

# Darwin's Catalogue: Beastmen of Britain

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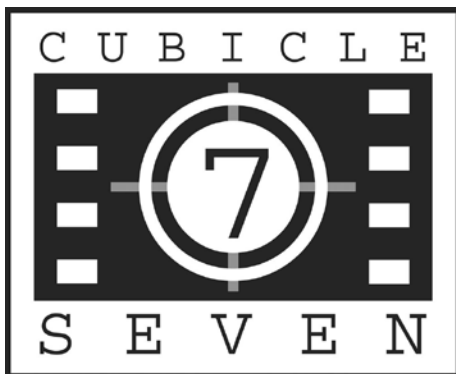
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# DARWIN'S CATALOGUE: BEASTMEN OF BRITAIN

The *Victoriana Core Rulebook* offers a general overview of the Beastman race and guidelines on how to build a Beastman to resemble a particular animal. While the *Core Rulebook* guidelines are more than adequate when creating the occasional Beastman, some Gamemasters may wish to have more detailed guidelines on the various types of Beastmen.

This product takes a look at twenty-eight types, or subraces, of Beastmen commonly found on the British Isles and Western Europe (future supplements will detail subraces native to other areas of the globe). While the Beastmen are a single race, the subraces tend to have their own traits and personality quirks related to the animals that they resemble.

We should also take a moment to point out that when we refer to 'Beastmen' that doesn't mean the creatures are exclusively male. The world is filled with plenty of 'female Beastmen,' otherwise the race would not have lasted very long at all. Female Beastmen come in all the same shapes and sizes as the male Beastmen. However, the terrible inequality of women in the age has led to the term 'Beastmen' rather than Beastperson or Beastwomen passing into common usage.

As in the *Core Rulebook* we've assigned a body type to each of the Beastmen listed here (agile, common or large). However, the purpose of this supplement is to create a little more variety and individuality in Beastmen. So while you can use the body type in the same way as the *Core Rulebook* advises. We have also listed a more specific attribute adjustment for each sub-race. This allows you to pick either the body type or the specific adjustments, but don't pick and apply both!

After the descriptions is a list of optional animal traits. These may be chosen as per the Animal Trait talent in the *Core Rulebook*. You may take a negative animal trait in order to gain an additional animal trait. While the optional animal trait taken is usually appropriate to the type of animal a Beastman resembles, it is possible that the Beastman is cursed, was subject to experimentation, or the result of a genetic anomaly.

## STANDARD BEASTMAN BODY TYPES

**Large:** +1 Strength, +1 Fortitude, -1 Presence, -1 Wits

**Common:** +1 Strength, -1 Presence

**Agile:** +1 Dexterity, -1 Presence

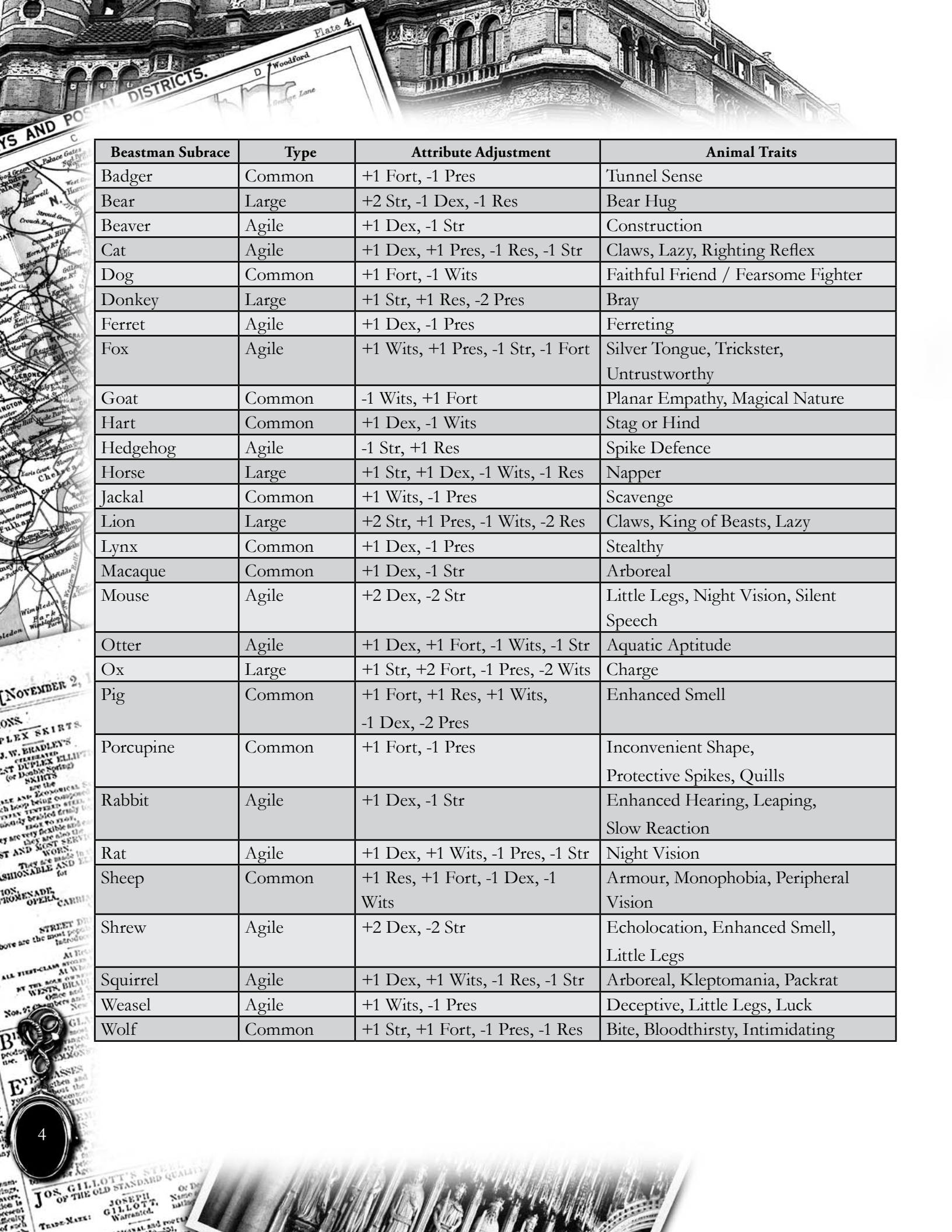
### Badger (Common or +1 Fortitude, -1 Presence)

