg it is between two of the Warrens, Franz Adolph has arguably worked harder than any other European leader to understand and work with the Warrens. This has paid dividends with the Adrennes Warren which has been all but converted into a shield on Luxembourg's northern frontier. Less success has been had with the Saar Warren and it remains a dark cloud in the sky of Luxembourg's bright future.

The Warrens

There are many rabbit warrens scattered across Europe. Rabbits seem to take to communal underground living easier than others and this has been a survival method for many in the dark times during and after the War. Some live in the rough for just a short time, relying in hand-made underground homes no longer than is absolutely necessary. When times improve they are happy to return to their farms or urban homes. For others this method of survival has become a permanent way a life. The majority of these rabbit communities are peaceful, living off the land, but living very lightly. Most warrens are small, made of just a few families. Most are semi-nomadic but a few have become permanent fixtures at the edge of more traditional "settled" communities. Very occasionally, a warren may grow to serve a similar role to a medieval monastery, producing enough for itself and even some famous exports. These warrens can become places of retreat and relaxation for all despite their humble accommodations.

However, there is a very different path some warrens take. Without proper planning and



dedication to simple living any community can outgrow the capacity of the land to support it. Such an overgrown warren has little choice but to attempt raids on its neighbors just to survive. Warrens led by particularly clever or ruthless leaders can become quite large simply by taking what they need from whomever they can get it from. In Western Europe three very large warrens have become so powerful in this way they are semi-autonomous nations in their own right. These rabbits function very much like barbarians, relying on speed and numbers to conduct raids on neighboring regions. These three and the menace they present is what most people mean when they mention "The Warrens." The Winterswijk Warren straddles the border of Germany and the Netherlands. It is the most barbaric of the warrens, with a reputation for special cruelty. Few who enter the territory live to report on the conditions within. The rabbits practice ritualistic scarification, tattooing and can often be seen entering battle covered with bright war paint. The Netherlands is just now beginning to come to terms with the scale of

the problem. The Ardennes Warren lies within the thickly-forested mountains of the Ardennes Forest and covers parts of Germany, France and Luxembourg. It is often said to be the most civilized of the warrens. "Civilized" is often a matter of perspective, but the Ardennes Warren has sent representatives to other nations and shown some amount of restraint in its dealings with French and Luxembourgish authorities. The Saar Warren lies along the east bank of the Saar River in Western Germany. Its foreign policy, to the extent such a term can be used, is somewhere between the other two. There is continuous low-level conflict between the Saar Warren and Luxembourg. While less inclined to politics, the Saar rabbits are more interested in technology and operate the largest air force of any of the warrens.

In general, the Warrens have few friends and little political influence but many are willing to wield the Warrens as a weapon against their enemies. Mercenary companies and military patrols both routinely play rabbit raiders off against each other. Hiring shock troops from a warren has

also been known to happen. On a broader scale, the fact all three Warrens border Germany has not been missed. Some point to the years of strife the country experienced as the reason, but others see a German plan to create buffer zones between itself and its western neighbors. No evidence has come to light to suggest German collusion with any of the Warrens. Luxembourg is particularly beset as it lies between two of the Warrens and representatives of Luxembourg have become well-known for talking about the threat at every international event they attend. They routinely use the Warrens issue to gain sympathy or force action on some other issue.

It is worth pointing out that while the Warrens and rabbits are linked, they are not one and the same. Plenty of rabbits live and work in all societies. While individuals who have had traumatic encounters with Warren raiders may suffer prejudice, very little of the stigma of the Warrens attaches to rabbits generally. Conversely, while the population of the Warrens is mostly made up of rabbits, people of all sorts take up with the rabbits from time to time.

Switzerland

Switzerland has been a neutral party in all European conflicts since the approval of its constitution in 1891, which creating the Swiss direct democracy. Their position in the Alps between Germany and Italy helped prevent any kind of violation of neutrality during the Great War. In the years since then, Switzerland has not continued to rely only on its mountainous terrain to protect it. The country has focused its military strength in building a number of massive defensive fortifications and anti-aircraft gun emplacements throughout its mountainous territory to deter potential invaders. The Swiss claim the forts are each strong enough to take out a German airship or even an Italian Flying Fortress. This has yet to be demonstrated. Even so, Switzerland may be the most heavily defended place in all of Europe. These fortifications are manned by a very well-trained military and backed up by a small air force.

The neutrality of Switzerland, not to mention the respect for its fortresses, has afforded it a favorable position in peace negotiations and financial matters. The land-locked country has no over-seas possessions and its stated desire for

continued neutrality has been largely accepted by the other nations. The only Swiss troops to be found outside of the country are the famous and traditional Swiss Guards who protect Vatican City. In short, no one considers the Swiss a threat, so they have been able to play the role of honest brokers in several conflicts. Its abstinence from military conflicts has built up Swiss coffers and led to an incredibly wealthy and secure nation. Most major European countries have a large branch office in Switzerland, if not an official headquarters there. All of this foreign investment benefits the Swiss people and maintains their image of confident negotiators. The Swiss government subsidizes training of financial and political negotiators. Swiss-trained professionals are often sought to serve as arbiters of disputes

29 June, 1932

Today we had an attack from the rabbit hordes. They are much better equipped than those bastards in Amsterdam led us to believe. They had laid grenade traps and were using mortars! At the first sign of that kind of trouble we guns were all decided this job was a wash and we should've made it out while we still could. The brains at the head of the column didn't see things that way. Still don't, I figure. We tucked in and have held out so far. We advanced a bit up into the hills, but it's been slow and nasty work. I suspect we got about a dozen of them today at least and only lost one bird ourselves. But hearing their screams in the woods and that drumming they do has me on edge. I can't stop hearing them signaling to each other. It cuts right into my head. They are all around us now. Jan says he can see German ships over on the other side of the hills, but we haven't heard them cut loose with their guns. Let them deal with the warren. This job isn't for me, but I got my foot caught in it now.

From the journal of Langdon Burrows of "Gallant Fusiliers" mercenary company.

First published in The Defense Committee Report on Current Threats to the Nation, The Hague, 1933

between political factions, rival businesses and even warring mercenary crews. These groups also frequently come to neutral Switzerland to settle their disputes. These services add to Swiss prestige as well as to revenue.

Though the county is unallied and neutral in all conflicts, it is not a nation of free ports. The Swiss do not recognize the mercenary system and view the presence of mercenaries as a threat to Swiss sovereignty. They do not allow ships with only a mercenary registration to cross the border. Running the border is almost impossible because of the coverage of the border forts and Switzerland has responded with deadly force to such attempts in the past. Sanctioned representatives can come and go for official meetings, but mercenaries without proper papers are not allowed past the borders. This can be bypassed with fake identifications, but all mercenaries are advised to keep a low profile while in Switzerland. Swiss companies wishing to cater to the mercenary market have instead set up business offices paired with Swiss embassies and consulates in other countries. Another successful model has been for several Swiss businesses to cooperate to run a docking port in France or Germany and each ply their trades to all comers there. The largest of these commerce ports is south of Geneva in Republic of France. Geneva, bordering as it does both Republic of France and French Social Republic has become an unofficial crossing point for the French and much traffic moves through the area, making the Geneva service port extremely profitable.

Italy

Italy was a minor player in the Great War. A small territorial gain was made along the northern coast of the Adriatic in the war's final days when Italy seized the port of Trieste during the collapse of the Austro-Hungarian Empire. National feeling was high until a swift and decisive war with the German Republic united the formerly Austrian city with the rest of Austria under German control. In the wake of the War communists, fascists and ultra-nationalists all competed for control of national politics. However, the center was able to remain strong. A coup attempt by fascists in 1922 was a spectacular failure despite French support. The crisis eventually led to the abdication of King Victor Emmanuel III in favor

of a parliamentary form of government. The new Senate managed to turn Italy's territorial disappointments and general disgust with decades of European machination into colonial ambitions. The Italians began an active campaign to isolate themselves from the rest of Europe and instead turn to reestablishing the former power of their Renaissance merchant fleets and the ancient colonial presence of the Roman Empire. Building on moderate, pre-war successes in Libya, Italian merchants, acting with official Senate backing under profit-sharing arrangements, have become an important economic presence in Tunis, Alexandria, Damascus and Odessa. Cities even further afield have also seen Italian presence grow.

These imperial ambitions are backed up by the Italian Air Navy. Despite the relatively small size of Italy, their navy is one of the largest in Europe. Unlike most other nations, the Italians have built a very defensive air force. They do not have the frigates and battleships of others, instead focusing on what they call Flying Fortresses. Similar to the largest Russian modular designs, but purpose built for defense, these fortresses are stationed above the Alps to protect the Italian border as well as above, or just outside, all the foreign ports Italian merchant ships frequent. The bulk of the Italian air navy is abroad at any one time ensuring the safety of their trading empire. This economic conquest has been the goal of the majority of the 300-member Italian Senate and is widely supported by the majority of Italians. Freedom and Justice Party leader Ignatio Perugia, has been a forceful advocate of economic power, promoting a strategy of an "iron fist in a velvet glove" and creating firm, but comfortable control of other cities. However, there are others who feel it is time to take the gloves off and use the power of the Italian Fortresses to take full control of the lands most ripe for conquest. The military expansionist party is led by the charismatic Massimo Musucci. In the most recent election Perugia and Musucci became the two consuls of the Senate. Their competing visions of Italy's future cannot long be balanced against each other. Something will have to happen soon. Fear of a reappearance of the fascists and rumors of coups and crackdowns appear in the papers daily.

Scandinavian Union

At the height of its power in the seventeenth century, Sweden ruled almost all of the lands on the northern and eastern shores of the Baltic Sea. Since then Sweden's power has been slowly eroded. Much territory was lost to the Russian Empire and other areas had found their way to independence. By the early years of the twentieth century all of Scandinavia was a cultural and political backwater, very far from the center of European power. Sweden and Norway tried to remain neutral during the Great War because they knew they did not have the strength to stand against the Central Powers and they doubted the Allies would be able to help them. However, true neutrality proved impossible because long-standing cultural links and close proximity soon brought much of Scandinavia under German influence. Denmark suffered most in this respect because it did not even have the Baltic Sea to blunt German intervention. Germany occupied Denmark for most of the war. This led Sweden and Norway to discuss, very quietly, a mutual defense alliance. When the Russian Civil War began, the Red faction put a pro-communist regime in place. In Finland, this sparked an immediate rebellion, to which Sweden and Norway sent support. Given the overall weakness of the Red Army in those early days the Scandinavian forces were able to liberate Finland. Their success demonstrated the viability of a pan-Scandinavian union and Scandinavian pride began to be reclaimed.

After the end of the war, Sweden led the effort to forge a tighter union between all the Scandinavian countries. Sweden, Norway and Finland agreed to join together. The three nations retain independence and operate internally as they see fit, but they operate at combined military force and present a united front in international relations. The Union was able to convince Germany to withdraw from captured Danish territory, but on terms which prevent Denmark from joining the Union. Iceland has also been offered a place in the Union, but prefers to keep itself isolated. Denmark and Iceland are both favored trading partners of the Scandinavian Union and cultural links continue to grow. Despite the number of Scandinavian islands which crowd the Baltic Sea, the Union has been very careful to allow sea traffic through the area. While they have taken

steps to distance themselves from Germany and they have no love for either the Red or White Russians, they have no interest in provoking a conflict by locking up anyone's access to Baltic Sea shipping lines.

The Union is a commanding power in the north, but they are still forced to walk a fine line between Germany and the Hegemony because of the power of those countries elsewhere. The best example of this is the issue of Denmark's neutrality. The Union supports Danish independence but it cannot suggest Denmark join the Union because doing so would offend Germany who would like to possess the tiny country. It would also be an insult to the Hegemony because it would make Greenland part of Scandinavia. The large island of Greenland is located off the coast of Canada, but is administered by Denmark. The Hegemony doesn't want to see this territory fall under German control, but they don't really want the Scandinavian Union to control Greenland either. A Scandinavian Union which stretched from the Baltic Sea to North America would be true competition for the Hegemony. The British prefer an isolated and weak Denmark. The United States has also let it be known they would like to possess Greenland and possibly Iceland as well. These larger international issues often tie the Union's hands. Nevertheless, the Union is well-integrated into the economic systems of Europe with extensive trade crossing the North Sea and the Baltic.

Independent Poland

Between 1772 and 1795, following a series of military defeats, Polish territory was divided between Germany, Russia and Austria. Poland ceased to exist for over 100 years. The Polish people, however, never lost their desire for the restoration of their freedoms and frequent revolts and uprisings plagued all of the occupiers during this time. During the Great War, Russian occupation of eastern Poland notwithstanding, the Allies made it known they aimed to carve an independent Poland out of German and Austrian territory. This awakened hope in many Poles. One of these hopeful young people was an officer in the German army from the Polish part of the Empire named, Wladyslaw Wujcik. When an Allied victory began to look unlikely and the Russian Empire broke into civil war, Wujcik left the

Germany army to fight for Polish independence. Support quickly rallied around Wujcik and he quickly organized a Polish army. They fought the White Russians to a standstill and faced with the Reds on their own back, the Whites agreed to recognize Independent Poland 1925. Poland's other neighbors have been more hesitant to give credit to the new Poland. Switching to the statesman role, Wujcik negotiated recognition from the Germany Empire, which had also inherited areas held by Poles which had been part of Austria. The German Empire recognizes Independent Poland so long as Poland does support secession efforts among Polish regions of the Empire.

Wujcik also proved his statecraft when he created a republic all the Polish factions could get behind. Strongly committed to democratic ideals after decades of suppression, the Polish government is a two-house system divided between six main political parties with almost 95% participation in elections. Wujcik himself serves as the president which is independent from the legislature. He has been reelected twice already and he remains the extremely popular and is viewed as the father of the nation. Despite its success against the White Russians, Poland remains a small county squeezed between the German empire and the on-going Russian conflict. The government has been trying to solicit investment, but little money and little development has happened so far. Poland relies heavily on support from the Scandinavian Union and Republic of France, but it has almost no allies in the region. Potential alliances with Hungary never seem to work out and Polish officials describe the situation as two dogs fighting for scraps while the truly powerful sit at a banquet. The current president is ready to retire, but he fears the next generation lacks the leaders for him to step down at this time. Wujcik's current term of office will end in 1935, he has not announced if he will run again.

Wladyslaw Wujcik

President of Independent Poland (since 1925)

Career: Officer/Sneakthief

Animal Type: Bat

Size: Normal

Abilities of Note: Sharp Ears, Wall Walk

True North: Sacrifice

Young Wladyslaw became an officer in the early years of the German Empire when his hometown was part of Empire. He saw action in the Great War, but resigned his commission with the breakout of the civil war in Russia. Like many Poles, he had dreamed of an independent Poland someday and the chaos in the Russian Empire was the first real chance he had seen. His military experience led him quickly to the top of the Polish resistance. They picked their battles wisely and gained the upper hand over the Russian forces in the area. The Whites could never fully focus on the restive Poles because of constant attacks from the Reds. Wujcik saw he didn't need to defeat the Russians, but simply outlast them. He succeeded in his military goals. He also worked with the many Polish middle class businessmen and intellectuals to shape a new government they could support. He threw his influence behind installing a republic instead of resurrecting the ancient Polish monarchy.

Independent Poland is a tiny republic wedged between the ruthlessly capitalistic Hungary and the two feuding Empires of Germany and Russia. Wujcik has offered Polish-speaking peoples under the rule of the Russians or in the German Empire to join them in the new Poland and many have done so. However, Wujcik is a practical man and he has issued assurances to Berlin he will not support efforts of Poles there to break away from the Empire. Wujcik is beginning to feel his years and wishes to retire back to his modest estate and be a simple land-holder once more, but he also knows his young nation needs him and he is willing to serve the country he helped carve out of the chaos for a little longer. The President is in constant need of allies in other countries who can plead Poland's case in the other capitals of Europe. He also knows he needs constant investment to build up Poland's economy. While he is wary of the politicians in Budapest, he also looks to them for inspiration of how to build a modern nation in trying times. When he allows himself time away from statecraft Wujcik likes nothing more than to drive powerful cars too fast along county roads. This operation is usually accompanied by a harried party of the President's staff who clear the roads of any peasants so Wujcik can speed by without incident.



Malta

The Maltese archipelago and the surrounding areas in the Mediterranean Sea contain some of the richest and mines of vrillium in all of Europe. Only mines in Germany's Ruhr Valley provide a better source. Vrillium purity determines how much electrical current must be passed through it to make it levitate. Sometime in the post-war period someone determined the vrillium ore in the ground on the small northern island of Gozo was so pure, a sufficient current would be able to raise the entire island like one huge levitation coil. Someone known solely as "The Engineer" put such a plan into place. Gozo remains floating roughly 1,000 feet (307 m) above the sea and is held in place with strong chains anchored to the somewhat larger island of Comino. These two Maltese islands have become a pirate haven, home to all sorts of scum-bags and villains. Surface ships come and go from Comino and airships and airplanes buzz around the make-shift docks of Gozo like angry bees around a hive. The rest of the Maltese hate it, but the pirate port on Gozo is now what most people mean when they say Malta. The rest of the island is mostly forgotten by outsiders. The main island remains much as it

has always been. Most people live by farming or fishing in small towns with only a few industries of note, mainly small mines.

The Maltese government exerts almost no control over the pirates. They would prefer for the Gozo port to be dismantled, but they have no means to make it happen. For their part, pirates who have made their homes on Malta usually just ignore the Maltese government. There used to be bitter attacks between the pirates and locals, but things have settled down under the current Pirate King, Denzel Marsalis. He has turned Gozo from a lawless, off the grid place to hide out into a functioning, city-state pirate haven integrated into the larger economy of the Mediterranean basin. He collects a cut of all hauls which are brought into port and enforces a tax on all transactions. Some of this has been used to pay restitution and bribes to Maltese officials, some has been investing into business interests like local mining operations and the rest has made Marsalis very wealthy. Like many other "free ports," in Gozo, there are few regulations against activities labeled criminal elsewhere and none against anything self-destructive.

Denzel Marsalis

Pirate King of Malta

Career: Thug/Businessman

Animal Type: Raptor (Eleonora's Falcon)

Size: Normal

Abilities of Note: Crushing Jaws, Hover

True North: Growth

In the years following the Great War many pirates found Malta was a convenient place from which to launch their attacks. Centrally located in the Mediterranean Sea, the island was a logical place to attack the shipping ports of southern Europe. Very quickly, the island became essentially lawless, with as many pirates attacking each other on Malta as conducted raids against others. Eventually, some order arrived. The most influential captain with the strongest pirate crew declared himself to be the Pirate King of Malta. After a brief and bloody war no one left alive disagreed. Since then individual Kings have come and gone, sometimes in rapid succession, but the institution of the Pirate King has remained in place. There may be no honor among thieves, but there is mutual suspicion. The captain who can play all the other pirate crews off each other rules Malta and takes a cut of all loot brought to the island. Captain Marsalis is the current King and he has ruled longer than most. He is the first King to take an interest in such un-pirate-like things as investment, infrastructure and foreign relations. Most of his cut as King has been re-invested in the island and in legitimate (and semi-legitimate) business deals in Italy, the Aegean and the Balkans. He has made peaceful overtures to the Maltese government, who have never wanted the pirates, as well as to the various mercenary organizations. Under Marsalis Malta has become a place for mercenaries as well as pirates. The two have always been closely associated, but now Malta has fully joined the mercenary system and is a relatively safe port for all comers. Just because King Denzel has made the pirates of Malta into more of a nation-state does not mean he has given up being a pirate. He has no plans to transition his power base to any type of fair election and he still rules by manipulation, backstabbing and the occasional murder. As a pirate captain he continues to make infrequent cruises in his captured French frigate (modified for maximum speed), but most of his time is spend on Malta dealing with his business interests

and foreign diplomats. King Denzel is a practical bird and his personal taste in accommodations and dress are nice, but not ostentations.

Kingdom of Hungary

The spark which kicked off the Great War happened in the Austro-Hungarian Empire when the heir to the throne, Franz Ferdinand, was assassinated in the southern city of Sarajevo. Though it began as one of the three Central Powers, as the Great War ground on Austria-Hungary broke apart under its own weight. The dual monarchy split in 1917, primarily over disagreements about how to continue paying for the costs of the war. Austria immediately joined itself with Germany. However, the now-separate Hungarian aristocracy believed it could still hold the kingdom together. Many of the minority people groups within the Kingdom had hoped to come out of the war as independent countries. Instead, with the great powers stymied in the trenches of the Western Front and the Russian Empire disintegrating to the north, no helped seemed on the way. This was enough to cool the ambitions of most, but some groups continued to push for their independence. The year 1919 was a turbulent year. First the monarchy was forced out of power by liberal reformers and a republic was declared in its place. In response, the most restive province in the kingdom, the province including Sarajevo, declared its independence as the State of Yugoslavia. This in turn touched off a crisis which replaced the republic with a communist soviet republic. During this year Romania also invaded in an attempt to unite with the ethnic Romanians in the eastern part of the country. The war with Romania significantly weakened the communist government because so many military units refused to fight for them. This weakness allowed the monarchists to return to power and re-establish the Kingdom of Hungary under Arnolt Hapsburg I. By regaining the loyalty of the military the war with Romania was quickly concluded with the invader pushed back to the former boundaries by 1920. Almost as soon as victory had been declared in the east a major locust plague broke out in the west.

After the dissolution of the dual monarchy, the complete collapse and reestablishment of the kingdom and the other trials of the post-war years, the Hungarian monarchy has been

permanently weakened. King Arnolt operates as a constitutional monarch with the various people groups, such as Serbians in the south, Slovaks in the north and Romanians in the east enjoying greater autonomy than they ever had before. However, having proved able to survive threats from within and without, all the diverse peoples of Kingdom appreciate their country more, especially compared to the conflicts they see in Poland, Russia and across the Balkans. Less interference from the capital has allowed each region to specialize its economic development and Hungary has become an important regional economic power. The Kingdom's capital, Budapest, benefits from the productivity of all the regions and has among the widest range of goods and services on offer anywhere and is the prime location for outfitting and repairs in Eastern Europe. The economic impact of mercenaries cannot be denied. With so much conflict in Eastern Europe, Hungary has become the place all mercenary companies working in the area go for a rest and a refit. The economy of Hungary is increasingly dominated by the constant presence of these mercenary groups and the government has made increasing concessions to mercenaries in order to keep them coming to Hungarian cities. More than a few grumble the Kingdom is in danger of the being completely overrun by mercenaries and pirates. For now, the Kingdom remains a bastion of order in the very chaotic part of the world.

Locust Deathlands

In western Hungary in 1921 there was a terrible outbreak of giant locusts. The central European farmland had never been subject to such an outbreak before and why one occurred exactly then and there remains a topic of debate. The 18 inch (.5 m) long locusts consumed everything, from crops to trees to wooden houses to those trapped inside. The outbreak lasted a few months and because Hungarian government did not respond quickly, the area of devastation grew to more than 80 miles (130 km) across. Eventually stretching roughly from Zagreb to Graz. Once the authorities did get involved, there didn't seem to be anything to do except help evacuate the area. Fortunately, after nine months, the outbreak died off on its own.

Unfortunately, the fertility of the region has

been ruined ever since. With all the plants gone, the top soil was soon washed away. Just a few shovelfuls below the remaining surface is a layer of tiny eggs; the next generation of locusts. Almost the only people who choose to visit the region are German and Hungarian scientists. They have studied the phenomena and have no answers about what made the 1921 outbreak so terrible or if the next one will be similar. What is sure is the eggs beneath the soil will eventually hatch.

Despite the nigh complete desolation, the region still sees a fair number of travelers moving along the old roads. Almost everyone avoids lingering in the region, but sometimes desperate criminals and mercenary groups make their homes in the dusty dunescape. The presence of these bandits makes the passage more risky than going around and avoiding the region, but may be worth the trouble if time is short.

Balkans

Between the Adriatic Sea east of Italy and the Black Sea south of Russia is a mountainous peninsula. The southern end of this peninsula is Greece, so famous as the birthplace of Western culture. The rest of that peninsula forms a region known as the Balkans, named for one of the many mountain chains which ripple the landscape there. The Balkans have been repeatedly invaded from east, west and north since ancient times and no place in Europe has as many different people groups and cultures pressed so closely together. Beginning in the fourteenth century Ottoman expansion brought all of these people under control of the Ottoman Empire. The Ottomans ruled the Balkans with a light touch and all the different peoples maintained their individual identities. Beginning in the nineteenth century, as Ottoman power weakened, the Austrians, Russians and Italians each began to push into the region. This was the great age of European nationalism and the local people began to ask, "Why not a Romania for the Romanians? Why not a Serbia for the Serbians?" The great powers of the era answered they had other plans. They wanted borders drawn and alliances made which favored them. However, the people of the Balkans could not be suppressed forever.

Conflict in the Balkans kicked off the Great War in the first place. A Serb killed the heir of the Austro-Hungarian Empire then Serbs appealed

to their fellow Slavs in Russia for help. This set competing alliances in motion and war between the Central and Entente Powers became inevitable. While the main battles of the war happened in Western Europe, ethnic and national partisan groups appeared all over the Balkans during the war, each hoping to secure their own independent homeland. Some met with immediate success, others had to take a longer and more winding path to existence. The six Balkan countries are Romania, Bulgaria, Serbia, Yugoslavia, Albania and Macedonia. Not everyone is happy with how the events of the last two decades have played out and in some places conflicts still continue.

