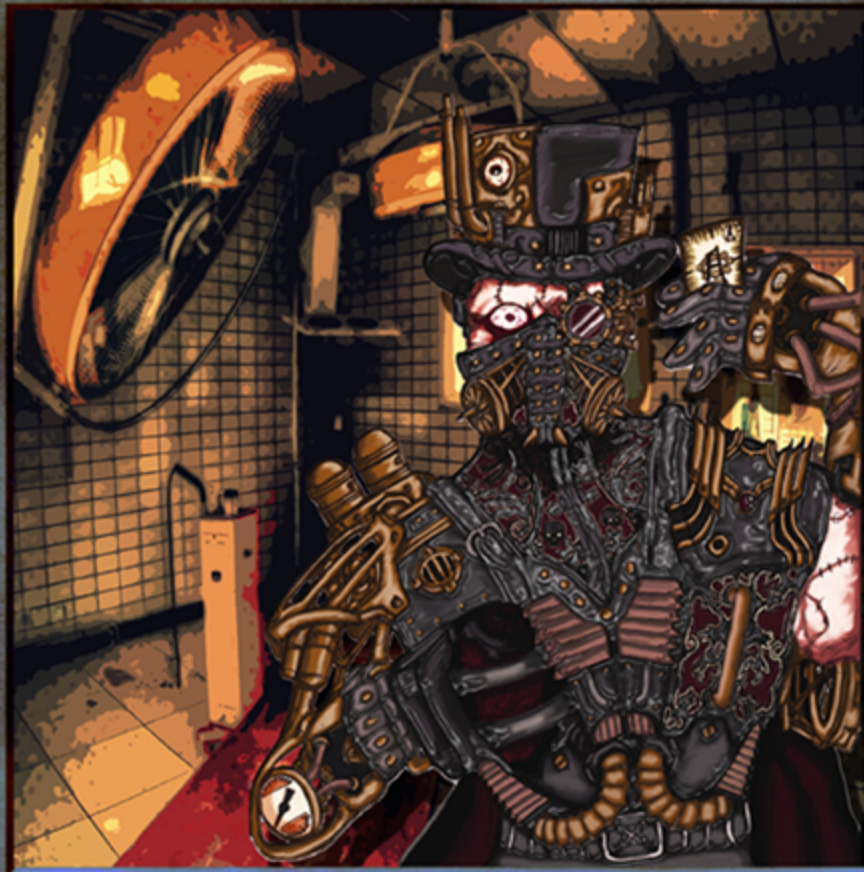




STEAMFORDRESS VICTORY



CORE MECHANIX



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Dedicated in Memory of Bruce Ventura

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TABLE OF CONTENTS

Setting Up

- I. Introduction *Page 5*
- II. Starting Out *Page 5*
- III. Winning the Game *Page 5*
- IV. Materials Needed to Play *Page 6*
- V. The Victory System *Page 6*

Character Generation

- I. PC Blueprint *Page 9*
- II. Step One: Blueprint Concept *Page 9*
- III. Step Two: Choose a Romance *Page 10*
- IV. Step Three: Molding a Genius *Page 11*
- V. Step Four: Etching the Metal *Page 13*
- VI. Step Five: Tempering the Steel *Page 18*
- VII. Step Six: PC Background *Page 19*

Fathom Abilities

- I. The Depth of Fathoms *Page 21*
- II. Genuses and Fathom Abilities *Page 22*

Combat

- I. Entering Battle *Page 51*
- II. The Combat Cycle *Page 51*
- III. Initiative *Page 51*
- IV. Defending in Combat *Page 52*
- V. Advanced Combat Rules *Page 52*
- VI. Tools of the Trade *Page 53*
- VII. Running Out of Steam *Page 54*

The Five Nations

- I. Story Overview *Page 56*
- II. Themes of SFV *Page 56*
- III. Bloodore *Page 57*
- IV. The Great Steam War *Page 57*



STEAM SOLDIER

SETTING UP

I. Introduction

Welcome to an America in utter chaos, welcome to the world of *Steamfortress Victory* (SFV)! This book, *Steamfortress Victory: Core Mechanix*, is a role-playing game bare bones kit designed to give you everything you need to build a **Player Character (PC)**, and prepare to portray the story of an Industrial American in the SFV alternate history timeline. *Core Mechanix* is designed to give you the basic rules set, game mechanics, and allow players to create a character. The goal of our releasing *Core Mechanix* is to help players get into a game of SFV at a low price and see what our world is all about. However, it is recommended that the **Engineer**, the person running the game, pick up a copy of *The Player's Workshop* to get a better view the SFV world.

II. Starting Out

First off, call your friends and get a group of three to six people together. Designate your most talented storyteller amongst the group the “Engineer” and the rest of the players will be portraying PC’s. Then, the players build a PC using this book while the Engineer devises a story to run them through. To clarify, a PC or player character is a pen and paper character which a player portrays in the role-playing game. This PC has its own backgrounds, traits, skills, and demeanor chosen by the player. A group of PC’s working together is a **Team**.

The person who is chosen as the Engineer has a different set of responsibilities. He or she is going to create a story for the PC’s to interact in. In this respect, the Engineer is the most important piece to making a game of SFV run well. While the players will be portraying one PC, the Engineer builds all of the Non-Player Characters (NPC), places, and things the PC’s encounter. The Engineer should read *The Player's Workshop* for SFV world specific information, and if they looking for more help organizing a game, they should look the *Engineer's Manual*.

The basic rules for SFV are in this section of the book. Many of the rules of SFV are dependent on the Engineer. An Engineer, being the author of your Team’s story and the head weaver of adventure lore, is responsible for mediating PC and NPC described actions. Engineers also determine whether or not rolled actions are successful. Several actions in SFV require the roll of ten-sided dice to be successful or not. The Engineer sets the difficulty levels for those rolls and tells the player if they had succeeded at the action they were attempting.

III. Winning the Game

In role-playing games, everyone playing has a chance to metaphorically win or lose throughout the course of the game. Winning is not the final objective of a role-playing session. Role-playing is a team sport because the goal of the game is to have fun telling an elaborate, living story and attain satisfaction from PC’s accomplishing their group and personal background goals. If players are patient with one another, sharing the spotlight, and Engineer’s are flexible, everyone will have fun in the world of SFV.

That about covers it, we’re ready to roll!



IV. Materials Needed to Play

SFV requires a few extra trinkets for game play. You can find these items in a number of places, including gaming stores, hobb shops, and online retailers. Here is a quick checklist of what you need to play:

Pen, Paper, and the PC Blueprint Template: You will need pen and paper to take notes, make diagrams, or pass messages to other players. There is a PC Blueprint Template that comes in this online package. You should print it out and copy it for each player. The PC Blueprint Template will allow players to more easily organize their PC's stats for record-keeping.

Tokens: SFV has a unique mechanic called **Boiler Points** that requires a group pooling of tokens. To keep visual track of the Boiler Point pool, you should have some form of token.

Several Ten-Sided Dice: SFV uses ten-sided dice (d10's) for all rolls, and you will need to scrounge for some in order to play. Once again, best place to find these things are at gaming shops and online retailers.

V. The Victory System

SFV runs off of a rules set called the **Victory System**. It uses ten-sided dice to resolve PC actions that need to be simulated because they can't be simulated or have degree of luck involved. Here's how dice rolls work:

The Engineer has a player roll dice equal to the **attribute** they're using for that action. Attributes represents physical traits. If the player meets or beats a 7 on the roll, they achieve a successful result in their action. This is known as a **Victory**.

Attribute rolls may have skill modifiers applied to them which come in the form of **bonuses** and **penalties**. A PC can use his **skills** to add bonuses to their die roll when they perform actions. Conversely, penalties may be applied by the Engineer depending on the situation. Engineers can apply penalties to more difficult PC actions and subtract from the highest die roll.

Opposed Rolls

If an action happens where two or more PC's or NPC's directly oppose each other in an action, this is known as an 'opposed roll.' Each of the PC's make an attribute roll, but apply their opponent's skill as a penalty modifier. Whichever PC rolls the highest Victory, with penalties added in, wins the opposed roll.

Backfire Dice

The world of SFV has many unique gadgets and abilities available to PC's. Some these gadgets and abilities have very powerful yet unstable effects. To reflect the instability of these features, the Engineer rolls **Backfire Dice** when they are used by the PC. Victories on these rolls will result in dangerous or unexpected effects occurring to the device used or the PC himself.

Skill Roll Formatting

All examples shown in this book will use the format: **Attribute + [Skill +/- Modifier]**. All Fathom abilities, attribute rolls, and special abilities are scribed in this format underneath the descriptions of the ability.

BACKFIRE DICE EXAMPLE

Beth's PC, Honey Goodbun, wants to use a boiler powered jet pack she's found lying around the Knight's workshop. She succeeds in lifting off, but the Engineer rolls the jet pack's one Backfire Die and scores a Victory. The jet pack stalls in mid air as Honey prays that the Engineer won't be rolling any Backfire Dice for her parachute.



Tiers of Damage

The Victory System uses three tiers of damage to represent injuries inflicted onto the PC's. In order of lethality, these Tiers are ranked as follows: **Impact Damage (ID)**, **Wear Damage (WD)**, and **Tear Damage (TD)**.

Impact Damage is minor physical damage taken by the PC. Examples of ID include bruises caused by punches, minor scalds, and twisted ankles. While there is no immediate penalty from ID, overflow damage converts into WD.

Wear Damage is moderate damage incurred by the PC. Examples of WD include cuts, bone fractures, and bleeding wounds. WD applies a -1 penalty for each point.

Tear Damage is major damage that the PC receives. Examples are heavy bleeding, major burns, or broken bones. Each point of TD results in a -1 die to all actions. Only explosions and other extreme attacks cause TD.

Boiler Points

The most unique dice mechanics in the Victory System are Boiler Points and Pressure Dice. These two mechanics are designed to reward players for achieving Victory on rolls in a way that rewards the entire group and helps progress the story. After all, playing a RPG is a group effort...here is how this works:

When a PC achieves multiple Victories on a roll, they gain a **Boiler Point**. To represent these points, a token is placed in the center of your Team's gaming space. This area is now your **Bonus Pool**. Only one point can be gained regardless of the number of Victories rolled in addition to the first. These points can be spent to apply -1 penalties to the NPCs when they perform actions.

There are a few restrictions on using Boiler Points. They may only be used before dice are rolled for an action. You can use a maximum of 5 Boiler Points on a single roll. Boiler Points may not be used to alter initiative rolls and when rolling any type of damage. However, Boiler Points may be used to activate some **Genius** abilities (class specific powers or bonuses.)

BOILER POINTS EXAMPLE

Eric's PC, Jez Hartigan, scored two Victories on a Leaping roll after hurdling over a fissure successfully. He placed a Boiler Point in his Team's Bonus Pool.

Later in the game session, another Team member, Barret Heartfire attempting to steal some important papers from a few tipsy Silverhorn Agents at a local saloon. One of them isn't quite out yet and attempts to regain his composure. The Engineer rolls the Agent's Iron of 2 and adds his Resist Poison skill of 1. Eric doesn't want the Agent waking up just yet and uses two Boiler Points to give the Agent a -2 penalty, resulting in a final modifier of -1 to the roll. The dice are rolled and come up 3 and 7. The -1 changes the 7 to a 6, failure! Barret finds the papers without the Agent shaking off the drunken stupor!

Pressure Dice

Pressure Dice are additional dice added to your Team's Bonus Pool. Team members can use these as a extra dice to roll on a non-combat attribute roll. These dice are one time use and get removed from the Bonus Pool when used. A PC gains a Pressure Die when they roll a "natural 10" on an attribute die roll and they place a 1d10 in Bonus Pool to show its availability to the Team.

Pressure Dice have a few cavaets in use. When a Pressure Die is used for a roll, no Boiler Points may be gained from that action if multiple Victories occur. Additional Pressure Dice cannot be gained from any action that uses Pressure Dice. As with Boiler Points, Pressure Dice may not be used for initiative or damage rolls. Finally, when the Engineer is going to roll Backfire Dice players may use Pressure Dice to reduce the number of Backfire Dice rolled at a one-for-one trade off.



PROFESSIONAL

CHARACTER GENERATION

I. PC Blueprint

Your character's stat sheet in SFV is referred to as a **PC Blueprint**. Designing your PC Blueprint is a major part of the SFV game experience and should not be taken lightly. Your PC Blueprint is a statistical representation of who you are in the SFV World and the newly formed Five Nations. The process of drafting a PC Blueprint has six steps:

Step One: Blueprint Concept

Step Two: Choose a Romance

Step Three: Molding a Genius

Step Four: Etching the Metal

Step Five: Tempering the Steel

Step Six: PC Background

II. Step One: Blueprint Concept

When you first sit down to create a PC for SFV, you should begin with this simple question: "Who do you want to be in the Five Nations?" Answering this question can be very complex and requires some deep contemplation. Do you want to be a powerful warrior like a Steam Soldier or Dakota Brave? Do you wish to further the goals of a secret society like the Knights of Liberty or be a whimsical Bacchanalian? Do you want to be a Tesla Conductor or Mad Hatter utilizing Bloodore to advance society? Exploring the answer to this question is the first step in creating your character in the world of SFV.

After you've taken some time to contemplate who your PC will be, the next step will be to discuss your concept with the person Engineering your Epoch (A series of game sessions.) Since the Engineer will be directing your game sessions, it's important to tell them your ideas and goals for your character. Having a well thought out concept also helps the Engineer in crafting exciting adventures for your Team. Once the two of you have collaborated and discussed the general idea behind your PC, you can move on to choosing a Nationality.

Nationalities

In the SFV world, The United States of America has been divided into the Five Nations: the Unified States of America, the Confederation of Free States, the Dakota Chiefdom, the Republic of Texas, and the Shogunate of the West. Your nationality is very important for a few reasons. First of all, SFV is a game about nationalism and how a crumbling political structure combined with rapidly advancing technology can lead to the collapse of modern society. Nationalism and regional perception defines who the heroes are in this world. Secondly, in terms of background and engineering an adventure, your nationality will help round out where your character came from and from what type of lens they view the world. For example, a person from the Dakota Chiefdom will have a totally different perception of the Five Nations than a person from the Unified States of America.

In terms of game mechanics, your choice of nationality can affect your PC concept in a few ways. Your nationality will influence your attitude towards other nations and might affect which Romance you choose for your character. Also, certain nations have exclusive Geniuses. Before you finalize your nationality, you should read the next two sections about how Romances and Geniuses work.

GENIUS RESTRICTIONS

<u>Genius</u>	<u>Possible Nationality</u>
Airship Privateer	Any Nation
Tesla Conductor	Any Nation
Dakota Brave	Dakota Chiefdom only
Duelist	Any Nation
Knight of Liberty	Unified States only
Professional	Any Nation
Mad Hatter	Any except for the Shogunate
Steam Soldier	US, CFS, and Texas Only
Bacchanalian	Any Nation

III. Step Two: Choose a Romance

Your PC's **Romance** is their core set of beliefs that influences all of their actions and interactions in the game. Essentially, your PC's Romance is the reason that he gets out of bed in the morning to go be a hero. These beliefs are the main driver of your PC's actions and purpose for existence. A player needs to adhere to his PC's Romance because the Engineer awards bonus Depth for good role-playing. Also, if a PC's actions are in direct conflict with their Romance, they lose the ability to generation Boiler Points and Pressure Dice from attribute rolls. There are six Romances available for players to choose for their PC.

The Explorer

Since the beginning of mankind, adventurers have always tried to explore beyond the horizon. Columbus sailed the ocean, Daniel Boone was a frontiersman in Colonial times. PC's who choose the Explorer as their Romance idolize these pioneers. The Explorer is outgoing and capricious. They enjoy traveling with friends, meeting new people, and visiting new locales. The Explorer feels alive sailing the skies in an airship, horseback riding across the Dakota Chiefdom, or climbing the Rocky Mountains. In a Team, the Explorer is usually lively and fun to be around.

The Fortune Hunter

Greed and personal fortune has been a motivating factor for many individuals throughout history. Either through legal means or by breaking the rules, PC's who choose the Fortune Hunter as their Romance are on a quest to accumulate wealth. Simply put, their sole goal is to become "rich" at any cost. Outwardly, Fortune Hunters are friendly and inquisitive towards others. They can form strong friendships with those around them, but Fortune Hunters will abandon their companions if they impede their ultimate goal of becoming wealthy. The Fortune Hunter is calm and calculating, weighing the end result with the cost of their action. In a Team, the Fortune Hunter usually makes plans and takes charge in serious situations.

The Inventor

The Inventor is the most curious and cheerful of all the Romances. These people are filled with ideas for improving the world. They are very outgoing and energetic, while at the same time they will take big risks hoping for big results. In a Team the Inventor will often sit back and let others lead while devising a plan of their own as a "backup" in case things go wrong.

The Nationalist

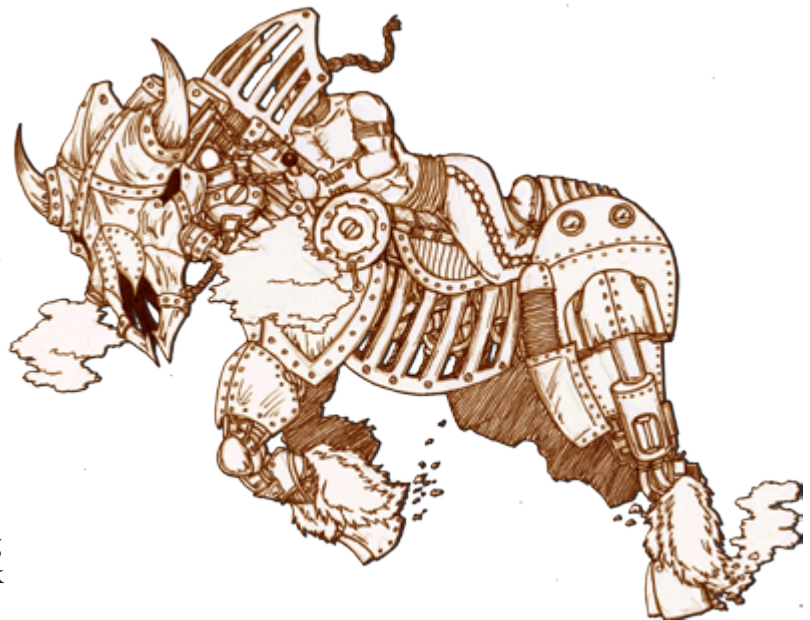
Throughout history people have fought battles over their ideals. They might be called revolutionaries, terrorists, or even "heroes," but their common bond is that they fought for something they believed in. George Washington, Shaka Zulu, and Maximilian Robespierre were all famous Nationalists. The PC who chooses this Romance is devoted to their nation and will be remembered in history through their writings or bloodshed.

Of all the Romances, the Nationalist is the most extreme. PC's who choose this Romance often see the world in black and white; it's difficult to change their mind once it's set. They are passionate leaders and will consider the "big picture" when forced to make difficult decisions. In a Team the Nationalist is often the leader, directing others to maximize their strengths.

The Perfectionist

Some people feel that they are better than everyone else, and it should be known. The Perfectionist has something to prove to both themselves and everyone around them. While they may not be openly narcissistic, inwardly they're always pushing themselves to new limits. The PC who chooses this Romance seeks to better him or herself through countless adventures.

Perfectionists are extremely critical of themselves. Because of this, they try to surround themselves with more light-hearted people, to both boost their self esteem and to learn from the mistakes of others to improve themselves. This gives the Perfectionist a unique world view and makes them good Team players. In a Team the Perfectionist feels comfortable both in leadership and supporting roles.



The True Romantic

There are very few True Romantics in the world. These people are fanatics who are willing to die for what they believe in. They are extremists and martyrs, prophets and pariahs. The PC who chooses this Romance is destined for great things, and will probably die in trying to achievement them.

True Romantics see the world only in absolutes. Depending on the situation they could be your best friend or your worst enemy. They are goal driven, and very little will stop them from pursuing that goal. As part of a Team the True Romantic can fill any role, however they do often make quick decisions which do not usually get the desired results.

IV. Step Three: Molding a Genius

The majority of people in the world have mundane jobs or professions; your PC does not. Your PC has the gift of a Genius. The Geniuses are specialized professions with abilities and knowledge that make everyday people jealous. Each player can choose only one Genius for their PC. Below are brief descriptions of each one; more detailed explanations of their abilities can be read in *Character Development*.

The Myriad of Possibilities

These are the nine Geniuses available to the PC's. Each one has a unique place in society and role in the Team.

Airship Privateer

Don't call a Privateer a 'pirate' unless you want your life to come to an abrupt end. Members of all nations may choose this Genius; Privateers come in all shapes, sizes, genders, and nationalities.