Urban Badgermen enjoy working beneath the city, especially in the sewer system and the growing Underground. They prefer working at night, but have no particular problems in the daylight. Like the animal they emulate, Badgermen tend to put on weight in the fall, giving them a slightly pudgy appearance in the winter. This excess fat is lost in the spring. Badgermen enjoy tunnelling, and it is rumoured that criminally-minded Badgermen have constructed a series of secret tunnels under the rookeries.

There have also been rumours of a deadly "sport" being played in London's underbelly. A band (or bands) of hunters select a victim and then bait them into an isolated part of the underground where they are hunted down by the band. As a disproportionate number of these victims are Badgermen, the newspapers have dubbed the criminal activity 'badger-baiting'. Some suspect that the metropolitan police are behind the 'sport', using it as a smokescreen to learn more about the criminal tunnel network.

#### Tunnel Sense

You have an uncanny ability to navigate the city while underground. You always know which way is north and you can easily determine where you are at within the city. In addition, all Streetwise checks that pertain to the Underground or sewer systems are reduced by one difficulty level.



Beastman Subrace	Type	Attribute Adjustment	Animal Traits
Badger	Common	+1 Fort, -1 Pres	Tunnel Sense
Bear	Large	+2 Str, -1 Dex, -1 Res	Bear Hug
Beaver	Agile	+1 Dex, -1 Str	Construction
Cat	Agile	+1 Dex, +1 Pres, -1 Res, -1 Str	Claws, Lazy, Righting Reflex
Dog	Common	+1 Fort, -1 Wits	Faithful Friend / Fearsome Fighter
Donkey	Large	+1 Str, +1 Res, -2 Pres	Bray
Ferret	Agile	+1 Dex, -1 Pres	Ferretting
Fox	Agile	+1 Wits, +1 Pres, -1 Str, -1 Fort	Silver Tongue, Trickster, Untrustworthy
Goat	Common	-1 Wits, +1 Fort	Planar Empathy, Magical Nature
Hart	Common	+1 Dex, -1 Wits	Stag or Hind
Hedgehog	Agile	-1 Str, +1 Res	Spike Defence
Horse	Large	+1 Str, +1 Dex, -1 Wits, -1 Res	Napper
Jackal	Common	+1 Wits, -1 Pres	Scavenge
Lion	Large	+2 Str, +1 Pres, -1 Wits, -2 Res	Claws, King of Beasts, Lazy
Lynx	Common	+1 Dex, -1 Pres	Stealthy
Macaque	Common	+1 Dex, -1 Str	Arboreal
Mouse	Agile	+2 Dex, -2 Str	Little Legs, Night Vision, Silent Speech
Otter	Agile	+1 Dex, +1 Fort, -1 Wits, -1 Str	Aquatic Aptitude
Ox	Large	+1 Str, +2 Fort, -1 Pres, -2 Wits	Charge
Pig	Common	+1 Fort, +1 Res, +1 Wits, -1 Dex, -2 Pres	Enhanced Smell
Porcupine	Common	+1 Fort, -1 Pres	Inconvenient Shape, Protective Spikes, Quills
Rabbit	Agile	+1 Dex, -1 Str	Enhanced Hearing, Leaping, Slow Reaction
Rat	Agile	+1 Dex, +1 Wits, -1 Pres, -1 Str	Night Vision
Sheep	Common	+1 Res, +1 Fort, -1 Dex, -1 Wits	Armour, Monophobia, Peripheral Vision
Shrew	Agile	+2 Dex, -2 Str	Echolocation, Enhanced Smell, Little Legs
Squirrel	Agile	+1 Dex, +1 Wits, -1 Res, -1 Str	Arboreal, Kleptomania, Packrat
Weasel	Agile	+1 Wits, -1 Pres	Deceptive, Little Legs, Luck
Wolf	Common	+1 Str, +1 Fort, -1 Pres, -1 Res	Bite, Bloodthirsty, Intimidating



## Bear (Large or +2 Strength, -1 Dexterity, -1 Resolve)

Bearmen are the most common large Beastman subrace in the British Isles. While some Bearmen can trace their lineage back to Celtic ancestors, most Bearmen were introduced through the influx of Norman, Norse, and other European immigrants (although there is a growing population of Pandamen in Limehouse). More recent Bearman immigrants trace their roots to Eastern Europe, especially Russia. Bearmen are commonly employed as labourers.

Due to their large size and intimidating presence, many Bearmen resent the class system and join communist causes. Ferdinand Eisen, a German Bearman and social scientist, co-authored *The Communist Manifesto* and is a powerful figure within the Beastman community. He currently lives in Manchester, but is deluged with requests to come to London. Another Bearman that's gaining traction in communist circles is Maxim Bolshhev, an upper class Russian that had dared to act against the Czarina's rule and managed to escape imprisonment in Siberia. He has been secretly living in Europe for the last decade, fanning the flames of Communism wherever he can. As a result the more violent communists are called "Bolsheviks" in his honour.