Bulgaria and Romania had the most immediate success. Both nations are on the Black Sea coast. Romania is east of Hungary and Bulgaria is just to the south. Both nations broke away from Ottoman control following the Balkan Wars in 1912 and 1913. Both were allied to the Central Powers and the main fighting they did during the war was simply to maintain themselves against Russian attacks. In 1920 Romania invaded Hungary hoping to win the ethnic Romanian majority province of Transylvania from the Kingdom. That effort failed, but the border remains militarized and Romanian separatists within Hungary occasionally attack government troops in the area. Bulgaria has territorial disputes with Serbia stemming from the 1912 conflict, but Serbian-Bulgarian tensions are tame compared to other conflicts in the region. Serbia sits in the middle of the Balkans and borders all the others with Hungary to the north. It has had perhaps the most troubled past with its borders constantly redrawn in the days of rivalry between Austria-Hungary and the Ottoman Empire. With the break-up of both those powerful nations, Serbia now claims as much territory as it can hold. The Serbian partisans were particularly effective during the Great War and by the end they had been converted into one of the best-trained national armies in the Balkans. Serbia's army remains a feared force to this day. Serbia was first established as a kingdom, but has come more and more to resemble a military dictatorship. The previous president quietly converted the country to a republic. Albania, Bulgaria and Yugoslavia all claim Serbia is occupying slices of their territory, but no one is in a strong position to do anything about it.

Yugoslavia is one of the more united of the Balkan countries. South of Hungary with Serbia to the east, Yugoslavia follows borders which were established in 1908 when the region was annexed to the Austro-Hungarian Empire as the province of Bosnia and Herzegovina. During the War, it emerged as an independent nation with the goal of uniting all Balkan Slavs together. Unfortunately, the only area which joined Yugoslavia was the formerly-Austrian held province of Dalmatia on the Adriatic coast. Negotiations with the German government for the city of Split and its port brought Yugoslavia into the orbit of Germany. German investment has made Yugoslavia the most developed of the Balkan countries with the largest commercial reach. They also have the largest foreign debts to pay, mostly to Germany. Border tensions with Hungary and Serbia-backed separatists remain problems for Yugoslavia. Albania, located on the Adriatic coast south of Serbia and north of Greece, emerged as a small independent nation following the Balkan Wars. Initially led by a military dictator, the country made the transition to a republic in 1922 and to a kingdom in 1929. The current king used to be a politician in the republic and he has continued his programs of modernization and reform. The people and the King are quick to adopt the newest technology, but in many ways Albania still feels like an echo of a medieval kingdom. Increasing economic dependence on Italy is a concern for Albanians, as is the question of succession. Macedonia is north of Greece, with Bulgaria to the east and Albania to west. Its borders have been stable for years. However, Macedonia has proven the most internally unstable of all the Balkan nations. Numerous governments have come and gone leaving Macedonian institutions chronically weak and economically underdeveloped.

Though these six Balkan countries are all more or less well-established, there are always those who disagree with the status quo. Would-be break-away republics drawn on ethnic or religious lines or political factions planning for rebellion always seem about to declare themselves and throw one or another of the Balkan countries into turmoil. This is the golden land of opportunity for mercenaries. There is always work available. Government functionaries need protection. Businessmen need warehouses or convoys protected from rebels. Militias need a little more

firepower. The Germans, Ottomans, Hungarians and Russians have direct interests in the area. They are known to send their own special forces to the Balkans to look after those interests on their own terms and they, as well as nations further afield, will sometimes hire mercenaries for these missions. Such covert actions are not officially acknowledged, but foreign involvement is common further adding to tensions.

Aegean Confederacy of Greece

During the century before the Great War, Greek-speaking people had carved a small kingdom for themselves from the Ottoman Empire. Greece joined the Balkan Wars in the 1910s and won even more territory from the Ottomans. They stayed out of most of the Great War because of internal conflict between the King and the Prime Minister. After the War, with the Ottomans reeling, Greece launched another attack. This was meant to capture the remaining Greek-speaking areas of Ottoman territory. Unfortunately, the Ottoman Republic defeated the Greeks in 1922. In their peace agreement, all the Greek islands in the Aegean Sea were given to Greece, but all the Greeks in the Ottoman Republic had to leave. This wave of immigrants almost overwhelmed Greece and dissatisfaction over the war and the resettlement crisis led to the complete abolition of the monarchy in 1924. Winning control of the islands gave Greece its official name.

Since then, Greece has been more cautious in its foreign affairs. The Balkan League which fought the Ottomans in the years before the Great War has lapsed and Greece now tries to keep itself aloof from the on-going conflicts to the north. However, with the Balkans just next door and Greece enjoying relative prosperity, Greece has become a destination for many of those escaping the Balkan conflicts. The struggles of the Macedonians, Serbians and Yugoslavians continue to play out in Greece as rival groups of refugees continue their conflicts. At the same time Italian influence from Albania and Ottoman influence from Bulgaria add additional pressure to Greece. Though it enjoys some prosperity, Greece remains a poor nation. Many Greeks work in agriculture or fishing, but work in ports (both air and sea), tourism and government administration are all growing sectors. Greece is very good at self-promotion and highlighting

the heritage of ancient Greece is a second career for most Greeks abroad. Preserving the cultural remains which cover the Greek landscape is also a priority. Though the current government enjoys majority support the monarchist elements within the country have not disappeared and another significant internal or foreign crisis could topple the government.

Ottoman States

In the years just before the Great War, a political reform movement replaced the absolute monarchy of the Ottoman Empire with a constitutional monarchy controlled by a General Assembly. The ideals of the Assembly were soon betrayed when the top ministers shut out all opposition, even Sultan Mehmed V himself, to run the country by themselves. This group was known as the Three Pashas. During these years Ottoman influence weakened considerably as wars in the Balkans and Northern Africa deprived the Ottoman Empire of long-held territory. The Pashas were decidedly pro-German and entered the Great War as one of the Central Powers. The cost of the conflict further weakened the Empire as the British invaded in the west and in the east. Russia was poised to invade as well. By this time the government was widely perceived as a corrupt, ineffective and out of touch elite that had nearly wrecked the Empire. In 1916, Prince Yusuf, the heir to the Ottoman throne, survived an assassination attempt by the Pashas. He was well-liked by the people and a strong supporter of the liberal elements within the General Assembly. Their attempt on his life cost the Pashas much of their remaining support, but they managed to hang onto power. Only when Mehmed V died in July 1918 and Yusuf successfully ascended to the throne, was the power of the Pashas completely broken and they fled in disgrace to Germany.

Sultan Yusuf I immediately began to work with Qeshaun Qamel, the leader of the anti-Pasha members of the Assembly, to take the country out of the war and implement long-needed modernizations and reforms. Together they created the Ottoman States. The country retains the Sultan as its titular head, but leadership lies with the elected representatives of the General Assembly. Symbolic of the break with the past, the ancient capital Constantinople has been renamed Istanbul. While the republic is now a majority

Turkish country, the nationalism of the war period has slowly moderated to a generalized national pride held by all citizens and the country has largely avoided the ethnic tensions which plagued the Empire. While it holds only a small fraction of the territory the Empire controlled, the land remaining to the Ottoman States has always been the most stable. Compared to the chaotic situation in Russia and the on-going tensions in the Balkans, most Ottomans are happy to be free of those troubled areas.

The Ottoman States is still a nation in development. Much more must be done before the Ottomans reach their full potential. The massive infrastructure investments made by German companies which typified the war period have continued, but the Ottomans have also diversified their friends. Relations have been reestablished with all of the country's former European enemies. Almost every European power has an embassy in Istanbul and the Republic tends to stay in good standing with each. Old ties to French culture have been renewed and exist alongside the continued German influence. Most of the Republic's war materiel comes from one of the two. Ottoman relations with Russia are more tense. They are officially neutral in the civil war, but their support of the White Russians is a well-known secret.

While the country is a destination for foreign investments from the Great Powers, it plays the same role on a smaller scale with the new nations in former Ottoman territories in the Balkans, Syria, Palestine and Mesopotamia. Ottoman business interests and government-based aid workers have a presence in all these areas. While no one there wants to return to the days of Ottoman domination, many see the States as the least bad option for developing their own territories. The current political mindset in the Ottoman States favors internal growth and economic influence over political or military expansion. Sultan Yusuf is now in his seventies and how much, if at all, things will change when the throne passes to his grandnephew Prince Abdul Mejid remains to be seen.

Northern Africa

The countries of Northern Africa have been connected to Europe since ancient times. Alexandria, Egypt was founded by Alexander the

Great; Tunis, Tunisia is built on the ruins of ancient merchant empire of Carthage. Cities such as Tripoli in Libya, Algiers in Algeria and Tangier in Morocco came to prominence after the Muslim conquest of the seventh century. These trading ports have always been the economic centers of their respective countries, collecting the agricultural goods of the coast, and vrillium and other raw materials from mines in the mountains and deserts further inland. In the late nineteenth century the whole northern coast of Africa was taken over by European powers seeking new colonies closer to home. Spain took over Morocco, France took Algeria and Tunisia. In the early twentieth century England became the de facto power in Egypt despite it remaining part of the Ottoman Empire and Italy displaced the Ottomans in Libya in a war.

The Great War has weakened some of the tight controls put in place at first. This is especially true in Tunisia and Egypt which function more as independent allies than as colonies. Tunis, though a possession of Republic of France, has major influence from both Maltese pirates and Italian merchants because of the proximity. The presence of the Suez Canal in Egypt means shipping from all across Europe passes through Egypt. This well-established sea route has been developed to cater to air commerce as well. People from all over can be found in Egypt, especially in its bustling capital, Cairo. There is plenty of work for diplomats, spies, merchants and mercenaries. The same opportunities are available in most of the large cities across Northern Africa where many cultural, economic and political interests are always competing.

Outside of the large port cities, however, the signs of European control disappear quickly. While a few European military outposts, traders and adventurous ex-pats can be found, the locals are firmly in command. French Social Republic-administered Algeria and Iberian Morocco are particularly volatile as local fighters have been trying to push out their colonial masters for decades. The Italian project in Libya has met with fair success. They have not tried to hold the country by force, but have offered local leaders lucrative trade deals and have built up the country with investment. Across the coast, pockets remain loyal to the long-term powers, but much to the displeasure of colonial administrators, other areas

are pushing for independence or being drawn into the economic orbit of Italy. Even worse, German trade is starting to come up across the Sahara from the German Kongo. These expansions have been somewhat of a sticking point for European relations and tensions are increasing daily.

United States of America

America has been disinterested in events in Europe since the 1820s and actively isolationist since the end of the Spanish-American War in 1898. Although individuals took part in the Great War, the United States itself played no part in the troubles of Europe. Trade has been the United States' only focus, with many European and American countries all-but dependent on foodstuffs and industrial goods from the Yankees. The U.S. built the Panama Canal in the early years of the century, but only to help their own ships move goods around the world and to earn a fee for every other ship which uses the canal. Only the Hegemony, because of both its long history and very long border with the United States has received any sort of military assistance from the isolated nation, and even they have only been given obsolete versions of American directed energy technology.

These few samples of advanced technology and reports from visitors reveal America is a heavily industrialized nation. Most people in the world have heard of the powerful Tesla-Edison family which runs the largest corporation in the world. This family has become a political dynasty as well, harnessing the vast resources of the country to make technological marvels almost commonplace. The nation runs rampant with cheap energy and the military makes full use of the latest in directed energy technology both for propulsion and firepower. America is the most powerful techno-industrial juggernaut the world has ever seen. European political elites cannot help but thank their lucky stars the U.S. colossus so far chooses to keep to its own shores.

Mercenary Crews

The Farmsteaders

Heading: Growth

Airship: Registered Mercenary Ship (RMS) *Excelsior*

Registration: Luxembourg

Crew Compliment: 33

Hanger Deck Capacity: 8

The story of the Farmsteaders begins with the story of their ship. The ship was a design collaboration between Captain Monteray "Monty" Thompson and a wealthy noble named Dudley Vassall. With Vassall's resources and Thompson's sense for the air they used *Excelsior* to develop and test systems for a new class of Vassall-built airships. They were joined in their efforts by Vassall's fiancée, Darlene Kendrick, who took a keen interest both in methods of navigation and the commercial potential of an aerial passenger liner. Each of the three considered themselves the rightful owner. Monty, because no one knew her complexities better. Dudley, because he had paid for her. Darlene, because it was promised to her as a wedding present. Against the backdrop of the rise of the Hegemony, tensions developed between the three. Thompson did not like the authoritarian bent of the post-war government. Vassall inherited his title and made it clear his future wife would be his prized possession. He also began courting the government for contracts for his company's ships. Kendrick decided she didn't want to be a viscountess if it meant marrying Dudley. She took *Excelsior* out for "one last cruise" with Monty at the helm and the two of them have never come back.

With few prospects for the future, but with an airship at their disposal which was both faster and more heavily armed than a typical ship her size, the pair soon found plenty of work. In the days of the civil wars they were able to find jobs on both sides of the shifting fronts. Later as the mercenary system developed, they were among the first to register themselves. Soon Monty and Darlene picked up others like themselves who needed a home and who could offer valuable skills to the group. From the badger boatswain to the elephant security guard to the wolverine demolitions expert to the swashbuckling duck, all the members of the *Excelsior* crew joined for their own reasons. Monty says he's not running

a charity, but most people who know him know he has a tender heart. He can never turn away someone in need and more than a few “hard luck cases” have found their way into the Farmsteaders fold. Fortunately, Darlene has a head for business and she keeps the jobs lined up.

The Farmsteaders are the archetypical “masters of none” crew. They all have a little bit of experience with a lot of different things and most people have more than one job. The mess cook is also in charge of the deck guns and the medic happens to also be the best pilot they’ve got. With this amalgamation of skills they somehow get the job done, often with sheer gall making up for any deficiency. The bulk of their work is simple cargo transport jobs, almost all of them legitimate. They sometimes take on passengers in “no questions asked” situations. They will take jobs involving light guard duty or simple smash and grab operations when they have to, but they are not the ideal crew for heavy soldiering. No matter where the work takes them, they always seem to find themselves getting a bit a more adventure than they expected.

Ready to Play?

The characters presented on the following pages have everything you need to start playing. Feel free to print or copy their character sheets for your game. You will see, however, some of these characters only have a True North and not a complete Moral Compass. This is not a mistake. If you find you like the game and want to play long enough to worry about tracking Plot Points and earning Rewards, you will be able to fill out your chosen character’s Moral Compass however you want. This allows you to put your own spin on these characters and lets you try out one of the key components of the Compass System.





Monterey “Monty” Thompson “Honorable Veteran”

Monty essentially grew up in the Imperial Air Navy. As a young lad he worked on some of the first British airships. He attended Naval Academy and graduated in the first days of the War. He began to rise through the ranks by proving himself able to lead his sailors to do more than anyone thought possible. As a young officer Thompson met another young officer named Dudley Vassall. Vassall was a minor member of the nobility and heir to a large estate which he was turning into an airship-building commercial empire. Through the tense years of the war the two became good friends and allies in their ambition to rise ever higher in the Navy and in society. Thompson was part of the movement of soldiers who left the battlefields in early 1919 to force the turnover of Parliamentary power. To the victor goes the spoils and Thompson was promoted to Captain for helping bring the UWP to power. Vassall's company easily secured contracts from the new government and Thompson joined him as the military's liaison. Together they collaborated on new airship designs. The *Excelsior* was the first ship in a new line of Vassall-built, modest-sized, multi-function airships. It was the test ship and a demonstration piece. Its systems are a patchwork of multiple iterations of design, but also have many custom modifications which were

not ultimately incorporated into the production model. Thompson learned all there was to know about *Excelsior* and he captained her many test flights. He came to love the ship as only a captain can. It was during this same time Monty met Vassall's fiancée, Darlene Kendrick. The three spent much time together in those happier days.

As the government began to stifle more and more opposition and promote more and more the same military policies which had led to the Great War, Thompson found himself at odds with many in the military-industrial complex. When defending the borders came to mean expanding the borders Monty realized he had to leave Britain. When Darlene told him she had much the same plan for much the same reason, they took *Excelsior* and fled together. With bitter memories of the way lives were wasted during the Great War, Monty has tried to offer a haven aboard *Excelsior* for those who don't want to throw away their lives for other people's dreams of glory. Monty is no a pacifist, but he believes everyone should be able to risk their own life for their own goals. He has little trust in governments. He has easily fallen into the life of a mercenary, he is the master of his own tiny world and the like-minded can come and go as they please. He continues to inspire respect from his crew no matter what situation they have fled from.



Name Monteray Thompson Player Name _____
 Age 48 Sex Male Size Normal Height 5'5" Weight 195 pounds
 Animal Type Dog (Bulldog) Nationality British
 Careers Officer/Revolutionary Affiliation Farmsteaders (Mercenaries)
 Character Concept Leader of the Farmsteaders. Honorable veteran.

CHARACTER SHEET

Attributes		Uncap
Brawn	3	<input type="checkbox"/>
Strength	2	<input type="checkbox"/>
Fleetness	2	<input checked="" type="checkbox"/>
Smarts	3	<input type="checkbox"/>
Know-How	4	<input type="checkbox"/>
Moxie	2	<input type="checkbox"/>
Guts	5	<input checked="" type="checkbox"/>
Valor	5	<input type="checkbox"/>
Grit	5	<input type="checkbox"/>

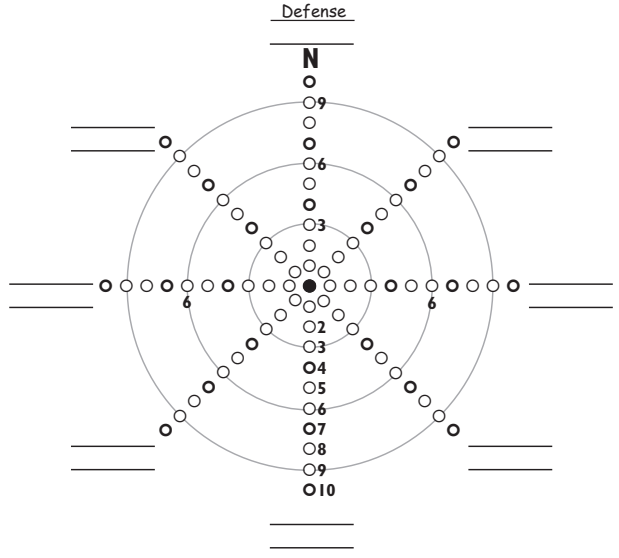
Perks
Charismatic (Guts + Valor)
Quirks

Abilities
Teeth
Sharp Eyes
Chew
Officer: Gives double the bonus for Command or Motivate specialties.
Revolutionary: Gives double the bonus for Aggravate or Motivate specialties.

Skills and Specialties	Difficulty	Skill Dice
Leadership	Difficult	●●●●○
- Command (Grit)	Moderate	●●●●○
- Motivate (Valor)	Moderate	●●●●○
Navigation	Moderate	●○○○○
- Charts (Know-How)	Easy	●○○○○
Melee	Moderate	○○○○○
- Brawl	Easy	○○○○○
Social	Moderate	●●●●○
- Bluff (Valor)	Moderate	●●●●○
- Persuasion (Valor)	Moderate	●●●●○
Sneak	Moderate	●○○○○
- Streetwise (Moxie)	Moderate	●○○○○
Ranged	Moderate	○○○○○
Search	Moderate	○○○○○
Business	Moderate	○○○○○
Knowledge	Moderate	○○○○○
		○○○○○
		○○○○○
		○○○○○
		○○○○○

Weapon	Range	Damage	Resounding Success Bonus
Sabre	Melee	2	+2 Damage
Webb 1921	Mid	1D6	Armor Piercing (1)
Health		Armor	
/12			

Languages
English, German, French
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Rambeaux Noir “Tight-lipped Loose Cannon”

Rambeaux joined the Farmsteaders crew after they fished him out of the English Channel following some sort of incident he refuses to fully explain. The sheep of few words remains a mysterious figure in no hurry to fill the others in on himself. He has let slip he is an American, a Cajun to be exact, who left “stupid rules” behind to find some kind of freedom in the scrum of European conflict.

Rambeaux shows little interest in most things, but the things he likes are true joys for him. He likes to grow flowers in pots beside his bunk. He also appreciates a smoothly-running engine. He’s taken the time to learn his way around the bewildering systems of *Excelsior* and his skills help keep the ship in the air. He also likes cigars. He and Otto get along well and can often be found smoking on the flight deck and not talking for hours. Few others can appreciate how a friendship can be based almost entirely on grunts and nods. The last thing Rambeaux genuinely relishes is the chance to bash heads with new opponents. He would never admit it, but he actually enjoys the thrill of putting himself in the most dangerous place in any battle. The rest of the crew may not like to admit it, but they have been saved by Rambeaux’s quick thinking and reckless self-endangerment more than once.





Name Rambeaux Noir Player Name _____
 Age 32 Sex Male Size Large Height 6'8" Weight 218 pounds
 Animal Type Sheep (Big Horn) Nationality American
 Careers Handyman/Thug Affiliation Farmsteaders (Mercenaries)
 Character Concept Tight-lipped Loose Cannon

CHARACTER SHEET

Attributes	Uncap
Brawn	6 <input type="checkbox"/>
Strength	7 <input type="checkbox"/>
Fleetness	4 <input checked="" type="checkbox"/>
Smarts	1 <input type="checkbox"/>
Know-How	2 <input type="checkbox"/>
Moxie	1 <input type="checkbox"/>
Guts	4 <input checked="" type="checkbox"/>
Valor	2 <input type="checkbox"/>
Grit	4 <input type="checkbox"/>

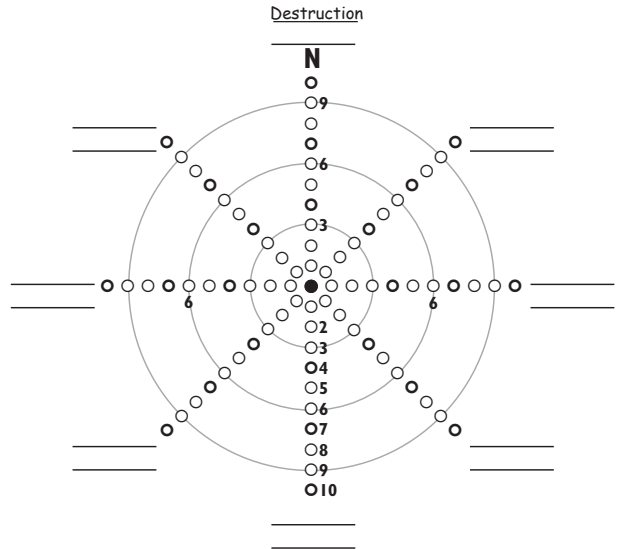
Perks
Daredevil
Fast Healer
Quirks
Temper

Abilities
Surefooted
Horns
Headbutt
Handyman: Once per session, automatically succeed at one Handyman Career Skill roll.
Thug: Gives double the penalty for Aggravate Skill Specialty rolls.

Skills and Specialties	Difficulty	Skill Dice
Tradesman	Moderate	● ○ ○ ○ ○ ○
- Carpenter (Grit)	Easy	● ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Mechanics	Moderate	● ○ ○ ○ ○ ○
- Aircraft (Know-How)	Moderate	● ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Athletics	Easy	● ○ ○ ○ ○ ○
- Climb (Strength)	Moderate	● ○ ○ ○ ○ ○
- Swim (Strength)	Moderate	● ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Drive	Moderate	○ ○ ○ ○ ○ ○
- Wheelman (Fleetness)	Moderate	○ ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Melee	Moderate	● ● ● ○ ○ ○
- Brawl (Grit)	Easy	● ● ● ○ ○ ○
- Pugilism (Valor)	Moderate	● ● ● ○ ○ ○
		○ ○ ○ ○ ○ ○
Ranged	Moderate	○ ○ ○ ○ ○ ○
Navigation	Moderate	○ ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○

Weapon	Range	Damage	Resounding Success Bonus
Entrench Tool	Melee	3	Armor Piercing (1)
Wrenfield	Far	3D6	Move up one spot in Initiative
Health		Armor	
/24			

Languages
English
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Veronica “Biscuits” Chattam “The Best Terrible Cook Ever”

The Chattam family has been in the service of the Kendrick family for generations. Both the groundskeepers and housekeepers on the Kendrick estate have always been Chattams. Veronica grew up with a handful of very rough brothers and she had to learn early how to hold her own in a fight. She earned a reputation for being able to end a pub brawl whenever one of her brothers got in over his head. She even used to make her brothers take her shooting with them in the woods of the estate. In time, Veronica spent more and more of her day in the Kendrick house. She helped care for Darlene from the time she was an infant and the two have always been close, if not quite friends, despite their different social standings. Most of Veronica’s work was in the family kitchen, where she earned her “Biscuits” nickname. When Darlene decided to leave the Hegemony, Biscuits was one of the few people she confided in. She decided she couldn’t let Darlene go alone, plus she didn’t want to stay in Wales sweeping dust from the corners without her.

For a turtle who had never been very far from home, Biscuits seems to have taken to the life of a mercenary surprisingly well. However, her early days perfectly prepared her for the rough and tumble existence. She is used to taking orders, but she also has the force of personality to put her own ideas out for discussion. She has a keen sense of when it is time to argue and when it is time to shut up and get the job done. Others often follow her lead in this respect. She tries to smooth over conflicts and keep the morale of the crew up. With her years of experience in the kitchen, Biscuits took to *Excelsior’s* tiny galley and made the mess her own domain. She was never really a great cook, but she can crank out big pots of perfectly edible fare in the worst of conditions. Whether they like it much or not, everyone has to eat. Only Otto heaps praise on her cooking, and she appreciates him all the more because of it. Biscuits is one of the only members of the Farmsteaders who regularly talks to everyone. If Monty or Darlene want to know the mood of the crew, they know they can always ask Biscuits.