With the recent invention of more powerful airships, the profession of Airship Privateer has become a dream for many Steam-Age Americans. The majority of Airship Privateers work for the Unified States of America, although Confederation and Texan Privateers are becoming more common.

Airship Privateers feel at home in the sky and are masters of the skies. Inspired by traditional pirates, Privateers are skilled combatants with swords and small arms. Spending a great deal of time on unsteady airships gives them a distinct advantage when fighting on any terrain. In addition to their fierce combat skills, Privateers are known for having glib tongues when it comes to negotiation or intimidation.

Airship Privateers begin with the Adventurer's Gear Package and a Technology level of 1.

Bacchanalians

While Bloodore is most commonly used in building machinery or weapons, a group of people have gone so far as to consume powdered Bloodore mixed in elixirs. Due to the terrible taste of Bloodore, it's often added to alcohol and crafted into cocktails. Consumption of these cocktails has amazing effects... however only people who have trained their bodies can benefit from them. These people are the Bacchanalians.

Bacchanalians usually come from the upper-crust of society, rich men and women with too much free time on their hands. They view life as a great experiment; Bloodore is a toy to be played with. Many Bacchanalians are thrill-seekers with very few cares in the world.

Bacchanalians mix and create Bloodore drinks that augment their attributes, increase their speed, and allow for other bizarre effects. Not every Bacchanalian knows the same drinks or has access to the same materials; many cocktails are known to exist.

Bacchanalians begin with the Gentleman's Gear Package and Technology level 1.

Dakota Brave

The elite warriors of the Dakota Chieftdom are the Braves. These warriors have adapted their tactics to survive in the Five Nations. Braves commit to ritualistic endurance training. Unlike the stereotypical Native American in a Western, the Braves have embraced the use Bloodore technology. Combined with generations of traditional war strategies, the Braves are the most skilled and feared pure warriors of the 20th Century. This Genius is available exclusively to the Dakota Chieftdom.

Within the Dakota Chieftdom, Braves are respected as leaders and peacemakers. Outside of the Chieftdom, Braves are feared for their brutal combat techniques and vicious ambush attacks on invaders.

In battle, the Braves use several weapons: the long spear, the tomahawk, and the automatic crossbow to name a few. These weapons are dangerous on their own, but modified with Bloodore technology, their killing potential have been multiplied several times. In addition, the Braves enter a battle frenzy in combat which amplifies their already frightening potential.

Dakota Braves begin with the Adventurer's Gear Package and a Technology level of 1.

Duelist

Since ancient times, human beings have trained themselves in forms of combat both indigenous and exotic. As times have changed, so have their weapons. Duelists are the men and women of the Five Nations who have spent many hours mastering techniques of various types of one-on-one combat for the sole purpose of mediating disputes.

Duelists often have short tempers and quick wits. The Great Steam War has given them a newfound role in society which they relish, as “battle by proxy” duels are gaining in popularity. Famous Duelists will often conceal their identity. Duelists never lose in fair fights, and are very respected in SFV society.

Each Duelist is a specialist in a specific group of weapons. At the same time, Duelists have a level of expertise with all weapons that justifies their lethal reputation. Their chosen weapon is always in pristine condition.

Duelists begin with the Gentleman's Gear Package and a Technology level of 1.

Knights of Liberty

The Knights of Liberty are a secret society whose goal is to restore the Constitution and aid a fractured America in becoming one nation. They directly oppose Silverhorn and his machinations. They are freedom fighters and live double-lives, concealing their identities behind everyday facades.

The Knights are outlaws; they are not trusted by normal people and are wanted criminals. Each Knight conceals his or her true identity as a member of the organization for fear of an assassination attempt by their nemeses, the Invisible Calvary. The Knights infiltrate, observe, and sometimes sabotage Silverhorn Industries in order to further their goals. Their training is unique in the Steam Age, and although they're not trained warriors, the Knights of Liberty rarely walk into situations where they don't have two or three options for survival.

Knights have access to more supplies and specialized equipment than other Geniuses. Additionally, the Knights have skills relating to their cover identity as well as a greater knowledge of deception than other people.

Knights of Liberty begin the game with access to any items from each of the three Gear Packages and a Technology level of 2.

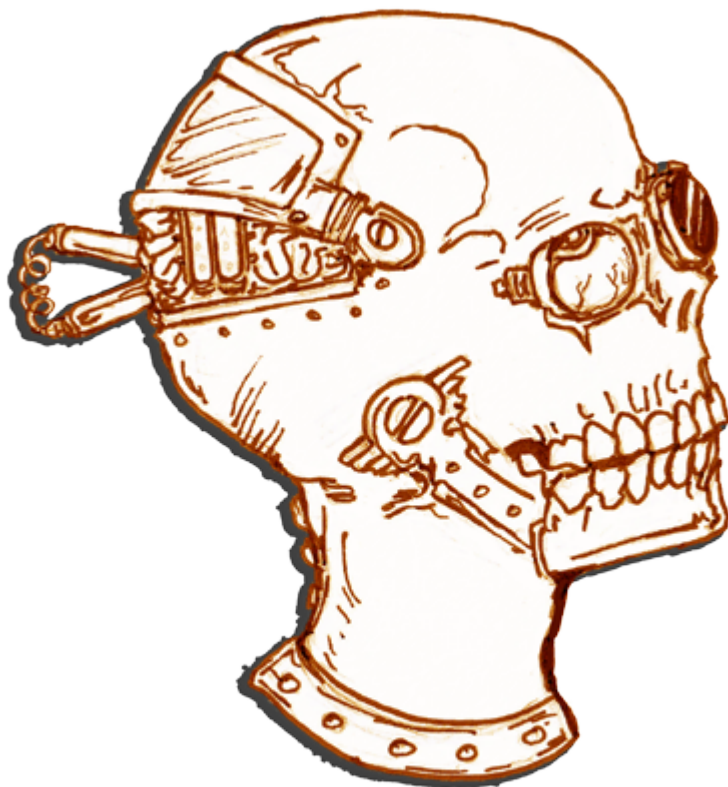
Mad Hatter

Some people in the Five Nations see Bloodore as the means to an end. The Mad Hatters have harnessed the power of Bloodore to alter their own bodies and minds, often in gruesome ways. And, Mad Hatters are as crazy as their name suggests!

Hatters understand Bloodore in a different way than other people. They can repair or alter machines, but they prefer to modify themselves, trying to achieve perfection. Hatters have no set role in society and people in the Five Nations are weary of them for this reason. Many Hatters are drifters, moving from city to city without rhyme or reason.

Hatters have access to unique technology of their own creation. While not skilled in combat, Hatters are dangerous foes, since you never know what “upgrades” they have made!

Mad Hatters begin the game with the Inventor's Gear Package and a Technology level of 2.



The Professional

Professional Geniuses represent people with mundane skills who have gone out into the world to become adventurers. These individuals have worked in their trade for many years and are knowledgeable in their chosen field. Unlike the other Geniuses, Professionals represent common workers attempting to accomplish extraordinary feats. Therefore, they do not have access to the same number of Fathom Abilities that the other Geniuses do.

Professionals begin with either the Adventurer's or Inventor's Gear Package and Technology level 1.

Steam Soldier

The 1890's had its fair share of skirmishes. With border disputes between the Five Nations, Steam Soldiers are the militia of the Steam-Age. Steam Soldiers have trained with the Unified States, the Confederation, or the Republic of Texas, but generally work as mercenaries.

Each nation has a different standard issue armor and weapons assigned to its soldiers. Information on the U.S. and Texan Steam Soldier Armor starting packages begins on page 40 (CFS armor will be in a future book.) Equipment for Steam Soldiers commonly includes rocket boots, rifles, retractable blades, and augmented body armor. In addition to their weaponry, Steam Soldiers have received specialize training in combat tactics.

This Genius is unique in that it has two components. The first is the suit, which receives upgrades as the PC advances in Fathoms. The second is the PC's military training, unique to the nation the PC calls home.

Steam Soldiers begin with a special Gear Package and Technology level 2.

Tesla Conductor

Tesla Conductors are individuals that have the gift of being able to sense and control the energies generated by Bloodore. These PC's act as literal "batteries" for devices both built from and powered by Bloodore. They come from all walks of life and may be from any of the Five Nations. Tesla Conductors often have trouble relating to other people, as their understanding of Bloodore Science has made them feel superior to those around them. This smugness gives Tesla Conductors a somewhat negative image in society and most Americans believe that they are difficult to work with; they have

PROFESSIONAL SKILLS

Profession

Preferred Skills

Athlete	Brawl, Grapple, Leap, or Lift
Outdoorsman	Endurance, Mettle, or Survival
Researcher	Book Smarts
Detective	Investigation
Linguist	Linguistics
Doctor / Nurse	Medicine
Scientist	Science
Mechanic	Engineer
Inventor	Gadgets
Mediator	Diplomacy
Actor	Performance

found acceptance in niche roles in society due to their unique abilities. Tesla Conductors feel more comfortable around gadgetry and machines than with other people.

Tesla Conductors have several types of Bloodore abilities. While not skilled at combat, they can manipulate Bloodore devices and detect things made from Bloodore. These abilities also allow for the creation of guns, explosive, and other diabolical inventions.

Tesla Conductors begin with Inventor's Package and a Technology level of 2.

V. Step Four: Etching the Metal

PC Blueprint Stat Blocking

Your PC's strengths and weaknesses will all be written down on your PC Blueprint. **Attributes** and **skills** define every aspect of your PC from how much you can lift to how good of an actor you are. In game terms, Attributes and Skills influence the number of dice to roll to determine the success of an action.

Attributes

How strong is your PC? Can you run a marathon? Do you know how to read? Attributes represent broad categories that define your character.

Attribute scores range from 1 to 3, with 1 being poor,

2 being average, and 3 being exceptional. By special circumstances, attributes can exceed 3. Attributes of 4 or greater represent god-like prowess. For each point in an attribute, your character will roll one die for actions using that attribute.

Each attribute begins at 1. You now have seven points to allocate among the six attributes. No attribute can start at greater than 3.

Allure

Allure represents both a character's outward physical beauty as well as the ability to use their appearance to get what they want. PC's with high allure are well spoken and can fit it to many kinds of social situations.

Brains

Brains are the measurement of how educated a PC is. Brains can be quantified: can this PC read and if so, in how many languages? Did this PC study science or law? In essence, how smart is this PC?

Brawn

Brawn represents a PC's overall physical strength. Brawn defines how hard your PC hits or swings a weapon, how much he or she can lift, and how "muscular" your PC appears. Not every PC with high Brawn will look it, but usually it's easy to pick out someone who's Brawny from a crowd.

Hustle

Hustle is a PC's innate agility or dexterity; their ability to move gracefully while under pressure. Hustle influences accuracy with weapons both ranged and melee as well movement skills such as stealth and riding animals. PC with high Hustle rarely stumbles and moves with elegance and grace.

Iron

Iron represents a PC's toughness and fortitude in resisting all kinds of physical damage and psychological trauma. A PC's Iron determines the Damage Threshold, the severity of wounds your PC can receive in combat.

Work

Work, while similar to Brains, has some major differences. While Brains represents a quantifiable statistic, Work represents the ability to use knowledge and adapt it to situations. Most steam-powered devices are created via Work, as is piloting, which requires a decision making process.

Selecting Skills

Skills represent specific fields of knowledge in which your PC has trained. Skills range from 0 to 3, with 0 being completely untrained and 3 being a master or that field. In some rare cases, Skills may exceed 3, and those individuals are the best in the world at what they do. When rolling dice for actions skills add bonuses to the roll as described in chapter 2.

There are a total of thirty skills, five associated with each attribute. A majority of the time, the skill will be used when rolling its associated attribute; however that will not always be the case.

PC's begin with 17 points to distribute between any skills they want. The only restriction when placing skill point is that they may not exceed rank 2. All of your starting skill points must be spent when you are drafting your PC Blueprint; they cannot be saved for later.

Allure Skills

Deceit

This skill represents a PC's ability to lie to other PC's or NPC's. Deceit is built around interactions; the more likely the target is to trust the Deceiver, the more likely the deception is to succeed. Therefore, if the PC knows the person he or she is trying to deceive that person receives a -1 penalty per skill rank to their action to see through the deception. Deceit cannot be used on complete strangers, people who already distrust the deceiver, or people who don't speak the same language.

Diplomacy

PC's with the Diplomacy skill have knowledge of how to mediate disputes between two or more parties. Each point in the Diplomacy skill can be used to reduce stress levels of disputing parties by one.

Etiquette

There many different cultural traditions and nuisances in the Five Nations. The Etiquette skill helps a PC understand the ways and traditions of the different people of the Five Nations. Each skill rank allows the PC to learn the customs of one region. At rank 1 they gain bonus knowledge of their home region.

In addition to general regional customs, specialized regional etiquette includes: New York Politics, Southern Hospitality, Shogunate Tea Ceremony, Funeral Rites (all regions), Texas Bartering, Dakota Peace Ceremonies, and Dakota War Dances.

Intimidation

This skill allows the PC to use their features and mannerisms to invoke feelings of fear in others, either by gestures, verbal threats, or hostile actions. PC's with this skill may also apply a penalty to NPC's reactions equal to their Brawn Attribute.

Performance

This skill represents the PC's ability to act in front of others. Unlike Deceit, it does not rely on any prior or outside knowledge that the PC has of others watching the performance. Additionally for each rank in this skill the PC has specialized knowledge in one type of performance, such as dance, musical instruments, or another type of show put on for a crowd.

Brains Skills

Book Smarts

Book Smarts is a general knowledge skill. PC's with Book Smarts know facts that other PC's or NPC's may not know. This is a "catch all" skill, and covers anything that is not another Brains skill.

Investigation

PC's with this skill have a flair for sleuthing and drawing conclusions based on evidence. Investigation helps a PC discover clues or study an area to arrive at an idea or conclusion about a specific problem. This is most often used by law enforcement officials, journalists, and lawyers.

Linguistics

PC's with Linguistics have a training or experience in a specific language. For every rank of Linguistics a PC has they gain the ability to speak and write a different language proficiently. Languages in the Five Nations include: English, Southern Gentlemen, Dakota Sioux, Shogun Japanese, Creole, French, and Spanish.

Medicine

The Medicine skill reflects on how capable a PC is at performing medical techniques. This skill is used to bandage wounds and set bones. PC's with Medicine skill may take an action while not in combat to tend wounds. A Victory on a Brains + [Medicine] roll removes damage based upon the PC's skill rank.

Medicinal Skill Ranks

Rank 1: 2 ID, requires cloth or bandages.

Rank 2: 3 ID and 1 WD, requires splint.

Rank 3: 4 ID and 2 WD, requires blankets and disinfectants.

Science

This skill represents a PC's understanding of a specific traditional science. Traditional sciences can include Biology, Chemistry, Physics, or Physical Science. This does not apply to any recent technology or Bloodore devices. PC's with Science skill can perform in-game actions related to their field using this skill.

Brawn Skills

Brawl

Brawl is the knowledge of how to fight bare-handed. Punches, kicks, and any other unarmed strikes are considered a use of the Brawl skill.

Grapple

Similar to Brawl, the Grapple skill represents using strength and leverage while holding onto another person. Use of the Grapple skill allows the PC to damage an opponent on the ground as well as maintaining a dominant position.

Labor

This skill allows a PC to quickly perform menial physical tasks; chopping fire wood, smelting metal, carpentry, etc. The Labor skill gives the character both the knowledge of these fields as well as the fastest ways to execute them.

Leaping

The Leaping skill is the physical leg strength and technique which allows a PC to jump distances. Each skill rank represents 5 yards of leaping ability.

Lift

Lift represents a PC's knack for moving heavy objects. Every PC has the base ability to 50% of their total weight. Each skill rank allows the PC to add 30% to their Base Lift value. To lift objects greater than a PC's Base Lift, a roll is required. For every 20 lbs. over the Base Lift, a -1 modifier is applied to the roll.



Hustle Skills

Maneuvers

Maneuvers is a special skill that reduces the penalty a PC receives while fighting under pressure (see chapter 6). Additionally, the Maneuvers skill is a bonus when the PC attempts special combat actions such as disarms and called shots.

Melee

Having the Melee skill indicates a PC has a proficiency in using handheld, non-projectile weaponry in close combat. Melee covers any weapon that can be wielded, be it a sword or hammer, stick or rock.

Ranged Attack

This skill allows a PC to operate projectile weaponry. This skill covers any ranged weapon including slings, bows, pistols, rifles, mortars, cannons, etc.

Ride

This skill represents the amount of training a PC has had horseback riding. Each rank allows for greater ease while riding.

Stealth

PC's with this skill are adept at concealing their movements and location from others. When trying to remain hidden from detection, a PC's Stealth skill is applied as a penalty to the opposing roll. Each rank also grants the PC the ability to cover their tracks.

Stealth Skill Ranks

Rank 1: Can mask the number of people traveling together.

Rank 2: You can add several hours to your lead; search parties are in for a long night.

Rank 3: You remain unseen and blend in with the walls.

Iron Skills

Disease Resistance

Disease Resistance is the innate natural ability for a PC to ward off infection from common diseases of the early 1900's. Wear Damage can turn into disease. For wounds left untreated, the PC is required to make an Iron roll to resist infection. For each point in the Disease Resistance skill the roll is delayed one day.

Endurance

This skill is used when a PC pushes their limits of physical strength. Acts of Endurance include staying awake for over 24 hours, walking across miles of desert, etc. Endurance rolls may be used to negate penalties from fatigue at the Engineer's discretion.

Mettle

Certain people have a knack for remaining persistent in the face of fear. Mettle skill represents a PC's tenacity in fearful or horrific situations. Whenever a PC would be shocked or appalled, Mettle is the skill used. Mettle can be rolled to reduce penalties due to stressful situations brought on by horror or shock.

Survival

The ability to persevere and adapt in potentially life-threatening situations over long periods of time is the basis of the Survival skill. PC's with higher Survival skills can make it through rain, sleet, snow, famine, and other extreme circumstances better.

Survival Skill Ranks

Rank 1: Can start a fire with some sticks and twine.

Rank 2: Able to capture small animals with snares.

Rank 3: Knowledge of how to live in the wilderness alone for several weeks.

Toxin Resistance

This skill represents a PC's ability to withstand the effects of various toxins such as poisons, animal venoms, and even alcohol. Most often the Toxin Resistance skill will be added as a bonus to Iron rolls.

Work Skills

Bloodore Science

This science skill is different than one mentioned in the Brains section. Bloodore Science skill reflects a PC's expertise in Bloodore's chemical, physical, and engineering potentials. It can range from the effects on the human body to the limitation of new technological advances. This skill serves as a "catch all" skill and is used by any Genius that works with Bloodore.

Engineering

Understanding of non-Bloodore technology such as combustion engines, hydraulics, and other machinery falls under the skill of Engineering. PC's may use this skill find solutions to technology problems such as building new devices or repairing damaged machines.

Gadgetry

This skill represents the ability to construct and repair small devices that function on or are made from Bloodore. "Gadgets" are devices that are smaller than the person working on them, anything larger is considered machinery.

Piloting

Piloting skill is the ability to drive or operate vehicles including Locomobiles, airships, tanks, boats, and submersibles. Piloting can be universally used in an attempt to operate any vehicle; however penalties may be applied for trying to operate a vehicle in which they have no training. For each skill rank add one group of vehicles: airships, land machines, boats, or submersibles.

Scavenging

PC's with the Scavenging skill can salvage usable parts from damaged devices or vehicles. This skill is especially useful for Tesla Conductors and Mad Hatters. Additionally, at the rank of 3 or higher, PC's can extract the raw Bloodore from old machine parts.

VI. Step Five: Tempering the Steel

After allocating Attribute and Skill points, it's now time for the player to determine their Derived Attributes and record Fathom Abilities. These scores are based on the attributes of their PC.

Damage Threshold

The Damage Threshold (DT) represents how much physical abuse a PC can receive before they start to feel the effects. A PC's Damage Threshold is their Iron Attribute times two. Record this number on the your PC Blueprint.

Velocity

Velocity is used in combat to determine who acts first. A PC's Velocity score is equal to their Hustle or Brains attribute, whichever is **lower**.

Movement Speed

A PC's movement speed shows how quickly they can move during combat. Here are the three general Movement Speeds for people on foot:

Walk = Hustle in yards per second.

Quick Walk / Jog = Hustle x 2 in yards per second.