### *Bear Hug*

You receive +2 damage dice to crush actions while grappling. You may also add 2 Dice to any Might skill rolls.

## Beaver (Agile or +1 Dexterity, -1 Strength)

Beavermen are highly valued in urban society due to their affinity for construction. In fact, a sizeable percentage of Beavermen make a good living as architects, both for government projects and private endeavours. It is not uncommon to have a Beaverman overseeing the construction of a new country house.

Beavermen get along well with Dwarves and the leading construction firm in London, Husk and Rollins, is a partnership between a Beaverman and a Dwarf. It is important to note, however, that Beavermen aren't industrialists and genuinely enjoy new building projects. Many rookeries are held together due to the ingenuity of their Beaverman residents constantly refurbishing and redesigning poorly-made homes.

### *Construction*

You have a natural knack for construction. You have the 'Expert' talent for Engineering (civil) skill.

## Cat (Agile or +1 Dexterity, +1 Presence, -1 Resolve, -1 Strength)

Catmen are a varied lot and one can usually tell a Catman's heritage by the variety of cat he resembles (it is important to note that this type of Beastman excludes the

great cats, which warrant their own entries; see Lionmen). Catmen are generally seen as lazy, and left to their own devices, would sleep most of the day.

Catmen tend to be very frisky during the evening and early morning. This gives them a notorious reputation in the pubs and other nightlife, drawing attention from security guards and nervous bartenders. In the early morning hours, Catmen gleefully rush to their jobs, often jostling others on the street and generally making a spectacle of themselves. This friskiness ends quickly, and it is not uncommon for a Catman to lead a boisterous song in a pub only to collapse into depression, or skip, jump and sing the entire way to work, only to lose that spark once he enters the factory doors.

Catmen are also known for their sensuous side and are sometimes prized as lovers. Female Catmen can often be found in the more exotic brothels and are very popular.

### *Claws*

You have cat-like retractable claws in your hands. You can choose to spring them and do an extra 2 dice of damage in hand-to-hand combat. All the damage you do is considered 'normal' and not 'Bruise damage' when your claws are out. You use your Fisticuffs skill in combat as usual.

### *Lazy*

If you had your way, you'd only be awake a few hours a day. You treat all skill checks as one difficulty higher for every four hours you've been awake. The only exception to this is combat, when your survival instinct kicks in.





### *Righting Reflex*

You always land on your feet. When falling, instead of the normal rules, you incur a die of damage for every two yards you fall. This damage may be negated normally with an Athletics roll.

### **Dog (Common or +1 Fortitude, -1 Wits)**

Dogmen are one the most varied of the Beastman subraces, as they include many varieties of dog. All Dogmen, however, have the same racial traits. Dogmen have a reputation for loyalty and make excellent soldiers. Thus, Dogmen can be found in all parts of society, although in upper class households they are usually servants or bodyguards.

Dogmen are the most common Beastman subrace to be promoted or assigned as military officers (although most remain non-commissioned). Their reputation as fierce combatants has given naval Beastmen the nickname “sea dog,” a moniker most Dogmen naval officers wear with pride.

### *Faithful Friend / Fearsome Fighter*

Your social interaction rolls involving loyalty, honesty and trust suffer 3 less black dice than usual.

### **Donkey (Large or +1 Strength, +1 Resolve, -2 Presence)**

Even within the lower class, Donkeymen have a reputation for being belligerent, loud-mouthed, and salty-tongued. While this assessment is a tad unfair, given that Donkeymen have a naturally loud voice, the prejudice

they suffer in social situations tends to teach Donkeymen that they might as well hold nothing back. A Donkeyman means what he says and won't sugarcoat it. This makes them excellent sources of information, as Donkeymen are easily convinced to share what's on their minds.

As a result of their sometimes bullying manner and harsh tones, Donkeymen tend to congregate together within the rookeries. Donkeymen fight for social justice, but unfortunately their braying sometimes does more harm than good. Lacking the social graces to work within the system, Donkeymen often join the Bolshevik factions of communism as well as anarchism.

### *Bray*

You have a natural loud and abrasive voice. All attempts to persuade you to do something that you don't want to do are counted as one difficulty level higher. Unfortunately, your irritating tone makes it difficult for you to persuade others. Your attempts to charm or otherwise persuade others (excepting Intimidate) are one difficulty level higher.

### **Ferret (Agile or +1 Dexterity, -1 Presence)**

Ferretmen have always been known as great hunters. Many country squires and other aristocratic nobles employ a Ferretman when hunting, as they have an uncanny ability to locate and flush out prey. In urban society, Ferretmen make great street police and are also employed by private detectives and bounty hunters.

Unfortunately, Ferretmen have a difficult time gaining the trust of their more conspiratorially-minded brethren, as members of secret societies get nervous about sharing their hidden meeting places and member rolls with Ferretmen. While this prejudice is unfounded, some Ferretmen working for the police or government have discovered such secret sanctums when chasing a criminal member of those societies.

### *Ferreting*

You have an uncanny ability to see small details others miss, and locate animals or people. You may add 2 dice to Perception rolls when trying to notice small details and also to Tracking rolls when trying to find someone.

### **Fox (Agile or +1 Wits, +1 Presence, -1 Strength, -1 Fortitude)**

Foxmen are one of the most global Beastman subraces, found on every continent except Antarctica. In all cultures, Foxmen are renowned for their trickery. This has led to a general distrust of Foxmen, making it difficult for the average Foxman to establish strong friendships. They do, however, make excellent burglars and thieves and a few respectable Foxmen overcome their inherited lack of charisma to make a decent living as stage magicians.