Perhaps most surprising of all is the way the backwater housekeeper has taken to very large guns. Biscuits knows the basics of firearms from bagging game in her younger days, but the fact



she is always ready to get into a ball-turret or operate a deck gun is something no one would have expected from her. She likes to play it off, pointing out it only makes sense because there’s a ladder to a turret right near the mess. Really, she’s just thrilled to fire big guns and see the destruction they bring.



Name Veronica Chatham Player Name _____
 Age 36 Sex Female Size Large Height 7'0" Weight 208 pounds
 Animal Type Turtle Nationality British
 Careers Cook/Gunner Affiliation Farmsteaders (Mercenaries)
 Character Concept The best terrible cook ever. Nicknamed "Biscuits"

CHARACTER SHEET

Attributes	Uncap	
Brawn	4	<input checked="" type="checkbox"/>
Strength	5	<input type="checkbox"/>
Fleetness	2	<input type="checkbox"/>
Smarts	3	<input type="checkbox"/>
Know-How	3	<input checked="" type="checkbox"/>
Moxie	3	<input type="checkbox"/>
Guts	4	<input type="checkbox"/>
Valor	5	<input type="checkbox"/>
Grit	2	<input type="checkbox"/>

Perks
Effortless Look
Fast Healer
Quirks
Lightweight

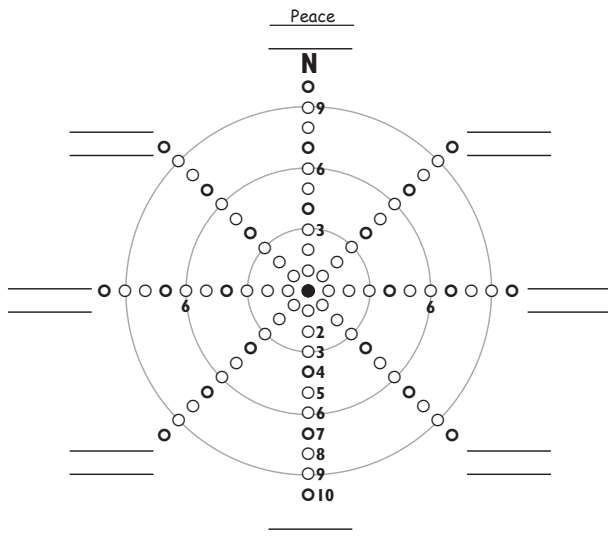
Abilities
Natural Armor (3)
Grip
Heat Resistance
Cook: Make a palatable meal out of anything.
Gunner: Can score a Resounding Success when firing beyond the Range of a weapon.

Skills and Specialties	Difficulty	Skill Dice
Cook		● ● ● ○ ○
- Mess Cook (Grit)		● ● ● ○ ○
- Chef (Valor)		● ● ● ○ ○
Melee		● ○ ○ ○ ○
- Blade (Fleetness)		● ○ ○ ○ ○
Business		○ ○ ○ ○ ○
- Logistics (Know-How)		○ ○ ○ ○ ○
Ranged		● ● ● ○ ○
- Machine Gun (Strength)		● ● ● ○ ○
- Rifle (Valor)		● ● ● ○ ○
Mechanics		● ● ● ○ ○
- Airship (Know-How)		● ○ ○ ○ ○
Athletics		○ ○ ○ ○ ○
- Wrestling (Valor)		○ ○ ○ ○ ○
Social		● ○ ○ ○ ○
Pilot		○ ○ ○ ○ ○
Medicine		○ ○ ○ ○ ○
		○ ○ ○ ○ ○
		○ ○ ○ ○ ○

Weapon	Range	Damage	Resounding Success Bonus
Trench Gun	Near/Mid	3D6/2D6	+1D6 Damage Blast (1)
Chef's Knife	Melee	2	+2 Damage
Health		Armor	
/16		Natural Armor (3)	

Languages
English, French, German
Campaign Notes

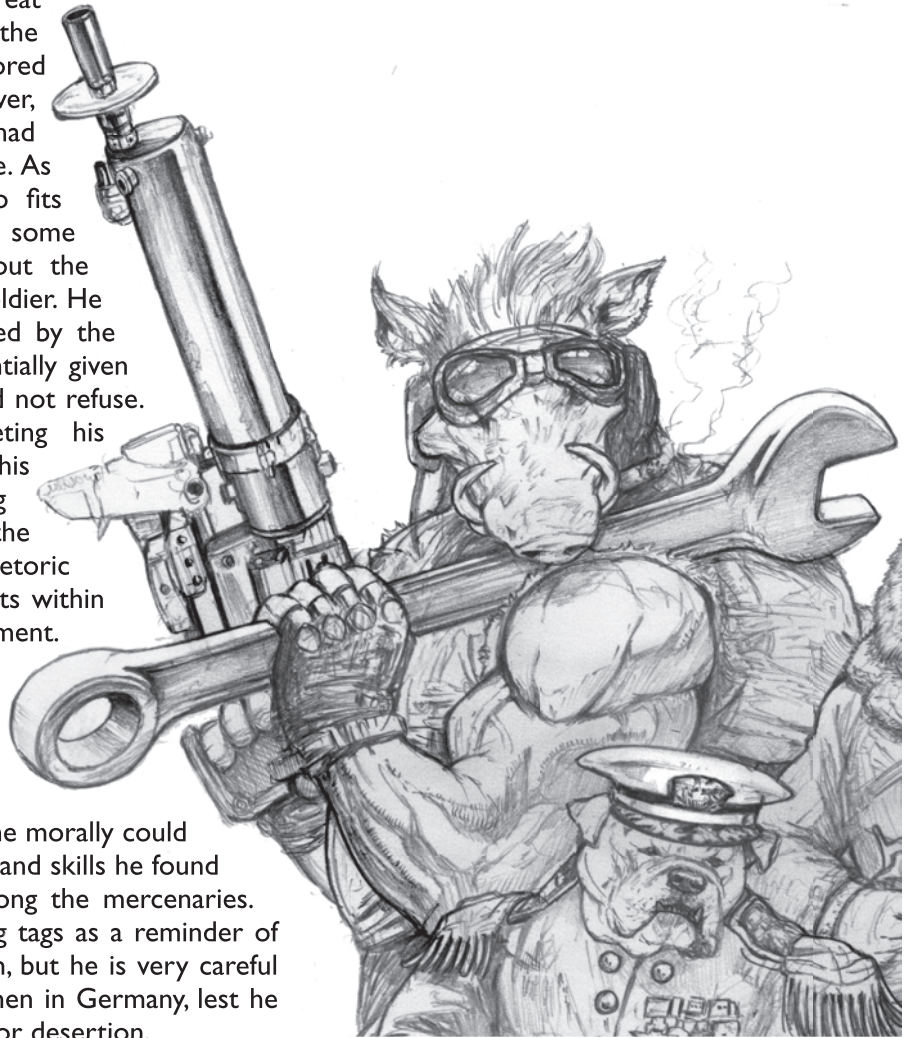
Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%



Otto von Landingham “Big Friendly Mechanic”

Otto is too young to have been in the Great War. Coming of age in the first years of the restored German Empire, however, everyone assumed he had the military in his future. As a very large boar Otto fits perfectly the stereotype some wish to perpetuate about the ideal type of German soldier. He was aggressively recruited by the Imperial Army and essentially given the classic offer he could not refuse. However, after completing his military education and his heavy weapons training he remained wary of the increasingly aggressive rhetoric and posturing of elements within the German government. Given the way the winds of Europe were blowing, Otto chose to escape from the military altogether, rather than wait to be given orders he morally could not accept. With his size and skills he found work pretty quickly among the mercenaries. He usually wears his dog tags as a reminder of the fate he escaped from, but he is very careful to leave them behind when in Germany, lest he be noticed and charged for desertion.

Though he looks like the type to start a fight, Otto is very easy-going and slow to get upset. It took him a little while to find the right mercenary outfit for him. He just wasn't aggressive enough for most crews. He was drawn to Monty's more gentle leadership style as soon as they first met and he has become an important member of the *Excelsior* crew. Otto is always ready to do his best to help keep the crew's airplanes and



Excelsior herself flying as well as the larder well-stocked. He prefers not to fight and sometimes his mere presence helps end trouble before it starts. While he has almost never thrown the first punch, Otto will not hesitate to defend himself and his crewmates, all of whom he considers friends. When finally pushed to battle, Otto aims to inflict maximum damage and end the fight as soon as possible.



Name Otto Von Landingham Player Name _____
 Age 35 Sex Male Size Large Height 7'5" Weight 300 pounds
 Animal Type Pig (Boar) Nationality German
 Careers Mechanic/Pilot Affiliation Farmsteaders (Mercenaries)
 Character Concept Big, friendly mechanic

CHARACTER SHEET

Attributes	Uncap	
Brawn	7	<input checked="" type="checkbox"/>
Strength	7	<input checked="" type="checkbox"/>
Fleetness	3	<input type="checkbox"/>
Smarts	2	<input type="checkbox"/>
Know-How	2	<input type="checkbox"/>
Moxie	1	<input type="checkbox"/>
Guts	2	<input type="checkbox"/>
Valor	3	<input type="checkbox"/>
Grit	4	<input type="checkbox"/>

Perks
Boozehound
Snaggletooth
Quirks
Honest

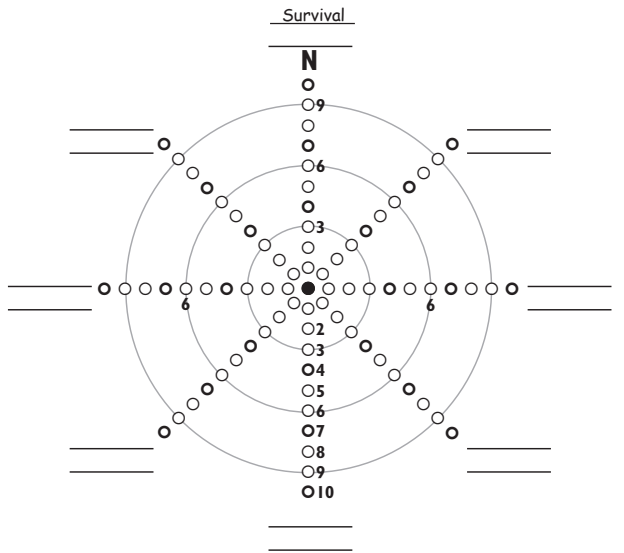
Abilities
Eat Anything
Pack It On
Tusks
Mechanic: Add Know-How to any Mechanics or Engineer skill rolls.
Pilot (Luftwaffe): Once per combat, ignore the damage and effects of one hit on your plane.

Skills and Specialties	Difficulty	Skill Dice
Pilot (Luftwaffe)		● ● ○ ○ ○ ○
- Heavy (Grit)		● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Navigation		● ● ○ ○ ○ ○
- Charts (Know-How)		● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Ranged		● ● ○ ○ ○ ○
- Machine Gun (Strength)		● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Mechanics		● ● ○ ○ ○ ○
- Airship (Know-How)		● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Engineer		● ● ○ ○ ○ ○
- Machinist (Know-How)		● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Drive		○ ○ ○ ○ ○ ○
- Tanks/Walkers		○ ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Athletics		○ ○ ○ ○ ○ ○
Melee		○ ○ ○ ○ ○ ○

Weapon	Range	Damage	Resounding Success Bonus
Maxim 95	Far	3D6+3	+1D6 Damage, Spray
Big Wrench	Melee	4	+2 Damage
Health		Armor	
/28			

Languages
German, English
Campaign Notes

Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%



Harcourt de Jaucourt “Well-travelled Medic”

Years ago in the Great War Harcourt was a combat medic and ambulance driver. He saw the worst of soldiers caught up in barbed wire, burned by gas attacks and run emotionally ragged by the stress of combat. His military service continued during France's civil war when he joined the forces of the Republic of France. The losing battles and the slow retreat south in the face of the fascists was almost worse than the years of the static trench warfare. By the end of the civil war Harcourt had seen more than enough death for one lifetime. He cannot remember those years without smelling again the gun powder and the corpses. Whenever events force him to recall, such as

whenever he must apply his medical knowledge, the usually talkative lynx falls silent.

After the end of fighting, Harcourt felt he needed a complete change in his life and he took up piloting in the newly-minted French air-mail service. Operating out of Marseilles, delivery routes took him to Rome, Algiers, London, Luxembourg City and even to Paris. These places certainly offered new sights and new sounds and he claims to have had many adventures in these years. He also experienced first-hand the rise of air piracy and saw the soldiers of fortune who responded. Eventually he decided delivering the mail was not exciting enough and he changed careers again, becoming a mercenary himself. As both a pilot and medic, finding work was not hard. As part of the Farmsteaders, he has



traveled further afield than ever before, escaping his haunted past for a little while longer.

With the Farmsteaders, Harcourt relishes the chance to be needed. He happens to be one of the best pilots in the crew and with his French Aigle fighter is often an important part of *Excelsior's* air defense. He is also often stepping up to serve as the group's diplomat. This is not to say Harcourt is a great pilot, or a forceful negotiator, he is just the best the Farmsteaders have. Harcourt can do the doctoring and as the ship's medic he is perfectly qualified to patch up the bruises and bullet holes which are common to so many mercenaries. He is also a famous talker. He has many tall tales of his own adventures and he will tell them again no matter how many times his crew-mates roll their eyes.

Alona Marian **“Farmhand Turned Assassin”**

Alona comes from a Basque farming community in northern Iberia. When warlord Roland was gaining power in the 1920s, her town was raided and her brother was killed. When that happened, Alona left her old life behind and became a camp follower in Roland’s Protectorate. She cooked and cleaned and did laundry for the soldiers all the while trying to figure out who it was who had murdered her brother. Eventually, she tracked down the one responsible and slit his throat in his sleep. Her revenge accomplished, she left both the Protectorate and her village far behind for her own protection. She turned her carefully developed deception skills into a mercenary career specializing in targeted killings.

At first, she tried to limit herself to killing the worst of the worst; leaders of criminal gangs, slavers and ruthless murderers. Each time she would repeat the strategy she had used in the Protectorate. She would get close enough to her targets to learn their weaknesses, then strike. Unfortunately, her name and face became too well known for anyone one to trust her and she couldn’t be as choosy about the jobs she had to take. After living very roughly for a few years, she met the Farmsteaders and decided to take up with them. They offered her the first family she had known since the raid on her village and as part of the crew, she wouldn’t have to kill quite so many people just to survive.



Alona is one of the most ruthless fighters aboard *Excelsior*, but she much prefers the jobs where her only role is to sneak in somewhere, gather some information and disappear again. With the crew she has revisited many of the places where she traveled to make kills in the past, but now under much happier circumstances. She values any time away from work so she can explore the wide world for the first time without the need to sneak around so much. However, her past is never very far away. She knows there are many people who may come looking for their own revenge. If she ever needs to, she is ready to fall back into her former life of surviving by her wits alone. For now, Alona merely keeps a very wary eye on everyone she meets.



Name Alona Marian Player Name _____
 Age 21 Sex Female Size Normal Height 5'0" Weight 110 pounds
 Animal Type Weasel (Marten) Nationality Basque
 Careers Sneakthief/Businessman Affiliation Farmsteaders (Mercenaries)
 Character Concept Farmhand turned assassin

CHARACTER SHEET

Attributes	Uncap
Brawn	2 <input type="checkbox"/>
Strength	3 <input type="checkbox"/>
Fleetness	5 <input checked="" type="checkbox"/>
Smarts	4 <input type="checkbox"/>
Know-How	1 <input type="checkbox"/>
Moxie	2 <input type="checkbox"/>
Guts	5 <input type="checkbox"/>
Valor	4 <input type="checkbox"/>
Grit	5 <input checked="" type="checkbox"/>

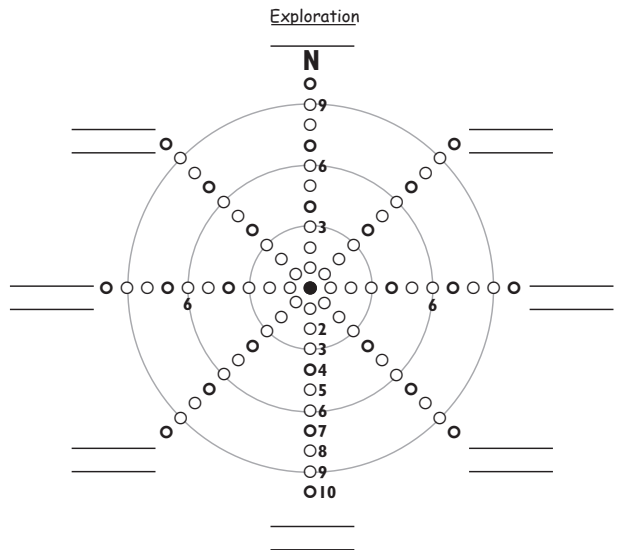
Perks
Looker
Quirks

Abilities
Whiskers
Flexible
Sharp Nose
Sneakthief: Add Fleetness to Sneak or Search skill rolls.
Businessman: Add Valor to Social or Business skill rolls.

Skills and Specialties	Difficulty	Skill Dice
Sneak	Moderate	● ● ○ ○ ○ ○
- Stealth (Fleetness)	Easy	● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Search	Moderate	● ● ○ ○ ○ ○
- Hide (Grit)	Moderate	● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Melee	Moderate	● ● ○ ○ ○ ○
- Blade (Fleetness)	Easy	● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Social	Moderate	● ● ○ ○ ○ ○
- Bluff (Valor)	Moderate	● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Business	Moderate	● ● ○ ○ ○ ○
- Negotiation (Valor)	Moderate	● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Knowledge	Moderate	● ● ○ ○ ○ ○
- Survival (Grit)	Difficult	● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Art	Difficult	● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○

Weapon	Range	Damage	Resounding Success Bonus
Fascine Knife	Melee	2	+1 Damage; can use axe specialty
Pig Sticker	Melee	1	+1 Damage, Armor Piercing (1)
Health		Armor	
/8			

Languages
Basque, Spanish, French, English
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Darlene Kendrick

Career: Freedom Fighter/Businessman

Animal Type: Deer

Size: Large

Abilities of Note: High Jump, Pack

True North: Growth

As a young person, Darlene would have never imagined she could have ended up as a mercenary. Her father made a name for himself in Welsh coal mining. Darlene naturally took to the family business and hoped to take over from her father someday. Instead, he wanted to use her to unite the company with Vassall Industries and she was betrothed to Dudley Vassall. Even then, she entertained the possibility of being involved in the business. However, in the years after the War, the more she saw of her future husband, the less she liked of him and his political ambitions. He made it very clear her place would be to simply make him look good. She much preferred Monty Thompson, whom she saw as genuinely concerned about the people around him as opposed to what they could do for him. She orchestrated their theft of *Excelsior* so they could escape together from an unpleasant future. As the first officer of the Farmsteaders, Darlene has the freedom to use her business skills to keep the jobs lined up and the *Excelsior* flying.

Batty K. Gevers

Career: Radioman/
Sneakthief

Animal Type: Bat

Size: Normal

Abilities of Note: Sharp

Ears, Wall Walk

True North: Exploration

Batty has never cared much for other people's expectations. He became interesting in the Marconi wireless as a child which naturally led to experimentation with the first radios. The idea of being able to hear voices from literally around the world seemed like magic.

After the Great War Belgium lay shattered and



the government decided not to rebuild the military in the hope safety lay in posing no threat at all. Batty had expected to join the military and the government's decision seemed both careless and unreasonable. Like many other young Belgians, Batty decided to look elsewhere for the military training he desired. Mercenaries needed radio operators and he soon signed on. He joined *Excelsior* after a few short stints with other crews. His ears and his speed serve him well as the main communicator, spoofer and all-around messenger for the Farmsteaders. If Belgium ever decides they want a military after all, Batty will be ready to go home, but until then, he is happy to play the role of the knight errant honing his skills wherever the work takes him.

Don Arnold

Career: Handyman/Freedom Fighter

Animal Type: Waterfowl (duck)

Size: Small

Abilities of Note: Fly, Pack

True North: Falsehood

Don Arnold began his working life as a river rat plying the English canal system, shipping goods from place to place on rickety old barges. These humble origins did not prevent him from imagining himself as the captain of a great trading vessel. He would dress like Admiral Nelson and practice fencing on the deck as his barge crept along the canals. The War brought a mild uptick in business because war-time fuel rationing made barge travel more economical. With the end of the war, however, the bottom fell out of the market and "Captain" Arnold had to look for work elsewhere. He soon ended up as a mercenary. He found he could make up whatever past he wanted for each new job he took. From a disgraced German count to an American marine to a Greek cheesemaker's son, Don loves to play a role and see how long he can keep the bluff going. He doesn't mind when things go too far and a fight breaks out, because he likes sword-play almost as much as wordplay.

Lachlan McShane

Career: Thug/Soldier

Animal Type: Elephant

Size: Huge

Abilities of Note: Feat of Strength, Natural Armor

True North: Defense

As bad as things have gotten in Ireland, it is no surprise many Irish make their living as mercenaries in mainland Europe. Lachlan McShane's story is just another variation on the theme. He was in the War and served as honorably as anyone, until Dublin was burned. Since then he has fought against the English occupation both

in Ireland and abroad. He knows, as some of his compatriots forget, not all the English agree with the current Hedge policies. Lachlan has a strong sense of personal loyalty and he never forgets a good turn. He remembers the English blokes in his unit who cried with him when they first got the news about Dublin. He'll never forget the time Monty offered him shelter when things got too hot in county Cork. Lachlan has proved his worth to the Farmsteaders in more than one fight. His primary job, though, is working security. He sits on the gangplank glaring at passersby and the ship has always still been there when the crew comes back.



Other Characters of Note

Marianna Cluck

“Grandmother to Everyone”

Owner of Marianna’s

Marianna runs an old fashioned roadside inn near the German-French border in Northern France. During the Great War, most of the surrounding villages were damaged in the fighting and most of the local people fled. When the civil war began, the entire Cluck family joined the mass migration to the south. Once things had settled down, most of the family decided to stay in the relative safety of the Republic of France. Marianna, however was determined to return to the only home she knew and rebuild the family business. The inn has been in the Cluck family for generations and she could not stand the thought of being the one to let the tradition slip away. Though she has no love for the fascist government of Northern France, she remains there to offer a friendly face in this scarred corner for the world.

The former battlefields of the Great War have become an empty, undeveloped wasteland known as The Swath and Marianna’s inn is one of the only nice places to stay in the area. Many old soldiers come to remember their lost comrades or search for their own sanity, and most of these

wanderers come to Marianna’s. Some want to remember to past and some hope to forget it, but they can always find what they want at Marianna’s. It has developed a reputation as a house of rest and one of peace. She tolerates no “roughhousing” and no “funny business” under her roof. If someone does try to make trouble, they quickly find themselves out in the street with their face in the mud. Cluck cannot always hold her own in a scuffle, but she has many supporters to back her up. The regulars in her tavern room like the way she keeps the peace and they are ready to help her when needed.

Cluck herself sees her job as not only one of preserving civility of the past, but also one of healing both the body and the mind. She can spot when someone is suffering from shell shock and often a gentle conversation with her can calm even the roughest customer. Cluck is also a shrewd businessperson and her rates are high, but the amenities of her inn are second to none. Marianna’s is a favorite spot for old salts to trade war stories as well as for young bucks to learn the ropes, pick up new jobs and pass on the latest rumors. Marianna Cluck is very well-informed herself and will often put her guests onto a lead, especially if they seem like “decent folks.”