Run = Hustle x 4 in yards per second

Selecting a Gear Package

To start playing as quickly as possible, SFV has condensed the process of equipping your character to choosing Gear Packages. Gear Packages are Genuis specific and give you about everything you need to get up and running in an Epoch. If you need additional items not listed in your Gear Package, consult with your Engineer and request them. As long as you can make a "good case" as to why your PC would be carrying a certain tool or item, the Engineer should have no problem giving them to you. Find your chosen Gear Package from the *Basic Gear Packages* chart and list the starting gear on the PC Blueprint.

Unique Gear Packages

If you have chosen to build a Steam Soldier or a Knights of Liberty PC, your Gear Packages are a little different. The Steam Soldier starts with his own package because they are former members of an elite military unit. In the same vain, as members of a secret society, Knights begin the game with much greater funding than any other Genius. Reference the Unique Gear Package Chart for these two Genuises.

After you get your Gear Package settled, you can go through the Tech Charts and start buying your equipment and weapons. For additional tech, reference *The Player's Workshop*.

BASIC GEAR PACKAGES

Adventurer's Package

Genuis Availability: Airship Privateer, Dakota Brave, Professional.

Personal Effects: Lighter, 1 set of "Blue Collar" clothing, Tobacco, 100 Eagles or equivalent, Bag or Backpack, Compass, Rope, Workman's Tool Kit, First Aid Kit, and 1 weapon (cost <201 Eagles).

Inventor's Package

Genuis Availability: Tesla Conductor, Mad Hatter, Professional

Personal Effects: 500 Eagles or equivalent, 3 months paid rent at a small hotel or house, Luggage, Pocket Watch, 1 oz. Bloodore, 3 sets of "Blue Collar" clothing, 1 set of "Formal Wear" clothing, Protective Goggles, Engineer's Tool Kit, Matches, Pipe, Science Kit, and 1 weapon of choice (cost <201 Eagles)

Gentleman's Package

Genuis Availability: Duelist, Bacchanalian

Personal Effects: 2000 Eagles or equivalent, 6 months paid rent at an classy hotel or mansion, Luggage, Pocket Watch, 3 sets of "Formal Wear" clothing, 1 set of "Dress" clothing, car or horse and carriage. Cane, Matches, Tobacco, Ornate Snuff Box, Flask, Mixologist's Tool Kit, and 1 weapon (cost <1001 Eagles).

Technology Level

In the SFV World, the discovery of Bloodore has changed the world. Some people, such as the Tesla Conductors, Bacchanalians, and Mad Hatters have embraced this new and exciting miracle mineral, while others like the Professional and the Dakota Brave still look at Bloodore devices in wonder. A PC's **Technology Level** represents their comfort with using the amazing devices and machinery of the Five Nations.

Starting Technology Level is determined by a PC's Genius. Refer to your previously outlined Genius description for your Technology Level and read the *Explanation of Technology Levels Chart* section in the *Fathom Abilities* chapter of this book.

Record Fathom Abilities

You already chose your Genius back in step 3 of the PC Blueprint process. *Fathoms* has descriptions for every Genius's abilities. Record the Fathom 1 ability on your PC Blueprint. As your PC advances in Fathoms, he or she will gain access to new **Fathom Abilities**.

VII. Step Six: PC Background

At this point in the drafting process you need to have a conversation with your Engineer about your PC's Background story. Together you need to discuss where your PC fits within the Team and into the story. Where did you come from? How did you meet the other PC's? How old are you? Do you feel that technology has made America a better place? Do you get along with the others? Do you have a rival or nemesis? Do you have any pet peeves? What do you wish to accomplish in life? How tall are you? How much do you weigh? Try to come up with twenty questions and answers for your PC as will make your them more than just number and give you more focus.

Congratulations, you've completed creating your PC Blueprint. Now, the real fun begins. Discuss with your Team and Engineer what kind of adventures you want to have, and get ready for the time of your life exploring the Five Nations!

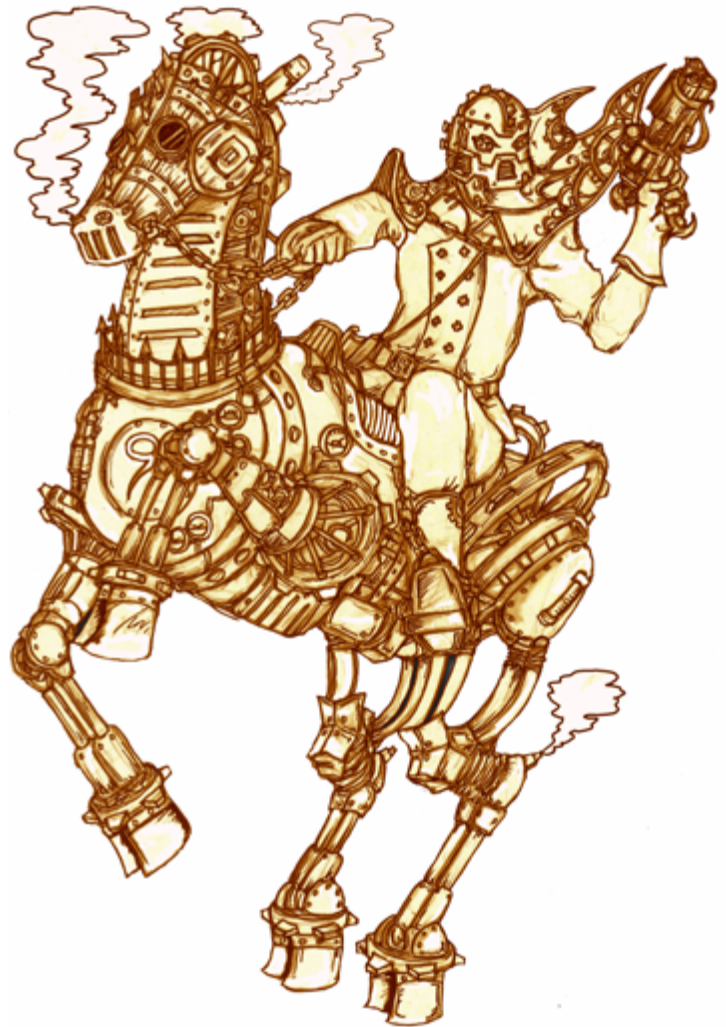
UNIQUE GEAR PACKAGES

Steam Soldier's Package

Personal Effects: Duffle bag, Sleeping bag, Boots, 2 sets of "Military issue" clothing, Canteen, Mess Kit, Lighter, Tobacco, 200 Eagles or equivalent, 1 months paid rent at a small hotel or house, Ammo Bandelier, Shovel, Utility Belt, One weapon (cost <2001 Eagles), and Base Steam Soldier Armor

Knights of Liberty

They begin with 2000 Eagles or equivalent, and may choose any personal effects, tools, and weapons from any of the Packages as long as it fits within their cover identity. Essentially, the Knights are spies and have access to anything the organization can get its hands on!





AIRSHIP PRIVATEER

FATHOM ABILITIES

I. The Depth of Fathoms

Fathoms represent the levels of knowledge and experience that a PC gains during their journey through the Five Nations. As your PC completes game sessions, they will gain Depth, the SFV's equivalent of "experience points". When you reach certain Depth points your PC will gain a Fathom. PC's acquire more skills, a better understanding of steam powered technology, and new Fathom Abilities as they advance in Fathom levels. PC's usually begin the game at Fathom 1, however the Engineer may decide otherwise for a high-powered adventure.

Gaining Fathoms

The Engineer will award the PC's different amounts of Depth after each game session. The Depth given to a player is based upon clever use of their skills, role-playing, and completing objectives during the adventure. The *Fathom Levels Chart* in *Appendix A* shows how much Depth is required to reach each Fathom.

Skill Advancement

Each Fathom adds new skill ranks to your PC. PC's are allowed to learn a new skill at rank 1, as well as, add an additional rank to an existing skill. Skills may not exceed rank 3 unless otherwise specified by their Genius.

Gaining Technology Levels

The technology of the Five Nations requires some time for a PC to fully comprehend. A PC's technological prowess is represented by Technology Levels. Every odd-numbered Fathom increases a PC's Technology Level by 1. The following chart explains what can be invented or operated at each Technology Level.

TECHNOLOGY LEVELS

Technology Level 1: This level grants the PC usage of mechanical melee weapons and small Bloodore gadgets.

Technology Level 2: This level expands on a PC's basic understanding and allows for usage of Bloodore-powered ranged weapons and larger gadgets.

Technology Level 3: At this level, PC's with the corresponding skills can create simple gadgets and devices, in addition to having the ability to modify or fix existing technology. This allows for body augmentation with machinery (such as prosthetic legs or arms) Also, PC's at this level may attempt to pilot vehicles or operate heavy weaponry

Technology Level 4: Level 4 PC's have a great deal of experience with all kinds of Bloodore devices. PC's at this level are competent in building heavy body armor pieces and piloting complex machinery like airships and underwater craft. Skilled PC's can create man sized robots and large weaponry as well as repair damaged vehicles.

Technology Level 5: This level is tantamount to having a doctorate in Steam Technology! Within this level PC's have mastered all corresponding Bloodore devices and have the ability to create Complex Machinery and Vehicles from scratch or scrap, as the case may be!

II. Geniuses and Fathom Abilities

Genius and Fathom Abilities are the special techniques used for combat, interaction, alteration, and exploration to help PC's in missions. Each Fathom will unlock new Fathom Abilities for your PC. Here are all of the basic Fathom Abilities listed according to their Geniuses:

Airship Privateer

The Airship Privateer gains crafty combat skills in early Fathoms which are complemented with abilities that reduce combat stress. At Fathoms 5 and up, Airship Privateers go about the business of perfecting their piloting abilities. At higher Fathoms, the Privateers acquire leadership abilities that allow them to command a crew and recruits.

Fathom 1: Earning your Sky-Legs

At this Fathom, the novice Airship Privateer has begun to master combat onboard airships and other situations with unstable footing. This gives them two benefits:

#1 During combat in which there is adequate space to maneuver, all direct attacks targeting the Airship Privateer suffer a -2 penalty.

#2 While engaged in aerial combat, the Airship Privateer reduces their penalty level by 1.

Fathom 2: Boarder's Ambush

In order to gain a strategic edge in close quarters, Airship Privateers employ ambush tactics, such as boarding an enemy vessel swinging off of rigging. This special combat action may only be used once per combat, as opponents become accustomed to the attack.

The PC rolls Hustle + [Melee + Maneuvers]. If successful, the hit deals additional ID equal to their Maneuvers skill and an additional +1d10 WD. Using the Boarder's Ambush requires full concentration, as such; the Earning Your Sky-Legs ability may not be used in the same combat cycle.

Fathom 3: Cutlass Counter

Wily Airship Privateers know that it's not always who strikes first, but who strikes last that wins a battle. This sword technique is a powerful counter-attack to an enemies errant sword slash. The Cutlass Counter is a special combat action. The PC may only attempt this

action on a turn in which another PC or NPC failed an attack action directed at the Privateer or the turn following that attack. The PC rolls Hustle + [Melee + 3]. The damage roll receives an additional +2d10 WD.

Fathom 4: Slash and Burn

At this point in their career, the wizened Privateer has combined swordplay and gunplay. After a successful melee attack, the PC may spend 1 Boiler Point to gain an immediate additional firearm attack against any target. This attack roll is done as normal, using Hustle + [Ranged Attack].

Fathom 5: Aerial Ace

Airship Privateers are the best pilots in the Five Nations. At this Fathom, the Privateer's airborne skills advance further. While engaged in aerial combat, the Airship Privateer reduces their penalty level by 2. Also, for any corresponding action taken onboard an Airship (piloting, firing cannons, repairs) the Privateer receives a +2 bonus to any roll.

Fathom 6: Quick Witted

Airship Privateers who reach this Fathom are feared combatants and have honed combat reflexes. The Privateer may spend a Boiler Point to gain a Boost during any combat cycle.

Fathom 7: The Burden of Command

Every Airship Privateer dreams of one day being the Captain of an airship. At this Fathom, the Privateer achieves that dream and finally acquires an airship to command.

During any combat cycle, the Airship Privateer may spend 1 Boiler Point to give each other Team Member a +2 bonus to their rolls during the current combat cycle. This does not use the Airship Privateer's action for the turn; however, it may only be done once every hour.

Fathom 8: Flying the Tighrope

Airship Privateers at this level are capable of moving with nimbleness and grace on the rigging or off. At this Fathom, all attacks directed at the Airship Privateer receive a -4 penalty. In addition, while engaged in aerial combat, the Airship Privateer reduces their penalty level by 3 (see Chapter 6.3). In addition, the Privateer

receives only half damage when an inevitable fall occurs because he has excellent balance.

Fathom 9: Captain's Majesty

The most powerful Privateers exude confidence and command inspiration from those around them. These legendary Privateers are flawless in their movements. Any rolls that would normally generate Boiler Points generate double the number of Boiler Points.

Fathom 10: Victory from Defeat

Very few Airship Privateers ever reach this Fathom. Those who do are legend. At this Fathom, the Airship Privateer may spend 1 Pressure Die to score an automatic Victory on an action, once per game session. This ability must be declared before dice are rolled. The PC must have the skill in order to succeed on the roll to gain a Victory

Bacchanalian

Each Bacchanalian is a master of mixing Bloodore elixirs, affectionately referred to as “cocktails”. There are a wide variety of ingredients used in cocktails, some of which are regional. Thus, it is rare to find two Bacchanalians who know the same recipes.

Bacchanalian cocktails are categorized into three groups: Bijous, Jokers, and Derby's. Bijous augment a Bacchanalian's attributes by a total of +2, either as +2 to one attribute, or +1 to two of them. Jokers allow the Bacchanalian to alter their physical form, resulting in new temporary abilities. Derby's put the Bacchanalian into a deep slumber and bestow sustained abilities such as precognition or rapid regeneration, although not always reliably.

As Bacchanalians are often from the upper class, each Fathom bestows a title on the Bacchanalian, representing the repertoire of drinks available to them.

Tasting the 'ore!

Consuming Bloodore isn't something everyone can stomach. Bloodore has an extremely potent bitter taste, causing normal people to wretch and vomit uncontrollably. Unless otherwise noted, the Bacchanalian, or anyone else drinking a Bloodore cocktail, is required to make an Iron roll in order to keep the drink down. Non-Bacchanalians who drink a cocktail receive a -3 penalty to the Iron roll.

Cocktail Rules

The game rules for cocktails is presented in the following formatting:

Duration – (Time)

Roll [Attribute] – (Effect)

Backfire Xd10 – (Backfire Effect)

The duration is the length of time the cocktail remains active once consumed.

In order to gain the effect of the cocktail, the PC must score at least one Victory on the roll. Failure results in the cocktail being a dud and giving no benefit.

Each turn the Engineer rolls the number of Backfire Dice listed. A Victory on this roll results in the Backfire effect.

Mixology

Bloodore is the key ingredient in each cocktail. It is the active ingredient that separates the Bacchanalian's drink from a standard alcoholic mixture.

The inclusion of Bloodore makes cocktails both expensive to make and time consuming. No Bacchanalian likes to be rushed when preparing their cocktails, as a miss measurement can cost hundreds if not thousands of Eagles.

Batch Making

Luckily, cocktails require very little Bloodore per dose to make them effective. Bacchanalians use about one ounce of Bloodore to create sixteen doses, or one “batch”.

Batches can be made for each major type of cocktail: Bijou, Joker, or Derby. Each individual cocktail uses the same base, and can be altered with herbal extracts to create specific drinks. The process of making a batch takes a total of 8 hours and requires the Bacchanalian's mixology kit. Making a dose of a specific drink requires anywhere from 1 to 5 minutes depending on the complexity of the cocktail. Consult the Engineer when batch-making for difficulty levels per mixing a specific cocktail.

Fathom 1: Novice Mixer

At the Novice Fathom, the Bacchanalian has only just begun their mixology. They may choose one Bijou and one Lower Suit Joker for their repertoire.

Fathom 2: Practicing Bartender

Bacchanalians who reach the second Fathom have had some experience mixing cocktails and begin to feel a bit more confident experimenting with new mixes. The Bacchanalian learns how to brew two additional Bijous at this rank.

Fathom 3: Dabbler

With a body now adapted to some of the stronger cocktails, the Dabbler is able to brew a Greater Joker. At this Fathom, the Bacchanalian gains one additional Bijou, one lower suit Joker, and one Greater Suit Joker.

Fathom 4: Man about Town

For the Bacchanalian who has advanced this far, fear of failure is merely an afterthought. Bacchanalians who reach this Fathom gain an additional Bijou, a Lower Suit Joker, and their first Noble Suit Joker.

Fathom 5: Green Faerie

At this Fathom, the Bacchanalian has gained a fair amount of notoriety within the Bacchanalian community. Their mastery of cocktails has expanded this Fathom to include one additional Bijou, a Greater Suit Joker, and their first Derby.

Fathom 6: Dreamer

Bacchanalian's who achieve this Fathom are truly experienced at mixing the finest cocktails.

In addition to learning a new Bijou, Lower Suit Joker, and Greater Suit Joker, the Bacchanalian may now spend Boiler Points to reduce their Backfire dice at a one-for-one trade.

Fathom 7: Young Orpheus

This Fathom's name comes from the legendary Greek musician and poet. These Bacchanalians are considered the finest mixologists and inspire others to reach this rank. Bacchanalians whom have advanced this far learn one new Bijou and one Lower Suit Joker. Additionally the Bacchanalian gains +1 to any Brains or Allure skill

as well as +1 to the Performance skill. This may raise a skill to 4.

Fathom 8: The Don Quixote

These Bacchanalians are active in society. They are noblemen and women to other Bacchanalians. Bacchanalians of this Fathom gain an additional Bijou, one Greater Suit Joker, and one Noble Suit Joker.

Fathom 9: The Sleeping Prince

Bacchanalians of this Fathom are reclusive, trying to perfect unique cocktails that will amaze their peers. For their penultimate Fathom, the Bacchanalian learns a new Bijou, one Lower Suit Joker, and one Greater Suit Joker.

Fathom 10: The Dream King

No known Bacchanalian has been able to reach this rank. Should one succeed, they would be revered by all of the Bacchanalian community. At their final Fathom, Bacchanalians gain access to one Noble suit Joker and one Derby. Also, the Bacchanalian may choose to remove 3 Backfire Dice from using cocktails every 24 hours. Lastly, any actions taken by NPC's attacking the Bacchanalian which already have Backfire Dice add an additional dice to the roll.

Cocktail Types

Bijous - The most popular cocktail!

With fifteen varieties, Bacchanalians have a wide variety of Bijous at their disposal. Aside from the attributes affected, all Bijous function the same way. These are the most common and thus most popular cocktail in the Bacchanalian community. Unlike the more advanced cocktails, Bacchanalians freely trade Bijou recipes with other Bacchanalians.

Duration – 5 minutes or 10 combat cycles.

Roll Iron – Bijou takes effect normally.

Backfire 1d10 – The Bacchanalian receives a -1 penalty when rolling any attribute receiving a bonus from the Bijou. This penalty can stack up to -3; when it exceeds that, the Bijou's effect ends.

BIJOUS

The Hammer: +2 Brawn

Red: +1 Brawn, +1 Hustle

The Rocketeer: +2 Hustle

High Top: +2 Brains

Two Worlds: +1 Brawn, +1 Brains

Quicken: +1 Hustle, +1 Brains

The Rail Worker: +2 Work

The Vision: +1 Hustle, +1 Work

Canned Heat: +1 Brains, +1 Work

Female Caller: +2 Allure

The Sophisticate: +1 Brains, +1 Allure

Corner Girl: +1 Work, +1 Allure

Savage Beauty: +1 Brawn, +1 Allure

Moxie: +1 Brawn, +1 Work

Backfire 1d10 – The Bacchanalian cannot control when he or she awakens.

Crazy Sevens

This speed boosting cocktail gives the Bacchanalian increased mobility in short bursts. Their legs become stronger than pistons as they hop back and forth at an amazing rate, making them harder to hit.

Duration - 3 combat cycles.

Roll Hustle + [Maneuvers] – The Bacchanalian appears to “blur” making them more difficult to hit in combat. Melee attacks suffer a -3 penalty; Ranged attacks suffer a -1 die penalty.

Backfire 1d10 – The Bacchanalian moves at half speed for this combat cycle.

Cupid's Sting

This Joker acts as a love potion, entrancing anyone who looks at the Bacchanalian.

Duration – 10 minutes.

Roll Allure + [Toxin Resistance] – Anyone who looks at the Bacchanalian must roll Brains + [Toxin Resistance – 4]. Failure results in the onlooker feeling emotionally attracted to the Bacchanalian. This Joker has no effects inside of combat.

Backfire 1d10 – Onlookers instead act violently toward the Bacchanalian as opposed to amorously.