Foxmen also have an affinity for sorcery. While few are able to acquire the necessary education in Great Britain, many East Asian Foxmen are powerful sorcerers. Unfortunately, this only reinforces prejudice against the lower class Foxmen of Europe.

### *Silver Tongue*

You are naturally charming and an excellent liar. You reduce any Black Dice penalty by 3 when lying to someone or trying to convince them to do something they know they shouldn't.

### *Trickster*

You have an almost supernatural ability to deceive others. You add 2 additional dice to Conceal, Hide & Sneak, and Sleight of Hand checks.

### *Untrustworthy*

Perhaps it is because you are a gifted liar, but people rarely believe you are telling the truth, and you have great difficulty sounding honest. You suffer an additional 3 Black Dice penalty when trying to convince someone of something you know to be true, or when trying to convince them to do the right thing.



## **Goat (Common, -1 Wits, +1 Fortitude)**

Goatmen have had a long history as petty magicians throughout Europe due to their affinity for magic. In ancient Greece, Goatmen were considered favoured by Pan, while in Celtic Europe many goat men were druids (in fact, religious scholars believe that Pan and Cerrunnos are actually the same god). This gives the Goatman a great deal of respect amongst Beastmen and followers of the old ways in general.

Unfortunately, the association of horned gods with dark magic has given Goatmen a nasty reputation amongst the Aluminat faithful. This has led to many urban-dwelling Goatmen to neglect their gift and try to blend in as best they can. Fortunately, some Goatmen are able to rise to the middle class, where their new fortunes compensate them for turning their back on the old ways. Some exceptional "cultured" Goatmen have even joined the Guild as sorcerers rather than enchanters.

### *Planar Empathy*

You have an aptitude for enchantment and you are connected to the natural universe. You gain one Channelling or Sensate medium ability for free. You get no points in the appropriate skill, but you may put points in the skill without buying the talent. However, you must buy the medium talent to gain further abilities. Buying the 'Petty Magician' talent also costs you 1 less point (so you can buy it for 4 points not 5). Goatmen that do not wish to have this ability may forsake it and count it as one of their 3 complications, gaining bonus points for it as usual.

### *Magical Nature*

Goats have become symbols of power to many cults and magicians for centuries. Sadly this means many of your body parts and organs have great value on the sorcerous black market in superstitious rituals and for spell casting. You need to watch your back, as plenty of Goatmen disappear every year and are never heard from again.

## **Hart (Common or +1 Dexterity, -1 Wits)**

While tending to prefer the open country, more and more Hartmen are moving into the cities. Many male Hartmen cut their antlers to better acclimate to urban life (many factory owners insist that Hartman workers cut their antlers). Due to this practice, a Hartman with a full rack of antlers is either considered a country bumpkin or middle class (as his occupation allows him to keep his antlers).

Hartmen have a curious family life. Hartmen tend to congregate based on their gender, joining their spouses only late at night. Pubs are filled with male Hartmen groups until closing, and female Hartmen form their own social societies, where they gossip, do craftwork, and watch their small children. This arrangement leads others to believe that "Harts have no hearts," but nothing can be further





from the truth. Hartmen love their spouses deeply and are amongst the strongest marriages in the Beastman community.

All Hartmen receive an animal trait based on their gender.

### Stag

A male Hartman has a rack of antlers that do an extra 3 dice damage when charging. If you cut your antlers, you may take the hind animal trait instead. At the Gamemaster's discretion, a Hartman with a full rack of antlers may have problems fitting in small spaces.

### Hind

A female hart has extraordinarily strong leg muscles. You get an extra 1 die when using fisticuffs to kick.

### White Hart

A rare few Hartmen are born with pure white fur and seem to have a certain radiance. Like Goatmen they are prized for their 'Magical Nature' and suffer the same drawback. Something about them inspires people to chase and hunt them. However, they are capable of granting great luck to those they favour. Once each game session a White Hartman can allow anyone in their presence to reroll any single dice roll, and the White Hartman chooses which result the character (or even villainous NPC) must keep. They may never reroll their own dice though; their luck is a boon for others, not themselves. A player may choose to be a White Hartman only at the Gamemaster's discretion. If

so they are treated as a Hartman for all other purposes but gain the benefits and curse of the White Hart trait as well. Normal Hartmen do not receive the 'White Hart' animal trait.

### Hedgehog (Agile or -1 Strength, +1 Resolve)

Hedgehogmen tend to be brash and loud, but they abhor violence. Like the hedgehog he resembles, a Hedgehogman can assume a defensive posture that enables the spines on his body to jut out in all directions. Because of this, Hedgehogmen make poor guards, police officers, and soldiers. Their passiveness however, has allowed an inordinate number of Hedgehogmen to ascend to the lower middle class, working well within a company or government bureaucracy. Even those that remain in the lower class tend to make good livings as foremen.

Due to their defensive nature, Hedgehogmen prefer the safety of groups and can often be found advocating the benefits of belonging to an organisation. They are often used to recruit new members or debate the group's opponents. When force is threatened, however, the Hedgehogman will usually retreat.

### Spike Defence

You can ball up and point your spines in all directions. Anyone attempting an unarmed melee attack against you receives 1D6 Health points of damage whether they hit or not.

### Horse (Large or +1 Strength, +1 Dexterity, -1 Wits, -1 Resolve)

One of the more common Beastman subraces, Horsemen are a staple of the lower class. Many Horsemen resent this and agitate for an end to the class system, but most accept their lot in life as Horsemen are prized labourers due to their size and ability to work long hours.