Name Marianna Cluck Player Name _____
 Age 64 Sex Female Size Large Height 6'1" Weight 181 pounds
 Animal Type Gamebird (Chicken) Nationality French
 Careers Businessman/Man of the Cloth Affiliation None
 Character Concept Grandmother to everyone, Owner of an inn near The Swath

CHARACTER SHEET

Attributes		Uncap
Brawn	3	<input checked="" type="checkbox"/>
Strength	1	<input type="checkbox"/>
Fleetness	3	<input type="checkbox"/>
Smarts	3	<input type="checkbox"/>
Know-How	3	<input type="checkbox"/>
Moxie	3	<input type="checkbox"/>
Guts	5	<input type="checkbox"/>
Valor	5	<input checked="" type="checkbox"/>
Grit	5	<input type="checkbox"/>

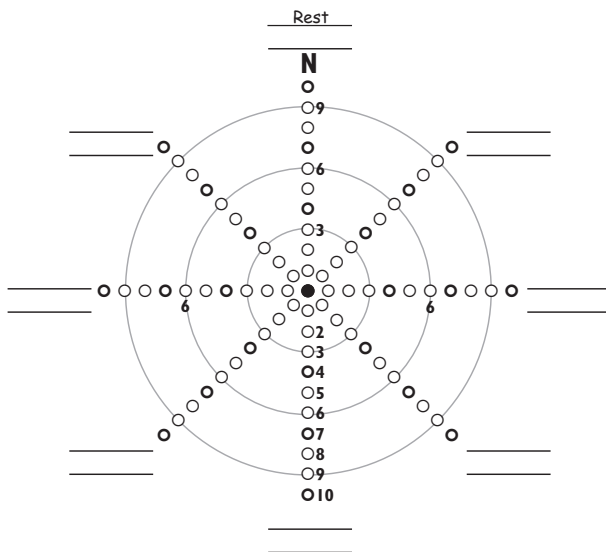
Perks
Never Forget a Face
Quirks

Abilities
Plumage
Fly
Strut

Skills and Specialties	Difficulty	Skill Dice
Social		● ● ○ ○ ○ ○
- Persuade (Valor)		● ● ○ ○ ○ ○
- Bluff (Valor)		● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Business		● ● ○ ○ ○ ○
- Negotiation (Valor)		● ● ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Knowledge		● ○ ○ ○ ○ ○
- World History (Know-How)		● ○ ○ ○ ○ ○
- Interpreter (Fleetness)		● ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Leadership		● ○ ○ ○ ○ ○
- Motivate		● ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Search		○ ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Cook		● ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
Melee		○ ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○

Weapon	Range	Damage	Resounding Success Bonus
Rolling Pin	Melee	2	+1 Damage
Health		Armor	
/12			

Languages
French, German, English
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Judas Kovacs **“Disillusioned Communist”**

Judas was just old enough to be one of the youngest participants in the Red consolidation of power in Moscow in the late 1910s. Those turbulent days were a master class in avoiding the authorities and organizing for desperate actions in unseen places. When Red power was firmly established in the city and other young idealists flocked to the city to be part of the new communist culture Judas was swept up in the wave of optimism. At first, things seemed just as positive as Anton Kozlov's speeches. Judas was involved in the Communist Youth Movement and then entered the regular party structure at age 21. However, as the war with the Blues and the Whites ground on and particularly after Zhetshev replaced Kozlov as General Secretary Judas began to feel the original optimism had been betrayed. He kept asking his superiors when the Marxist promises of the withering away of government and the freedom of the people would come, only to be told to pipe down and tow the party line. This was not the dream Judas had signed up for. He transitioned his conspiratorial skills into getting real information about the civil war and the actual state of workers in the Moscow factories. His inquiries did not go unnoticed and

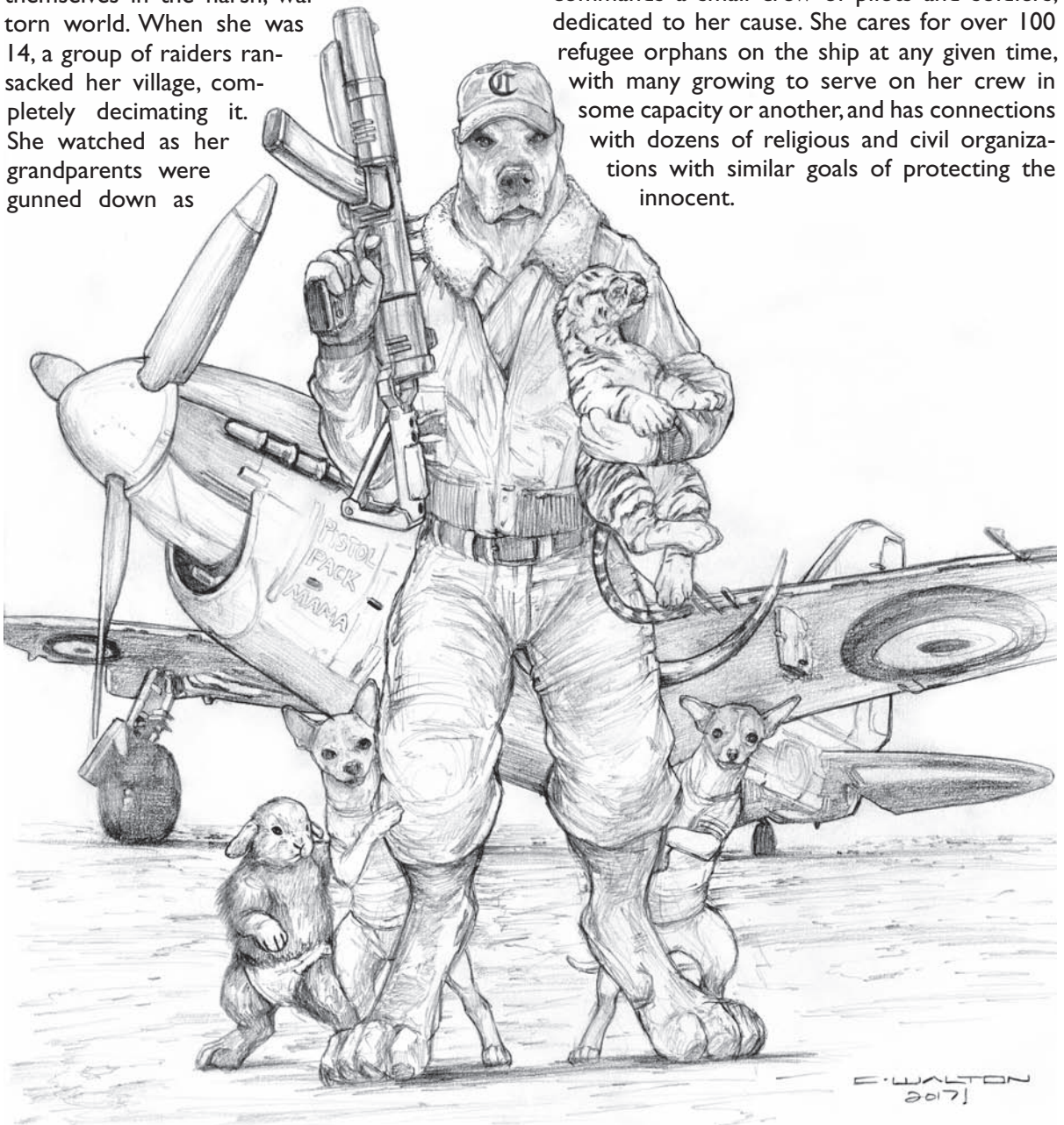
he soon realized he must either flee his home or end up in prison.

Judas managed to talk his way out of Moscow and walked across much of Europe bluffing, begging and stealing as he went. He made it across White territory, Independent Poland and most of the German Empire to Switzerland, where Kozlov, his one-time hero, had also once sought refuge. After working in hotel kitchens, various leather-working shops and taking whatever odd jobs he could Judas has profoundly revised his ideas. The co-opting of the Russian communist movement into a nationalistic, citizen-destroying force of war has made Judas into a most vehement anti-Soviet agitator. However, he remains a committed Marxist and writes for Marxist newspapers about both the horrors he saw in Russia and the abuses he continues to experience as a menial laborer in Western Europe. He travels frequently under various aliases to help organize labor. Judas can be found almost anywhere in Europe, except in Russia itself, where he is too well-known to be safe. Wherever he is found he will likely be standing up for the rights of workers, writing about injustice or engaged in some kind of money-making scheme so his two-front war against capitalism and the Reds can continue.

Pesti Castellanos **“The Avenging Angel”**

Born in a small, rural community in central Spain, Pesti Castellanos was raised by her grandparents after the Great War claimed the lives of her parents, and most of the able-bodied adults in her village. Her family took in as many of the orphaned children as they could, and oftentimes went without in order to provide for the other children. Her grandfather, a grizzled veteran of another era, taught Pesti and the other children how to fight, fly, work together and fend for themselves in the harsh, war-torn world. When she was 14, a group of raiders ransacked her village, completely decimating it. She watched as her grandparents were gunned down as

shewas herding her adopted brothers and sisters to safety. It was that day she dedicated herself to the mercenary life, taking as many odd jobs as she could to make ends meet for her and her large family of war orphans. She has always been known to be extremely protective of the innocent, often lashing out with overwhelming force against pirates and brigands known to do business in the trafficking of children and slaves. Her name is repeated only in whispers by those who have come to know her ferocity in combat. She has since captured her own modest airship and commands a small crew of pilots and soldiers, dedicated to her cause. She cares for over 100 refugee orphans on the ship at any given time, with many growing to serve on her crew in some capacity or another, and has connections with dozens of religious and civil organizations with similar goals of protecting the innocent.





Name Pesti Castellanos Player Name _____
 Age 36 Sex Female Size Normal Height 6'0" Weight 180 Pounds
 Animal Type Wolf (Boxer) Nationality Spanish
 Careers Pilot/Man of the Cloth Affiliation The Orphans (Mercenaries)
 Character Concept The Avenging Angel

CHARACTER SHEET

Attributes		Uncap
Brawn	4	<input type="checkbox"/>
Strength	4	<input type="checkbox"/>
Fleetness	6	<input checked="" type="checkbox"/>
Smarts	3	<input type="checkbox"/>
Know-How	1	<input type="checkbox"/>
Moxie	2	<input type="checkbox"/>
Guts	4	<input type="checkbox"/>
Valor	5	<input checked="" type="checkbox"/>
Grit	2	<input type="checkbox"/>

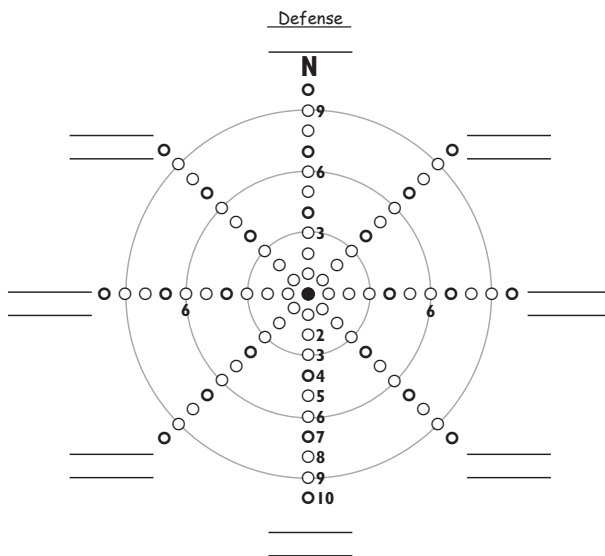
Perks
Charismatic (Guts + Fleetness)
Daredevil
Kin (Mechanics)
Quirks
Orphan
Odor

Abilities
Sharp Nose
Howl
Pack
Pilot (General): +2 to Initiative Rolls
Man of the Cloth: Add Valor to any Social or Leadership rolls.

Skills and Specialties	Difficulty	Skill Dice
Pilot	Moderate	●●●○○
- Fighter (Fleetness)	Moderate	●●●○○
- Ace (Fleetness)	Difficult	●●●○○
		○○○○○
Navigation	Moderate	●○○○○
- Charts	Easy	●○○○○
		○○○○○
Ranged	Moderate	●●○○○
- Machine Gun (Strength)	Moderate	●●○○○
		○○○○○
Knowledge	Moderate	●○○○○
- Interpreter (Fleetness)	Moderate	●○○○○
		○○○○○
Social	Moderate	●○○○○
- Intimidate (Valor)	Difficult	●○○○○
		○○○○○
Leadership	Difficult	●○○○○
- Command (Valor)	Moderate	●○○○○
		○○○○○
Radio	Easy	○○○○○

Weapon	Range	Damage	Resounding Success Bonus
PPV-45 Volkov	Mid	2D6+3	+1D6, Spray
Health		Armor	
/16			

Languages
English, Spanish, French
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Herman Buffo **“Disgraced Poison Expert”**

Dr. Buffo’s medical career was cut short by scandal and a criminal conviction. According to court documents he maliciously poisoned a patient as part of a plan to steal the poor old woman’s family fortune. If asked about it, Herman would say he simply helped a suffering patient find peace in her final days and money was not involved. He says the whole thing was stirred up by the woman’s heirs who needed someone to blame when they could not accept death as a natural part of life. Regardless of who is right, Buffo lost his license to practice medicine in the German Empire and the scandal has followed him ever since. He has been forced to practice his cures where few care about reputation or ask for credentials. Fortunately for him, there are plenty of people who need stitches on knife wounds, bullet fragments pulled out of limbs and treatment for chronic conditions who do not want to answer any questions and are willing to pay in cash.

While Herman spends most of his time patching up wounds and treating minor illnesses, this steady work allows him to support his work

with poisons, which have always been his primary interest. He is known in mercenary circles as the person to ask about any and all poisons. Depending on who asks him first, he will just as happily brew up a batch of something nasty to sell to someone as he is to suggest an antidote for an ailing patient or to work as a forensic examiner after the fact to determine what killed someone. He can’t afford to be picky about the jobs he takes. Though he is known to sell poisons, he refuses to actually administer any of his brews to anyone. He is a medical professional, not an assassin. In his world of incomplete answers and legal gray areas, he is absolutely inflexible on this one point.

He is still a relative young toad, but he looks much older than he is. He always has a creepy smile on his face and his high-pitched voice is always jarring the first time he speaks. Herman makes his home in Vichy, France and spends his winters there. The rest of the year, he can be found throughout Europe, especially in the northern countries. Despite his life circumstances, Herman has not lost all faith in other people. He can tell when someone really needs his help and is willing to accept however little they can afford to pay.

Arsène Lafayette III

“Inspiring Gentleman Pilot”

A descendant of an old noble house, Arsène Lafayette grew up on an estate in south central France in the years during and following the Great War. Physically protected from the ravages of conflict and socially separated in a world of wealth and private tutors, the only part of the war which truly impacted the studious young lad was the sight of airplanes passing far overhead. It was an image which stayed with him. When he was older and the new Republic of France was just setting up its air defenses, Arsène insisted the family fund the local air militia. It didn't take long before Arsène received flight training and he joined the regular militia drills while he was still a teen. He enrolled in the French Air Guard as soon as he was able. The image of himself as a heroic pilot captured his adult mind like the romantic images of Arthur and his knights had when he was a child. Though Arsène has never seen combat in a real war, he is more than ready to fly against the enemies of the Republic.

Despite his relatively young age, Arsène has capitalized on his family wealth and personal connections to rise quickly and to launch a special unit within the Guard under his command.

Pilots from various areas of the Francophone world are brought to France and trained both in combat maneuvers and in the ideals of Liberty and Heroism. Higher-ranking Air Guard officers see the Lafayette Corps as much as a project to demonstrate French influence on the world stage as one to actually train new ranks of pilots. For Arsène, though, his corps is the summation of all his education and a pure expression of his ideals. His mission is to find the best pilots and train them to the highest standards as a way to establish pilots as the new knights who will be able to defend civilization from another war.

Like his distant relative, Arsène has a soft spot in his heart for America. He peppers his speech with Americanisms such as “attaboy,” “hooch” and “palooka.” He has traveled to the United States and is an advocate for a cross-Atlantic alliance. He has not had much success so far in getting the governments to agree with him, but he continues to train American pilots who wish to join his corps and arranges visits by his pilots to American aviation shows. He is likely to take up with any group where he can learn new skills, train new pilots or promote good will between nations.



Name Arsène Lafayette III Player Name _____
 Age 31 Sex Male Size Normal Height 5'5" Weight 145 pounds
 Animal Type Fox Nationality French (Republic of France)
 Careers Officer/Pilot Affiliation None
 Character Concept Inspiring Gentleman Pilot

CHARACTER SHEET

Attributes		Uncap
Brawn	3	<input type="checkbox"/>
Strength	2	<input type="checkbox"/>
Fleetness	5	<input checked="" type="checkbox"/>
Smarts	4	<input checked="" type="checkbox"/>
Know-How	3	<input type="checkbox"/>
Moxie	2	<input type="checkbox"/>
Guts	4	<input type="checkbox"/>
Valor	5	<input type="checkbox"/>
Grit	3	<input type="checkbox"/>

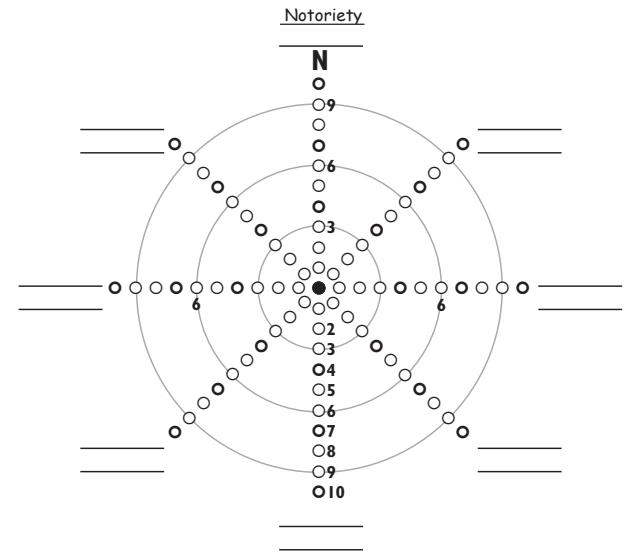
Perks	
Club (Masons)	
Charismatic	
Title	
Quirks	
Honest	
Craving	

Abilities	
Camouflage	
Double Back	
Endurance	
Officer: Double the bonus to Command or Motivate specialty rolls.	
Pilot (French Air Guard): Once per combat, one Reposition action can be made with another action.	

Skills and Specialties	Difficulty	Skill Dice
Leadership	Difficult	●●●○○
- Command (Valor)	Moderate	●●●○○
- Motivate (Valor)	Moderate	●●●○○
		○○○○○○
Navigation	Moderate	●○○○○
- Charts (Know-How)	Easy	●○○○○
- Orienteering (Know-How)	Easy	●○○○○
		○○○○○○
Melee	Moderate	○○○○○
- Blade (Fleetness)	Easy	○○○○○
		○○○○○○
Pilot	Moderate	●●○○○
- Fighter (Fleetness)	Moderate	●●○○○
		○○○○○○
Ranged	Moderate	●●○○○
- Rifle (Valor)	Easy	●●○○○
		○○○○○○
Radio	Easy	○○○○○
Business	Moderate	○○○○○
Social	Moderate	●●○○○

Weapon	Range	Damage	Resounding Success Bonus
Chapelle-Ryen	Mid	3D6	Armor Piercing (1)
Shashka	Melee	2	+1 Damage; Can use axe specialty
Health		Armor	
/12			

Languages
French, English, Polish, Arabic
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Florintina Gherardini “Brilliant Weapons Engineer”

As a child during the Great War, Florintina was always more interested in her brothers’ tin soldiers and tank models than in dolls and toy tea sets. After the war, with Italy having been pushed out of its meager territorial gains, there was a palpable national sense that more and better Italian machines were needed to gain and hold territory. Incentive programs encouraged more young people to enter the sciences and train as engineers. By then, Florintina was the right age to be considering a college education and she decided to answer the call. She has proved to be a brilliant engineer and inventor. As Italy revived the ancient trappings of the Roman Empire, Florintina found herself more interested in Renaissance culture. She has cultivated an interest in all the arts, but has focused on practical mechanics. She styles herself like the glamorous Medicis of old.

In the active, male world of Italian politics, young and intellectual Florintina is a radiant counter-example. Though many have scoffed at her, no one can deny the brilliance of her military designs. She has worked on both land-based defensive structures as well as Italian aircraft and even equipment. Her biggest contribution to Italian power so far, however, has been her designs for the mobile guns of the Italian Flying Fortresses. Working power systems, ammo-loading capabilities and space for the gunner into the famously highly-mobile underside turrets of the fortress was a difficult job and Florintina’s success has secured her place in the establishment. She has won greater freedom to choose her own projects within the military and is even able to take contract work from all comers. She has already designed components for the next generation of French main guns and others are lining up to win her services. With the

whole world at last opening up to her Florintina has just begun to understand the real impact of her designs. Her own nephew was killed recently in action over the Horn of Africa while serving on a Flying Fortress. If a wealthy family like her own cannot protect its own, what is the value of militarism? On one hand war looms everywhere. In war, people die. The country will need strong leaders in the days ahead, and she knows she is on track to enter the Senate. She is one of the few women in such a high position. It is a tempting path. On the other hand, Florintina may at last be done playing with tin soldiers and may find a new field to indulge one of her many other interests if the opportunity presents itself.





Name **Florintina Gherardini** Player Name _____
 Age 34 Sex Female Size Normal Height 5'1" Weight 119 pounds
 Animal Type Wolf Nationality Italian
 Careers Scientist/Mechanic Affiliation None
 Character Concept Brilliant Weapons Engineer

CHARACTER SHEET

Attributes	Uncap	
Brawn	2	<input type="checkbox"/>
Strength	1	<input type="checkbox"/>
Fleetness	3	<input checked="" type="checkbox"/>
Smarts	6	<input type="checkbox"/>
Know-How	5	<input type="checkbox"/>
Moxie	5	<input type="checkbox"/>
Guts	3	<input type="checkbox"/>
Valor	4	<input checked="" type="checkbox"/>
Grit	2	<input type="checkbox"/>

Perks
Witty
Quirks

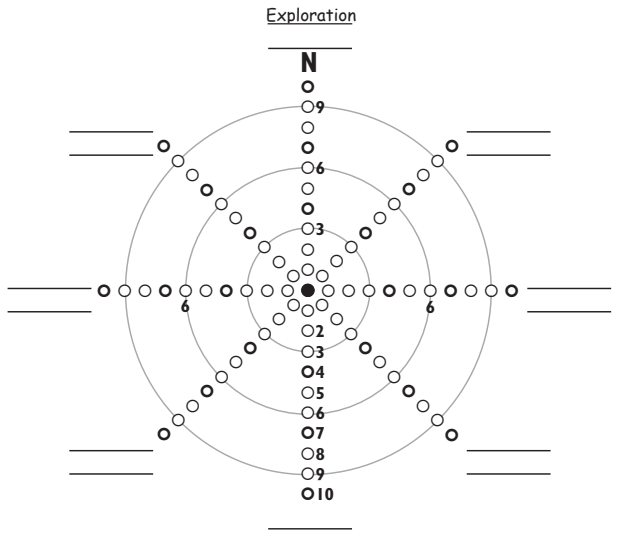
Abilities
Sharp Nose
Sharp Ears
Pack

Skills and Specialties	Difficulty	Skill Dice
Mechanics	Moderate	● ● ○ ○ ○
- Airship Mechanics (Know-How)	Moderate	● ● ○ ○ ○
Engineer	Difficult	● ○ ○ ○ ○
- Inventor (Know-How)	Difficult	● ○ ○ ○ ○
Pilot	Moderate	● ○ ○ ○ ○
- Fighter (Fleetness)	Moderate	● ○ ○ ○ ○
Science	Easy	● ● ● ○ ○
- Physics (Know-How)	Moderate	● ● ● ○ ○
- Poison (Moxie)	Varies	● ● ● ○ ○
Medicine	Moderate	○ ○ ○ ○ ○
- Doctor (Know-How)	Difficult	○ ○ ○ ○ ○
Search	Moderate	○ ○ ○ ○ ○
- Assess (Know-How)	Moderate	○ ○ ○ ○ ○
Knowledge	Moderate	○ ○ ○ ○ ○
Social	Moderate	● ● ○ ○ ○
Leadership	Difficult	● ○ ○ ○ ○
Ranged	Moderate	○ ○ ○ ○ ○
Art	Difficult	● ○ ○ ○ ○
		○ ○ ○ ○ ○
		○ ○ ○ ○ ○

Weapon	Range	Damage	Resounding Success Bonus
La Stella 1921	Mid	1D6	Armor Piercing (1)
Health		Armor	
/8			

Languages
Italian, French, German, English, Latin, Greek
Campaign Notes

Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%



John Masaker **“Jack of All Trades”**

John grew up in America surrounded by his Polish mother's extended family. He learned a little bit of German from his father's side, but Polish was a second language to him from his early days. Like many other immigrant families, they kept up with the news from the “old country.” For so long, there was no good news about what used to be Poland. John grew up playing rough and tumble games with his many cousins and learned he was better suited to talking his way out of problems than to using his fists. Unfortunately, his mouth has always been almost as likely to get him into trouble as it has been to save him. He likes a good yarn, can't resist a bad pun, loves a double entendre in any language, and always tries to get in the last word. John honed all these conversation skills in the noisy crush of family gatherings.

Just as he reached maturity, the rise of Independent Poland from the ashes of conflict finally offered the whole family something happy to discuss. The development inspired John Masaker to visit extended family in Europe and when he found he fit in there just as well as back home, he decided to stay. The continent offers plenty of

work and plenty of adventure for a young bloke with a lot of skills and a good head for learning more. He has traveled all over Europe, made many contacts in every line of work, and had more friendships last the length of smoke break than anyone can possibly count. He usually goes by his last name only, which grants him a certain air of cautious respect, at least until people get to know him. Masaker doesn't try to maintain a tough-guy reputation. He would say he's a lover not a fighter.

That doesn't mean he won't resort to violence if the situation warrants. Not every adventure he gets mixed up in is entirely above board and he has had to do some things he'd never tell the family back in the America. Masaker has learned his way around guns, but he prefers a nice quiet knife when he has a chance to use one. He is likely to be found anywhere something exciting is about to happen and will join in just about anything which seems like interesting work for the price of room and board. He is always willing to share a smile, a cigarette or a story with anyone he meets.