Light Bender

This Joker makes the Bacchanalian's skin sparkle brightly.

Duration – 3 minutes or 6 combat cycles.

Roll Iron + [Mettle] – The Bacchanalian may attempt to blind opponents with special attack action made by rolling Hustle + [Ranged Attack]. Victory results in a -2 penalty to the target's actions.

No Backfire Dice.

Jokers

These cocktails provide the Bacchanalian with bonuses to non-attributes, or grant the Bacchanalian a new temporary ability. The Jokers are divided into three “suits” denoting their strength: Lower, Greater, and Noble.

Lower Suits

Breathless

This Joker slows the Bacchanalian's breathing and heart rate considerably. Anyone examining the Bacchanalian will believe that they've died.

Duration – 2 to 4 hours (see below).

Roll Iron + [Toxin Resistance] – The Bacchanalian slows their breathing and heart rate. The Bacchanalian chooses when they will “wake up” when they first drink this cocktail. Observers will believe the Bacchanalian dead unless they make a successful Brains + [Science – 5] roll.

Jitterbug

This cocktail allows the Bacchanalian to move very quickly for a short duration. Anyone looking directly at them may notice a “jittering” motion.

Duration – 3 combat cycles.

Roll Iron – +5 Velocity for the next 3 combat cycles.

Backfire 1d10 – The Bacchanalian acts last during the cycle, regardless of initiative.

Mist

This Joker causes gasses to build in the Bacchanalian’s stomach, allowing them to exhale thick mist around themselves and others.

Duration – 4 minutes or 8 combat cycles.

Roll Hustle + [Maneuvers] – The Bacchanalian covers a 10 ft x 10 ft cubic area with thick mist. Any ranged attacks shooting into or out of the mist receive a -4 penalty, and all melee attack inside receive a -1 ID and -1d10 WD reduction in damage.

Backfire 2d10 – The Bacchanalian belches gas uncontrollably and cannot act in the current combat cycle.

Poppy Field

This cocktail changes the Bacchanalian’s sweat, making it a powerful depressant.

Duration – 5 minutes or 10 combat cycles.

Roll Iron + [Toxin Resistance] – The Bacchanalian secretes a tranquilizer from their body. Any target hit by an unarmed combat attack must roll Iron + [Toxin Resistance – 3] or fall asleep.

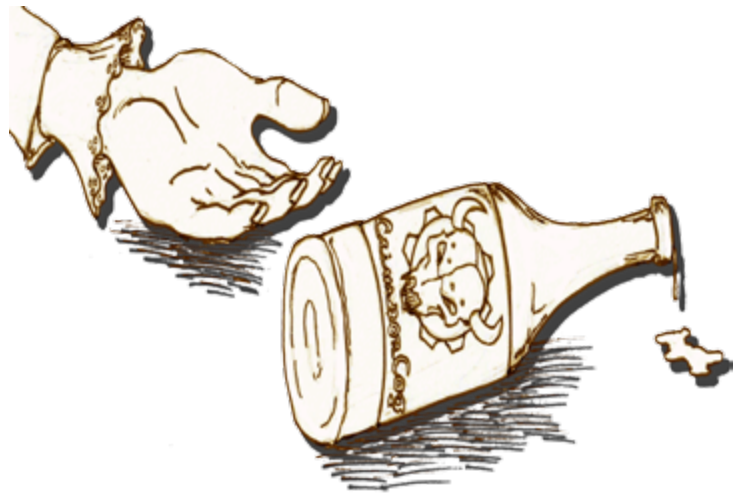
Backfire 1d10 – The Bacchanalian receives a -1 penalty to any action using Hustle as their body begins to feel sluggish.

Ugly Mug

This cocktail makes the Bacchanalian’s facial muscles contort in an unnatural way, giving them the appearance of an ugly mutt.

Duration – 3 minutes or 6 combat cycles.

Roll Iron + [Intimidation] – The Bacchanalian becomes



more menacing. Any NPCs encountered act as though under stress with a -2 penalty to all rolls.

Backfire 1d10; Rolled after 1 minute into the effect if used outside of combat - The Bacchanalian cannot speak for the duration of the Joker.

Skin of Tungsten

This cocktail makes the Bacchanalian’s body as tough as Tungsten.

Duration – 4 minutes or 8 combat cycles.

Roll Iron + [Toxin Resistance] – The Bacchanalian’s body becomes hard and rigid. While in this state the Bacchanalian cannot be wounded by any means... they also cannot move or take any action.

No Backfire Dice – The Bacchanalian is already immobile.

Strong Man

As the name suggests, this cocktail grants the Bacchanalian above average strength. While the Bacchanalian’s arms become stronger, they don’t actually know how to throw a punch any better and apply that force to damage.

Duration – 10 minutes.

Roll Iron + [Endurance] – The Bacchanalian is able to lift many times what they should be able to. Increase the Bacchanalian’s base Lift by twenty times for the duration of this Joker.

No Backfire – This Joker has no Backfire Dice, however, non-Bacchanalian's who drink Strong Man receive no benefits.

Greater Suits

Absorption

Sometimes Bacchanalians get into dicey situations with other freaks of the Steam-Age. This cocktail gives the Bacchanalian an advantage when dealing with Tesla Conductors and Mad Hatters by absorbing the energy from Bloodore powered devices.

Duration – 4 minutes or 8 combat cycles.

Roll Iron + [Disease Resistance] – The

Bacchanalian absorbs electrical charges and radiation from the air; this will power down any human size or smaller Bloodore devices within a 10 foot radius. Additionally, any Tesla Conductor or Mad Hatter attempting to use a Bloodore derived ability receives a -5 penalty to their action.

Backfire *Special – For each device or ability negated or used while the Bacchanalian is using absorption, roll 1d10, a Victory causes the Bacchanalian 2 ID.

Dragon Breath

This Joker binds with the Bacchanalian's saliva, forming a colored mist that can be sprayed at unsuspecting foes.

Duration – Instant

Roll Iron + [Toxin Resistance] – The Bacchanalian sprays red mist in a frontal cone from their mouth. Anyone hit must score a Victory on an Iron + [Toxin Resistance - 2] roll. Failure results in 2 ID and a -3 penalty to all actions for the next 2 combat cycles.

No Backfire Dice.

Floating Man

This remarkable cocktail lowers the bone density of the Bacchanalian, providing some “interesting” effects.

Duration – 4 hours.

Roll Iron + [Endurance] – The Bacchanalian's bones become less dense, providing several effects. First, the Bacchanalian may leap double the normal distance. Second, the Bacchanalian can float in water without any

penalties for the duration of this cocktail. Lastly, reduce all ID the Bacchanalian takes by 2.

No Backfire Dice.

The Jackrabbit

A more potent version of the Jitterbug, the Bacchanalian is able to move rapidly for a greater duration of time.

Duration – 3 combat cycles.

Roll Iron – +10 Velocity for the next 3 combat cycles. If the Bacchanalian acts first during a combat cycle, they may also act last during the same cycle.

Backfire 2d10 – the Bacchanalian cannot act at all during the next combat cycle.

Phantasmagoria

An altered version of the Poppy Field cocktail, this drink changes the Bacchanalian's sweat into a powerful hallucinogenic drug.

Duration – 5 minutes or 10 combat cycles.

Roll Iron + [Toxin Resist - 2] – Any target hit by an unarmed combat attack from the Bacchanalian must roll Iron + [Toxin Resist - 3], failure results in an immediate 2 ID. Each combat cycle thereafter, the target rolls their Iron + [Mettle], Victory on this roll gives them -2 dice on any actions they take that combat cycle.

Backfire 2d10 – The Bacchanalian receives a -1 die penalty to all actions for the current combat cycle.

Stone Hands

This powerful cocktail hardens the skin of the Bacchanalian, making their body as tough as granite.

Duration – 4 combat cycles.

Roll Iron + [Toxin Resist] – Unarmed attacks do an additional 3 ID and 2d10 WD.

Backfire 1d10 – The Bacchanalian's hands become rigid and cannot be used to pick up things or fire weapons.

Tempering

The Bacchanalian can alter their body temperature, making him or her extremely hot or cold.

Duration – 5 minutes or 10 combat cycles.

Roll Iron + [Endurance] – The Bacchanalian can become extremely hot or cold. Extreme Heat can burn flammable objects and adds an additional 1d10 WD to close range attacks. Extreme Cold can freeze water or make metals brittle and adds an additional 2 ID to close range attacks.

Backfire 2d10 – The Bacchanalian cannot control their body temperature and passes out for 1 minute or 2 combat cycles. The effect of this cocktail ends.

Quills

This cocktail makes all the hair on a Bacchanalian's body sharp and rigid.

Duration – 1 hour.

Roll Iron – The Bacchanalian's hair acts as a natural defense against Brawl and Grapple attacks. Anyone who makes a successful attack on the Bacchanalian takes 2 ID and 1d10 WD. Additionally, the Bacchanalian can make an attack using their hair by rolling Brawn +

[Grapple]. A Victory causes 3 ID and 2d10 WD.

Backfire 1d10 – The Bacchanalian's hair falls out and the effects of this cocktail end. The hair grows back normally within the next day.

Noble Suits

Cure-a-tonic

This cocktail, while not the most pleasant, is a necessity for all but the wealthiest Bacchanalians. This Joker allows the Bacchanalian to reuse Bloodore already consumed by the Bacchanalian.

Duration: Special*

Roll Iron: This cocktail takes between 2 and 8 hours to take effect. During that time period the Bacchanalian sweats and excretes waste at a rapid pace. These secretions are collected for their minute traces of Bloodore. Roll 1d10, the result is the number of ounces of Bloodore extract recovered.

No Backfire Dice.



Euphoria

This drink enhances the Bacchanalian's senses to super-human levels. Tastes become more vivid, colors brighter, smells more intense.

Duration – 1 hour.

Roll Iron + [Endurance -1] – The Bacchanalian's senses become amplified several times. He or she can see twice as far, hear sounds miles away, track by scent, taste a drop of poison in a gallon of soup. Any action using the sense receives a +3 bonus.

Backfire 2d10 – The Bacchanalian experiences a sensory overload and passes out for 10 minutes.

The Fading Sun

No one is quite sure how this cocktail works, but it seems to make the Bacchanalian absorb light from around them or blinds anyone within a certain area.

Duration – 4 combat cycles.

Roll Iron + [Mettle -1] – Everything in the immediate area becomes dark. In enclosed areas such as buildings, all light sources extinguish or turn off. If outside, anyone in a 50 foot area cannot see. While under these effects, everyone except for the Bacchanalian are considered to be fighting in darkness (see chapter 6).

Backfire 2d10 – The Bacchanalian is affected by darkness as well.

The Night Howler

This cocktail alters the Bacchanalian's sweat to become a powerful pheromone, causes anyone around them to become intensely afraid.

Duration – 2 minutes or 4 combat cycles.

Roll Iron – The Bacchanalian gives off a “smell of fear” anyone within 20 feet must roll Iron + [Mettle – 5]. Failure results in feelings of intense fear. Individuals may run away or stand still, cowering in fear. If successful on the Iron roll, individuals still receive a -1 die penalty to actions, as they feel “unnerved.”

Backfire 2d10 – The Bacchanalian is also affected and must roll to resist as would anyone else.

Nike

The Bacchanalian's drinking this cocktail becomes as fast as the ancient goddess of victory, Nike.

Duration – 1 combat cycle.

Roll Iron + [Endurance - 2] – The Bacchanalian chooses the combat cycle and arranges the order of all PC's and NPC's during it. The Bacchanalian may act twice during the combat cycle.

Backfire 3d10 – The Bacchanalian is under the control of the Engineer for the combat cycle.

Stoic

This cocktail bestows courage on the Bacchanalian as well as making their sweat into a stimulant which can be used on others.

Duration – 5 minutes or 10 combat cycles.

Roll Iron + [Toxin Resist – 3] – The Bacchanalian's feels courageous. They receive +2 to all Mettle rolls. Additionally, by touching a teammate, the Bacchanalian can empower them. The target instantly heals all ID and receives +1 die to any actions for the next 4 combat cycles.

No Backfire Dice.

Rebel Yell

The Bacchanalian's vocal chords are strengthened, as they let out a mighty yell.

Duration – Instant.

Roll Iron – Anyone within 20 feet must make an Iron + [Mettle – 2] roll or be knocked off of their feet. Everyone excluding the Bacchanalian takes 2 ID.

Backfire 1d10 – The Bacchanalian knocks themselves out, and is unable to move or act for 2 combat cycles.

Derby's

Upon consuming any Derby, the Bacchanalian enters into a deep sleep lasting from one to eight hours. During this time only WD or greater can awaken the Bacchanalian.

Astral Projection

This cocktail allows the Bacchanalian to exit their body as a ghost and to see the surrounding area. Whether this is a trick of the light or if this cocktail raises a Bacchanalian's memory capacity of minute geographic details is unknown.

Duration – 1 hour.

Roll Iron + [Toxin Resistance] – The Bacchanalian enters into a dream state. While unconscious the Bacchanalian has a bird's eye view of all events happening within a 10 mile radius. The surroundings will appear blurry, but the Bacchanalian can make out landmarks as well as individuals.

Backfire 2d10 rolled after 10 minutes – The Bacchanalian's body reacts to the environment; they take 3 ID and 2d10 WD.

Dreamer's Delight

By drinking Dreamer's Delight, the Bacchanalian enters a deep meditative trace that rapidly heals wounds and can even mend bones.

Duration – 4 hours.

Roll Iron + [Toxin Resistance] – The Bacchanalian enters into a deep slumber in which their body heals faster than normal. When they awake, all damage is healed.

Backfire 1d10 – The Bacchanalian does not correctly enter the sleep and only heals their ID.

Cloudy Night

This amazing cocktail grants the Bacchanalian a vision of the future... or does it?

Duration – 8 hours.

Roll Iron + [Mettle] – The Bacchanalian sleep as they would normally during a night of sleep. While under the effects of Cloudy Night, they may ask the Engineer three questions about the next day which the Engineer must answer to the best of his ability.

Backfire 2d10 – This roll is concealed from the PC's. The Engineer need not answer truthfully.

Morpheus' Voyage

This cocktail empowers the Bacchanalian after a night of intense dreams where they slay beasts and experience legendary adventures.

Duration – 1 day.

Roll Iron + [Mettle – 2] – The Bacchanalian drinks this cocktail before a normal night's sleep. Upon waking they receive a +1 bonus to each of their attributes for the day.

Backfire 3d10 – The Bacchanalian receives no benefit.

Dakota Brave

The Dakota Braves are ruthless close combat warriors whose progressive Fathom Abilities focus on stamina, projecting fear and all around intimidation. As they increase in Fathoms, the Braves begin to take on leadership roles in their respective tribes.

Fathom 1: Tribal Resilience

The intense training of the Dakota Braves makes Steam Soldiers look like Automatons carrying around ladies "unmentionables." Waking up before dawn, the Dakota Braves spend hours perfecting their tracking skills by taking a 15 mile run through the Badlands. By mid-day, after a light cornmeal lunch, the Dakota proceed to tolerance training in the blazing sun. This generally consists of mismatched gauntlet battles and tests of manhood involving ritual beatings.

The starting level Dakota Brave may ignore the first two wound penalties normally received from WD.

Fathom 2: Impale

This technique was first used to kill Buffalo while jumping off of horseback, thrusting their spear with extra momentum. Since the advent of Steam Bison, the technique has been explosively applied to a brutal hand-to-hand combat attack. Dakota Brave's at this level can practice with Steam Bison and operating Smokestack Grizzlies. Impale is a special combat action. The PC rolls an attack as normal Hustle + [Melee – 2]. A successful hit grants +2 ID and +1d10 WD to the normal damage roll.

The round following the Impale, the Brave does not gain the benefits of Tribal Resilience.

Fathom 3: Speed of the Pronghorn

Dakota Braves train their legs daily through sprinting and endurance runs. At this Fathom the Brave has honed his training to augment his combat prowess. Anytime the PC makes a roll involving the Endurance skill, the Brave automatically passes. In addition, double the Dakota Brave's ground movement speed. Lastly the Brave may cover the full running distance and make a normal melee attack in the same combat cycle.

Fathom 4: Phantom Death

Dakota Braves have learned how to strike from a distance using bows, automatic crossbows and tomahawks. Vigilant night target training tracking snakes and all matter of creature have refined the Dakota's ability to bring death without warning.

At this Fathom, the Dakota Brave has mastered his ranged weapons. Ranged attacks made in short range receive a +2 modifier. In addition, any successful ranged attack receives +2 ID to their damage.

Fathom 5: War Cry

By this Fathom, The Dakota is infamous for their piercing screams when scalping their foes on the battlefield intimidating all within earshot. Braves of this Fathom can spend a Boiler Point to give all opposing NPC's a -2 penalty to each of their roles for the current combat cycle. This does not take an action, but may only be done once per combat, as the enemies adapt to the piercing sound of the scream.

Fathom 6: Chain Appel

When the smell of blood reaches a Dakota's nose, he abandons emotion for murderous impulse, slaying any and all opponents in proximity. After a successful attack in which the Brave kills or incapacitates an opponent, the Brave may move half of their movement and take another melee attack action.

Fathom 7: Bone Grinder

The most powerful Braves have learned how to make their strikes more effective. They pride themselves on



their honed muscles that can pulverize bone. Any attack roll that would normally generate a Boiler Point may instead be used as +3 ID for that damage roll. Do not add a Boiler Point to the pool.

Fathom 8: The Spirits Can Wait

Braves who reach this Fathom have survived through many mortal wounds. The resilience of their people guides their every action as they press forward in combat. At this Fathom, the Brave ignores all wound penalties from WD and TD.

Fathom 9: Inner Fire

At this Fathom, Dakota Braves channel their totems to guide their strikes. Their accuracy is true and the Brave can deliver devastating blows to their enemies. Dakota Braves who reach this Fathom may spend Boiler Points

to add +1d10 WD to their damage rolls.

Fathom 10: Chiefdom

Every Dakota goes to war for their respective tribe, aspiring to have a tribe of their own one day. That day has come. Your PC is now a Chief and can lead a tribe or village of their own. Additionally, at this final Fathom, the PC can use Pressure Dice to add +2d10 WD and +1d10 TD to their damage rolls.

Duelist

Duelists are specialists in one-on-one combat who serve the purpose of resolving political disputes. Every one of the Five Nations has Duelists whom represent their interests. A Duelist starts off attempting to master a single weapon of choice in the first Fathom. Every odd Fathom thereafter, a new weapon may be added to their repertoire. In later Fathoms, Duelists are equally deadly with any weapon.

Fathom 1: Student of Warfare

The Duelist learns quickly that their weapon of choice is an extension of him or herself. As they learn the subtle nuances of their weapon, the Duelist slowly becomes a more deft and graceful fighter. At this Fathom, the Du-

FIVE NATIONS DUELING CULTURE

Due to the rising costs of military conflicts, many disputes in the Five Nations are handled by one-on-one Duels. Land ownership, marital disputes, political ideology, and issues of honor are all settled by duels between two individuals rather than sending thousands of troops their deaths on the battlefield. In a standard duel, each party hires a Duelist to fight on their behalf. The challenged party chooses the weaponry, and then the challenger then decides the dueling place. A local mediator is usually called in to observe the duel, normally a Magistrate or Judge, and to determine the winner as most duels are not to the death. In the Confederation and Unified States, duels to the death are illegal. However, duels in the Shogunate and the Republic of Texas are very commonly lethal. Only the bravest and most confident Duelists accept work in those two Nations.

elist gains +1 rank to his or her melee or ranged attack skill while using their weapon of choice. This may raise a skill to rank 3, and the skill's maximum rank is raised to 4.

In addition, the Duelist learns how to play mind games with his opponent. At Fathom 1, the Duelist makes deliberate gestures or taunts to unnerve their opponent in a duel. During at duel, all attacks made by a single enemy on the Duelist suffer a -1 penalty.

Fathom 2: Called Shots

At this Fathom, the Duelist now excels at targeting and attacking specific body parts. As a special combat action the Duelist may attack a hand or leg of an opponent. The PC rolls Hustle + [Melee – 4]. Victory on this roll causes the following special effects based on what body part was targeted:

Hamstrung Leg: Opponent falls to the ground, unable to walk for 2 combat cycles.

Slashed Hand: Opponent drops whatever they are holding in that hand and a -4 penalty to all of his actions in the next two combat cycles.