As Horsemen require little sleep, they make excellent guards, police officers, and soldiers. Horsemen policemen are common (there are as many Horsemen as Dogmen on the force) and most Beefeaters in the Tower of London, as well as the Royal Guard, are Horsemen.

### Napper

You don't require a lot of sleep. You need four hours of unbroken sleep to function normally as long as you take an additional two hours of naps and/or unbroken sleep at other times during the day. Also, you are treated as having the Light Sleeper talent when you are asleep.

### Jackal (Common or +1 Wits, -1 Presence)

Jackalmen originated in Northern Africa and South Asia and today most Jackalmen live in the Ottoman Empire. While Orientalists draw strong connections between Jackalmen and ancient Egyptian religion, modern





Jackalmen tend to be followers of Ismal or Hindus. Most Jackalmen in London hail from the Indian subcontinent.

Jackalmen are survivors and have learned to live off the scraps of others. Jackalmen are also loyal servants as long as their masters don't mind the occasional pilfering of neglected items. Occasionally, a Jackalman will use his exotic reputation to dupe others to give to his 'cult', enabling Jackalman con artists to make a good living until their ruse is uncovered.

#### *Scavenge*

You are adept at finding what you need. You add two additional dice to streetwise and survival checks, when trying to root something out, be it scraps of food or information.

### **Lion (Large or +2 Strength, +1 Presence, -1 Wits, -2 Resolve)**

Lionmen are the rare Beastman subrace that are almost socially acceptable amongst the upper classes. For centuries, the lion has been a symbol of nobility, although the wild lion has disappeared from Europe. King Richard (who led the Third Crusade) was named 'Lionheart' as he inspired many Lionmen to join the cause and fight as his personal knights who he fought side-by-side with.

In spite of this perception of nobility, most Lionmen are found within the lower class, as those not born into privilege generally lack the discipline necessary to acquire and keep middle class status. The sole exception is the military; Lionmen make great soldiers and field officers. In all cases, Lionmen have the uncanny ability to inspire and rally other Beastmen, regardless of class differences.

#### *Claws*

You have cat-like retractable claws in your hands. You can choose to spring them and do an extra 2 dice of damage in hand-to-hand combat. All the damage you do is considered 'normal' and not 'Bruise damage' when your claws are out. You use your Fisticuffs skill in combat as usual.

#### *King of the Beasts*

You have an uncanny ability to rally other Beastmen, regardless of social class. When using any skill that uses Presence as an attribute, you treat the roll as one difficulty lower when using it against other Beastmen.

#### *Lazy*

If you had your way, you'd only be awake a few hours a day. You treat all skill checks as one difficulty higher for every four hours you've been awake. The only exception to this is combat, when your survival instinct kicks in.



### **Lynx (Common or +1 Dexterity, -1 Presence)**

Lynxmen are not native to England and many are recent immigrants from Europe and Asia. With their hunter instinct, many Lynxmen become soldiers or bounty hunters. They have a reputation for ferocity and stealth, ensuring that people, no matter what class, tend to treat Lynxmen politely and respectfully.

Lynxmen are feared criminals in the London underworld. Many opponents of crime lords have been quietly killed or disappeared. Regardless of vocation, however, Lynxmen tend to be solitary creatures, preferring to work alone and on their own terms. Some Lynxmen have even created a 'stalkers' code,' a code of honour to be used when hunting.

#### *Stealthy*

You add two dice to Hide & Sneak checks.

### **Macaque (Common or +1 Dexterity, -1 Strength)**

The Macaqueman has a peculiar place within Beastman society, partly influenced by the work of Charles Darwin. He has a more humanoid face than most Beastmen and can often actually pass for an Eldren, Human, or Orc from a distance under poor lighting conditions. Some scientists argue that macaque men (and other ape or monkey Beastmen) aren't Beastmen at all but a previous evolutionary stage of other races.

Macaquemen are native to North Africa and came with the Moors to the Iberian Peninsula. Most





Macaquemen in England trace their heritage to Gibraltar. As a result, Macaquemen have a reputation as servants of military officers and their families. Macaquemen servants have used this reputation to enhance their status, becoming trusted valets and stewards. Other Macaquemen use their arboreal trait to aid them in chimney sweeping, construction, and other jobs that require climbing and swinging. The Barbary Family is a popular Macaquemen circus act.

### *Arboreal*

You are an excellent climber. You perform athletics skill checks at one difficulty less when climbing and jumping.

### **Mouse (Agile or +2 Dexterity, -2 Strength)**

Mousemen are the most common rural Beastman. They are differentiated from Ratmen by their small stature; the average Mouseman is the same size as a Halfling. Like Gnomes, Mousemen prefer to work in the evenings, but they don't have any particular aversion to working during the day.

Like Ratmen, Mousemen tend to breed prodigiously and they also tend to live amongst each other in large (often very cramped) communities. Urban Mousemen are frequently bullied by Ratmen and other Beastmen, giving them another reason to keep together in number. Mousemen have carved a niche for themselves through their ability to secretly communicate with each other, making Mousemen surprisingly effective in burglaries and battle.

### *Little Legs*

Mousemen are a short subrace. Your legs are shorter than the average person's. When calculating movement speeds, your scores are halved (but rounded up).

### *Night Vision*

You see perfectly well in the dark, not quite as well as if it was daylight, but well enough to see without any penalties.

### *Silent Speech*

You can secretly communicate with other Mousemen through ultrasonic chatter. You must be within vocal range with another Mouseman to use this ability. Others only hear a quiet squeaking, but the Mousemen can communicate as they would in normal speech.