Name John Masaker Player Name _____
 Age 30 Sex Male Size Normal Height 5'4" Weight 120 Pounds
 Animal Type Fox Nationality Polish-American
 Careers Sneakthief/Handyman Affiliation None
 Character Concept Jack of All Trades

CHARACTER SHEET

Attributes		Uncap
Brawn	3	<input type="checkbox"/>
Strength	3	<input type="checkbox"/>
Fleetness	5	<input checked="" type="checkbox"/>
Smarts	5	<input checked="" type="checkbox"/>
Know-How	4	<input type="checkbox"/>
Moxie	2	<input type="checkbox"/>
Guts	3	<input type="checkbox"/>
Valor	4	<input type="checkbox"/>
Grit	2	<input type="checkbox"/>

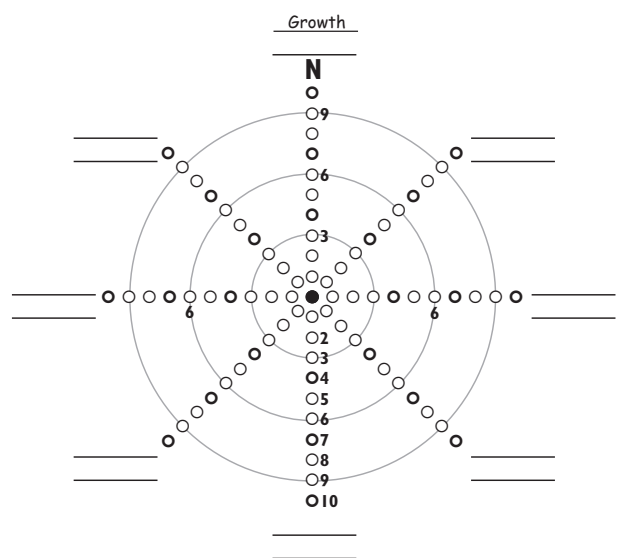
Perks
Witty
Kin (Restaurants)
Quirks
Tell

Abilities
Camouflage
Double Back
Teeth
Sneakthief: Add Fleetness to any Sneak or Search skill rolls.
Handyman: Once per session, can automatically succeed at a Handyman Career Skill roll.

Skills and Specialties	Difficulty	Skill Dice
Sneak	Moderate	● ● ● ○ ○
- Pinch (Fleetness)	Moderate	● ● ● ○ ○
- Stealth (Fleetness)	Easy	● ● ● ○ ○
Search	Moderate	● ● ● ○ ○
- Assess (Know-How)	Moderate	● ● ○ ○ ○ ○
Ranged	Moderate	● ● ○ ○ ○ ○
- Pistol (Fleetness)	Easy	● ● ○ ○ ○ ○
Tradesman	Moderate	● ● ○ ○ ○ ○
- Clothier (Valor)	Easy	● ● ○ ○ ○ ○
Mechanics	Moderate	● ● ○ ○ ○ ○
- Automobile (Know-How)	Moderate	● ● ○ ○ ○ ○
Athletics	Easy	● ● ○ ○ ○ ○
- Sprint (Fleetness)	Moderate	● ● ○ ○ ○ ○
Social	Moderate	● ● ○ ○ ○ ○
Melee	Moderate	● ● ○ ○ ○ ○
Knowledge	Moderate	○ ○ ○ ○ ○ ○
Drive	Moderate	○ ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○
		○ ○ ○ ○ ○ ○

Weapon	Range	Damage	Resounding Success Bonus
H1919 Knife	Melee	1	+1 Damage, Armor Piercing (1)
H1919 Knife	Melee	1	+1 Damage, Armor Piercing (1)
LeMatieu (P)	Mid	1D6	Spray (Must use underbarrel)
LeMatieu (U)	Near	2D6	Blast (1)
Health		Armor	
/12			

Languages
English, Polish, German, Gaelic, French
Campaign Notes

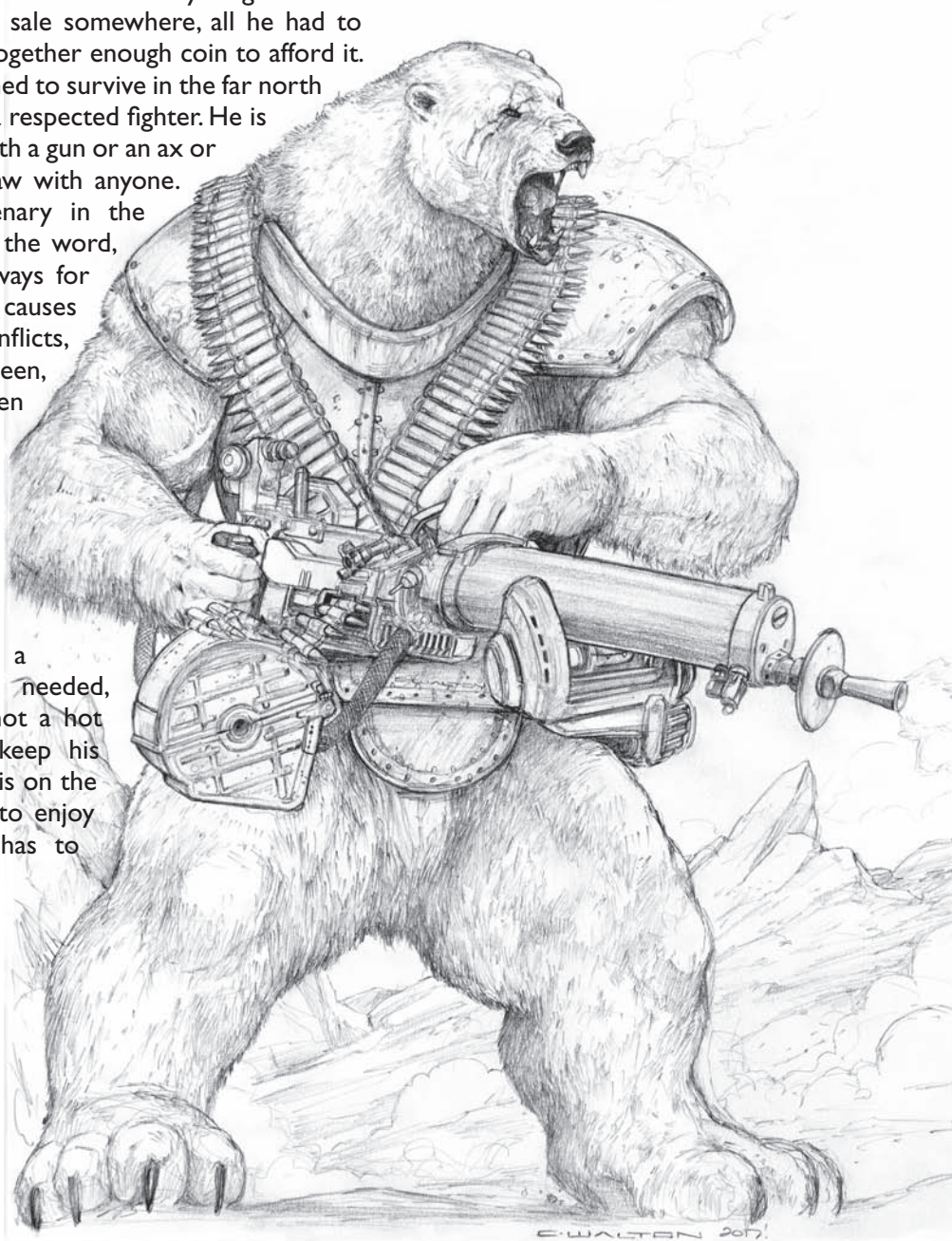


Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Markus Nallus “A Mercenary Armed to the Teeth”

Hailing from the northern shores of Finland, Markus grew up without ever really hearing about the war and chaos of mainland Europe. Hunting, fishing and foraging during the short summers and long winter nights was just a way of life. When he did finally realize there was more to the world than ice fishing and reindeer herding, nothing could keep him at home. Markus waded into the fast-paced and high stakes mercenary life and he's never looked back. Everything he could imagine was for sale somewhere, all he had to do was scrape together enough coin to afford it. The skills he honed to survive in the far north have made him a respected fighter. He is happy to fight with a gun or an ax or to go paw-to-paw with anyone.

He is a mercenary in the purest sense of the word, his loyalty is always for sale. He avoids causes and political conflicts, if he can. When seen, he has either been paid well for his services, or he is looking for his next opportunity. He is more likely to be found on any job where a heavy hand is needed, but Markus is not a hot head and can keep his cool when cash is on the line. He knows to enjoy his payday, he has to survive.





Name Markus Nallus Player Name _____
 Age 39 Sex Male Size Large Height 7'2" Weight 299 Pounds
 Animal Type Bear (Polar) Nationality Finnish
 Careers Soldier/Thug Affiliation None
 Character Concept A Mercenary Armed to the Teeth

CHARACTER SHEET

Attributes		Uncap
Brawn	4	<input checked="" type="checkbox"/>
Strength	5	<input checked="" type="checkbox"/>
Fleetness	2	<input type="checkbox"/>
Smarts	3	<input type="checkbox"/>
Know-How	2	<input type="checkbox"/>
Moxie	3	<input type="checkbox"/>
Guts	4	<input type="checkbox"/>
Valor	3	<input type="checkbox"/>
Grit	5	<input type="checkbox"/>

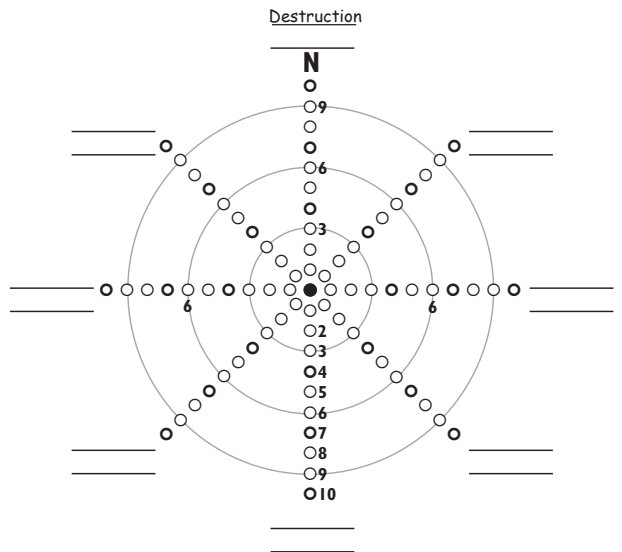
Perks
Trinket (Reindeer Antler: Grit linked to Social)
Quirks

Abilities
Feat of Strength
Grapple
Natural Armor (1)
Soldier: Receives double the bonus from Command skill.
Thug: Gives double the penalty from the Aggravate skill.

Skills and Specialties	Difficulty	Skill Dice
Ranged	Moderate	● ● ○ ○ ○
- Machine Gun (Strength)	Moderate	● ● ○ ○ ○
Navigation	Moderate	● ○ ○ ○ ○
- Astronomical (Know-How)	Moderate	● ○ ○ ○ ○
Drive	Moderate	● ○ ○ ○ ○
- Tank/Walker (Strength)	Moderate	● ○ ○ ○ ○
- Wheelman (Fleetness)	Moderate	● ○ ○ ○ ○
Melee	Moderate	● ● ● ○ ○
- Brawl (Grit)	Easy	● ● ● ○ ○
- Pugilism (Valor)	Moderate	● ● ● ○ ○
Athletics	Easy	● ○ ○ ○ ○
- Swim (Strength)		● ○ ○ ○ ○
Medicine	Moderate	○ ○ ○ ○ ○
Social	Moderate	● ○ ○ ○ ○

Weapon	Range	Damage	Resounding Success Bonus
Maxim 95	Far	3D6+3	+1D6 Damage, Spray
War Cleaver	Melee	4	+2 Damage
Health		Armor	
/16		Natural Armor (1)	

Languages
Finnish, Russian, German
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Samantha Turner **“Self-Loathing Tough Girl”**

Samantha comes from the poor American south. In a swampy landscape where pine forests gradually blend with the ocean there are few opportunities and most people work hard just to survive. Sam’s parents instilled in her a strong sense of respect, pride and duty to family and to the community. She was taught how to act “right,” and told anyone who didn’t was not worthy of respect or even the time of day. Sam accepted these high ideals, but deep inside she always feared she would never live up to them. She never has. At the same time she looked down on her neighbors for their small means and crass ways, she has never been able to break herself of the same habits.

When she was almost grown, she ran away from home in an attempt to restart her life with a change of scene. Sam has been largely on her own ever since; never fitting in, never staying in one place for long. During these years, she supported herself with a mix of theft and all sorts of odd-jobs. All of her new starts seemed to eventually end in failure and she has spent most of her life running from one bad situation to the

next. Her own temper and her obsession with gambling have been her constant ghosts. After spending years on the rough edges of the port city of New Orleans, Samantha was drawn by the prospect of wider vistas in Europe. She traveled to France in the late 1920s and easily found work as hired muscle. She has continued to work as a mercenary enforcer ever since.

When there is not a task at hand, Sam is very laid back. Sitting on a crate and watching the tide come in and then go back out is not a wasted day as far as Sam is concerned. She can make friends easily, but she wears her heart on her sleeve and is just as quick to make new friends when anyone disappoints her. Even more commonly, her own foibles cause her to disappoint the people she calls friends and then her old self-doubt returns and she starts to feel it is time to try again somewhere else. A life of easy friends and no goodbyes is perfect for a mercenary. When it is time to work, Sam’s focus is only on the work. She is handy with her twin pistols which are the only personal possessions she cares anything about. She is the type to shoot first and not bother with any questions at all. She is almost always ready for new jobs with whomever is hiring.



Name Samantha Turner Player Name _____
 Age 29 Sex Female Size Large Height 7' 1" Weight 275 pounds
 Animal Type Crocodile Nationality American
 Careers Gunner/Sneakthief Affiliation None
 Character Concept Self-Loathing Tough Girl

CHARACTER SHEET

Attributes		Uncap
Brawn	4	<input checked="" type="checkbox"/>
Strength	3	<input type="checkbox"/>
Fleetness	4	<input type="checkbox"/>
Smarts	2	<input type="checkbox"/>
Know-How	3	<input type="checkbox"/>
Moxie	3	<input type="checkbox"/>
Guts	5	<input type="checkbox"/>
Valor	1	<input type="checkbox"/>
Grit	6	<input type="checkbox"/>

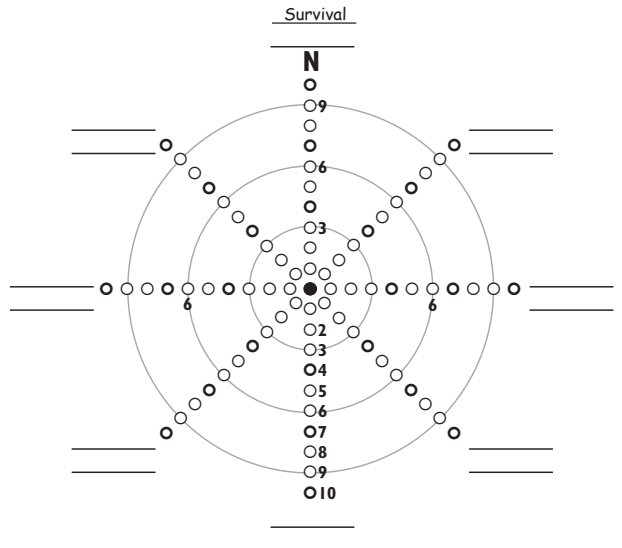
Perks
Fast Draw
Ambidextrous
Quirks
Gambler

Abilities
Crushing Jaws
Scutes
Surprise Attack
<i>Gunner: Can score a Resounding Success when firing beyond the Range of a weapon.</i>
<i>Sneakthief: Add Fleetness to any Sneak or Search skill rolls.</i>

Skills and Specialties	Difficulty	Skill Dice
Ranged	Moderate	● ● ● ○ ○
- Pistol (Fleetness)	Easy	● ● ● ○ ○
- Machine Gun (Strength)	Moderate	● ● ● ○ ○
Mechanics	Moderate	● ● ● ○ ○
- Automobile (Know-How)	Moderate	● ● ● ○ ○
Athletics	Easy	○ ○ ○ ○ ○
- Swim (Strength)	Moderate	○ ○ ○ ○ ○
Sneak	Moderate	● ● ○ ○ ○
- Stealth (Fleetness)	Easy	● ● ○ ○ ○
Search	Moderate	● ○ ○ ○ ○
- Notice (Moxie)	Moderate	● ○ ○ ○ ○
Drive	Moderate	● ● ○ ○ ○
- Wheelman (Fleetness)	Moderate	● ● ○ ○ ○
		○ ○ ○ ○ ○
Medicine	Moderate	○ ○ ○ ○ ○
Radio	Easy	○ ○ ○ ○ ○
Tradesman	Moderate	○ ○ ○ ○ ○
		○ ○ ○ ○ ○
		○ ○ ○ ○ ○
		○ ○ ○ ○ ○

Weapon	Range	Damage	Resounding Success Bonus
Crushing Jaws	Melee	5*	*Requires Successful Grab Action
M1918 Pistol	Mid	1D6	+2 Damage
M1918 Pistol	Mid	1D6	+2 Damage
Health		Armor	
/16		Natural Armor (1)	

Languages
English, French
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Lt.Cdr. (ret.) Sir Horace Makepeace, Bt. “A Scholar and a Gentleman”

The Makepeace family has long been part of the effort to spread British power worldwide. Their involvement started with the first Baronet, Colonel Sir Walter Makepeace, who was part of the British Empire's presence in Southern Africa after the British took final ownership of the Cape Colony from the Dutch in 1814. Raised in an environment of fierce loyalty to the Empire and the Crown, endlessly told stories of the deeds of Makepeaces in the armed forces, Horace's future was never going to be anything but one of service. He badgered his father into securing a position as a Royal Navy midshipman for him when he was just fourteen.

He found the realities of military life a rude shock, especially as his aptitudes lead him not to command from the quarterdeck, but to a series of roles in logistics and administration. His promotions were slow, and when the Great War arrived he counted it a blessing as his chance for glory had finally arrived. It was not meant to be. After spending the first years of the war languishing as a supply officer in Portsmouth, an accident during refueling on his first ship-board role in years saw him almost lose his left leg and invalidated out of service. Bitter and suffering through a painful and lengthy convalescence, he struggled to find a purpose.

Horace found it in books. He devoured them, and once he was physically able he attended Oriel College, Oxford and the School of Oriental and African Studies in London, securing degrees in archaeology, the classics and anthropology. He also demonstrated a talent for languages. Everyone expected him to enter a life of academia, but he was tired of sitting behind desks and shuffling papers. With the heroic deeds of past Makepeaces in his mind and a sense that time was running out to add his own name to the list of family greats Horace spurned the safety of the ivory-tower and sought to involve himself in daring and adventure.

Using his family's connections and the prestige of the minor title he inherited from his father, Horace frequents the clubs and societies of London in search of compatriots of like mind. Leading anyone who will follow him or working with anyone who has compatible goals, Horace is determined to advance knowledge for the glory of King and Country. He heads into the wildest places as a true gentleman would and is ready to do whatever it takes to crest the next hill or uncover the next mystery. At the end of an adventure he is sure to write up his findings for the Society's paper.



Name Horace Makepeace Player Name _____
 Age 51 Sex Male Size Large Height 7'1" Weight 291 pound
 Animal Type Cattle (Cape Buffalo) Nationality English
 Careers Officer/Scholar Affiliation None
 Character Concept A gentleman and a scholar

CHARACTER SHEET

Attributes		Uncap
Brawn	5	<input checked="" type="checkbox"/>
Strength	6	<input checked="" type="checkbox"/>
Fleetness	1	<input type="checkbox"/>
Smarts	4	<input type="checkbox"/>
Know-How	5	<input type="checkbox"/>
Moxie	1	<input type="checkbox"/>
Guts	2	<input type="checkbox"/>
Valor	4	<input type="checkbox"/>
Grit	3	<input type="checkbox"/>

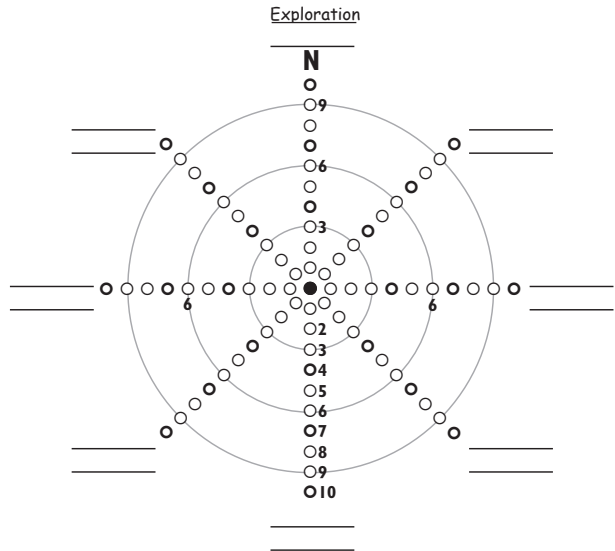
Perks
Bookish (Military History)
Polyglot
Title (Baronet)
Quirks
Bum Leg
Prim

Abilities
Horns
Natural Armor (1)

Skills and Specialties	Difficulty	Skill Dice
Leadership		● ● ● ● ●
- Command		○ ○ ○ ○ ○
Navigation		● ● ● ● ●
- Charts		○ ○ ○ ○ ○
Melee		● ● ● ● ●
- Blade		○ ○ ○ ○ ○
		○ ○ ○ ○ ○
Art		● ● ● ● ●
- Write		○ ○ ○ ○ ○
Knowledge		● ● ● ● ●
- World History		○ ○ ○ ○ ○
- Politics		○ ○ ○ ○ ○
Science		○ ○ ○ ○ ○
- Physics		○ ○ ○ ○ ○
		○ ○ ○ ○ ○
Athletics		○ ○ ○ ○ ○
Business		○ ○ ○ ○ ○
Ranged		○ ○ ○ ○ ○
Search		○ ○ ○ ○ ○
Social		○ ○ ○ ○ ○

Weapon	Range	Damage	Resounding Success Bonus
Horns	Melee	3	
Saber	Melee	2	+2 Damage
Health		Armor	
/20		Natural Armor (1)	

Languages
Afrikaans, Arabic, English, French, German,
Greek (Ancient), Latin
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Equipment

When characters are operating at their home base, be that an airship, a military compound or grandma's old barn, they can be assumed to have all the equipment necessary to perform their jobs. Unless times are very tough, hospitals have gauze and surgical tools; kitchens have pots, knives and iceboxes; blacksmith shops have a forge, an anvil and plenty of hammers and tongs. However, when characters go out "in the field," they have to carry whatever they need along with them. Guerrilla forces on the move, treasure hunters and pilots down behind enemy lines need to have their equipment with them or they cannot perform their skills. Without equipment, the GM may rule some skills may be performed at all (it's hard to jam a rival frequency without a radio) or may simply impose a penalty for using makeshift equipment (an artist limited to smearing mud on a log may not be able to make a lifelike portrait). The portable equipment listed in this section is also the sort used by characters who perform their skills as hobbies. A diplomat, for example, will have access to books, plenty of paper and even fancy duds as part of their job, but will have to obtain their own hand loom and yarn for their weaving hobby.

Blasting Kit: This is a plunger type generator/detonator with a 100 foot (30 m) spool of wire and an assortment of blasting caps. Dynamite not included. Replacement blasting caps also available wherever the full kits are available.

Size: Normal

Cost: 26 UAC

Availability, new: Good in areas with military bases or mining facilities. Fair in cities and rural areas.

Availability, used: Not available used.

Books: From trashy romance novels to reference guides to political treatises, there are many books in the world. As a source of knowledge or a form of entertainment, books are carried by a surprising number of people.

Size: Mostly Small. Normal for academic or "complete works" type collections.

Cost: 2 UAC for a paperback novel. 5 UAC for a reference guide. 12 UAC for an encyclopedia. Large, ornate or specialty books can be much more expensive.

How to Read These Entries:

Name and Description: The proper game term for the type of equipment followed by a description of what sort of items are included in that type. Equipment is presented as broad categories so characters do not need to keep track of every tool and cog in their inventory. If a character has "Simple Tools" they can have a rake or a shovel or even a saw if the situation calls for it. Each individual tool is treated as part of carrying about that equipment type.

Size: Equipment can be Small, Medium or Large. Small items will fit in pockets and can generally be hidden with a successful Sneak skill roll. Medium sized items fit into a pack or knapsack and can be carried around without too much trouble. Large pieces of equipment are awkward to carry under the best of circumstances and usually require special custom-built carrying cases. Carrying Large equipment also counts as heavy work for counting a character's fatigue.

Cost: The cost of the equipment in Universally Accepted Credits. Some of these entries are given as ranges reflecting the differences in quality available. Usually, there is no functional difference between items of different prices in terms of using skills. More expensive items tend to look better and last longer than cheaper versions, however.

Availability: As with vehicles, not all equipment is available in all places.

Availability, new: Good, most decent-sized towns will have a books shop. Poor in rural areas.

Availability, used: Good, except in the smallest of villages. Prices are half to one quarter.

Chemistry Set: Any number of different scientific disciplines use similar tools to carry out field research. From biologists collecting and preserving samples to archaeologists measuring and inspecting every trowel-full of soil to chemists checking for evidence of a gas attack, everyone uses the same "chemistry set." Collecting jars, labels, solutions for testing for various substances, magnifying glasses, gloves and goggles are all common items found in these sets.

Size: Large

Cost: 50 UAC

Availability, new: Fair in cities. Poor elsewhere.

Availability, used: Poor. Most sets are used until all the supplies are gone. Half-price, partially-stocked sets might occasionally be available anywhere.

Crack Kit: The standard equipment of thieves and safe crackers. A standard set of lock picks, skeleton keys, tiny drills and pry bars in a small leather case.

Size: Small

Cost: 12 UAC

Availability, new: Good in cities with any criminal underworld. Unavailable elsewhere.

Availability, used: Rarely found used. Same cost.