Fathom 3: Merciful Strike

Duelists consider themselves “gentlemen” and find the art of showing mercy an admirable one. This Fathom Ability allows a Duelist to target an opponent with a blunted strike that focuses on accuracy rather than sheer killing power. This attack is meant only to render their opponent unconscious, but leave them alive. As a special combat action, the Duelist rolls Hustle + [Maneuvers], a successful hit inflicts +4 ID but no dice are rolled for WD. If the target would receive any TD, reduce that damage to 0.

Fathom 4: Know Thy Enemy's Sword

The protocol of a duel generally states that “the challenged picks the weapon”. Thus, it is an advantage for a Duelist to know the strengths and weaknesses of each type of weapon that could be used in a duel. At Fathom 4, the Duelist has learned how the challenged's choice of weapon can be used against him.

As a special combat action, the Duelist uses his knowledge in counterattacking to push their opponent's weaponry to its physical limits. The Duelist rolls Brains + [Intimidation], if successful their opponent is consid-

ered to be fighting under stress for the duration of the combat with a -3 penalty. Each following turn; increase the penalty by -1.

Fathom 5: Name of Infamy

After winning several duels, a Duelist's name can become known in their respective nation. This earned recognition amongst common citizens can be used to inspire awe and terror in their opponents as well. During a duel with a renowned Duelist, an opponent may hesitate when attempting to attack because he is afraid or awestruck by the infamy of his opponent.

At this Fathom, the renowned Duelist can make a roll, Hustle + [Intimidation], to overawe an opponent. If he achieves a Victory, the target loses their action for that combat cycle.

Fathom 6: Lightning Reflexes

At this Fathom, the Duelist has seen many battles and won many duels. This experience allows them to draw on past duels and anticipate their opponent's movements. The Duelist always begins his duels with his weapon holstered or sheathed because it gives him a deceptive advantage and allows him to fully utilize his reflexes to strike faster.

A Duelist's Lightning Reflexes ability makes him more reactive in combat. During a combat cycle, the Duelist may spend a Boiler Point to gain a Boost.

Fathom 7: Vital Wounds

The Duelist's time spent on honing his accuracy has allowed them to perfect devastating strikes to vital organs. As a special combat action the Duelist rolls 1d10. On a roll of an 8, 9, or 10 the Duelist deals 2d10 TD. This attack roll may not be augmented by Boiler Points or Pressure Dice.

Fathom 8: Dead Shot

By the time a Duelist has reached Fathom 8, he has learned to detest wasted motion. As a result, he has found ways of getting a duel over as quickly as possible. The Duelist at this Fathom has no wasted movements and can aim for maximum damage with every attack.

Whenever the Duelist rolls a 9 or 10 on a standard attack roll, they do an addition 1d10 WD on their damage roll. Additionally, the Duelist may spend Boiler

Points to add a +1 bonus to their attack rolls at a 1 for 1 trade.

Fathom 9: Exploiting Inexperience

At this Fathom, the Duelist knows many of the secrets of one-on-one combat and can make even skilled warriors appear as though they were no more masterful than small children playing with toy guns or swords. His prowess is unmatched and he takes pleasure in taunting lesser challengers.

The Duelist may spend a Boiler Point to give a target a -3 penalty to any skill for the duration of the combat cycle. If this would reduce a skill lower than 0, the target receives a -1 die penalty as well.

Fathom 10: Master Duelist

In this final Fathom, the Duelist becomes an unmatched fighter and is renown throughout the Five Nations. Generally, Duelists who make it this far are working for a Nation as a 'mediator', defending a major corporation's interests, or have become a wanderer who is attempting to disappear from his countless enewmies.

Once per combat cycle, the Duelist may have their opponent reroll an action. In each combat cycle, the Duelist scores a Victory in an attack roll, add a Pressure Die to the pool.

Knight of Liberty

The Knights of Liberty are a clandestine organization comprised of secret agents with highly specialized training. They seek to return the divided Five Nations to a unified country and restore the American Constitution as it once stood. Directly opposing them are the Invisible Cavalry...

As Knights are subject to being hunted and killed by their rivals, each member maintains a cover identity. Thus, their Fathom abilities reflect not only their experience in the arts of espionage, but how connected they are within the organization as well.

Fathom 1: Squire

At this Fathom, the new Knight, termed a "Squire", is just getting their feet wet with the organization. They have up to two contacts, one of which is their "Mentor Knight" or a Mr. Goby; all high level Knights have the code name "Garfield Goby." The other contact may be

any number of different types of people friendly to the Knights of Liberty. Examples include a barkeep informant, an arms dealer, or an inventor.

Squires begin with access to all Gear Packages. Additionally, at the Engineer's discretion, the Squire may have access to one higher Technology level device. The Squire gains +1 Deceit or +1 Performance skill to help protect their identity. Blowing Your Cover One of the clear dangers a Knight of Liberty confronts on a regular basis is remaining anonymous. Squires have particular problems remaining under cover. Should a Squire reveal his membership in the Knights at any point in a story to anyone but his contacts, he or she immediately loses all of his contacts until his Mr. Goby sees that he has redeemed himself. The process of a Squire redeeming himself to the Knights is called "Penance" and involves a variety of unpleasant and death-defying tasks. Penance is satisfied according to how the Engineer sees fit. Thus, it is the best interest of the PC to hold onto his cover as though his life depended on it.

Fathom 2: Quick Fingers

Knights of Liberty train in various methods of street trickery, in particular with their hands. At this Fathom a Squire is taught exercises and techniques used to pick locks, pickpocket, and perform other quick actions with their hands. This specialized all-purpose sleight-of-hand skill is called Prestidigitation.

Fathom 3: Bartitsu Adept

The Knights have adapted a little known British martial art to their fighting repertoire. At Fathom 3, the Squire travels to a hidden training club in Nova Scotia and learns the art of Bartitsu. Bartitsu is a martial art that combines traditional jujitsu, British boxing, Swiss Schwingen, and French Savate with the use of an improvised weapon such as a cane or lead pipe, to deliver disabling strikes to an enemy. The new knighted Squire gains the skill Bartitsu at Rank 1.

Fathom 4: Tools of the Trade

After mastering the basic skills of Prestidigitation and Bartitsu, the Squire becomes a full-fledged Knight. As such, the PC's benefits increase. The new Knight now has access to up to four contacts chosen by the Engineer, as well as information on new and advanced weap-

BARTITSU SKILL

Edward Barton-Wright spent three years living in Japan, and returned to England to form the "New Art of Self Defence". This new martial art became known as Bartitsu which was later adopted by the Knights of Liberty as their combat skill of choice. Bartitsu is a combination of boxing, wrestling, fencing, savate, stiletto, and improvised weapon training. It is an all encompassing gentlemen's defense system, hence why the Knights of Liberty make it mandatory learning for all members.

As a combat action, the Knight may make a Bartitsu melee attack. If he does so, he rolls his Hustle + [Bartitsu]. The attack inflicts Brawn or Club damage (depending on if a cane was used or not) and gives the target a -2 penalty on all of their actions in the next combat cycle due to disorientation. Bartitsu also adds to an Active Guard (see Combat). When a PC with Bartitsu attempts an Active Guard roll, add a +1 modifier for each rank of Bartitsu the PC possesses.



only. The Knight can choose a Tech Level 4 weapon from the Knights of Liberty arms depot.

The Knight may also requisition exotic transport such as an airship, submarine, or other machine for their Team once per every three sessions. The vehicle he requisitions is on loan and comes with its own pilot.

In addition, the Knight may choose to raise their Ranged Attack, Melee Attack, or Prestidigitation skill rank by one. He also gets an additional rank of Deceit.

Fathom 5: Middling Crusader

As the Knight hones his skills, he becomes more proficient at espionage. The Knight has likely gone on several clandestine operations and returned alive with his cover intact.

At Fathom 5, the Knight gets 5 skill points to distribute amongst the Brains, Hustle, and Allure skills categories except for the Bartitsu skill. He can also use those points to raise one skill in those categories to a 4.

Fathom 6: Bartitsu Master

Once again, the Knight must take a sabbatical to the Bartitsu Club to learn further techniques. This time, the Knight is taught the limits of English Bartitsu and is given a customized umbrella, known as a Barton Rainmaker.

The Rainmaker has a sharp, diamond dust laced three-inch blade concealed within the umbrella's pointed tip. This blade is so sharp that it can slice-in-twain a chunk of unprocessed Bloodore. In addition to the blade, the Rainmaker also has a stylish Bloodore-woven parasol. This parasol can deflect most projectiles, adding +2 to any Active Guard attempts.

By the end of the months of training, the Knight is a Bartitsu Master. The PC gains +2 ranks onto their Bartitsu skill.

Fathom 7: Hidden in Plain Sight

The art of walking in the shadows is the skill higher Fathom Knights have mastered. At this Fathom, the Knight of Liberty gains +2 ranks of Stealth and +2 ranks of Maneuvers to represent their vast knowledge in survival undercover.

PRESTIDIGITATION SKILL

Knights of Liberty are given a special skill to represent their training in hand and finger strength. Prestidigitation can be used in the following ways: pick-pocketing, lock-picking, safe-cracking, and rudimentary sleight-of-hand. It is an all purpose sneak-thievery skill. To pickpocket and "sleeve" items, the Knight rolls Hustle + [Prestidigitation]; a Victory results in an action unseen by the target. To open small locks, such as safes, doors, or handcuffs, the Knight rolls Hustle + [Stealth + Prestidigitation]; a Victory opens the lock. The Engineer may apply penalties based on the complexity of the lock. To open large safes or vaults, the Knight rolls Brains + [Prestidigitation]; Victory opens the large scale lock. As with smaller locks, the Engineer may apply penalties based on the size and complexity of the locking mechanisms.

Fathom 8: Mr. Garfield Goby

Once a Knight has gotten to Fathom 8, they become a Mr. Goby to a Squire. This means that the Knight has achieved the second highest rank in the Knights and has become one of the elite, faceless agents known only to the world by the name "Mr. Garfield Goby." Becoming a Mr. Goby involves the following:

#1 The Knight's true identity is methodically erased from all government records by the Knights. Squires are sent out to find and destroy every document from birth certificates to any and all known US and CFS government files. In addition, the Knight is summoned by the Twelve to have his fingerprints seared off and his face surgically altered. After this process, the new Mr. Garfield Goby becomes a phantom to all record-keeping.

#2 The Knight takes on a Squire to do his bidding until he has proved his worth to the Knights. In game terms, the player gets to create a second Fathom 1 PC to use as he sees fit. At Engineer's discretion, Mr. Goby will be called away for missions. At which point, the player will assume the role of the new Squire PC, gaining depth for both PC's whenever he plays a session.

Fathom 9: Bartitsu Grandmaster

By this Fathom, there are few skills a Mr. Goby has not mastered. The PC's final journey will take him to the farthest corners of the globe to learn the final techniques of Bartitsu.

At Fathom 9, Mr. Goby travels to Okinawa, Japan for two game sessions; the player may play the Squire until his return. There, Mr. Goby trains with Sensei Terajima Kuniichiro who fills in all of the missing techniques of the Shinden Fudo Ryu style. Shinden Fudo Ryu is the jujitsu style which Bartitsu was based off of. After mastering these techniques, Mr. Goby gains a Bartitsu of Rank 5 and returns to the Five Nations with his new martial art skills.

Fathom 10: A Number

Once a Mr. Garfield Goby advances to the final Fathom, he is stripped of the name "Mr. Garfield Goby" and is assigned a number, fifteen and up. Your PC becomes one of the Knight's leaders. This PC retires and goes into hiding with the rest of the Twelve who run the organization.

The player assumes the role of his Squire at Fathom 4. The Squire PC has your former PC's number down as a contact. As a numbered contact, the Fathom 10 retired PC can grant the Squire clearance to any information relating to the storyline found in the Engineer's Manual. In addition, the retired PC can give the Squire any one piece of technology, regardless of level, to use to help fight for the cause.

All passing of information or doting of gifts on the Squire must be cleared with the Engineer first. The Engineer can deny anything passing on that seems unreasonable.

Mad Hatter

These demented individuals have stretched Bloodore technology to its limits. Mad Hatter Fathom Abilities deal with body modification and altering their skills and attributes through devices. Most Mad Hatters are stout perfectionists defining perfection as "being as close to a well-oiled Bloodore machine as possible."

Fathom 1: The Hat

The Hatter's Hat is their most important signature device. At the first Fathom, the Hat gives them +1 to

any rolls using the Allure attribute. They can also choose one Brains skill to gain a permanent +1.

Fathom 2: Unstable Devices

At this Fathom, the Hatter can fix damaged Bloodore devices on the spot and with little time required. This ability is performed with a simple Work + [Gadgetry] roll. They can even perform this skill during combat. In addition, the Mad Hatter can use his Gadgetry skill to turn household devices into Bloodore-powered super trinkets or even BOMBS!

Fathom 3: Minor Surgery

The Mad Hatter can add a minor surgical enhancement to himself. This may be a general enhancement giving him +1 to his Hustle, Brawn, Brains, or Iron attribute, and gives a -1 to his Allure; after all, pre-modern medicine surgery is never pretty. Alternatively the Hatter may choose a minor enhancement from the *Enhancement Chart*. Also, for every two Fathoms a Mad Hatter gains, beyond this point, he gets to add an additional Minor Surgery.

Fathom 4: Electrode Enhancements

Mad Hatters who achieve this Fathom have made some major upgrades. By this time, the Hatter has figured out how to manipulate their brain pattern with electrodes. The Hatter has modified his Hat to include strategically placed electrodes inserted into his skull. These electrodes allow for bursts of speed both physically and mentally.

Prior to the Initiative roll, the Hatter may choose to add +3 to their Velocity. On the following turn the Engineer rolls 1d10 Backfire dice, if he scores a Victory the Hatter receives -3 to their Velocity on that turn.

Additionally, the Hatter can perform feats of mental strength. This allows them to ignore all stress penalties when outside of combat.

Advancing to Fathom 4 has many intriguing advantages, but it also has consequences. Most Mad Hatters are so warped that they feel a few loose screws are good for the soul. In reality, the Bloodore devices fastened to his body through surgery are beginning to poison his bloodstream. As a result, the Hatter gains a Phobia of being in certain places; see the Phobia side bar for details. Every time the Hatter is in an area where their Phobia can affect them, they suffer a -2 to any Brains

rolls and must make an Iron + [Mettle] roll to act in this area. The insanity that you choose for your Mad Hatter must be role-played at all times, so choose your Hatter's area Phobia wisely.

Fathom 5: Googlie-Eyed Goggles

Second only to the Hatter's Hat in importance are their brass goggles. At this Fathom, the Hatter has something special about his or her goggles. They gain one of three goggle modifications. The modifications are as follows:

Down Periscope!: The goggles can extend in to a 2-foot telescope/periscope. For purposes of game play, the Mad Hatter can use them to peer around corners, upward through sewer grates, etc.

Bolts of DOOM!: These goggles have been modified to shoot Death Rays. They have 4 charges per hour and can deal 5 ID, 1d10 WD to a target. The Bolts can also be used to melt door locks and small metal items.

The Classic: This modification sports a multi-monocle system, which essentially gives the user X-Ray or microscopic vision.

Fathom 6: I Can Rebuild Me!

Mad Hatters are always making upgrades to themselves. At this Fathom, the Hatter gets to choose a mechanical prosthesis to replace one of his appendages or a major enhancement. The Hatter can make that appendage enhance any attribute by +1, even Allure. The appendage has a Backfire of 1d10 with a -1 penalty, rolling every week to see if it goes haywire.

With this major adjustment in body comes a minor adjustment in attitude. The Hatter's blood is becoming more and more toxic advancing to the stage of Mania. The Mania strikes any time the Mad Hatter fails a roll while under Stress or when the Engineer uses his discretion to trigger it. The Hatter must role-play his Mania to the Engineer's satisfaction or he receives a -2 penalty to his skill rolls.

Fathom 7: Exemplary Quality Control

LIST OF PHOBIAS

Acrophobia: Fear of heights.

Achluophobia: Fear of darkness.

Agoraphobia: Fear of open spaces

Claustrophobia: Fear of small spaces

Dendrophobia: Fear of forests

Koinoniphobia: Fear of rooms

Limnophobia: Fear of lakes

Nosocomophobia: Fear of hospitals

Siderodromophobia: Fear of being on trains

Stenophobia: Fear of narrow places

Theatrophobia: Fear of theatres

Taphophobia: Fear of being buried alive

Advancing to this Fathom enlightens the Hatter to the fact that the world is not as beautiful as they've imagined. The Hatter sees all Bloodore devices that were not built by Mad Hatters to be stains upon the world that must be destroyed or re-modeled to fit their glorious standards. A Hatter's hatred of these devices and their unique connection with Bloodore coursing through their bodies allows them to combust Bloodore from a distance.

At Fathom 7, the Mad Hatter gains the Bloodore Sabotage ability. This ability uses the Bloodore Science skill. At this Fathom and each Fathom hereafter, the Hatter receives +1 to that skill, and its maximum can be raised to 5. Also at this Fathom, the Hatter gains another major enhancement.

LIST OF MANIAS

Balletomania: Mania for washing oneself.

Cacodemonmania: Belief of being possessed.

Choreomania: Dancing mania.

Ergomania: Excessive desire to work.

Habromania: Has frequent cheerful delusions.

Kleptomania: Uncontrollable desire to steal.

Nymphomania: Obsessed with sexual desires.

Plutomania: Mania of making money.

Pyromania: Obsessed with starting fires.

Technomania: Crazy for technology.

Zoomania: Obsessive animal lover.

Bibliomania: Maniacal reader.

Catapetomania: Mania of jumping from heights.

Dipsomania: Mania of alcoholic consumption.

Flagellomania: Abnormal desire to flog oneself.

Hydromania: Excessive desire for water.

Megalomania: Obsessed with the grandiose.

Phaneromania: Compulsive fingernail biting.

Polemomania: Mania for war.

Rhinotillexomania: Relentless nose picking.

Theomania: Mania for pleasing one's God.

Fathom 8: I Can Make Me a Better ME!

The Mad Hatter must find a skilled surgeon to advance to this Fathom. At one point or another, the Hatter has decided that he would be so much more functional if he just had most of his body replaced with Bloodore parts. The Hatter joins up with a secret group of surgery aficionados called the League of the Well-Crafted, and gets his whole body replaced with moving parts.

When a Mad Hatter does this, he loses all of his prosthetics and minor modifications except for his Goggles. His Hat becomes an upgraded version that provides double the bonus he was receiving before. The Hatter's new, fully-clockwork mechanical appendages provide him with a +2 bonus to all of his attributes except for Allure. The Hatter now has an Allure permanently reduced to Rank 1, unless he is using it on other Mad Hatters. In which case, he gets a +2 Allure bonus.

At this point, the Hatter also gains an additional Mania.

Fathom 9: Stronger and Faster!

At this rank, the Mad Hatter replaces his own blood with a Jupiterium plasma composite. He is now fueled by the purest form of Bloodore and has "perfect" control over his semi-biological capacities. Each morning the Hatter may move 3 of their Attribute points around to other Attributes. No Attribute may be reduced lower than 1.

The Mad Hatter's mindset is very distant, cold, and alone. He is turning into a machine and his warped view of perfection is driving him away from his own humanity.

MAD HATTER MINOR ENHANCEMENTS

Brass Flexor Digitorum

(Price: \$250 Eagles for each forearm)

Mad Hatter Surgical Enhancement: Hand, +2 Performance and +1 Work.

Backfire 1d10, rolled each use. Victory results in the Hatter's hands exploding, negating all bonuses until repaired.

Gastronmeus Gorge Jumpers

(Price: \$400 Eagles)

Mad Hatter Surgical Enhancement: Legs, +5 Leap.

Backfire 1d10, rolled each use. Victory causes the Hatter to stumble and fall for 2 ID.

Mushbuster

(Price: \$100 Eagles for each hand)

Mad Hatter Surgical Enhancement: Arms, +2 Brawl.

Stem of Motion

(Price: \$100 Eagles)

Mad Hatter Hat Enhancement: Brain Stem, +1 Hustle.

Backfire 1d10, rolled each use. Victory causes the electrode to short out, negating the bonus.

MAD HATTER MAJOR ENHANCEMENTS

Comet Boots

(Price: \$2000 Eagles)

Mad Hatter Surgical Enhancement: +2 Hustle. Backfire 2d10, rolled each use. Victory negates the +2 Hustle and halves the Hatter's movement for an hour.

The Sledgehammer

(Price: 2000 Eagles for each arm)

Mad Hatter Surgical Enhancement: +2 Brawn, +6 Lift. Brawl damage does an extra 1d10 WD.

Backfire 1d10, rolled each use. Victory results in -2 Brawn for 1 hour.

The Gab-o-Matic

(Price: \$200 Eagles)

Mad Hatter Enhancement: +1 Allure, +2 Linguistics.