### **Otter (Agile or +1 Dexterity, +1 Fortitude, -1 Wits, -1 Strength)**

Ottermen, while indigenous to Europe and Asia aren't found in the British Isles. As a result, most Ottermen are immigrants that tend to associate with others of their previous nationality. Lovers of water, most Ottermen find work in the fishing industry or merchant vessels. London Ottermen can frequently be found on the docks selling their daily catch.

Criminal Ottermen often work as smugglers and hide their contraband both within their vessels and in hidden caches beneath the water. While their foreign nationality makes them suspicious, some Ottermen have become sailors within the Royal Navy.

### *Aquatic Aptitude*

You are at home in the water, able to hold your breath twice as long as your attributes normally allow.

### **Ox (Large or +1 Strength, +2 Fortitude, -1 Presence, -2 Wits)**

Oxmen (or, perhaps more correctly, Cattlemen) are found throughout the English countryside as farm labourers. They are also highly valued as navvies and any other job that requires a strong body, such as a bodyguard or boxer.

For the most part, Oxmen are generally well-paid and enjoy their status in society, even though it is lower class. As a result, Oxmen are rarely found joining social causes. This is, however, beginning to change as London businessmen are employing more immigrant labourers such as Elephantmen and Tigermen.

### *Charge*

You only suffer a -2 penalty to your combat roll when making a charge and add +4 to your damage roll.



NOVEMBER 2, 1  
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### **Pig (Common or +1 Fortitude, +1 Resolve, +1 Wits, -1 Dexterity, -2 Presence)**

The unfortunate Pigmen are born into a lifetime of prejudice. Considered one of the ugliest of the Beastmen, the Pigman ends up taking dirty occupations, such as chimney sweeps or toshers (reinforcing his association with normal pigs). Pigmen unlucky enough to be born into Ismal or Yehudite families are generally considered cursed, the result of his parents' religious shortcomings. Many Pigmen do not know their true ancestry, as they are often left on the doorsteps of orphanages soon after their birth.

Should one show kindness to a Pigman, he will have a loyal friend for life. Pigmen often consider those that tolerate or even enjoy their company as a surrogate family member. Even those Pigmen that were not abandoned still feel this loyalty to their friends as they were not immune to prejudice growing up. Some Pigmen will transfer their feelings to a club or organisation, and anarchist and communist groups are full of fiercely loyal Pigmen.

#### *Enhanced Smell*

You have an acute sense of smell. You add +2 to your dice pool when using your sense of smell to identify or track other people.

### **Porcupine (Common or +1 Fortitude, -1 Presence)**

Porcupinemen in England are olive or dark skinned and generally of Mediterranean descent. As such, they make excellent chefs due to their extensive knowledge of Southern European and North African cuisine and spices.



Unfortunately, Porcupinemen chefs find it difficult to hire or retain kitchen helpers due to their spines.

With their spiny backs, Porcupinemen find it difficult to wear normal clothes. Most Porcupinemen go shirtless when respectability will permit (many associates of Porcupinemen go along with the fiction that spines count as being clothed) and some prefer to go naked, covering only what is necessary for modesty.

#### *Inconvenient Shape*

Your spikes make it difficult to wear normal clothes and you stick out like a sore thumb. You automatically receive the Distinctive Features complication (which does not grant points nor count against your total number of complications). In addition, you must pay double for clothing.

#### *Protective Spikes*

Your spikes automatically deal 1D6 points of damage when an opponent makes any form of unarmed melee attack against you (+4 if from behind). Boots and gloves will reduce this by 2 points of damage.

#### *Quills*

You can pull a spike off of your body and use it as a weapon. Treat it as a melee weapon that does 3 points of damage (and uses the Swordplay skill).

### **Rabbit (Hare) (Agile or +1 Dexterity, -1 Strength)**

Rabbitmen (and Haremen) are a very widespread Beastman subrace, found throughout the world (although American Rabbitmen resemble the indigenous hares). In addition to their large ears, Rabbitmen are easily identified by their 'hopping,' a peculiar type of fast walking or running. Rabbitmen that aspire to the middle class or house servants train themselves to walk more respectably. As a result, Rabbitmen with a pronounced 'hop' are viewed as country folk.

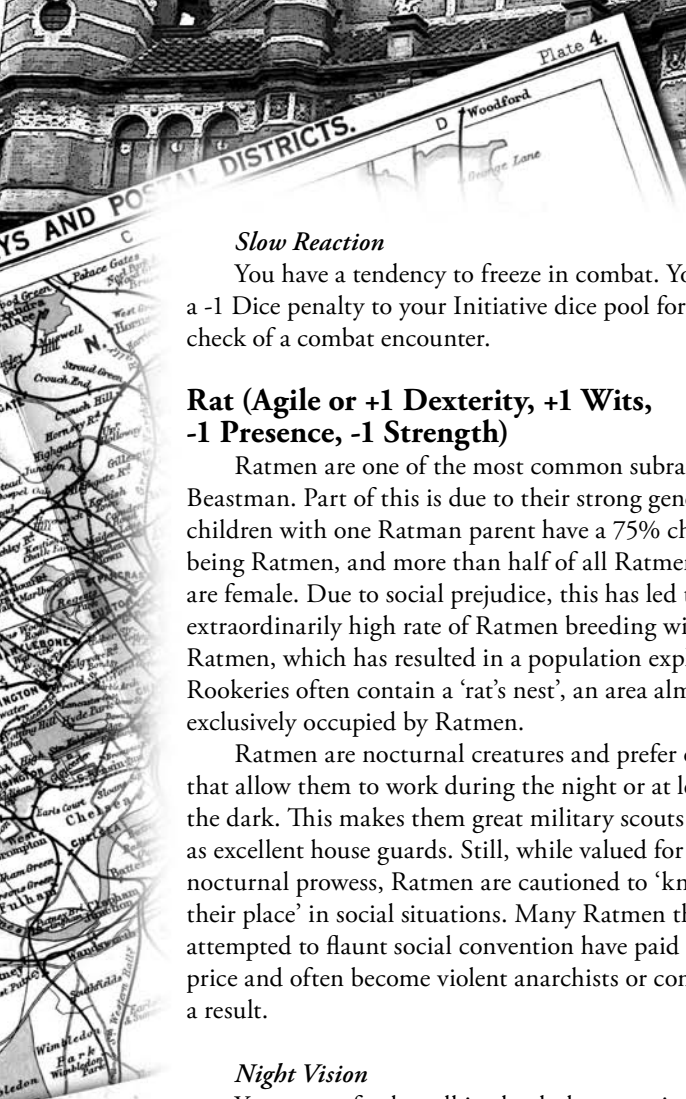
While their slow reaction times make them poor soldiers and thugs, Rabbitmen have an excellent reputation as information-gatherers due to their large ears. In the London underworld there is a Rabbitman information-broker known only as "the White Rabbit," taking her name from the Lewis Carroll character. It is said that the White Rabbit knows everything about London society and will freely share that information for the right price.