Diving Bell: This is basically a bell-shaped glazed ceramic bowl that fits over the wearer's head and is secured with a belt. When walking slowly into water, air is captured in the upper part of the bell and the wearer can breathe for about 20 minutes before oxygen gets primarily replaced with carbon dioxide. It includes a pair of weighted overshoes that allow the wearer to walk on the bottom of lakes, slow rivers and other bodies of water. It does not protect from higher pressures at depths below 12 feet (4 m), but it can allow some degree of underwater activity. Swimming with a Diving Bell in place is possible, but the swimmer loses the benefit of the captured air pocket.

Size: Large

Cost: 20 UAC.

Availability, new: Fair in areas with military bases. Poor in cities and unavailable in rural areas.

Availability, used: Poor in cities and rare in rural areas. 80% cost.

Fancy Threads: From parade uniforms for top brass to suits for successful businessmen to soirée attire for accomplished socialites, many people like to find occasions to deck themselves in finery.

Size: Large

Cost: Much depends on how fine the garment is. A nice suit costs 50-150 UAC but you can always pay more. Dresses are typically more; 100-600 UAC easily, with no upper limit.

Availability, new: Good in cities, poor elsewhere. Tailored suits and uniforms take about two weeks to assemble. Dresses take two to four weeks depending on quality and current demand.

Availability, used: Fair everywhere. Suits are

sold for half price. Dresses are usually dirt cheap as they show wear quickly and fall out of fashion as well. On the other hand, some finely-made gowns can be resold for almost their original price, only 10-25% less than when new.

Fortification Crate: This rough wooden box contains two shovels and a mattock for digging fortifications like trenches and foxholes. Also contains a 12 foot x 12 foot (3.6 x 3.6 m) canvas tarp, 20 cloth bags for sandbagging, and a coil of barbed wire which can be extended to 30 feet (9.1 m). Eight steel pins which hold the hinged box parts together can be used as tent pegs. The box itself can be taken apart to make plank walkways, simple ladders, shoring timbers for walls or flattened into a roof over a hole. In the right hands these crates can be used to create all kinds of defenses as well as pit traps and other digging projects. Often a Fortification Crate can be found behind the cab in military trucks with the tarp used as a padded seat.

Size: Large. The individual tools are Normal.

Cost: 18 UAC

Availability, new: Good in areas with military supplies and bases. Poor in cities and Unavailable in rural areas.

Availability, used: Used kits are not readily available. Used digging tools can be purchased individually.

Marksman Kit: This kit includes a basic telescopic scope with crosshairs and a windage gauge, and a small bipod. When used properly (sitting, prone, or standing while properly braced), the kit gives a rifle the Accurate (5) ability. If the weapon already has Accurate, this bonus increases the existing range by 5.

Size: Small

Cost: 30 UAC.

Availability, new: Good in areas with military supplies. Fair in rural areas where hunting is popular. Poor elsewhere.

Availability, used: Fair, but the cost is the same.

Mechanics Tools: If you are going to build or repair anything, you need the tools and parts to do so. A good mechanic will never be without at least a spanner and a screwdriver. Well-equipped mechanics may also have a hammer, pliers, tongs, a socket set, a hand drill and an air pump. Some general spare parts usually end up mixed in with the tools as well. Specific parts will most likely have to be bought as needed or cobbled together.

Size: Medium for most individual tools. A tool

box for a whole set of tools is large.

Cost: 8-20 UAC depending on complexity. Specific spare parts may cost up to a few hundred UAC depending on size, complexity and age.

Availability, new: Good even in rural areas.

Availability, used: Good. Tools have a long life and prices are typically 75% of new.

Medical Supplies: If you are going to patch up people or bring down fevers outside a hospital or clinic, you need bandages and pills. From a dentist's teeth-pulling tongs to a doctor's black bag to an herbalist's kit of natural remedies the item can take many forms depending on the specific training of the character. Without proper equipment and antiseptic doctoring is little more than encouragement.

Size: Normal

Cost: 30-50 UAC

Availability, new: Fair in most places. Excellent in cities (or wilderness for natural medicines).

Availability, used: Poor, medical supplies don't really come used. Severe price reductions and low quality, if available.

Mess Kit: When cooking in the field, having the right tools is important if a cook wants to prepare anything more elaborate than meat on a stick. A full mess kit includes fire-starters, two steel cooking pots, a large knife, a small knife, a stirring spoon, a ladle and six sets of steel plates, bowls, cups and spoons.

Size: Medium

Cost: 40 UAC. Individual cooking pots cost about 10 UAC.

Availability, new: Good everywhere.

Availability, used: Excellent everywhere and for just one third normal price. Used sets usually show a lot of wear.

Navigation Charts: A fairly uncommon item. Most people do not need to know their exact location while away from a proper charting station and map room. For those who do, most often Special Forces operatives and spies, these small packets of maps and charting equipment are vital. Those properly trained can use a compass alone to chart their general location and a compass with a pocket sundial to pinpoint their exact location.

Size: Typically Small.

Cost: 10 UAC

Availability, new: Good in cities or military bases. Unavailable most places.

Availability, used: Fair, in most places, but they are likely to be out of date. Costs will be 70% of

normal.

Pen and Paper: Blank pages and something to write with. Used by scholars, scientists and journalists to keep notes and by writers and artists to make their compositions.

Size: Generally, medium. Sometimes small or large notebooks are used for specific needs.

Cost: 2 UAC for a simple notebook, up to 12 UAC for a fine leather-bound journal.

Availability, new: Good everywhere.

Availability, used: Used notebooks become Books, see above.

Portable Optics: Even from a good vantage point it helps to have a good set of optics to see what is happening. These optics include standard binoculars, folding periscopes and even old brass telescopes. All of these devices allow the user to see up to one mile away. Periscopes allow vision over a wall or around a corner as well. Each of these different items is very fragile and much be treated with care or it can become useless.

Size: Medium

Cost: 12-15 UAC for basic devices. Can pay as much a 50-100 UAC for top quality, more durable models.

Availability, new: Fair in areas with military supplies. Poor in cities and unavailable in rural areas.

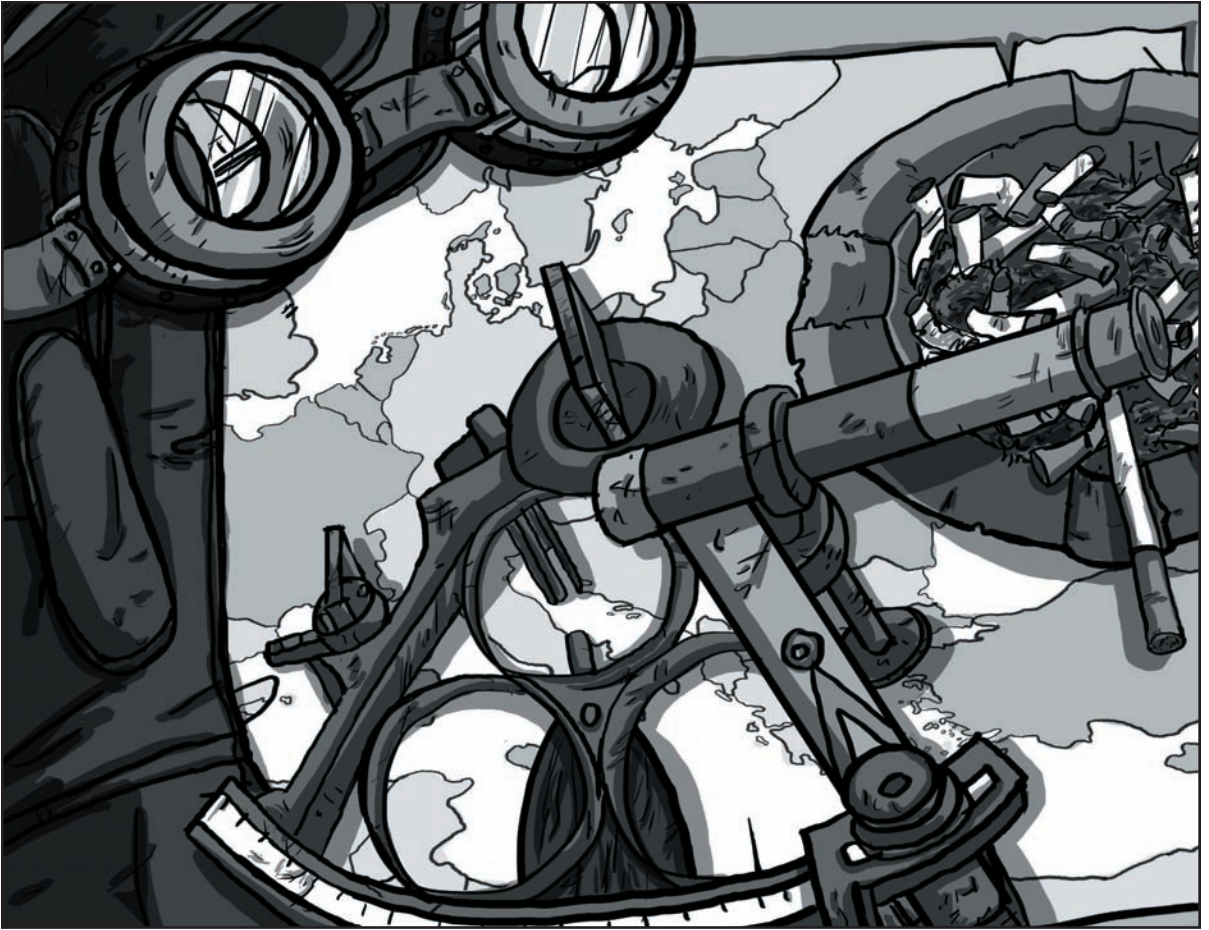
Availability, used: Fair in cities and poor in rural areas. Price is close to new, 10 UAC.

Protective Gear: Due to the widespread use of gas attacks in previous conflicts, gas masks are very common and are part of most standard military kit. Masks come in every size and shape to fit all Animal Types and Sizes. Some masks are rubber and some are heavy canvas, but all have built in goggles. A gas mask provides an hour of safe breathing when exposed to a variety of toxic gases or ordinary smoke before the filter must be changed. Most masks come in a carry case with room for three additional filters. Less commonly seen items are also part of Protective Gear, including thermal gloves for dealing with very hot items and lead aprons for dealing with x-rays or radioactive materials.

Size: Normal for Small and Normal characters. Large for Large and Huge characters.

Cost: 30 UAC. Sometimes custom-made gear is required to accommodate unique animal features, in which case the prices are 50% more. Replacement filters are typically 5 UAC.

Availability, new: Excellent in military bases. Good in areas with military supplies. Fair in cities



and poor in rural areas.

Availability, used: Fair in cities and Poor in rural areas. Price is 60% of new and may or may not include filter materials. 65% of used masks will be older models which are harder to see through and tend to fog up on use for more than a few minutes.

Raw Materials: The paints, wood, metals, fabric or other materials from which items are created. Artists and Craftsman both need raw materials.

Size: Usually Large.

Cost:Varies wildly depending on material. Enough canvas, bulk fiber and wood for a single project can usually be found for 5-10 UAC. Specific woods, metal and stone will cost up to 20 UAC per piece.

Availability, new: Good in most places. Fair in rural places.

Availability, used: Excellent everywhere. There is always old stuff sitting around waiting to be reused. Prices are very low, a few UAC for what is essentially other people's junk.

Receiver and Transmitter: A radio receiver

can be made with little more than some wire and a battery. These devices are quite common. Much less common is a unit capable of sending messages as well. The backpack-sized units are only used by the military or very well-equipped teams. A very valuable item for keeping in contact, if someone is willing to lug it around.

Size: Large

Cost: 75 UAC

Availability, new: Good in areas with military supplies. Poor in even the largest cities. Not usually available elsewhere.

Availability, used: Poor to non-existent. Prices will be 75-85% of normal.

Restraints and Fasteners:When it is important to immobilize an enemy or just attach something to something else, some kind of restraint is needed. Rope, tie downs, manacles, pins, glue or the like. This equipment can be used to gag a victim, chain a dog in a yard, handcuff a criminal or glue a damaged door frame back together.

Size: Medium

Cost: 10 UAC

Availability, new: Good everywhere.

Availability, used: Good. Prices are generally half normal.

Rope and Tackle: Used to help climb a wall or when setting up a pulley system for moving cargo. Climbing kits often include harnesses, crampons for use on ice and various rock-hammers for setting pins. Portable tackle blocks are usually sold in sets of four. Ropes are usually sold in 100 foot (30 m) lengths.

Size: Medium for a simple rope. Large for full set of climbing gear or tackle.

Cost: Climbing sets or pulley set-ups generally cost 15 UAC. Just a length of rope (or extra ropes) are 6 UAC each.

Availability, new: Good everywhere, everyone needs rope.

Availability, used: Poor. Rope and tackle is not usually sold used. Prices are generally half.

Signal Flares: Flares are frequently issued to at least one member of any team which will be out of radio communication in hostile territory. There is simply no better way to communicate instantly over visual range. Flare guns usually come in a small wooden or metal case with eight flares of various types. There are three parachute illumination flares which create a 50 foot (15 m) lighted area for 30 seconds. There are two smoke flares which when fired create a smoke plume which is visible for a great distance from the air and can create a smoke screen lasting one minute over 25-40 feet (7-12 m) in the direction of the wind from where the flare was deployed. Lastly are one each green, yellow and red signal flares. Also included is a small candle-heated parchment hot air balloon which can carry a letter weight envelope on a 100 foot (30 m) cord in a spring clip. This balloon can be used to send messages or small packages to passing aircraft or airships slow enough to hover, and messages or light items can be attached to the clip to be pulled down if need be. At night this balloon can be seen clearly glowing from the flame. The candle will burn for about one hour. Sometimes these paper balloons feature insignia of various factions or nationalities on them (either genuine or false flags).

Size: Medium

Cost: 25 UAC. Replacement flares can be purchased individually for 2 UAC each and 4 UAC for illumination flares.

Availability, new: Good in military bases and areas with military supplies. Poor in cities and Unavailable in rural areas.

Availability, used: Used flare guns are in poor supply in all areas. Cost is 10-15 UAC. Flares are only sold new.

Simple Tools: From flower gardening to digging ditches many jobs take simple tools. Everything from a basic shovel to a rake to an axe for chopping wood to a pickaxe is covered by these tools. Many simple tools can also be used as crude blunt or blade weapons (2 Damage for most tools).

Size: Large, or Medium for collapsible versions.

Cost: 10 UAC for most. Collapsible versions cost twice as much.

Availability, new: Good everywhere. Collapsible tools have good availability in cities but fair in rural areas.

Availability, used: Same availability and cost is at 80%.

Sporting Goods: Everyone who wants to play a game needs the proper equipment. Football is probably the most popular game in Europe (Yankees call it soccer). All it takes is something sufficiently round and big space to run around in. Other games like ice hockey, baseball, polo, darts, cards and billiards each take their own unique sets of equipment.

Size: Large

Cost: Varies greatly. A pack of cards can be had for a single UAC. A quality football is in the neighborhood of 10 UAC. A full set of pads, skates and stick for hockey could be more than 100 UAC. Special or personalized equipment must be custom-made and can cost twice as much.

Availability, new: Fair in cities and towns, poor elsewhere.

Availability, used: Good to fair most places. Prices are half normal.

Survival Kit: If things do not go according to plan, a well-stocked survival kit is crucial when alone in the wilderness or stranded on a deserted island. The kit contains a limited quantity of survival supplies such as basic medical supplies, matches, iodine tablets for purifying water, a canteen and a blanket. The kit also contains a few things to aid rescue such as a mirror for signaling airplanes, a simple flare gun with a single parachute illumination flare, and a 50 foot (15 m) roll of white paper which can be used to form symbols on the ground for passing aircraft.

Size: Medium

Cost: 35 UAC

Availability, new: Good in cities and towns, fair elsewhere.

Availability, used: Rarely found used. Prices are

Ordinance Chart

Weapon abilities can be found on page 109.

*These weapons have the Cumberse weapon ability.

Ordinance	Weapon Ability	Resounding Success	Damage	UAC
Light				
Fragmentation Rocket	Fragmentation (2)	Blast (1)	3D6	200
Explosive Rocket	Blast (1)	Blast (1)	3D6	250
Volga Rocket	Compact	Blast (1)	3D6	300
250 Pound Gravity Bomb*	Blast (1)	Blast (1), +1D6 Dam.	3D6	250
Flechette Canisters*	Armor Piercing (2)	Blast (5)	2D6	200
Medium				
Fragmentation Rocket	Fragmentation (3)	Blast (2)	4D6	400
High Explosive	Blast (2)	Blast (1)	4D6	450
Armor Piercing Rocket	Armor Piercing (2)	Armor Piercing (2)	4D6	500
Gas Canisters*	Poisonous	N/A	Varies	300
350 Pound Gravity Bomb*	Blast (2)	Blast (1), +1D6 Dam.	4D6	450
Heavy				
Fragmentation Rocket	Fragmentation (4)	Blast (2)	5D6	600
High Explosive	Blast (3)	Blast (2)	5D6	700
Armor Piercing Rocket	Armor Piercing (3)	Armor Piercing (2)	5D6	800
Lyon Rocket	Armor Piercing (3)	Wreck (3)	5D6	1,000
500 Pound Gravity Bomb*	Blast (3)	Wreck (2), +1D6 Dam.	5D6	900
Grenades				
Fragmentation	Fragmentation (2)	Blast (1)	2D6	100
Explosive	Blast (1)	Blast (1)	2D6	100
Incendiary	Incendiary	Blast (1)	2D6	90
Gas	Poisonous	N/A	Varies	75
Smoke	Smoke	N/A	N/A	50

half normal but kit is unlikely to be complete.

Tools of the Trade: A character who knows a trade can't ply it without the proper tools. From a hand loom to an anvil just small enough to carry to a set of leather punches, every trade has its own needed tools. While they are better than nothing, these portable sets of tools will not be as good as having access to a proper workshop. For example, a travel anvil could be used to repair small items, but not create new ones.

Size: Medium for most trades. A few tools (like needle and thread) are Small.

Cost: 20-50 UAC

Availability, new: Good in most places.

Availability, used: Fair. Prices are 25-75% of normal.

Weapon Service Kit: If a weapon is fired in combat or used to strike a blow in melee, it is going to need to service at some point. From gun oil and rags, to whet stones to bullet-making molds, a typical kit contains everything characters need to keep all their weapons in working order.

Size: Medium

Cost: 20 UAC

Availability, new: Excellent most places. Fair everywhere.

Availability, used: Fair. Prices are usually half.

Weatherproofs: From a thick coat for standing on guard duty in winter to a rain slicker for rainy

nights to mosquito netting for sleeping beside a swamp, weatherproof clothing is as diverse as the weather. Usually garments of some sort, weatherproofs ease the negative effects of a specific environment.

Size: Usually Large, sometimes Medium.

Cost: 15 UAC

Availability, new: Excellent in most places. Fair even in the most rural places.

Availability, used: Good everywhere. Prices are generally 50-75% of normal depending on wear.

Armor

Armor has long been used in warfare to protect soldiers from harm. Multiple types continue to see use on the battlefield, with the most common being those that do not impede mobility. Most armor is made for a variety of sizes and shapes allowing it to be used by almost all soldiers. There exists a wide variety of personal armor in Wild Skies, with the most available and accessible types are listed below.

Bulletproof Vest

Layers of densely woven fibers with metal plates over vital areas deform bullets on impact, dispersing the force of impact from bullets. The dispersed force can still be enough to cause significant bruising and blunt force trauma, especially with more powerful rifle and machinegun rounds.

Armor Score: 2

Bonus: Reduces bullet damage by 3. This bonus is ignored by weapons with Armor Piercing.

Cost: 50 UAC for Small or Normal characters. 80 UAC for Large and Huge.

Flak Jacket

Designed with pilots and gunners in mind, the Flak Jacket is used to absorb low velocity, jagged shrapnel. The armor still provides a basic level of protection.

Armor Score: 2

Bonus: Reduces shrapnel damage by 3. Shrapnel damage is most often caused by weapons with the Fragmentation weapon ability, but can be from other sources as dictated by the GM.

Cost: 40 UAC for Small or Normal characters. 75 UAC for Large and Huge.

Steel Bib

Reminiscent of a medieval breastplate, the Steel Bib is a thick plate of steel worn over the chest. It is heavy, but offers a hefty amount of protection against blades and blunt weapons.

Armor Score: 2

But What About My Helmet?

The look and feel of your character is always up to you. As opposed to listing an Armor Score for each separate piece of armor covering individual locations, we have decided to simplify the system so that your Armor Score is dictated by the armor type and *that's it!* You want your character to have a helmet? Go right ahead. Have fun, but know that they stylistic choice won't help or hinder your character from the perspective of game mechanics..

Bonus: Reduces all melee weapon damage by 2. This bonus is ignored by weapons with Armor Piercing.

Cost: 60 UAC for Small or Normal characters. 100 UAC for Large and Huge.

Armored Coat

Long, heavy trench coats and thick, bomber jackets are still common place across Europe. For years, people have been stitching metal plates in between the layers to provide basic protection from harm, and many companies have begun mass producing good quality versions.

Armor Score: 1

Bonus: Reduces all weapon damage by 1

Cost: 50 UAC for Small or Normal characters. 80 UAC for Large and Huge.

Money and Conversion

The contraction of Europe's largest economies in the immediate post-war period and a general fear of instability led to the emergence of a new currency system. Building on a system of promissory notes issued by rebel groups in the Balkans the Universally Accepted Currency was quickly adopted by mercenary groups. Their widespread influence, in turn, led the currency's acceptance among merchants serving this new class of soldiers for hire. Private banks in Hungary first offered banking in UAC and secured the value across all international lines. Other banks followed suit. As the years of chaos unfolded, guns for hire, their suppliers and their clients all saw the advantage in a payment system not tied to the fate of any particular nation. The currency goes by many slang names as well, such as "yaks" and "ewes". Stacks of the currency are frequently known by collective nouns such as "herds" and "flocks." The currency system has become

so successful, it is now accepted by almost all merchants across Europe and a few nations have even adopted UAC officially. Most countries, however, still maintain their own currency. All prices in this rule book are presented in UAC. A general exchange rate is also presented here for the savvy traveler.

1 UAC
.5 British pounds
1 German marks
1.25 French francs (RF)
1.5 French francs (FSR)
2 Italian lire
3 Russian rubles

Valuable Items

Gold has been a nearly-universally recognized medium of exchange since ancient times. Ancient

traditions have been passed down and the traditional ways of measuring gold have become international standards. Prices are relatively stable at 10 UAC per troy ounce. This is for solid gold refined to close to pure. Pure gold is commonly available in 1/2 ounce rounds (they appear similar to coins), 1 ounce bars, 1 kilogram bars and 400 ounce bricks. These are the most common ways gold is stored or transported as a commodity. An international standard gold brick weighs 400 troy ounces or 27 pounds (12.44 kg).

Silver is at near-record lows of just .3 UAC per ounce. Prices are expected to rise so this may be a good time to keep your silver. Silver as a medium if exchange comes in the same standard sizes as gold.

Gems are another always popular item. Prices vary wildly depending on the quality and clarity of the stones. Stones worth 5-15 UAC are very common. These common stones can be fenced or sold easily enough in any market in Europe. Truly



rare and notable stones, famous for their luster or unusual color can fetch 100 to 1000 UAC, but usually only in the special markets which deal in gemstones. The largest and most famous gem market is in Antwerp, Belgium. Lesser centers are in Cairo and Rome. Stones with true fame or in well-known pieces of jewelry are almost impossible to offload if they are stolen because specialists are well aware of when the world's most valuable stones change hands legally, and when they do not.

Other minerals from mica to iron ore to coal to crude oil also have value and can be bought and sold in the right markets. Most adventurers do not concern themselves with these commodities, but clever minds always follow the money. Where there is money to be made, there might be involvement from any number of interested parties. Mercenaries and even national military units may be involved, particularly in the defense of mining operations or storage and transport of valuable mineral resources.

Art

People have been making art since ancient times. Usually it was commissioned by the state or by a religion. Only relatively recently have artists begun to make a living by selling pieces directly to the public. Despite the opening up of art to the people, it is dominated by the rich and powerful. Collectors are always on the lookout for the next big artist and investors buy up the best art to resell it later at a higher price. These trends have created a massive market for art. Medieval and Renaissance era art is always in demand. Impressionists are steadily gaining in popularity. New art style like Abstract Expressionism, Cubism, Surrealism and Dada which emerged after the War are also now recognized as interesting and valuable works and many collectors are rushing to own the newest masterpieces. In short, all this means art is big business and individual art pieces can be quite valuable. Trading in art pieces is somewhat cumbersome as some of the pieces are quite large and all of them are relatively fragile, but for two parties who recognize the value of the piece a work of art can be as good as cash. Many an adventurer keeps an eye open for a good deal.

Roll ID10 once on each of the four following columns whenever you need to randomly determine the particulars of a piece of art, such as when one is first discovered in a haul or loot or when going shopping at the local market. These tables can also be used to determine what qualities

are most in demand, and therefore fetching the highest prices, right at the moment.