You can pick up a language by studying from a book for four hours.

Backfire 1d10, rolled every hour. Victory results in the Hatter speaking jibberish for 30 minutes.

Medulla Elongator

(Price: \$1000 Eagles)

Mad Hatter Hat Enhancement: +1 Iron, +1 Hustle, +1 Brawn for 10 minutes in game time. Does 3 ID to Mad Hatter per use.

Backfire 1d10, rolled each use. Victory causes the Hatter an additional 3 ID.

Fathom 10: Pickled Beets

In this last Fathom, the Mad Hatter decides that no one will ever understand him the way he understands himself. He has finally devised a way to escape his own body and create a friend to share eternity with... in a manner of speaking. At this final rank, the Hatter has split their brain function into two separate halves.

By spending a Pressure Die, the Hatter can access their “other side,” a separate personality with a separate set of 38 skills. Create a separate Character Blueprint for the Hatter’s other self. Only one half of the brain is active at a time, allowing the other half to sleep. Thus, the Fathom 10 Hatters to remain awake constantly.

One final note: Fathom 10 Mad Hatters cannot be wounded or damaged enough by conventional weapons to ever die. They will live on forever as eternal clock-work organisms unless they are either melted whole or disintegrated in some way!

Professional

Professionals are everyday people whom have chosen to live a life of adventure in the Steam-Age. They are common workers seeking a drastic change in their everyday routine. Unlike the other Geniuses, Professionals only gain Fathom Abilities at odd levels. These abilities represent the exceptional skill that the PC in their chosen field.

Fathom 1: Craftsman

Professionals who have chosen to become adventurers are masters of their respective craft. To this effect, they gain +1 skill rank to their Professional skill. The maximum skill rank for their Profession skill is 5.

Fathom 3: Teacher

At this Fathom, the Professional has begun to lecture his friends about his work and they’re beginning to learn something from his company. As a special action, the Professional can give another PC or NPC a +2 modifier to a roll involving their professional skill. The Professional has also gained regional fame for his craft at this Fathom. They receive an additional income from hosting lectures and may have several apprentices working underneath them. The total income of the Professional is determined by the Engineer.

Fathom 5: Close to Greatness

PC’s close to the Professional get to see a master of his craft in action and learn by watching him work. At this Fathom, PC’s in the Professional’s Team receive +1 to a skill roll using the relating to his chosen skill. The Professional also receives +2 to any social interactions involving NPC’s who know who he is.

Fathom 7: Applied Knowledge

At this Fathom, the Professional has figured out how to use their knowledge in unorthodox ways to solve a variety of problems. Whenever the Professional rolls for an action involving a skill bonus, they may spend a Boiler Point to use their professional skill in place the normal skill.

Fathom 9: Prodigy

The Professional who reaches this Fathom is considered the greatest of his profession of that century. The PC need not roll for his or her profession skill, they automatically pass. In addition, they generate a Pressure Die whenever they use their skill, at the Engineer’s discretion.

Steam Soldier

The Steam Soldier Genius represents those individuals who own and operate a Bloodore Boiler-powered battle suit. Steam Soldiers are typically members of the military or retired officers, renegade steam soldier are not unheard of however.

PC’s who choose this Genius do not begin with a fully requisitioned Steam Suit. At Fathom 1 the suit consists of only gauntlets and a chest piece. Every odd Fathom thereafter, the PC receives a suit modification. At even numbered Fathoms, the PC gains abilities related to their training. Upon reaching Fathom 4, boots and a helmet are added to the suit. At Fathom 7 the suit is fully completed.

Presented below are two types of Steam Soldier training possible in the Five Nations; the Unified States Steam Soldier and the Republic of Texas Marine. When the player constructs a Steam Soldier PC, they must choose one of the two Fathom Ability paths. PC’s may not “mix-and-match” Fathom Abilities between the two types of Steam Soldiers.

Unified States Steam Soldier

The soldiers fighting for the Unified States see a lot of combat on the field. Their armor allows for front line combat, heavy weapon assaults, and general brute force tactics. These men and women fight proudly for their country. The Steam Armor from the Unified States is big and bulky. While it lacks in maneuverability, this suit protects the Soldier from harm and packs some powerful weapons.

Fathom 1: Suit up!

Recruits look forward to the day when they earn their first pieces of their armor. It consists of a Heavy Chest Plate, gauntlets with a combat blade of their choice, and a standard issue rifle.

U.S. Standard-Issue Steam Armor

+1 Iron, a Blade of choice.

Fathom 2: Hard Day's Work

The Unified States trains its soldiers day and night, pushing their endurance to incredible limits. The Soldier ignores penalties to rolls involving the Labor skill and gains +1 to the Labor skill. The maximum for the skill also increases to 4. The Soldier's intense training allows them to use specialized attacks while in close combat (see the CQB sidebar for more details.) While in close combat against an armed opponent, the Soldier may add their Melee skill to any Active Guard rolls. Alternatively, the Soldier's Maneuvers skill may be applied as a penalty to Melee attacks made against them in close range.

Fathom 4: Crushing Attack

At this Fathom, the Steam Soldier can make an attack using all of their weight to bear down on an opponent. The Soldier rolls Hustle + [Endurance] with a penalty equal to the target's Hustle. A rolled Victory crushes the intended target with the full weight of the Steam Suit. They take 1 ID per Fathom of the Steam Soldier and an additional 1d10 WD for every two Fathoms. This attack may only be used at close range.

Fathom 6: Rapid Fire

The Unified States Steam Soldier is well trained in firing in rapid succession. This ability allows them to fire multiple times. By spending a Boiler Point, the Steam

Soldier may fire at an additional target during a single combat cycle. Each shot after the first occurs at 3 Initiative later, and has a -2 penalty. Up to 3 Boiler Points may be spent this way each combat cycle.

Fathom 8: Chain of Command

Soldiers typically fight in regiments. They've learned to be humble and listen to others who have greater experience in combat situations. By spending a Boiler Point, the Soldier may use another PC's skill in place of their skill to perform a non-attack action.

Additionally, the Soldier may spend a Boiler Point to give another PC a +1 to any attack roll. This may only be done once per combat cycle.

Fathom 10: Yes, Drill Sergeant!

At this Fathom, the Unified States Steam Soldier is a grizzled veteran who's commanded troops in many combat situations. Once per combat cycle, the Steam Soldier may spend a Pressure Die to have a teammate re-roll a failed action.

Republic of Texas Marine

Soldiers from the Republic of Texas train extensively in aquatic scenarios, ship-to-ship fighting, and beachhead landing assaults. Their powered armor is light-weight and allows for fast movement and infiltration. Whether it's defending naval bases from thousands of Dakota invaders, or repelling Air Privateers, one fact remains true.; They are tough as nails and the never stop fighting.

Fathom 1: Suit up!

The grunts get the basic Marine battle gear: a Bloodore Weave Chain suit, a diving helmet with snorkel and 1 hour oxygen tank, a basic firearm, and a combat knife.

Bloodore Weave Chain Suit: +1 Iron, Water Breathing.

Fathom 2: Resilient

Nothing rattles a Marine, as they are the best trained soldiers on the planet. Whether working on breathing techniques in hundreds of feet of water with unproven equipment or drilling to live ammunition exercises, the Marines remain steadfast. Marines ignore any and all penalties incurred while fighting under pressure. Additionally, Marines are trained in SDWW (see sidebar), which gives them access to two special combat actions:

1. Expert Takedown: This move is only usable in close combat. The Marine rolls Hustle + [Grapple] with a penalty equal to their target's Brawn. Rolling a Victory throws the opponent to the ground and does (Brawn + 3) ID.

2. Pistol Disarm: This move is only usable at close combat and only if the target is holding a firearm. The Marine rolls Hustle + [Maneuvers + 1]. A Victory disarms the target and they receive (Brawn + 1) ID.

Fathom 4: Suppressive Fire

Marines operate in squads and at this Fathom the Marine's training focuses on group techniques. To lay down Suppressive Fire, the Marine rolls to attack as normal; Hustle + [Ranged Attack], a Victory causes no damage, but instead gives up to 3 targets a -5 penalty on any attacks using the Ranged Attack skill for the current and next combat cycles. Additionally, the Marine gains a +2 modifier to any actions taken while underwater.

Fathom 6: Improvised Explosives

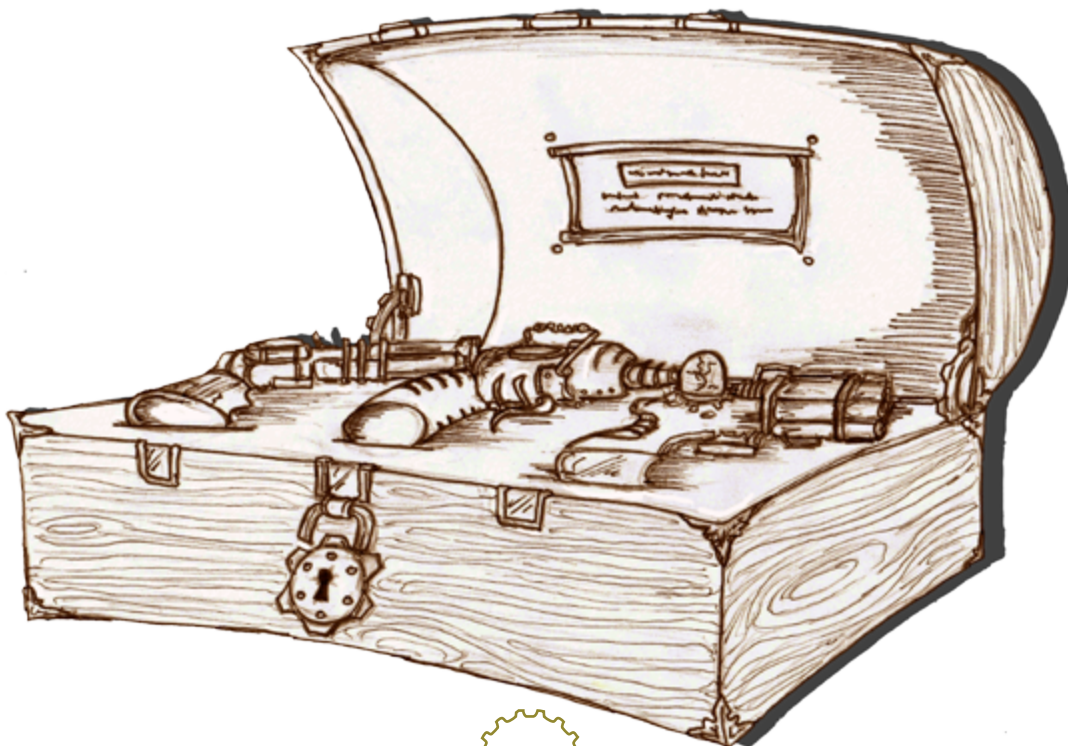
Marine training also involves the handling and creation of explosives. Unlike most explosive devices in the Steam-Age, Marines can create bombs that do not use Bloodore. Creating bombs requires the proper materials: a container, an incendiary device, and a detonation device. Once those things have been gathered, a simple Work + [Science] roll is required to put the pieces together.

CQB SKILL

CQB Skill Description CQB stands for Close Quarters Battle. Its techniques were designed to keep the Steam Soldier alive when swift enemies would close the distance in combat. This training allows them to move quickly in life threatening situations, regardless of their bulky armor.

SDWW SKILL

SDWW stands for "Self-Defense Without Weapons". This is a special form of combat developed by Cmdt. Harkin for Republic Marines that combines the principles of Greco-Roman Wrestling with the quick hands of Boxing. It is geared to helping Marines not only lay a beating on whoever got in their way, but also disarm gun-wielding enemies.



STEAM SUIT BASE UPGRADES

(Requires Fathom 1 or Higher)

Water Breathing

(Price: \$100 Eagles)

The Steam Soldier can breathe underwater for up to 8 hours before needing to refill their air containers.

Thermal Weave

(Price: \$100 Eagles)

The character receives +2d10 for any roll involving pressure due to extreme heat or cold.

Combat Blades

(Price: \$200 Eagles)

A short 1 foot blade that is attached to the gloves.

Melee weapon. 3 ID, 1d10 WD. Cannot be disarmed.

Wrist Gun

(Price: \$200 Eagles)

A short range German pistol incorporated into the gloves.

Ranged weapon. 3 ID, 1d10 WD. Cannot be disarmed.

Grappling Hand

(Price: \$250 Eagles)

A gauntlet that can be fired as a fist to grab a target up to 20 yards away.

Roll Hustle + [Ranged Attack] to hit. Once grappled, can pull the target in over one combat cycle. If used as a projectile weapon it does 2 ID.

Minor Attribute Enhancement

(Price: \$400 Eagles)

Hydraulic alteration in the suit to increase performance in everyday activities.

While active, adds +1 to Brawn, Hustle, or Work attribute.

Armor Reinforcement

(Price: \$400 Eagles)

Additional reinforcement to suit integrity.

Reduces all ID by 1.

Mark I Tactical Rifle

(Price: \$500 Eagles)

A standard issue military rifle added to any steam-suit.

Long Range weapon. 2 ID, 2d10 WD. Cannot be disarmed, only usable at Long Range.

Harpoon Knuckles

(Price: \$400 Eagles)

Nightshade tipped 1 inch blades loaded into the gauntlets.

May only be activated if the target is held prone or grappled. The target must roll Iron + [Toxin Resistance - 4] every 10 minutes or suffer 2 ID.

Bloodore Detector

(Price: \$200 Eagles)

Detects electromagnetic waves and radio frequency emitted by Bloodore within 20 feet.

STEAM SUIT MID-UPGRADES

(Requires Fathom 5 or Higher)

Valve Burst

(Price: \$800 Eagles)

The armor releases all of its pressure in a massive blast, scalding anyone around them.

Anyone within 10 yards of the Steam Suit takes 7 ID. Players hit by the blast may roll Iron + [Endurance - 3]; a success reduces the damage to 3 ID.

Shogun Combat Blades

(Price: \$1500 Eagles)

Exotic blades of followed steel allowing for a sharper edge and greater damage potential.

Melee weapon. 1 ID, 1d10 WD, 1d10 TD. Cannot be disarmed or broken.

Self Destruct Mechanism

(Price: \$2000 Eagles)

A failsafe for when all seems lost. This system creates an overload which totally destroys the Steam Suit and everything in the immediate vicinity.

Short Range. 8 ID, 5d10 WD, 3d10 TD.

Dog Whistle Rifle Attachment

(Price: \$800 Eagles)

Emits a high low pitched burst of sound causing damage to targets within close range.

Ranged weapon. 5 ID, 1d10 WD.

Arc Inferno Gauntlet Attachment

(Price: \$2000 Eagles)

Canisters of propane gas attached to the gauntlets with a spark trigger causing short bursts of flame damage.

Short Ranged Weapon. 3 ID, 1d10 WD. Burn Damage for 1d10 WD every round target is on fire.

STEAM SUIT HIGH UPGRADES

(Requires Fathom 7 or Higher)

Shoulder Mounted MP1914 Hotchkiss

(Price: \$5000 Eagles)

A heavy machine gun capable of massive damage.

Long Ranged Weapon. 5 ID, 3d10 WD, may fire at up to three targets per combat cycle.

Gorge Jumper Boots

(Price: \$4000 Eagles)

Rockets attached to the legs which allow short bursts of flight.

Quadruples movement speed and velocity for a combat cycle. Has four uses before needing to be refueled.

Kinetic Motion Control

(Price: \$4000 Eagles)

High powered systems which greatly increases the physical prowess of the steam suit.

Adds +2 to Brawn, Hustle, Iron, or Work.

Heavy Armor Plating

(Price: \$4000 Eagles)

High grade Bloodore plating.

Reduce all ID by 3.

Backpack Mounted Air Torpedo

(Price: \$6000 Eagles)

A torpedo for use in submerged hostile environments.

Long Ranged Weapon. 9 ID, 3d10 WD, 2d10 TD.

Stone's Throw Grenade Launcher

(Price: \$6000 Eagles)

This attachment fires several grenades in rapid succession into a small area.

Short Ranged Weapon. 10 ID, 5d10 WD, 1d10 TD fired in a 10 foot radius.

Fathom 8: Sniper

At this Fathom, the Marine's training centers on the idea "One shot, one kill." The Marine makes a ranged attack as normal with a few modifiers, Hustle + [Ranged Attack], with -4, but gaining +1 for each minute, or two combat cycles, aiming at the target. This attack does 3d10 WD and 2d10 TD.

Fathom 10: Combat Conditioning

The Marines are the most focused and rigid combatants in the Five Nations, ignoring wounds and even personal injury to accomplish their mission objectives. The Steam Marine may spend a Pressure Die to ignore all wound penalties for two combat cycles. In addition, the Marine may spend 2 Boiler Points per combat cycle to remain conscious when wound penalties would normally render the character unconscious.

Tesla Conductors

The Tesla Conductor's Fathom Abilities allow the PC to control and modify Bloodore technology. As they gain higher Fathoms, Tesla Conductors can construct robots and operate vehicles from a distance. The most unique feature of this Genius is their ability to hone their enhanced bioelectricity so finely that they begin to evolve into a different species of human.

In many ways, Tesla Conductors are a foil to the Mad Hatter class in that they continue to improve their biological functions until they are superior examples of humanity.

Fathom 1: Complete the Circuit

Tesla Conductors have remarkable understanding of Bloodore devices and technology. At the first Fathom, a novice Tesla Conductor can activate or deactivate these devices simply by touching them and scoring a victory on a Work roll. In addition, the Tesla Conductor can mentally visualize schematics of any piece of machinery by simple observing it for about a minute or two.

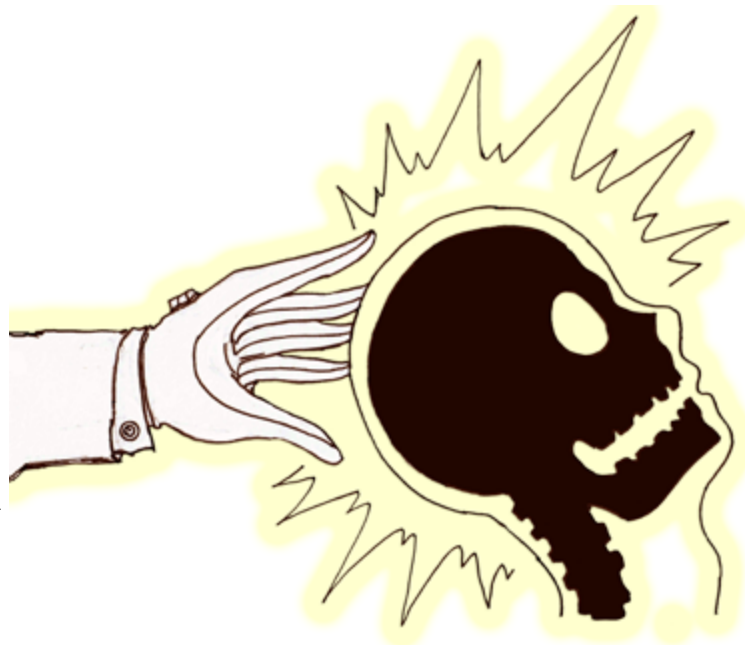
Fathom 2: Body Electric

At this rank, Tesla Conductors have begun to change how their electrical biology works. They gain rank 1 of a Tesla Conductor only skill called Electrical Physiology. This skill can be used to sense the electrical patterns of Bloodore and manipulate it. They can also channel their electricity into Bare Knuckle attacks while in combat.

ELECTRICAL PHYSIOLOGY SKILL

Electrical Physiology (EP) is a skill that allows a Tesla Conductor to harness his overabundance of inner electricity to perform a few different actions. First, a Tesla Conductor can make a Work + [EP] roll to sense if Bloodore is present. A Victory on this roll allows the Tesla Conductor to pinpoint the exact location of the Bloodore up to 20 meters. This can be useful when the Tesla Conductor is looking for machines to operate or if they just need some scrap metal to complete a project.

The second major ability EP provides is a bonus to Bare Knuckle combat damage. For each rank of EP, add 3 ID to a Bare Knuckle attack. This represents the Tesla Conductor channeling his EP to his fists or feet to deliver an electric shock to his enemy. Lastly, EP cannot be raised via Skill Points. The only way a Tesla Conductor gains EP is by increasing in Fathoms.



Fathom 3: Conductor's Touch

Tesla Conductors who reach the third Fathom have developed their tactile abilities even further. A Fathom 3 Tesla Conductor can gain control of any machines and devices that they touch. This ability performed by a simple Work roll with modifiers applied based on the size and complexity of the machine. These modifiers are determined by the Engineer.