#### *Enhanced Hearing*

You gain +2 dice to all hearing-related Perception rolls.

#### *Leaping*

You leap horizontally at 3 + Dexterity and half that distance vertically. You also gain +1 dice to Athletics skill checks while jumping.



### *Slow Reaction*

You have a tendency to freeze in combat. You receive a -1 Dice penalty to your Initiative dice pool for the first check of a combat encounter.

### **Rat (Agile or +1 Dexterity, +1 Wits, -1 Presence, -1 Strength)**

Ratmen are one of the most common subrace of urban Beastman. Part of this is due to their strong genetics; children with one Ratman parent have a 75% chance of being Ratmen, and more than half of all Ratmen babies are female. Due to social prejudice, this has led to an extraordinarily high rate of Ratmen breeding with other Ratmen, which has resulted in a population explosion. Rookeries often contain a 'rat's nest', an area almost exclusively occupied by Ratmen.

Ratmen are nocturnal creatures and prefer occupations that allow them to work during the night or at least in the dark. This makes them great military scouts as well as excellent house guards. Still, while valued for their nocturnal prowess, Ratmen are cautioned to 'know their place' in social situations. Many Ratmen that have attempted to flaunt social convention have paid a heavy price and often become violent anarchists or communists as a result.

### *Night Vision*

You see perfectly well in the dark, not quite as well as if it was daylight, but well enough to see without any penalties.



### **Sheep (Common or +1 Resolve, +1 Fortitude, -1 Dexterity, -1 Wits)**

Sheepmen provide the backbone of Beastman labour. While not the strongest or most agile of the Beastmen, Sheepmen enjoy working with others and have little ambition. No job is too dangerous or too unimportant for a Sheepman, provided that he doesn't have to do the work alone. He is comfortable working in sweatshops, manual labour, or military services in which he can be surrounded by others. Unfortunately this also makes a Sheepman easy to intimidate, as a few hours in solitary confinement is enough to make the Sheepman spill all he knows.

Sheepmen generally don't like to rock the boat and will only join revolutionary causes if they genuinely feel that their existence is threatened. So long as a Sheepman has a job, enough income to survive, and a dry place to rest his head, he is happy.

### *Armour*

Your body is covered in thick fur. You have one natural point of armour.

### *Monophobia*

You have a fear of being alone. This counts as the Phobia complication (and does not grant points nor count against your total number of complications).

### *Peripheral Vision*

Your eyes are set at the edges of your face. Any attempt to ambush or surprise you is considered one difficulty higher than normal when assigning Black Dice to the attempt.

### **Shrew (Agile or +2 Dexterity, -2 Strength)**

Shrewmen are a small Beastman subrace with a reputation for gluttony and chattiness. The Shrewman's metabolism requires at least five full meals a day, often requiring the Shrewman to dedicate most of his income to eating. As a result, a Shrewman's home is sparsely decorated, even amongst rookery standards.

Shrewmen prefer to work at night, where their poor vision is less of a hindrance. Unfortunately, the Shrewman tends to make up for his poor sight with his echolocation, which requires him to be talking or at least make noises. This can be quite shocking in polite society, as Shrewmen tend to make unintelligible noises out of habit.

### *Echolocation*

When speaking, you ignore any modifiers for poor lighting. If you remain silent, 2 Black Dice are added to all sight-based Perception checks.

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### *Enhanced Smell*

You have an acute sense of smell. You add +2 to your dice pool when using your sense of smell to identify or track other people.

### *Little Legs*

Shrewmen are a short subrace. Your legs are shorter than the average person's. When calculating movement speeds, your scores are halved (but rounded up).

### **Squirrel (Agile or +1 Dexterity, +1 Wits, -1 Resolve, -1 Strength)**

Squirrelmen tend to be hard workers but are distrusted due to their 'sticky fingers'. If a Squirrelman sees something that he desires, needs, or thinks that he might desire or need in the future, he will take it. On the flip side, Squirrelmen have a reputation for having or being able to acquire almost anything.

Luckily, a Squirrelman's kleptomaniac tendencies will not affect his occupation, and the Royal Military often uses Squirrelmen to guard and inventory their stockpiles. Ironically they get very protective of any 'hoards' (such as a warehouse full of ordinance) even if it doesn't belong to them. Self-employed Squirrelmen often run junkyards or dredge the river for still-useful items.