Roll D10	Description	Origin	Style	Medium
1	Religious	Indian	Abstract	Sculpture
2	Philosophical	Flemish	Expressionist	Text
3	Erotic	Japanese	Impressionistic	Painting
4	Early	German	Realistic	Seal
5	Instructional	Chinese	Decorative	Tapestry
6	Classical	Spanish	Renaissance	Bowl
7	Unique	African	Futurist	Alter
8	Late	French	Surrealist	Carving
9	Royal	Egyptian	Romantic	Scepter
10	Common	Italian	Neo-Classical	Portrait

Cultural Items

Fascination with the exotic can make objects with were not produced as art into art objects when presented in the right context. Many cultures around the world create objects of beauty for everyday use or for ritual purposes. These many curious objects are collected by travelers or intrepid buyers and become exhibits in museums or in personal art collections. Cultural items can range from woven reed baskets from Pacific islands to carved bone pipes from Alpine shepherds to musical instruments from the Congo to matryoshka dolls from Russia. These items have less obvious value on the open market, but very great value to those collecting such cultural treasures. Anyone with cultural artifacts to sell will need to pick or cultivate their clientele very carefully to get the best prices for the items they have to sell.

Barter and Trade

If there is no other medium of exchange, some kind of arrangement can usually still be worked out. The Barter Skill Specialty is not required to work out a deal with a shopkeeper or mechanic who needs something done for them. Offering construction or repair services by a trained carpenter is quite common. These sorts of non-money trades are common among urban poor, but most common among rural folks. Such pay-in-trade systems are sometimes the only economy a small agricultural village will have. Unfortunately for adventures just passing through, these systems are often built on years of trust. Generally, the people of a town will not turn out to help just any stranger who crashes in the hills nearby. However,

if someone in the community will vouch for the outsider, then that person will be given the “standard rate.” While those who choose or are forced to barter are slow to trust, they also have long memories for favors. Characters may be able to build up special relationships with certain communities by generosity or repeated heroism which ensures they will always be able to get what they need in the future.

Basic Vehicles

No group outside of the national militaries and the largest mercenary companies has proprietary stock vehicles. The average adventurer in need of something with get-up and go will have to choose one of the common vehicles listed in this section. All of the stock vehicles presented here represent types and not specific makes and models. Commercial vehicles available throughout Europe are similar no matter the specific manufacturer and there are many perfectly serviceable vehicles presented here.

Land

Bicycle

Almost the simplest vehicle of them all (second only to roller skates). Mass produced in every industrial town and also hand-assembled in small shops everywhere.

Crew: 1

Size Class: Small

Health: 15

Armor Score: 0

Combat Speed Class: 1

Top Speed: 25 mph (40 km/h). Riding a bike is considered heavy activity.

Cost: 50 UAC.

Availability, new: Excellent. Expect to leave a shop with one. Custom or large orders could take three to six weeks.

Availability, used: Excellent everywhere. Prices are 30-60%.

Motorcycle

Ranging from simple designs which are little more than a motor-powered bicycle to heavy military vehicles designed to speed across battle field terrain, the motorcycle is a vehicle of almost endless variety. Most are designed to be general-use vehicles for transporting people and not much else on roadways. They are very common in urban environments. Motorcycles are also used as off-road vehicles, their high power to weight ratio helps them keep moving over muddy and

hilly terrain. Most are designed for one rider although the largest can easily seat two. Side car attachment allows another passenger or an equivalent amount of cargo.

Size Class: Small

Health: 25

Armor Score: 0

Combat Speed Class: 3

Top Speed: 75 mph (120 km/h). Cruising Speed is 37 mph (60 km/h).

Cost: 500 UAC. Add 100 UAC for side-car.

Availability, new: Good everywhere, even in rural areas. Most shops have product ready to ride off the lot. Expect delivery in one to two weeks for custom orders.

Availability, used: Good everywhere. Prices are 70% to 50% of normal depending on quality.

Car

The car is commonly associated with civilian, and particularly urban life. This is not exactly a fair association because the post-war economy and continuing conflicts have kept cars out of reach of many households. Many urbanites still rely on trains and street cars to get around. However, the humble car, with its sleek lines and hints of luxury, is clearly not a military vehicle. Cars are increasingly common among the middle and upper class. They have replaced horse-drawn carriages for taxi services in most cities. Touring cars from which they can be seen, and luxury cars in general, are popular with leaders (civilian and military) as a symbol of success.

Size Class: Normal

Health: 35

Armor Score: 1

Combat Speed Class: 3

Top Speed: 90 mph (144 km/h). Cruising Speed is 45 mph (72 km/h).

Cost: 400 UAC for an economy model, 800 for a standard model, 1,500+ for a luxury model.

Availability, new: Good in most cities. Poor in rural areas. Most shops have vehicles ready to drive off the lot. Expect delivery of custom orders in two to four weeks for most cars. For custom luxury cars expect up to six months.

Availability, used: Fair most places. Prices will usually be half of normal.

Racing Car

Many types available, but are generally longer and thinner than other cars. The most popular stock cars are made in France and Germany with fewer numbers produced in most industrial areas of Europe.

Crew: 1

Size Class: Normal

Health: 25

Armor Score: 0

Combat Speed Class: 4

Top Speed: 135 mph (220 km/h).

Cost: 1,500 UAC. Many are customized at the factory or modified later.

Availability, new: Good in most large cities. Expect delivery in one to four weeks with occasional drive-off -the-lot options.

Availability, used: Good in most large cities, poor elsewhere. Prices are generally half, but most used racing cars operate at only 50% speed and require major repairs to return them to top form.

Truck

From civilian pick-ups to commercial delivery trucks to military transports, the truck is one of the most common vehicles. Manufactured in just about every industrial area, the most robust ones come from Russia and the most common are from Germany.

Crew: 1

Size Class: Normal

Health: 50

Armor Score: 6

Combat Speed Class: 2.

Top Speed: 65 mph (105 km/h). Cruising Speed is 50 mph (80 km/h).

Cost: 1,000 UAC.

Availability, new: Good in all cities and towns. Fair in rural areas. Expect delivery in 6 weeks.

Availability, used: Good everywhere. Prices are generally 75-40% of normal depending on age and wear on the truck. Trucks are sturdily built and even one in poor condition will generally still function.

Trains

Almost the largest land moving machines ever built, the current generation of trains are a sight to behold. Train transport forms a major part of all military supply lines. Additionally, the whole of urban infrastructure can only be supported by moving tons of raw materials to factories and finished goods to the masses of consumers. Trains are the life blood of almost every society. They can be tempting targets for mercenaries, but trains carrying anything of value are very well-guarded. Not infrequently trains turn into battle grounds as desperate people try their luck against these rolling fortresses.

Diesel Engine: Mainly manufactured in Northern France and Germany with smaller production centers in Western Russia, Austria-Hungary, Italy and England.

Crew: 3

Size Class: Large

Health: 500

Armor Score: 12

Combat Speed Class: 0, can only move in the direction of the rails.

Top Speed (Engine and fuel car only): About 50 mph (80 km/h) safely, 75 mph (120 km/h) if reckless. Typical speed is 40 mph (65 km/h).

Top Speed (Engine and fifty fully-loaded cars): 40 mph (65 km/h), 50 mph (80 km/h) if reckless. Typical speed is 30 mph (48 km/h).

Cost: 175,000 UAC.

Availability, new: Good. Expect delivery in six to eighteen months depending on the availability of materials on the market and the price of labor.

Availability, used: Fair to poor as so few are for sale on the secondhand market. Existing engines tend to be well-maintained and kept in service until they are outdated. Those for sale will cost 80% of the price. Older models with 2/3 the stats listed here are easier to get, and cost half price.

Passenger Car: Includes plans which hold up to 60 people, sleeper cars, private room cars (4 rooms for 6 persons each) and dining cars. Manufactured throughout Europe with slight regional differences. Russian cars tend not to have padding on the seats while German cars have slightly more integrity.

Size Class: Large

Health: 100

Armor Score: 0

Combat Speed Class: 0

Top Speed: NA, must be attached to an engine.

Cost: 35,000 UAC.

Availability, new: Good. Expect delivery in one to three months. Many customizations available.

Availability, used: Excellent in all major cities, Fair in all towns along rail lines. Prices half to one third.

Freight Car: Most are just boxes on wheels which are packed with crates. Includes a smaller number of flat beds for hauling large items and tanker cars as well, which usually transport oil. Manufactured throughout Europe with no regional variations of note.

Size Class: Large

Health: 200

Armor Score: 9

Combat Speed Class: 0**Top Speed:** NA, must be attached to an engine.**Cost:** 25,000 UAC.**Availability, new:** Good. Expect delivery in three to six weeks.**Availability, used:** Excellent in all towns along rail lines. Prices half to one quarter.**Sea****Small Boat**

Usually made of aluminum or wood. Row boats and smaller craft intended for 4-12 passengers or a few tons of cargo. Can be sailed or equipped with a motor. Manufactured in coastal and riverside areas throughout Europe.

Crew: 1**Size Class:** Normal**Health:** 75**Armor Score:** 0**Combat Speed Class:** 3**Top Speed:** 30 mph (48 km/h).**Cost:** 900 UAC (rowing only). Motor costs 500 more and sailing setup 1,200 more.**Availability, new:** Fair in all water-side towns. Expect delivery in four to six weeks.**Availability, used:** Good in all water-side towns. Prices are generally half, except for sailing equipment which is not discounted.**Large Ship**

Includes everything from cargo barges to luxury yachts. The French Republic is the most respected producer of large ships in Europe, but most coastal nations have at least one producer. River barges for cargo are a specialty of Germany.

Crew: Varies, ranges anywhere from around a dozen to hundreds, depending on the type of vessel.**Size Class:** Large**Health:** 800**Armor Score:** 9**Combat Speed Class:** 2**Top Speed:** 25 mph (40 km/h) for yachts. Barges move at 12 mph (20 km/h) on average.**Cost:** 30,000 UAC for a basic powered hull which can be geared for power or speed. Barges able to handle 500 tons cost the same. Yachts can be made as luxurious (and expensive) as the customer desires. Sailing equipment for a ship this size costs an additional 6,000 UAC.**Availability, new:** Fair in coastal (ocean) cities. Poor in river towns. Expect six months to a year for delivery.

SEE GERMANY FROM THE FAMOUS RHINE!

Germany is the largest country in Europe and has much to offer the traveler. From the deck of the side paddle wheel steamer Hildebrandt, or from the windows of one of her seven lounges, you can watch sixteen centuries of history roll past on your journey along the River Rhine through the ancient heart of this modern state. Travel in comfort in one of eighty-five staterooms, nearly half of them suites. All dietary needs will be met in our three kitchens, and the professional staff will keep you well pampered with all the comforts of home at your command, some additional fees apply. See the mightiest medieval castles topping the foothills of the Alps, many of which were never taken in war. Tour the most luxurious chateaus erected by aristocrats who trace their lineage back to Rome of the Caesars. This is the land where Siegfried and Kriemhild walked. These are the scenes which honed the artistic eye of Holbien and Friedrich. This is the country which produced the minds of Goethe and Nietzsche. Come be a part of the glorious heritage of the German people. Packages for three or seven weeks aboard Hildebrandt available, traveling upriver April to June and downriver July to September. Excursions in Mannheim, Mainz, Köln, and Düsseldorf also available. For a full brochure or to register, contact your local German consulate or write to the German Tourism Office at Eberhof 2, Düsseldorf.

Availability, used: Poor as such large ships are usually used until they are no longer seaworthy. Prices are reduced to 80%.

Air

Light Fighter

A basic, single seat, single-engine airplane suitable for reconnaissance or air-mail service as well as combat. Typically fast and lightly armored with moderate fire power. Variations of this basic style are manufactured in large numbers for all major militaries as well as by dozens of private companies across the continent. Almost everyone who wants a plane can afford one. Regional differences are many, and specific armaments are as diverse as the pilots who fly them.

Crew: 1

Size Class: Normal

Health: 45

Armor Score: 4

Combat Speed Class: 3

Top Speed: 350 mph (563 km/h).

Cost: 2,500 UAC.

Availability, new: Excellent in urban areas and fair everywhere. Expect delivery in 1 or 2 weeks from large companies but as much as 2 months from smaller operations.

Availability, used: Good everywhere. Prices are reduced to 80-50%, depending on the age and quality of the craft.

Typical Armament:

1) Paired .30 cal machine guns: Mounted in or under the wings or in the nose of the airplane.

Range: Mid

Damage: 3D6

Ammunition: 50 bursts.

Bonus: None

Resounding Success Bonus: None

Heavy Fighter

A two or three seat, typically twin-engine craft designed for short-range defense or aerial assault and also capable of transporting cargo or conducting mid-range bombing runs. Typically well-armored with a heavy weapons load at the expense of speed. Most designs have a navigator or co-pilot. About half the planes of this type also have a dedicated gunner, often in a mobile turret of some kind. The most famous aircraft of this type are made in Germany and captured planes are highly valued by mercenaries.

Crew: 1 or 2

Size Class: Normal

Health: 60

Armor Score: 6

Combat Speed Class: 2

Top Speed: 275 (442 km/h).

Cost: 8,000 UAC.

Availability, new: Good in urban areas, poor elsewhere. Expect delivery in 3-4 weeks.

Availability, used: Fair. Most civilian and mercenary craft are kept in service until they can no longer be kept aloft. If any are for sale, prices will be reduced to 60-80% of normal.

Typical Armament:

1) Nose-mounted .50 cal machine guns.

Range: Mid

Damage: 3D6

Ammunition: 50 bursts.

Bonus: None

Resounding Success Bonus: None

2) Machine Gun Turret: 50% of designs have a turret with paired .30 cal machine guns.

Range: Mid

Damage: 3D6

Ammunition: 50 bursts.

Bonus: None

Resounding Success Bonus: None

3) Ordnance Racks (4): Each can hold light or medium ordnance. Temporarily reduce Speed Class by one if used. Once all ordnance is expended, this penalty is negated.

Basic Airship

Simple gas-bag lifted design now considered obsolete, but still popular because of the relatively low cost. Older designs have the traditional gondola under the hull, while more modern designs have a bridge above the nose instead. An airship has a galley and mess, medical facilities, a cargo bay or flight deck and can accommodate up to 25 crew in somewhat cramped quarters. Manufactured in most industrial centers throughout Europe. The British Vassell-built ships, in particular, are highly-prized because of the quality of their construction. Many on the market today are made in Germany, Austria-Hungary and Italy. Few vehicles are modified as much or as often as the basic airship.

Better engines, armament, vrillium lifting units and armor bands are commonly added to mercenary-owned airships and even private transports.

Crew: Varies. Usually 20 to 40.

Standard Flight Group (if used as a carrier):

Varies. See below.

Size Class: Huge

Health: 400

Armor Score: 6

Combat Speed Class: 0 (Stationary relative to combat)

Top Speed: 80 mph (130 km/h). Cruising speed is 60 mph (96 km/h).

Cost: 1 million UAC.

Availability, new: Fair in all industrial areas. Expect delivery in three to nine months.

Availability, used: Good in all cities. Many older dirigibles entered the secondary market at the end of the Great War and have remained there, in a constant state of being patched up, retrofitted and upgraded. Prices are half to 60% for an unmodified

ship. Prices for modified airships are 70-90% of the total price of ship and all modifications.

Typical Armament:

1) Main Cannon Turret (1): Most ships will have one main gun used to defend itself against other airships.

Range: Far

Damage: 4D6

Ammunition: 20 shots.

Bonus: None

Resounding Success Bonus: Wreck (1)

2) Machine Gun Turret (Typically 4): These weapons help provide additional air cover against incoming aircraft.

Range: Mid

Damage: 3D6

Ammunition: 50 bursts.

Bonus: None

Resounding Success Bonus: Armor Piercing (1)

3) Flight Deck (Optional): A ship with a flight deck can also field 4-6 small or 2 heavy fighters for offensive or defensive purposes.



Advice for the Game Master

If you have never been the Game Master for a role-playing game you may need some advice to get you started. The Game Master (GM) is perhaps the most important player in any session of role playing. While each of the other players is responsible for just their own characters (Player Characters or PCs), the GM is responsible for everything else in the world of the game! As the Game Master, you will craft an adventure for the characters. Will they have to escape a threat; recover an item;

rescue a captive or something else which strikes your fancy?

Then you will have to guide them through the action. The GM describes

all the people the PCs meet and all the places they visit. You must be

ready to answer questions from the

other players. They will think of things you did

not expect and try things in the game you did not intend. They will want to know answers to

questions you never thought to ask yourself. You

must make a lot of decisions on the fly to keep the action of the session moving. In addition to

creating the fictional story world of the particular adventure you are managing, you will also need

to know the Wild Skies rules which govern how all the possible interactions are resolved. You can

describe a great story hook, but at some point the players will want to roll their dice and see

how things turn out. You will have to manage these individual mechanisms of the game play.

You check to see if players roll high enough to succeed at what they want to do. You keep track

of when each character acts during a fight. You tell the players when a vehicle has taken enough

damage to explode. The part of the GM combines the skills of script writer, story teller, rules lawyer

and accountant. It's a big job, but you can't play an RPG without one! If you've taken on the

awesome responsibility of being a GM, first let us say, "thank you." We've also provided some more

specific advice below about to GM a session of Wild Skies: Europa Tempest.

Play to the Setting's Strengths

The setting of Wild Skies is focused on pulp

adventure. There are big, sooty engines and aerial combat. There are plenty of political and mercenary factions fighting for control of countries and economic opportunities. There are larger than life characters and plenty of opportunities for animal-based humor. Let these elements work for you in your stories. Don't try to work against them. Come at your players with noisy machines and let them win the day with bombastic heroics.

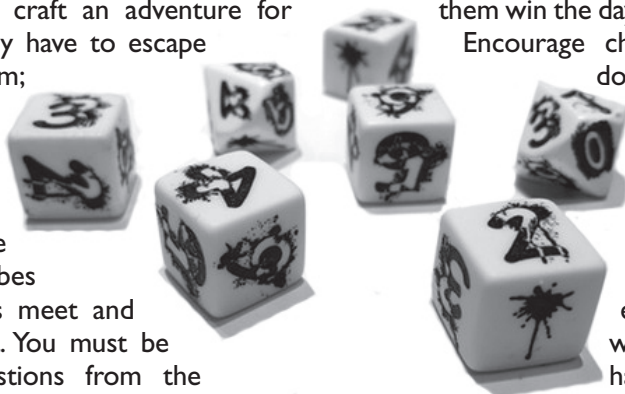
Encourage cheesy catchphrases and don't be afraid to remix your favorite pop culture. Wild Skies is supposed to be a game which doesn't take itself too seriously, so don't take it too seriously either. This is not a game with complex hand-to-hand fighting rules or with strictly accurate

representations of technology so if you are looking for those elements specifically, this just isn't that game. Use what this game does offer.

Create Good NPCs

Nothing would challenge Sherlock Holmes' brain if it weren't for Professor Moriarty. Sam Spade wouldn't be chasing that statue in the first place if it weren't for Brigid O'Shaughnessy. Every hero needs characters to interact with. All the characters in the game not controlled by the players are called non-player characters (NPCs). Good NPCs make for memorable sessions of gaming. All your NPCs can be enhanced with names, unique ways of speaking or particular fears. The NPCs should feel like they belong in the world, breathing the same air as the PCs. However, don't get too attached to every policeman, waitress or freedom fighter you have the party meet. Most of them are only going to be there to do one job in the story such as try to stop them entering a particular door or pointing them in the right direction in an alley.

In general, there are two quick ways to make NPCs who stick out. The first is to pull "stock characters" from any movie, play, comic book, video game or novel you've ever seen, read or played. In some ways this is even easier with the animals of Wild



Skies. If you want a “foxy” *femme fatale*, make her a fox. A fussy, twitchy, old professor can be an owl. The huge, gruff bouncer outside the club could be a bear. Stock characters, literary tropes and genre clichés exist for a reason. Feel free to use them to help communicate the feel of the setting and cover plot points quickly. The second shortcut is to make a character who defies expectations. Maybe the bouncer is a large mouse instead. Perhaps the fox is only interested in you because she needs you to sign some legal documents. Maybe the turtle on the corner is a fast-talking con artist. NPCs cast “against type” can be used to throw the players off the trail or remind them things are not always what they seem.

Of course, to create truly memorable characters, there are no shortcuts. To develop an NPC to serve as an on-going antagonist for a whole campaign or someone who is a father figure to the player characters takes as much time as developing any other character in the game. They will need a back story, their own motivations and perhaps some personal traits which identify them. Remember to play to the setting and consider a glass eye, a particular brand of cigar or maybe a rank in an army which no longer exists. You may even want to create a full character sheet for the most important NPCs so you know all there is known about them. Recurring characters may even have earned multiple rewards on the Moral Compass. The above advice about playing to or against expectations still applies, but with important reoccurring characters you can make them far more customized and personal.

Use Character’s Motivations

All the PCs have eight motivations on their Moral Compass. One of these, their True North, is the part of the character’s story the player wants to tell right now. Use these to help drive the action of the game. Just because one of the PC’s north motivation is Revenge, it does not mean you have to make the whole adventure about finding that PC’s ex-husband who ran away with their life savings. You could do this, and maybe there is a time to put a particular character’s story in the spotlight, but you allow for all the PCs to follow their own motivations in all the adventures. Give characters who are pursuing Wealth opportunities to make money or spend it, give those who want Rest moments to take it easy and offer chances for those pursuing Exploration to find out new

things. You can offer these chances as rewards along the way, but you can also use them to move the story along. Offer the PC who wants to explore an opportunity he cannot refuse as a way to draw the whole party into danger. One character who follows Sacrifice by helping out someone in need might find the one they helped is a lead to the party’s next job. The more character motivations you can engage at one time, the better. Try to create situations where a particular course of action is the best because of multiple characters’ motivations. When everyone wants to save a boatload of orphans because it enhances one character’s Power, provokes another’s love of Truth and is part of another’s quest for Change, you will have achieved a truly memorable moment.

You can also offer characters a choice between two motivations. Someone may be in a position to get their Revenge, but only if they allow their friends to come to harm. The character (and the player) has to choose between their own Revenge and the Defense of their fellow party members. In these situations of choice a character may do something unexpected. They may be in a position to follow Power, but because of the way you have guided events they choose the Compassion path instead. These are the kinds of character growth and development moments which are supposed to be at the heart of Wild Skies gameplay. While it is not the goal of the game to make characters do things they wouldn’t normally do, if you can create moments where the PCs might do things not even their players saw coming, you will be doing your job as the Game Master to help create dynamic role playing moments.

Keep the Story Going Forward

One of the hardest tasks of the GM is to keep the story moving forward. Sometimes the characters just can’t make the skill roll they need, while other times the players are too obtuse to realize the closed door isn’t even locked. In cases such as these, you may want to yield to “The Magic of Role-Playing” meaning the mundane tasks or uninteresting parts of the story just happen, allowing the drama of the story to progress and unfold. Players should not be expected to role-play every minute of their transatlantic flight.

Sometimes the game mechanics themselves cause time to slow to a crawl. Large combats are sometimes part of stories and they can be

great fun to run, but smashing through a bunch of air pirates is not a story. *Wild Skies* centers around the group as a whole telling the story of the adventures of the PCs. Many RPG sessions have a combat section which can take up a big part of the time. Always keep why the characters are doing what they are doing in focus. What will the characters get if they beat the pirates? Where will they go next? How will they feel about what they have done? After everything is revolved make sure to always bring the action back around to the real point of the action. Sometimes the PCs will be helpful and they will want to know these answers themselves. Other times they will want to break off to pursue their own interests. It is okay to split off, but switch between the players so everyone stays engaged in the different parts of the action. This happens more often as the group of players gets larger and larger. It's best to start off with a small number of players when you are first learning to run a game session.

Keeping the story going is always a balancing act. As GM you have to know what you want to throw at the PCs, but if they miss a hint or make a different choice you have to go with the flow and may have to invent something new on the fly. If you are using an adventure, a lot of action is planned for you and you just have to walk the party through it. If you are just starting out as a GM or if you are new to the *Wild Skies* setting, do not be afraid to bring things around to the action you planned. If you intended for the party to zig and they zag, just tell them they end up where you intended anyway. No one in the party knows what you had planned anyway and they won't know the difference. In general if you have hooked the players with a good idea, they will be willing to go with you on whatever adventure you have planned. When you feel more experienced, don't be afraid to abandon what you intended when the party zags and go with them on something surprising. Sometimes the other players have the better ideas.

Let the Dice Decide

Role-playing games are games. There is a certain amount of planning and risk mitigation possible, but there is also the luck of the die rolls. Don't feel like you have to make every decision. Use the dice to decide things. There should be plenty of dice at the table when you play. If you think something has a 50-50 chance of happening, roll



a die and take odd or even. If you need to decide who the crazed, knife-wielding street punk goes after first, roll a die and count the players around the table until you reach the number rolled. If you need to know how many crates of supplies the party finds in the warehouse, roll a couple dice to find out. Luck and random numbers should be something all the players are okay with, if they are not, maybe this is not the game for them.

As GM, you also have the power to adjust rolls the players make. Many things in *Wild Skies* will be decided by how well the players roll, but since you are controlling the rest of the world, you can make those rolls harder or easier as you see fit. If it is foggy, maybe they get a penalty to their Search or Notice skills. If they have exactly the right piece of equipment, maybe they can roll Additional Dice, or receive a bonus on their rolls. These adjustments are not to penalize players or make things too easy for them, they are supposed to represent interaction with the world of the game. Actions which are complicated or hard to get right for the characters in the story, should also feel harder to pull off successfully by the players at the table.

Don't forget your story-telling dice either. You have five D6 dice to give out per gaming session to players who are attempting a roll which you think is the right story-telling choice. These dice might be awarded for playing right to their character's strengths, surprisingly against their normal behavior, when an action has been described well or just when anything adds drama, excitement or tension to the game session. Having these dice available is supposed to encourage the players to greater heroics, so let the players earn them.