Fathom 4: Improve Device

The Bloodore sings to the Tesla Conductor at this Fathom, allowing them to improve technology around them.

By rolling Work + [Gadgetry] with a penalty equal to the device's current Technology Level, the Tesla Conductor can advance the device one Technology Level per Victory on the roll.

In addition, the Tesla Conductor has learned to focus his EP even more. His EP moves from Rank 1 to Rank 2.

Fathom 5: Enhanced Sense of Purpose

The Tesla Conductor who reaches this Fathom has gained an even greater understanding of the biophysics that goes on within his own body. He can use his EP to make his muscles fire faster.

By making an Iron + [EP] roll, he can tense his muscle structure to either have more tetanus or more quick reflex ability. This gives him a +2 attribute bonus to either Iron or Hustle. This effect lasts for 30 minutes, and then cannot be used for another 8 hours.

In addition, he can sense the presence of machines from greater distances. At this Fathom, the Tesla Conductor can use Conductor's Touch at a distance. To use this ability, make a Work as normal with an additional -1 penalty for every 10 meters the device is away from the Tesla Conductor. If the Tesla Conductor achieves Victory, he gains control of the machine or device for up to one hour.

Fathom 6: Mechanical Accuracy

Tesla Conductors of this Fathom have honed their innate skills to improve design inefficiencies inherent to most weaponry. Tesla Conductor changes can come in the form of an increased firing efficiency, distance and

operating temperature.

By spending a Boiler Point, the Tesla Conductor can give any firearm within 20 yards either +1d10 to the attack roll, or +2d10 WD to the damage roll for that combat cycle.

Also, at this Fathom, the Tesla Conductor can move his EP from Rank 2 to Rank 3 because he has progressed in controlling his inner bioelectricity. He also gains a +3 bonus to any Brains roll involving anatomy, as he has become more in touch with how the "human machine" works.

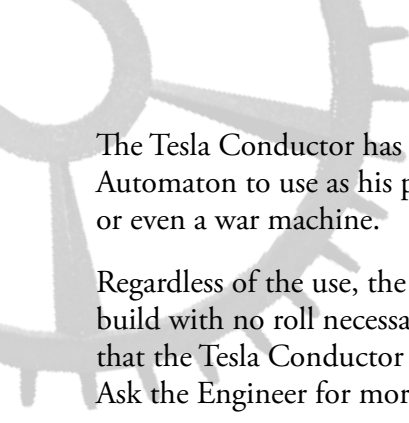
Fathom 7: Automated Assistant

AUTOMATONS

Automatons are mechanical assistants created by Tesla Conductors. They can vary greatly in size. The smallest are only a few cubic feet, while many are often 5 or 6 feet tall and look fairly humanoid.

Discuss the exact shape and appearance of your Automaton with the Engineer. When designing an Automaton, begin drafting a new PC Blueprint. The Automaton only has three attributes: Brawn, Hustle, and Iron. These attributes begin at 2 and the Tesla Conductor has 3 points to spend augmenting them. For skills, the Automaton has 9 points to spend on any Brawn or Hustle skill. Automatons reduce all ID by 2.

Automatons never tire, although they may run out of fuel, depending on their construction. They can be programmed to follow simple commands via punch cards or other methods. Examples of simple commands include "Follow me" or "Do not let anyone through this door," more complex orders must be discussed with the Engineer and may require Gadgetry rolls to install.



The Tesla Conductor has figured out how to build an Automaton to use as his personal assistant, a caretaker, or even a war machine.

Regardless of the use, the Automaton takes 3 days to build with no roll necessary. The only requirement is that the Tesla Conductor provides the correct materials. Ask the Engineer for more details on creating Automations.

Fathom 8: A State of Shock

By this point, a Tesla Conductor has mastered his own bioelectricity and he begins to expand its circuit. The Tesla Conductor now leaves minute electrical trails behind as he moves.

At Fathom 8, he can literally “throw” his EP at enemies within 10 meters as a Ranged Attack. To make an EP charged Ranged Attack, he may roll his Work + [Ranged Attack]. For each rank of EP possessed by the Tesla Conductor, he deals 1d10 WD with the attack. Also, the Tesla Conductor may now spend Skill Points on increasing his EP. His EP may be raised to Rank 5.

Fathom 9: Major Assembly Required

At this Fathom, a Tesla Conductor has the knowledge to create vehicles including submersibles, Locomobiles, and airships. Discuss rolls and material needed with the Engineer.

Fathom 10: Timewelder

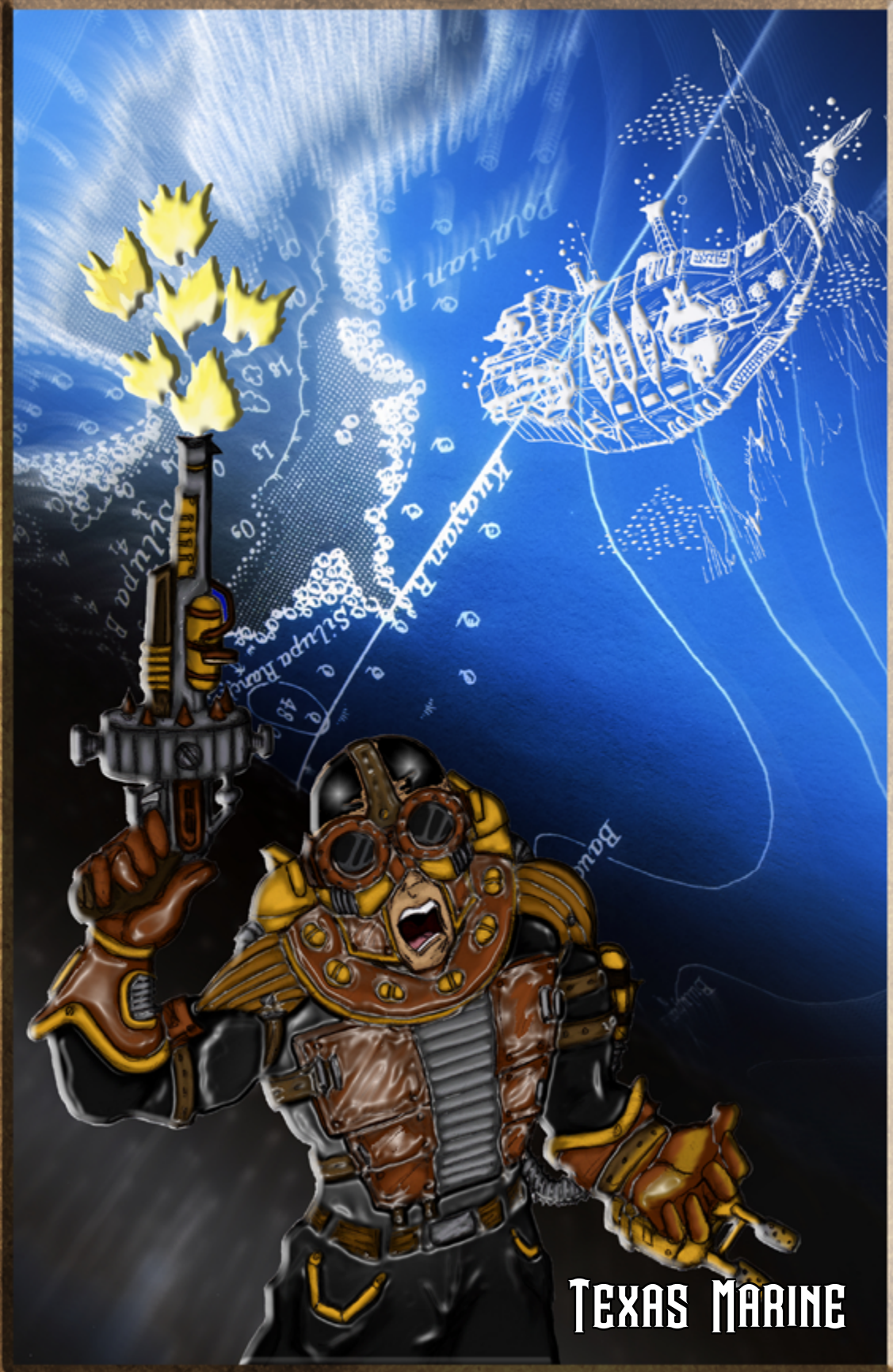
By Fathom 10, the Tesla Conductor has mastered his ability to control devices and harness his inner human electrical flow. The PC then gains the ultimate, final technique...the ability to willfully interact with the quantum chemistry of Bloodore and use it to move outside of the time-stream.

The Tesla Conductor can effectively build a time machine and use it to take several actions very quickly. In order to accommodate the large scale gyroscopes needed to time travel, the time machine’s physical size is similar to that of a Locomobile.

The time machine works in a variety of ways. When performing actions, the time machine allows a Tesla Conductor to perform up to 3 actions per round. If used during combat, the Tesla Conductor gains 1d10

extra actions per combat cycle. The Tesla Conductor rolls a separate Initiative die for each action.

The drawback to becoming a Timewelder is that the PC becomes “watched” every time he engages his time machine. Refer to the Engineer’s Manual for further details on what it means to be a Timewelder.



TEXAS MARINE

COMBAT

I. Entering Battle

In the world of SFV, not all conflicts can be settled by talking. Occasionally, harsh words will lead to combat between two or more individuals.

II. The Combat Cycle

The time it takes for all participants to act in combat is known as the **combat cycle**. A combat cycle can last anywhere between 30 seconds and 2 minutes.

Each combat cycle a PC or NPC may move half of their Hustle in yards and still take actions normal. If a PC or NPC wants to move and take an action, they may; however they may only move yards up to their Hustle, and the following action receives a -2 penalty. PC's and NPC's who move distances greater than their Hustle may not act in other ways during that combat cycle unless that gain another action.

III. Initiative

Each participant in the battle moves and reacts at a different speed. The Initiative roll represents how quickly your PC takes action relative to the NPC's involved in the combat.

To determine Initiative at the start of each combat cycle all participants involved roll 1d10 and add their Velocity to the roll.

Once the Initiative values for the combat cycle are determined, the PC with the highest number decides whether combat will proceed using the **Gear** or the **Cog** cycle. One system may be more beneficial for the team, so discussion may occur to figure out which will be better for the current situation.

COMBAT CYCLE OVERVIEW

Step #1 Combat Begins

- A. Determine all Participants
- B. Total up all previous Bonus Pool
- C. Surprise Attacks (If Applicable)

Step #2 Determining Initiative

- A. Each Participant rolls 1d10 and adds their Velocity to the result
- B. Highest PC Initiative chooses a Combat Cycle: Gear or Cog. This sets the order of actions in the Combat Cycle

Step #3 Combat Main Phase

- A. Each Participant declare 'Passive Defense' or 'Not Taking a Passive Defense'
- B. First Participant acts based on the Combat Cycle order
- C. Actions continue in chosen Cog or Gear order. Boost Actions may be declared
- D. Continue until all Participants have acted
- E. Resolve combat round, assign damage, and repeat Step #3 until the Combat Cycle is resolved

Step #4 Resolution

- A. Engineer wraps up the Combat Cycle by describing the aftermath

Gear sequence

In the Gear combat cycle, actions occur in a first-in, first-out, or FIFO order. The PC or NPC whom has the highest Initiative acts first followed by the PC or NPC with the next highest and progresses in order of Initiative down the line.

Cog sequence

In the Cog combat cycle, actions occur in a last-in, first-out, or LIFO order. The PC or NPC with the lowest Initiative acts first while PC and NPC with higher Initiative are given the ability to interrupt the action, known as a **Boost**.

During combat, action is often face-paced. Boosts represent the split-second decisions that PC's and NPC's can make to turn the tide of combat in their favor. Boosts change the normal order of actions.

Only PC's that have yet to act in the current turn may perform a Boost. Boosts alter the normal turn sequence, they do not grant extra actions.

Only one PC can perform a Boost to interrupt the current PC or NPC's action; in the case that multiple PC want to Boost at the same time, the one with the highest Velocity gets to perform the Boost. If the PC's are tied, a d10 is rolled with the highest roller winning the tie.

When can I Boost?

PC's must declare their intention to use a boost after another PC or NPC has described their action but *before any dice are rolled for that action*. The effects of the Boost may change the number of dice rolled and any modifiers applied to the roll.

Boosts in the Gear sequence

The Gear combat cycle is the simpler of the two combat cycles. Some Fathom Abilities allow for PC's to Boost, but in general, it doesn't occur often.

Boosts in the Cog sequence

The Cog combat cycle is meant to take place in real time, with action seeming to slow down as dramatic events unfold. To simulate this, the slowest PC describes their action first, followed by the next slowest. Any faster PC's are allowed a free Boost during the cycle to interrupt the current slower PC's action.

BOOST EXAMPLE

Darren's PC, Ivana Tanglewood, readies her shotgun to fire at one of the two Silverhorn Agents who have sullied her good name with slurs at the Purple Coil Saloon. The Agents and Winky, the Bartender, want to use a Boost to interrupt Ivana's shot.

Everyone rolls Initiative. Ivana gets a 6, one agent gets a 8, the other agent gets a 8, and Winky gets an 11. Winky choose the Cog combat cycle.

Ivana goes first. He allows her to take aim, but then uses his Boost to step between the two parties and use his Intimidation skill to overawe everyone into keeping peace in the bar. Winky rolls an 'natural 10' and adds his +3 skill bonus.

In the end, Winky roars a mighty "Not in my Bar!". This frightens everyone into lowering their weapons.

While PC's can use Boosts to interrupt any action, Boosts are most commonly used to interrupt and disrupt NPC's actions.

Attacking

PC's have many options for their actions during combat. Some of the most common actions are going to be **attacks**.

Hand-to-Hand Combat

To make an unarmed attack, a PC rolls their Hustle and adds a modifier of either Brawl or Grapple skill, depending on the attack. See their descriptions in chapter 3.

Hustle + [Brawl or Grapple]

Melee Combat

Melee attacks are any strikes in which the PC or NPC is using a weapon. Anything from a saber to a shovel to a rock can be considered melee weapons. To make a melee attack, the PC rolls their Hustle and adds their Melee skill as the modifier.

Hustle + [Melee]

Ranged Attacks

In SFV there are many different types of ranged weaponry. Like other types of attacks, the PC first rolls their Hustle. The roll can be modified by the PC's Ranged Attack skill.

Hustle + [Ranged Attack]

Special Attacks

For unconventional attacks and special maneuvers such as disarming a weapon, tripping someone, or using non-lethal force, PC's may use the Maneuvers skill as a modifier.

Hustle + [Maneuvers]

IV. Defending in Combat

There is no skill for Dodging incoming attacks in SFV. If a PC wants to avoid incoming attacks they have two options.

Passive Defense

If a PC is aware that they're being attacked and they can move in a way that keeps them safe, this is known as a **Passive Defense**.

All PC's can use Passive Defense. It allows the PC to apply a penalty to any attacks made against them equal to their Hustle or Brains attribute. Any action roll that PC makes also receives the same penalty.

PC's can choose to use Passive Defense after Initiative has been rolled for the current combat cycle.

Active Guard

Some situations require a PC to fully defend themselves from attacks. The PC's may use the **Active Guard** action. Active Guard is the PC's action for that combat cycle. When the PC is being attacked, they roll either their Hustle or Brains, if they score a Victory, the attacker receives a 2 die penalty to their roll. PC's cannot use both Passive Defense and Active Guard in the same combat cycle.

V. Advanced Combat Rules

Combat Under Stressful Situations

Sometimes PC's will be fighting under duress; be it fighting inside a burning building, carrying a wounded companion, or surrounded by a pack of wolves. In these situations the Engineer may apply both die and roll penalties. PC's with the Mettle skill can reduce these penalties on a 1-for-1 basis.

Fighting onboard Airships

Few individuals train in combat on board moving vehicles. Fighting while on a moving airship has many difficulties.

Airships have three general speeds: low or "cruising" speed, mid speed, and high speed. Actions attempted while at low speed have a simple -2 penalty. Mid speed penalties increase to -1 die in addition to the -2 penalty. Actions taken at high speed have a -2 die and -3 total penalties. The Maneuvers skill reduces the modifier penalty that a PC receives. The die penalty can only be reduced by certain Fathom Abilities.

PASSIVE DEFENSE EXAMPLE

Winky apparently didn't do as good a of diffusing the situation in his bar as he thought. He has come under fire from Artemus, the Silverhorn Agent. Winky wants to return fire and he doesn't want to be shot by Artemus. Winky has Brains 3, which gives him a Passive Defense of -3. Artemus shoots at him and he declares a Passive Defense. Both of them will receive -3 penalties to their actions this turn.

Fighting in Darkness

If a PC ends up in a situation where they have to fight without vision, special rules apply. All attack rolls receive an automatic -4 penalty. Additional, damage is reduced by 2 ID and -1d10 WD. This represents being unsteady and not using full strength behind each strike.

Reloading During Combat

Should a PC find it necessary to reload a pistol during a combat cycle there are special rules.

For Revolvers any PC with a Ranged Attack skill of 2 or higher may spend an action to fully load their pistol. However, a PC may opt to load and shoot. They may load bullets up to their Ranged Attack skill in one combat cycle and fire with a -3 penalty.

For semi-automatic pistols any PC with a Ranged Attack skill of 1 or higher may spend an action to reload the magazine. PC's with a Ranged Attack skill of 3 or higher may roll Hustle + [Mettle - 3] to reload and fire in the same combat cycle.

To reload shotgun shells any PC with a Ranged Attack skill of 2 or higher may spend an action to reload. Shotguns may not be loaded and fired in the same action.

Testing Your Mettle

In combat, someone is bound to get hurt. **Damage** is how we measure the different effects of a punch to the face or a bullet to the leg. SFV uses a three tiered damage system to gauge injury to PC's.

The Damage Threshold

Each PC has a **Damage Threshold**, or **DT**. This represents how much damage they can take before they start to feel the effects of it. As mentioned in Chapter 3, the DT is equal to two times a PC's Iron attribute.

Light Wounds

Not all attacks cause immediate damage. Tough fighters can receive many blows before slowing their pace in battle. **Impact Damage (ID)** represents the shock of being hit by physical force. Although impact has no immediate penalty associated with it, ID serves as a buffer before the PC takes more serious types of damage. When a PC's ID equals their DT, the next damage taken is spilled over into Wear Damage.

The term **Wear Damage (WD)** refers to major damage a PC receives during combat. WD is lasting damage on the PC that is healed only through medical care or rest. Cuts, bone fractures, and bleeding wounds are physical examples of WD. Each point of WD gives the PC a -1 penalty to their die rolls. Once a PC takes WD equal to their DT, the additional damage is applied as Tear Damage. The penalties continue to stack as the PC accumulates damage.

Deep Wounds

Massive damage sustained by a PC is measured by **Tear Damage (TD)**. TD wounds might be broken bones, first degree burns, or heavy bleeding. For each point of TD, the PC receives -1 die to their actions. TD takes long amounts of time to heal while under the supervision of someone with medical training.

VI. Tools of the Trade

There are many different weapons that can be used in the world of SFV. Weapon statistics are shown in the following format:

Weapon Name. Weapon Range. ID. WD.

Each weapon may only be used at the appropriate ranged unless otherwise specified. The ranges for weapons are melee (less than a yard), short range (2-10 yards), and long range (over 10 yards).

When a weapon strike hits its intended target the PC or NPC receives the listed amount of ID. For WD, roll the listed number of d10's; this is the damage roll. Each Victory on this roll results in 1 point of WD.

Bare Knuckle Damage

All PC's and NPC's can deal damage with their bare hands. This type of damage is referred to as "Bare Knuckle" damage. When in a fist fight PC's inflict ID equal to their Brawn attribute. Bare Knuckle attacks cannot cause TD.