Use Your GM Fiat

Just because there is a healthy amount of rolling dice and lot of responding to other players' ideas does not mean you cannot control the story. The word fiat is from the Latin meaning "let it be done." Once the GM has declared something exists, or does not exist, that is the reality of the game world. The Game Master makes the final decisions about what happens in a session. There is no appeal. If it is part of the story for the PCs to be kidnapped, you don't have to give them the chance to notice the ambush coming. You can simply declare the party was overwhelmed and kidnapped. If your story includes an informant you want to give a speech before she dies or a villain you want to taunt the party before he escapes, you don't have to let the PCs interrupt with their medical knowledge or by firing shots. The adventure needs to move forward and sometimes that means the players need to sit back and let you lay out the next piece of that story. This is not to say you get to make all the decisions, all the time. Most players will not enjoy the game if they don't get to make decisions or take actions with their characters. The power of GM fiat should not be used to make what you want happen, it represents that fact sometimes there are things beyond the control of the characters in the story.

Remember to Have Fun

Being the Game Master gives you great power to create adventures and tell enjoyable stories. It also entrusts you with great responsibilities. It is your job to keep everyone having fun. It's worth repeating, role-playing games are games. Everyone should be engaged and enjoying the experience of the adventure you are all unfolding together. Give every character an opportunity to shine. Let them do what they do best. If you see players who have checked out of the action, give their character something to do. Keep the situations varied. If every session ends with a dog fight or a bar brawl, everyone, including you, will get bored. Keep the challenges coming. Don't let the party fall into the same pattern of dealing with every problem in the same way. Let your GM dice or the occasional granting of additional Plot Points help reward players who try something new. Also, just because you are the GM today, doesn't mean you always have to be. When you need a break from the demanding job of GM, let someone else take a turn at the head of the table. Have a new character (your own PC) join the party and let the adventures continue.

Glossary

Action (p. 101): Anything a character does in combat is considered an Action. The character whose turn it is in the initiative order decides on their Action in Step 2 of combat. Moving, using an ability or making an attack are all possible Actions.

Additional Die (p. 66): A D6 which is granted by character abilities, specific equipment or by the GM. Additional Dice are added to the Dice Pool during a skill roll and function in the same manner as Skill Dice. There is no limit to the number of Additional Dice which can enter the Dice Pool.

Adjust (p. 66): An action players may make to alter the D% result during skill rolls. Skill Dice and use of Attributes under specific circumstances are the most common ways to adjust a roll. Each time a roll is adjusted it can be adjusted up or down. Each source of adjustment must be applied in full.

Affiliation (p. 52): The relationship between all the player characters. It is the reason why they are together as a group. It can be an independent group, with the characters only responsible to each other, or a dependent part of a larger organization, like a national military. Affiliations select one Motivation which serves the group as a Heading for storytelling purposes. The group can change their Heading whenever they want.

Animal Ability (p. 14): An ability granted by a character's animal nature. Each Animal Type offers the choice of six Animal Abilities. One Animal Ability is unique to the Animal Type. Characters can start with a maximum of three Animal Abilities. Additional Animal Abilities can be developed as one of the Rewards on the Moral Compass.

Animal Type (p. 7): A group of animals which are governed by the same game rules. Every character has one specific Animal Type. This choice is one of the most important players have to make because starting Size, Attribute bonuses, Uncapped Attributes and available Animal Abilities are all determined by Animal Type. Many Animal Types include several similar animals.

Armor (p. 108): A barrier which reduces the damage suffered by whatever the armor protects. Characters can wear armor and some Animal Types have natural armor. Most vehicles also have some armor.

Attribute (p. 5): A number which measures one of a character's physical or mental aspects. Higher numbers indicate a higher capacity to impact the world. There are nine Attributes, divided into Primary and Secondary Attributes. These Attributes are used to determine other aspects of the character such as Health, damage and skill performance. No Attribute may ever fall below 1 for any reason. Most Attributes are limited to a maximum of 10, however all characters have at least one Attribute which is Uncapped and not subject to the normal limit. Starting Attributes are determined using a point buy; 10 points for Primary and 18 for Secondary Attributes. Attributes can be further increased as one of the Rewards on the Moral Compass.

Axis (p. 46): One of the eight pairs of opposite motivations which can form part of a character's Moral Compass. The motivations of each axis are opposite from each other, but it is not accurate to say one is good and the other bad. Four different axes are selected to create the eight points of the Moral Compass.

- Compassion to Power
- Wealth to Sacrifice
- Endurance to Change
- Revenge to Peace
- Defense to Destruction
- Rest to Exploration
- Truth to Falsehood
- Survival to Growth

Base Skill (p. 67): Another term for a skill. Base Skills are occasionally named specifically when they need to be distinguished from the Skill Specialties which are grouped under them.

Bonus Dice (p. 69): Special D6 which the GM can award whenever they feel an extra boost on a character's skill roll is appropriate. Bonus Dice function just like Additional Dice, but they do not obey the normal five dice limit for other types of dice. Winning Bonus Dice is the

only way a player can roll more than five dice on a roll. Because they are so special, Bonus Dice should only be awarded if the character is attempting something particularly dramatic or heroic or if the player has described the action in striking detail. The GM may award any number of Bonus Dice at a time but may only give out five total each session.

Brawn (p. 5): A Primary Attribute which indicates a character's overall health and fitness. The Secondary Attributes under Brawn are Strength and Fleetness. Brawn is used to determine a character's Health.

Career (p. 35): A particular set of training or experience. All characters have two careers. Each career grants a career ability, starting equipment, three Career Skills and assigns three Skill Dice to those skills. Some careers have Attribute restrictions or are limited to characters of a certain Nationality.

Career Skill (p. 35): A skill granted by one of the character's two careers. Career Skills grant a Skill Specialty and begin with between zero and three Skill Dice assigned to them. Career Skills can have up to five Skill Dice assigned to them.

Cash (p. 243): The main currency of the game is Universally Accepted Credits (UAC). This is known by various slang names including *yakî* and *iewe.î* Additional cash can be earned as one of the Rewards on the Moral Compass.

Character (p. 3): Any individual entity within the story world.

Character Concept (p. 4): The central idea which governs all choices a player makes when creating a character. Each Character Concept can be expressed in just a few words.

Character Creation (p. 3): The ten step process which is used to choose all the game characteristics of a character.

Critical Failure (p. 65): A failure which is so spectacularly bad, the character achieves an extra bad result in addition to simply failing to perform the action in question. Each skill and Skill Specialty lists a different Critical Failure penalty. Penalties on future rolls, confusion and outright injury can all occur. Critical Failure results rolled during attacks require a roll on

specific tables which can result in a jammed gun or a broken sword.

Damage (p. 108): If a Hit Action is successful, the Hit deals damage. Calculating damage is Step 4 of combat. Usually damage is equal to a character's Strength for unarmed combat, the damage of the weapon plus Strength for melee weapons and the damage of the weapon for ranged weapons. On a successful Hit specific weapons or fighting moves may cause some effect instead of or in addition to damage.

Defensive Action (p. 107): A response which attempts to mitigate or avoid a Hit Action in combat. The target of a Hit Action chooses their Defensive Action in Step 3 of combat.

Dice (p. 66): Regular polyhedral shapes marked with numbers and rolled to randomly select one of those numbers. Dice are abbreviated with a capital letter D followed by the number of faces. Wild Skies uses percentile dice (D%) which are two D10, one marked 0-9 and the other marked 00-90. When these two dice are rolled any result between 1 and 100 can be obtained (a result of 0 and 00 represents 100). When the text calls for a percent chance for something to happen, the player is to roll percentile dice. When the result is under or equal to the given number (01-30 if a 30% chance is stated), the event occurs. The game also uses up to five D6 at once. Ideally, every player will have their own set of percentile dice and five D6.

Dice Pool (p. 66): The collection of D6 which a player is eligible to roll when making a skill roll. Skill Dice, Additional Dice and Bonus Dice from the GM are added to the Dice Pool while penalties assigned by adverse conditions or by the GM remove dice from the Dice Pool. No matter how many dice are in the Dice Pool for a particular roll, a player normally never rolls more than five D6 on any roll. Earning Bonus Dice is the only way to roll more than five dice on a roll.

Difficulty (p. 65): A measure of how likely or unlikely a particular result is when a character attempts a skill roll. The Difficulty of a particular roll will be Easy, Moderate or Difficult, each with a different Skill Range.

Failure (p. 65): When a roll, after any and all adjustments, is within the Failure or Critical Failure Skill Range for the difficulty of the skill roll.

Fleetness (p. 5): A Secondary Attribute under Brawn which indicates a character's speed and flexibility. Fleetness is added to Dodge Defensive Action attempts.

Fumble (p. 67): A non-combat roll which results in a failure which the player decides to reroll. As soon as a roll results in a failure, before any consequences occur, the player may declare the roll a fumble. The fumbled roll is attempted again, benefiting from any bonuses and suffering any penalties which affected the original roll, plus an additional -2 Skill Dice penalty. A fumble may only be declared once per game session for each Base Skill. Skill Specialty rolls can be Fumbled, but the reroll counts as the single use of the Base Skill under which the Skill Specialty is grouped. Unskilled rolls cannot be declared a Fumble.

Game Master (GM) (p. 250): The player who is primarily responsible for running a session of role playing. The GM develops the adventure, describes settings, directs actions, role plays the NPCs for the other players and knows the rules for resolving all the actions the player characters attempt in the game.

General Skill (p. 69): Reading, writing and arithmetic. All characters know the three General Skills (reading and writing apply to their native language only) and performing them is considered a Simple Task.

Governing Attribute (p. 67): The Attribute to which a particular Skill Specialty is linked. Each Skill Specialty is linked to one Secondary Attribute, as listed in the Specialty's description. If a choice is listed the player chooses one when the Specialty is selected. Governing Attributes are used to adjust Skill Specialty rolls. Once per game session each Primary Attribute may be used to further adjust a Skill Specialty roll which is governed by one of the Secondary Attributes under the Primary. During such a roll the Primary Attribute is also considered a Governing Attribute.

Grit (p. 5): A Secondary Attribute under Guts which indicates a character's will to tough it out. Grit is added to Ranged Hit Actions.

Guts (p. 5): A Primary Attribute which indicates a character's basic awareness and resilience. The Secondary Attributes under Guts are Valor and Grit. Guts determines a character's bonus to initiative.

Heading (p. 52): A motivation which serves as True North for an Affiliation or other organization. Headings are chosen from any of the sixteen motivations on the Moral Compass. No Rewards are assigned to Headings and Affiliations do not earn PP. Headings can be changed whenever it seems appropriate for the story.

Health (p. 6): The amount of damage a character can suffer before being killed. Starting Health is Brawn x 4. Additional Health can be developed as one of the Rewards on the Moral Compass.

Hit Action (p. 103): Also known as an attack, a Hit Action is an attempt to harm or subdue another character in combat. Melee Hit Actions are made with body parts or hand held weapons against targets at near range and are resolved using the Melee skill or a Melee Skill Specialty. Ranged Hit Actions are made with thrown weapons or guns against targets within range of the weapon and are resolved using the Ranged skill or a Ranged Skill Specialty.

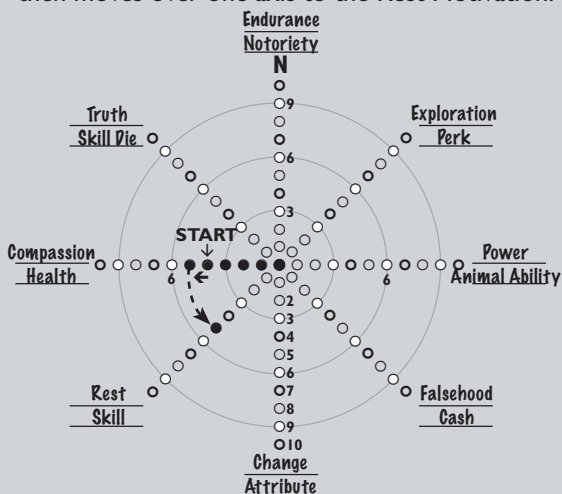
Initiative Order (p. 101): The order in which all the characters in a fight will act. Step 1 of Combat is to determine the initiative order. Each character's initiative is determined by rolling $ID10 + Guts +$ any other modifiers.

Know-How (p. 5): A Secondary Attribute under Smarts which indicates a character's book learning. Know-How determines the number of Learned Skills a character starts with.

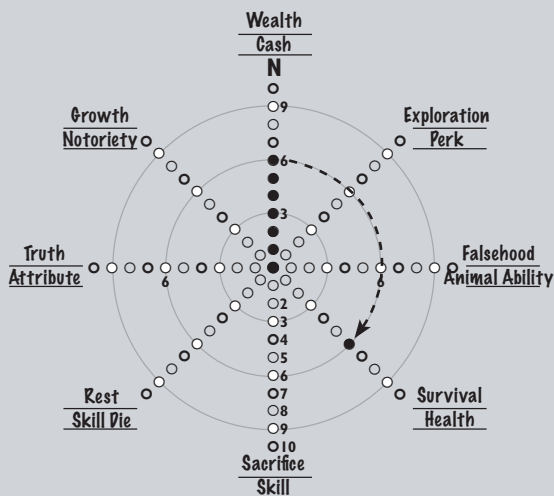
Learned Skill (p. 36): A skill gained outside of a character's careers. Characters start with Learned Skills equal to their Know-How Attribute. Learned Skills begin with no assigned Skill Dice but can have up to three Skill Dice assigned to them during character creation or through game play. Additional Learned Skills can be learned as one of the Rewards on the Moral Compass.

Moving on the Moral Compass

Harcourt is on the fourth space of the Compassion Motivation. He has been assisting the people in his favorite sea-side town against the machinations of a land speculator named Giovanni. This conflict started with words, moved on to blows and has now culminated in a dogfight over the Alps. Watching Giovanni's plane go down in flames, Harcourt feels like it might be time to take things easy for a while. At the end of the session his player has two Plot Points to spend. He advances one space toward Compassion because of his concern for the villagers then moves over one axis to the Rest Motivation.



Meanwhile, Giovanni is not dead. He finds himself alone in the foothills with only his wits. He is on the sixth space of the Wealth Motivation and his player has just one Plot Point to spend. Rather than advance on the Wealth Motivation and collect his Cash Reward he decides to move around the Compass to the Survival Motivation. He can do this because the Moral Compass shows a ring connecting all the axes at the sixth space. It has suddenly become much more important to make it out of the mountains alive than to mature his investments.



Milestone (p. 48): The point on the Moral Compass where part of the chosen Reward is earned. Milestones are marked on the Moral Compass by the bold circles at the fourth, seventh and tenth (and final) positions. It is possible to reach a Milestone and earn part of the Reward without moving on to the end of the axis. Most Rewards can only be earned once even if the character moves through the same point on the compass again. For example, characters cannot become iconversant in the same skill twice. Health and Cash Rewards are different and the parts of the Reward can be earned over and over again each time a character moves onto the appropriate Milestone.

Moral Compass (p. 46): The part of the Compass System which determines character's motivations in the game and rewards characters as they follow those motivations. The compass has eight points which form four axes. Each

point represents a different possible motivation of the character. The character's most important motivation is placed to the north and is called the character's True North. Each point on the compass is also linked to a Reward. As the character earns PP through game play the character will advance along an axis toward one of their particular motivations. As they reach certain Milestones along the way, they receive the parts of the Reward. When they reach the end of an axis, the process begins again. Each player character has a Moral Compass, but most NPCs have only a True North.

Motivation (p. 46): Any one of the sixteen narrative arcs a character may be pursuing. These motivations are what inspires or drives the character's actions within the story of the game. No motivation should be treated as a rigid destiny. Characters can switch to one of their other motivations as they see fit.

Moxie (p. 5): A Secondary Attribute under Smarts which indicates a character's cleverness. For every three points of Moxie a character gains one opportunity per play session to reduce the Skill Range of a skill roll or Skill Specialty roll by one difficulty rank. Difficult becomes Moderate and Moderate becomes Easy. However, Easy rolls cannot be further reduced no matter how clever the character's idea.

Nationality (p. 34): The place where or group from which a character originates. Many national identities are also countries, but plenty are part of larger political organizations instead. Some nations are not recognized by anyone but themselves. A character's Nationality could be a simple footnote in their life story or could be a source of ongoing involvement and community.

Non-Player Character (NPC) (p. 250): A character managed by the GM as part of the world the player characters are interacting with. Shop merchants, informants, enemy soldiers and other bands of the adventures are usually all NPCs.

Notoriety (p. 50): The extent to which a character has a reputation. Characters may become well known for a particular skill or to a certain group. This is not tracked with numbers, but through game play. Notoriety can be increased in one area or expanded to another area as one of the Rewards on the Moral Compass.

Perk (p. 28): A minor ability, skill, or trait which a character has developed as a result of their life story. All characters start with one Perk. During character creation other Perks can be selected by also taking Quirks. Additional Perks can be developed as one of the Rewards on the Moral Compass.

Player (p. 4): A person who participates in a session of Wild Skies.

Player Character (PC) (p. 4): A character which is individually managed by one of the players. Player characters are usually above-average individuals in the world of the story around whom much adventure occurs.

Plot Points (PP) (p. 36): A numerical accounting of the growth a character has made. At the end of every session all players receive 1 PP

then decide who among themselves deserves a second point for the session. The GM may also award additional PP at significant storytelling moments. Plot Points are immediately used to move on the character's Moral Compass, tracking the character's growth for the session.

Primary Attribute (p. 6): One of the three main Attributes. These are Brawn, Smarts and Guts. Each has two Secondary Attributes under it. Once per game session each Primary Attribute may be used to adjust a Skill Specialty roll which is governed by one of that Attribute's Secondary Attributes.

Quirk (p. 31): A minor failing, inhibition or trait which a character has developed as a result of their life story. Quirks selected during Character Creation allow a character can begin the game with additional Perks. Quirks may also be picked up during the game from injuries, traumas or as a natural result of the story. The negative impact of Quirks can be negated as one of the Rewards on the Moral Compass.

Range Increment (p. 6): A measure of how far away something is from a character. Objects can be Near, Mid or Far range. These increments are not objective measurements of distance, but descriptions determined by the GM. After running toward a Far target for several Actions, even a Fast character may still be Far from their chosen destination. A character cannot score a Resounding Success when making a Ranged Hit Action against a target beyond the listed range of a weapon.

Resounding Success (p. 65): A success which is so wonderfully good, the character achieves an additional benefit in addition to simply successfully performing the skill. Each skill and Skill Specialty lists a different Resounding Success bonus. Bonuses on future rolls, superior insight and additional value can all occur. Resounding Success results rolled during attacks benefit from the bonus provided by the skill as well as by the weapon.

Reward (p. 48): An improvement characters receive through the mechanism of the Moral Compass. It takes at least 10 PP to earn a Reward, but may take more depending on the character's movement on the Moral Compass.

There are eight different Rewards available in Wild Skies: Europa Tempest: Learn a New Skill, Assign Another Skill Die, Increase One Attribute by One Point, Gain an Animal Ability, Gain a New Perk or Overcome a Quirk, Gain Notoriety, Earn Increased Health, and Have More Cash on Hand.

Role-Playing (p. 1): A type of game in which players take on the roles of characters in the fictional setting of the game. Pages of statistics, character sheets and dice are used to help navigate the action, but the bulk of the game takes place in the players' minds. One player, the Game Master, presents situations to the players and the others describe how their individual player characters respond. Though it is a game, there are no winners or losers. A role playing game is collective narrative exercise in which the amazing things players can imagine their characters doing are governed by the rules of the system and the luck of the dice.

Roll (p. 65): Any time any number of dice are dropped, tossed or shaken up. A random number within a specific range is generated by each roll. Rolls are used to determine many game outcomes such as the impact of skills, initiative order, combat damage and random selections from tables.

Secondary Attribute (p. 6): One of the six more specific Attributes which fall under the Primary Attributes. These are Strength, Fleetness, Know-How, Moxie, Valor and Grit. Each Skill Specialty is governed by a Secondary Attribute and the appropriate Attribute may be added to the result when making a Skill Specialty roll.

Session (p. 252): A length of time during which players gather to play the game. Most sessions last from two to six hours and should feel like an episode of television or a chapter in a book. Several of the rules in Wild Skies are measured by sessions so if a group wishes to play for a long time, it is a good idea to break the time into several game sessions so character's abilities can be reset.

Signature (p. 52): A single identifying trait or item a PC is known for. This has little impact on the rules of the game, but is a way to play up the uniqueness of each of the player charac-

ters, since they are supposed to be larger than life figures within the world of the game.

Skill (p. 65): A body of knowledge a character in the game has. Skills are used by attempting a skill roll.

Skill Dice (p. 66): D6 which are rolled and used to adjust the D% result when a skill roll is made. Each of a character's skills has from zero to five Skill Dice assigned to it and that number of Skill Dice is added to the Dice Pool every time the character uses the skill or any of the Skill Specialties under that skill. Characters are normally limited to a maximum of five dice for any particular skill roll. A character's careers and Smarts Attribute determine how many Skill Dice the character begins with. Additional Skill Dice can be assigned as one of the Rewards on the Moral Compass.

Skill Range (p. 65): The percentage breakdown of how likely positive and negative outcomes of a particular roll are depending on the difficulty of the roll. Most skill rolls will be one of the standard three; Easy, Moderate or Difficult. Some special tasks or unusual weapons may have individual Skill Ranges.

Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01%-20%	21%-50%	51%-85%	86%-100%
Moderate	01%-25%	26%-55%	56%-90%	91%-100%
Difficult	01%-30%	31%-65%	66%-95%	96%-100%

Skill Roll (p. 65): A roll to resolve an attempt to perform a skill. Skill rolls are made by rolling D% and adjusting the result by any Skill Dice in the Dice Pool for the roll. The number of Skill Dice assigned to the skill become part of the Dice Pool. Characters are normally limited to a maximum of five dice for any particular skill roll. May be used generally to refer to either skill rolls or Skill Specialty rolls.

Skill Specialty (p. 67): A more specific body of knowledge than a Base Skill. Skill Specialties are selected when a skill is taken as a Career Skill, when three Skill Dice are assigned to the skill and again when five Skill Dice are assigned.

Skill Specialty Roll (p. 67): A roll to resolve an attempt to perform a Skill Specialty. Skill Specialty rolls are made by rolling D% and adjusting the result by the Specialty's Governing Attribute and any Skill Dice in the Dice Pool for the roll. The number of Skill Dice assigned to the Specialty's Base Skill become part of the Dice Pool. Characters are normally limited to a maximum of five dice for any particular Skill Specialty Roll.

Smarts (p. 5): A Primary Attribute with indicates a character's general reason and learning. The Secondary Attributes under Smarts are Know-How and Moxie. Smarts determines the number of starting languages a character knows and the number of addition Skill Dice they can apply to their starting skills.

Speed (p. 5): A rating of how far a character can move during a single Action. Characters can be Slow, Normal or Fast, as determined by Fleetness. Characters with 1 or 2 Fleetness are Slow and it takes two Actions to move one Range Increment. Characters with 3 to 6 Fleetness are Normal and move one Range Increment per Action. Characters with 7 Fleetness or more are Fast and move two Range Increments per Action.

Strength (p. 5): A Secondary Attribute under Brawn which indicates a character's physical power. Strength is added to melee Hit Actions and to melee weapon damage.

Success (p. 65): When a roll, after any and all adjustments, is within the Success or Resounding

Success Skill Range for the Difficulty of the skill roll.

True North (p. 46): The motivation assigned to the north position of the Moral Compass. This is the character's strongest motivation or central story arc, at least when the Compass is created. Events in the game can move a character in another direction over time. NPCs have less complex goals than player characters, so they only have a True North with no Reward. The True North of an Affiliation is called a Heading.

Valor (p. 5): A Secondary Attribute under Guts which indicates a character's social skills. Valor is frequently used by Skill Specialties which influence other characters.

Uncapped Attribute (p. 6): An attribute which is not restricted to the normal limit of 10 points. Each Animal Type has one Attribute which becomes Uncapped. Each of the four Sizes also grants an Uncapped Attribute, meaning some characters will have two. Characters do not receive any special bonus if selection of Animal Type and Size Uncaps the same Attribute.

Unskilled (p. 68): A skill roll attempted for a Base Skill which a character does not have. The skill roll is made as normal. If the roll falls into the Resounding Success range, then the character performs the skill, but it is treated as a normal success. Unskilled rolls cannot be rerolled using the Fumble rule.

THE GREAT WAR NEVER ENDED. THE OLD BORDERS HAVE BEEN REDRAWN. MERCENARIES HUNT FOR BLOOD AND TREASURE.

Dive into adventure in this complete role playing game where Europe has clawed its way out of the devastation and now massive flying battleships, swarms of fighter planes, and deadly brigands fill the skies. Armed with your wits, natural abilities, and as much pulp technology as your outfit can afford, fight for your place among the countless adventurers scouring every corner of Europe for their next coin.

This core rule book for Wild Skies provides players:

- A complete, original rules system allowing all players to focus on the stories and adventures they want to be part of, and which rewards accuracy, not just success.
- A robust character creation process with complete control to choose from 40 Animal Types, dozens of Animal Abilities, 20 Careers and over 80 Skill Specialties.
- The Moral Compass, which integrates a character's personal motivations with rewards of their own choosing.
- Combat rules integrating everything from dogfights to fistcuffs.
- A comprehensive description of the nations of Europe, weapons of war and important figures.
- 16 ready-to-play characters for those who want to just step right into the action!



DO YOU HAVE WHAT IT TAKES TO FLY THE WILD SKIES?