VII. Running out of Steam

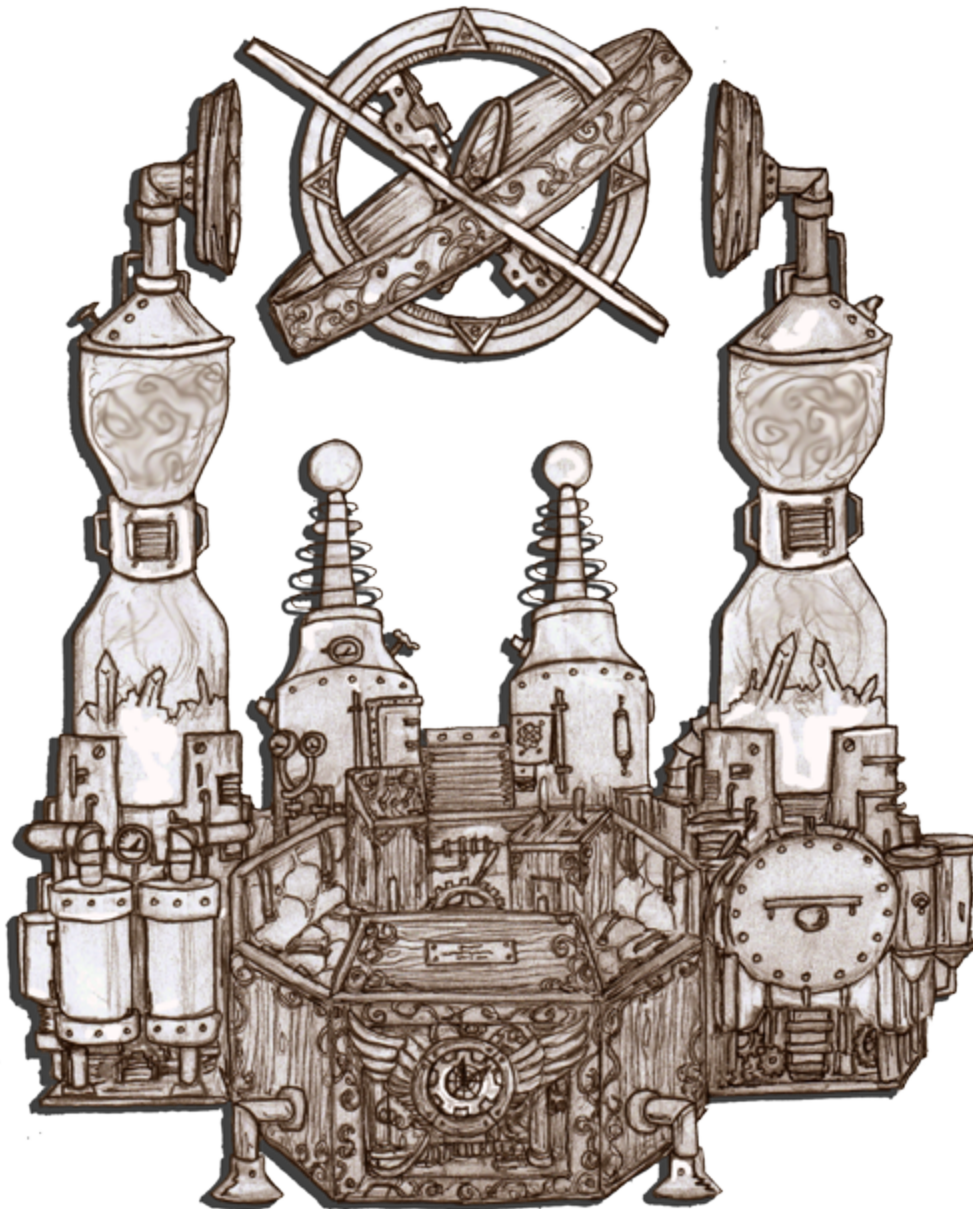
Recovery

PC's heal naturally over time. For every hour of rest the PC heals 1 point of ID. Recovering from WD takes slightly longer. After a day of rest the PC roll Iron + [Medicine]. A victory results in the healing of 1 point of WD.

TD takes very long to heal. The PC may only take light actions during this time if they wish to recover. 1 point of TD heals every four days. If a PC ever accumulates points of TD equal to their Iron, they fall unconscious and are unable to regain consciousness until they fall below that level of damage.

Character Death

Should a PC's wounds ever equal twice their Damage Threshold in TD, they are considered to be in critical condition and on death's door. If the PC doesn't receive medical attention within the next thirty minutes of game time, they will be deceased. At that point, the Team has only a few options left... rifle through their pockets for loose change and then call the local casket-maker!





DAKOTA BRAVE

THE FIVE NATIONS

I. Story Overview

This section gives a brief overview of the world of SFV. Everything in this section is considered to be common knowledge amongst PC's and considered to be "Player Knowledge". Any previous knowledge of the SFV world outside of this section, unless personalized to your PC, is not Player Knowledge and is not supposed to be used by players during role-playing sessions. The Engineer will make final determinations on what is common Player Knowledge in his or her Epoch.

The story of Steamfortress Victory begins during the Reconstruction Era. An inventor named Dr. Emmett Hawkings discovered a new crystallized iron alloy in the hills of Georgia. He dubbed the alloy "Bloodore" because of its dark crimson appearance and began experimentation to determine its full potential. After several tests, he and his lab assistant, Phillip J. Silverhorn, concluded that the alloy had an unusually high threshold for containing pressurized gas. This quality could be used to expand the capacity of current boilers, paving the way to new and better technology!

Days after completing his research, Emmett lost the love of his life. Ms. Mary Wyatt was tragically killed when her horses, spooked by a rattlesnake, drove her carriage off of a bridge into what is now known as Wyatt Gorge. Emmett was devastated and locked himself in his workshop. He worked night and day, refusing all visitors including his assistant. His reclusive madness went on for seven months, until his Phillip Silverhorn finally broke into the workshop. Silverhorn found the workshop completely abandoned. The doctor had vanished, leaving all of his work behind.

Phillip Silverhorn was far more opportunistic than Hawkings, and took this chance to seize the doctor's work. He used Emmett's research to invent state-of-the-art war machines. Silverhorn quickly became the most powerful industrialist ever, amassing incredible wealth which he used to change American history. He aided the Dakota by trading them mechanical war horses in exchange for their Bloodore reserves. The war horses proved to be too powerful and destructive for the United States cavalry, allowing the Dakota to win the Black Hills War.

Silverhorn continued to manipulate the government with growing influence. In 1884, he rigged a presidential election to allow a utopian-socialist named Charles Guiteau to win over Major James Garfield. Once elected, the misguided Guiteau drove the United States into such a deep national debt that the Treasury was forced to sell Fort Knox! All of Silverhorn's scheming and treachery was to culminate in 1892 at the opening of the Columbian Exposition in Chicago. Silverhorn had secretly built the massive battle station, known as the Steamfortress *Victory*, and landed it directly on the Exposition when all of the most powerful leaders in the world were there. The United States fell into chaos and broke up into Five Nations.

The year is 1900 and you are about to explore the far reaches of the Five Nations of America. The themes of SFV will serve as motivation for your PC to interact with other components of the world. They also set an overtone for how the world is to be portrayed.

II. Themes of SFV

The America portrayed in SFV has three major themes. The first theme revolves around the simple question of "What kind of American are you?" This game is about an alternate American history where the people are divided by ideology as well as borders. Additionally, they are trying to deal with an oncoming Industrial Revolution. Americans know that there is an urgency to change and adjust to technology brought on by the discovery of Bloodore. However, they need to decide which ideals will be brought with them into the 20th Century. The people of SFV are very passionate about their beliefs and will not hesitate to express their opinions on how the world works. With military threats abound, the people of each American nation are very proud of their set of beliefs and will defend them onto death.

The second major theme in SFV America is technology use vs. technology abuse. Silverhorn has clearly shown the absolute destruction steam-power can bring when he crushed the Columbian Exposition with the Steamfortress *Victory*. With no one to oppose his greedy will, Silverhorn sits in his fortress on top of the city of

Chicago. Until the Victory is either moved or destroyed, it stands as a monument to Silverhorn's use of steam tech to subvert the powers that be. Can a single man be allowed to possess such power?

The heroic characters of this America would answer with a resounding "no." The groups like the Knights of Liberty and opponents of Silverhorn are the 'paladins' of the game. They desire to see the effects caused by the Time Traveler and his Bloodore innovations come to an end, perhaps giving the United States a second chance at the Reconstruction. The heroes of SFV also want use Bloodore technology for the good of society, to rebuild a stronger nation.

On the other side of the spectrum, villainous characters, like Silverhorn and the government officials, are self-centered and corrupt. Greed and power are their driving motivations. Many of the villains are megalomaniacal about controlling Bloodore for money, not caring what happens to country on their quest to rise to the top. Villains will have an "unhealthy love affair" with steam technology because it is their route to riches or fame.

The final theme of SFV is romance which is a common element across most of the Steampunk genre. Everyone in SFV America is infatuated with an idea, a cause, a journey, an innovation, or perhaps a loved one. This infatuation is what drives and motivates your PC's actions in this world. During character creation, your PC chose their Romance, which will guide their role to play in the Five Nations and how they interact with other PC's and NPC's. For example, a PC who is in love with a cause will use his dying breath to speak out against the oppressors preventing him from changing the world. A PC who lost a loved one in tragic circumstances might be motivated to perform epic acts to preserve the memory of the one he or she lost. Essentially, romance and passion for that romance are the primary inspiration for action in SFV.

III. Bloodore

The most important driver of the SFV landscape is Bloodore. Bloodore is a naturally occurring semi-stable crystallized alloy, made a new element called Jupiterium. Jupiterium forms Bloodore when it is fused with iron at extremely high temperatures. Bloodore is extremely resistant to pressure, mirroring nanotechnologies of today. Bloodore's most prominent feature is its dark crimson appearance which flares blood red when struck by sunlight.

Bloodore is valued and traded as a precious metal similar to platinum or gold because of its industrial uses as well as its aesthetic appeal. It can be found all over the world in trace amounts, but North America's South-

eastern region has the greatest number of deposits. The Smokey Mountains and northern hills of Georgia are chock full of the alloy and can be found in river beds across the area, which triggered the Bloodore Rush of 1877.

Aside from the East Coast, the second largest deposit of Bloodore lies in the Dakota Chiefdom's Black Hills. The vacant landscape of the Black Hills hides piles of the alloy under its rocky surface. Phillip J. Silverhorn, being the first to understand the epic value of this element, controls many of the mining camps in these locations. He controls an estimated third of the world's Bloodore deposits.

Silverhorn is not the only Bloodore magnate in America. In the Unified States of America, Barrett Pullman controls a large stockpile of the "red gold". He owns a company in Pittsburgh, PA called B.P. Boilermakers and produces the vast majority of the USA's manufactured Bloodore goods. The Dakota Chiefdom's largest holder of Bloodore is Chief Kicking Stag. Kicking Stag is the leader of the Lakota tribe, who control the casino city-state of Eagle Claw, formerly known as Deadwood. Under his guidance, the Dakota used their vast Bloodore deposits and an alliance with Silverhorn Industries to fund the construction of the largest gambling and resort metropolis in the world. The trio of Silverhorn, Pullman, and Kicking Stag account for 30% of wealth in North America.

IV. The Great Steam War

The key source of conflict and intrigue in SFV is the Great Steam War. When Silverhorn destroyed Chicago, he began a second civil war between the northeastern half of country and the southeastern half. Skirmishes between these two groups have been going on for seven years with neither side able to declare decisive victory. In the current year of 1900, the Great Steam War has stalemated to a cease fire called "The New Century Truce." Each side is now frantically working to strengthen their economy and leverage their position when war resumes in 1901.

Here is the brief history of the Great Steam War:

October 22nd, 1892 - The Confederation of Free States secedes from the United States, declaring war on the remain-ing United States. The United States' military leaders disband the Constitution and become the 'Unified States of America' under martial law. The Mason-Dixon Line is re-established and the "Great Steam War" begins.

November 3rd 1892 - The Republic of Texas forms and negotiates cease fires with the Unified States and the Confederation, while at the same time, in response to territorial raids, declares war on the Dakota Chiefdom.

December 7th, 1892 - Battle of Fort Arbuckle: The Dakota Chiefdom responds to Texas' declaration of war by assault-ing Fort Arbuckle. Texas loses control of Oklahoma but massacres a third of the entire Dakota force in the skirmish.

December 15th, 1892 to February 20th, 1893 - The Battles of Winter Trenches: The Unified States and Confederation of Free States build a network of trenches across Tennessee and Kentucky. Multiple skirmishes occur between the two sides resulting in a stalemate with an estimated 50,000 killed in battle. Egged on by the need for more mobility in such brutal fighting conditions, development of the U.S. Terra Tread Units is accelerated.

January 1st, 1893 - Treaty of Powder Basin: The Dakota and Texas sign a treaty affixing their borders and declaring an ongoing cease fire.

February 12th, 1893 to January 3rd, 1894 - Red Cloud's Second War: Chief Red Cloud decides to take advantage of the U.S.'s unprotected western border and invades Minnesota and Iowa. His war band burns down every fort along the upper Mississippi River, before finally being pushed back into Dakota Territory by newly minted Unicycle and Terra-Tread Tank units.

March 3rd, 1894 – Shogunate's Appearance: A band of Shogunate warriors kill several units from both the Dakota Chiefdom and the Republic of Texas declaring that the Rocky Mountains and all land west of them to be "The Shogunate of the West." The effort to reclaim the Rockies was abandoned after subsequent attempts met in utter failure.

November 15th, 1894 - Battle of the Potomac River: Silverhorn urges the Confederation to attack Washington with ironclads and levels the White House. He refers to the current president, Big Jim Rourke as a "Spineless twit." The capitol city of the U.S. is relocated to New York City. *December 7th, 1894 through February 13th, 1896* - Invasion of Alabama: The Unified States carries on an extensive invasion of the Confederation, starting with an attack on Mobile. This invasion lasts a little more than a year and exhausts the resources of both nations.

April 1st, 1896 – The Battle in the Skies: Several prominent Captains, disillusioned from years of nonstop warfare defect from both the Unified States and Confederation, and become independent contractors working for the highest bidder. With each Nation hiring these privateers for operations, the war escalates as physical borders begin to have less meaning.

July 4th, 1896 – Independence Day Massacre: Brought together by several prominent Air Pirates, a large group comprised of members from the Dakotas, Texas, and the Unified States launch a multi-pronged attack on the Victory in Chicago. Although the Victory is heavily damaged, the allied forces suffer heavy casualties.

August 1st 1897 to March 14th 1898 – The Reinforcement: Upset over the allied attacks on the Victory, Silver-horn reinforces Chicago with anti-aircraft guns and begins building stronger fortifications along the border with the Unified States.

January 1st, 1900 - "The New Century Truce": At a conference held in Sky's River, the Five Nations declare a cease fire to last through March 1901. It was stipulated that any nation breaking the cease fire will be subject to military recourse from the other four. Also, Chicago is to remain occupied territory until the U.S. and Confederation reach a treaty whereas it will be annexed back to the U.S.



BASIC WEAPONERY

<u>Weapon Type</u>	<u>Range</u>	<u>Ammo Reload</u>	<u>ID</u>	<u>WD</u>	<u>TD</u>	<u>Cost</u>
Sap	Blunt Melee	NA	Brawn+1	NA	NA	2 Eagles
Sock of Nickels	Blunt Melee	NA	Brawn+1	NA	NA	NA
Billy Club	Blunt Melee	NA	Brawn+2	NA	NA	2 Eagles
Rifle Butt Hatchet	Blunt Melee	NA	Brawn+2	1d10	NA	30 Eagles
Tonfa	Blunt Melee	NA	Brawn+1	NA	NA	500 Yen
Shillelagh	Blunt Melee	NA	Brawn+2	1d10	NA	20 Eagles
Brass Knuckles	Blunt Melee	NA	Brawn+1	NA	NA	5 Eagles
Hammer	Blunt Melee	NA	Brawn+1	NA	NA	2 Eagles
Wrench	Blunt Melee	NA	Brawn+1	NA	NA	2 Eagles
Sledgehammer	Blunt Melee	NA	Brawn+3	1d10	NA	20 Eagles
Cane	Blunt Melee	NA	Brawn+1	NA	NA	10 Eagles
Mace	Blunt Melee	NA	Brawn+2	1d10	NA	30 Eagles
Boot Knife	Edged Melee	NA	Brawn+1	1d10	NA	10 Eagles
Bowie Knife	Edged Melee	NA	Brawn+2	1d10	NA	20 Eagles
Cutlass	Edged Melee	NA	Brawn+3	1d10	NA	100 Eagles
Rapier	Edged Melee	NA	Brawn+3	1d10	NA	120 Eagles
Sabre	Edged Melee	NA	Brawn+2	1d10	NA	100 Eagles
Fencing Foil	Edged Melee	NA	Brawn+1	1d10	NA	100 Eagles
Axe	Edged Melee	NA	Brawn+3	2d10	NA	50 Eagles
Hatchet	Edged Melee	NA	Brawn+2	1d10	NA	30 Eagles
Katana	Edged Melee	NA	Brawn+1	3d10	NA	3000 Yen
Nodachi	Edged Melee	NA	Brawn+3	2d10	NA	5000 Yen
Wakizashi	Edged Melee	NA	Brawn+1	2d10	NA	2500 Yen
War Spear	Edged Short	NA	Brawn+3	2d10	NA	40 Buffalo
Bo Staff	Blunt Melee	NA	Brawn+3	NA	NA	500 Yen
Throwing Knives	Ranged Short	NA	Brawn+2	1d10	NA	5 Eagles
Bow and Arrow	Ranged Long	1 Shot	Brawn+3	1d10	NA	100 Buffalos
Pepper Pot	Ranged Short	2 Shots	2 ID	1d10	NA	75 Eagles
Six Shooter Pistol	Ranged Long	6 Shots	3 ID	1d10	NA	100 Eagles
Sporting Pistol	Ranged Long	6 Shots	3 ID	1d10	NA	150 Eagles
P080-Luger	Ranged Long	6 Shots Magazine	3 ID	2d10	NA	1000 Dollars
C1865 Mauser	Ranged Long	6 Shots	3 ID	2d10	NA	1000 Dollars
SLV-10 Steam Pistol	Ranged Long	10 Shots	3 ID	2d10	NA	1000 Eagles
Bolt-Action Rifle	Ranged Long	1 Shots	4 ID	3d10	NA	200 Eagles
M1895 Rifle	Ranged Long	5 Shots	4 ID	2d10	NA	250 Eagles
Shotgun	Ranged Short	2 Shells	6 ID	1d10	NA	200 Eagles
Mle 1900	Ranged Long	25 Shots	6 ID	3d10	NA	5000 Eagles

ADVANCED WEAPONRY

(Requires Tech Level 1 or Higher)

<u>Weapon Type</u>	<u>Range</u>	<u>Ammo Reload</u>	<u>ID</u>	<u>WD</u>	<u>TD</u>	<u>Cost</u>	<u>Tech Lvl</u>
HCl Acid Shotgun	Ranged Short	3 Shots	0 ID	2d10	1d10	1000 Eagles	1
Steam Blaster	Ranged Short	4 Shots	8 ID	0	0	500 Eagles	1
Death Ray Pistol	Ranged Short	20 Shots	10 ID	0	0	2000 Eagles	2
Flame Thrower	Ranged Short	4 Shots	0 ID	0	2d10	4000 Eagles	2
Sonic Burst Rifle	Ranged Long	Infinite	6 ID	1d10	0	2000 Eagles	2
Dart Shogun	Ranged Short	1 Shot	6 ID	2d10	0	2000 Eagles	2
SLV-1 Plasma Rifle	Ranged Long	25 Shots	4 ID	2d10	1d10	5000 Eagles	2
Clockwork Saw	Edged Melee	NA	2 ID	1d10	2d10	2000 Eagles	1
Vibromatic Sword	Edged Melee	NA	2 ID	1d10	1d10	2000 Eagles	2
Lightning Shotgun	Ranged Short	25 Shots	8 ID	1d10	0	2000 Eagles	2
DC Repeating Crossbow	Ranged Short	5 Bolts	5 ID	1d10	0	400 Eagles	1
Lightning Rod Tesla Rifle	Ranged Short	25 Charges	8 ID	2d10	0	5000 Eagles	4
Tesla Orb Pistol	Ranged Short	15 Shots	4 ID	1d10	1d10	2000 Eagles	4
Steamthrower	Ranged Short	4 Blasts	12 ID	0	0	1500 Eagles	3
Vibrogrenade	Ranged Short	1 Blast	2 ID	5	3d10	40 Eagles	3

FATHOM ADVANCEMENT

Fathom

Depth Required

Fathom 1	0 Depth
Fathom 2	10 Depth
Fathom 3	30 Depth
Fathom 4	60 Depth
Fathom 5	100 Depth
Fathom 6	150 Depth
Fathom 7	210 Depth
Fathom 8	280 Depth
Fathom 9	360 Depth
Fathom 10	450 Depth

EXPERIENCE VICTORY TO ITS CORE

Welcome to the chaos of the Five Nations! This book has the basic set of rules that tells players how to generate a character, explains the mechanics of the Victory System, and gives them a brief for the storyline for quick play. It also contains our revised rules from our 1st release, *The Player's Workshop*. However, the best about part this book is that it gets you into the world of *Steamfortress Victory* for only \$2.50! That's right. For \$2.50, you can start on your way to weaving your story in the Five Nations.

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