### *Arboreal*

You are an excellent climber. You perform athletics skill checks at one difficulty less when climbing and jumping.

### *Kleptomaniac*

You automatically have the Kleptomaniac complication (this does not grant you points nor does it count against your total number of complications).

### *Packrat*

You have a tendency to collect and hide things in places you frequent. You receive two empty equipment slots that may be filled during a session with any item. Once used, you may not reuse the slot until the next session (although you may keep an item acquired in this manner until the next session). At the beginning of the next session, your slots are empty again and any previous items gained through these slots disappear (although you may immediately use a slot to keep the item for another session). Chosen objects are subject to Gamemaster approval.

### **Weasel (Agile or +1 Wits, -1 Presence)**

Weaselmens have an odd appearance. They are short, about the size of a Dwarf, but they have long bodies and short limbs. Weaselmens are also noted for their hot tempers; it takes little effort to goad a Weaselman into a fight.

Common in the criminal world, Weaselmens prefer to work alone, primarily as burglars. More respectable Weaselmens often take jobs that require agility, such as chimney sweeping, sewer cleaning, or mining.

### *Deceptive*

You are very convincing when trying to get others to do what you want. You reduce the difficulty of Bull rolls by one difficulty level.

### *Little Legs*

While you are of average height, your legs are shorter than average. When calculating movement speeds, your scores are halved (but rounded up).

### *Luck*

Once per session, you may add 2 successes to any skill roll. These successes may still be negated by Black Dice.

### **Wolf (Common or +1 Strength, +1 Fortitude, -1 Presence, -1 Resolve)**

Often mistaken as Dogmen, the Wolfman subrace is more ferocious and bloodthirsty. Wolfmen prefer jobs that invite violence, such as criminal thugs, military service, bounty-hunting, or blood sports. Unfortunately, Wolfmen do not take orders well and Wolfman regiments tend to break into chaos on the battlefield. However, those Wolfmen who fight together long enough to form a bond and settle a hierarchy among themselves work exceptionally well together and often work as commando teams.

In urban society, respectable Wolfmen are employed as rat-catchers, pigeon shooters, or security guards. Due to their reputation, other Beastmen are uncomfortable around Wolfmen. A few Wolfmen find it too difficult to repress their urges and become serial killers. The most infamous of these is "the Big Bad Wolf," who preys on unescorted women in the rookeries.

### *Bite*

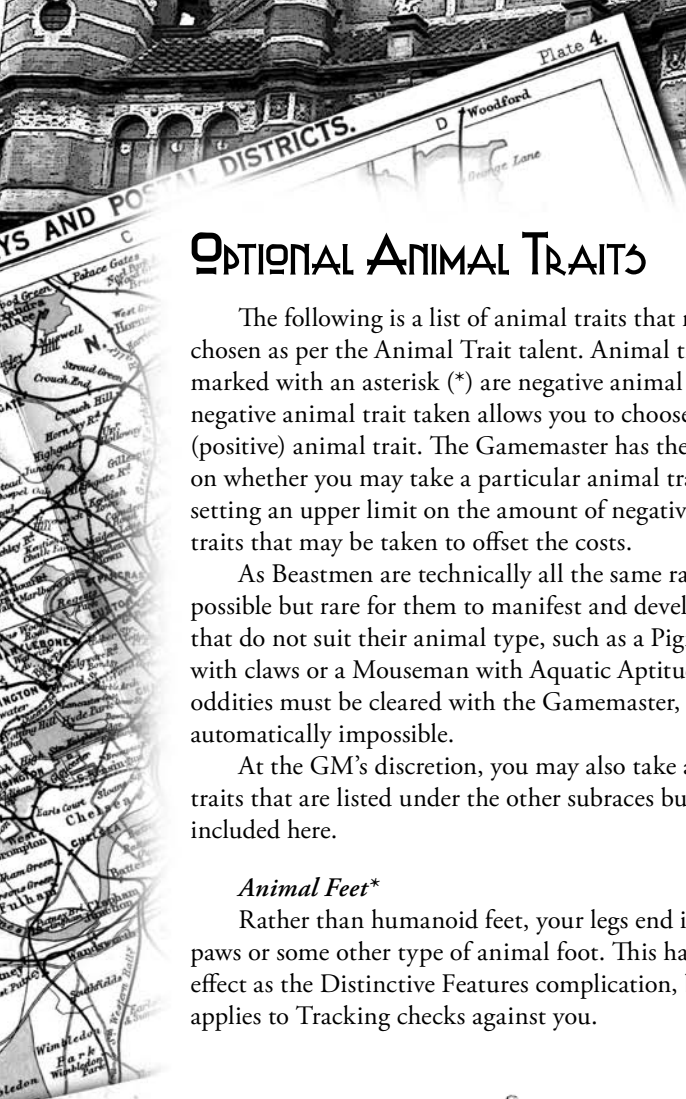
You can bite a grappled opponent, adding 2 dice to your damage check.

### *Bloodthirsty*

You receive the Rage complication for free. This does not give you points nor does it count against your complications total.

### *Intimidating*

Due to your reputation, you add +1 die to Intimidate and Interrogation checks.



## OPTIONAL ANIMAL TRAITS

The following is a list of animal traits that may be chosen as per the Animal Trait talent. Animal traits marked with an asterisk (\*) are negative animal traits. Each negative animal trait taken allows you to choose another (positive) animal trait. The Gamemaster has the final say on whether you may take a particular animal trait and on setting an upper limit on the amount of negative animal traits that may be taken to offset the costs.

As Beastmen are technically all the same race, it is possible but rare for them to manifest and develop traits that do not suit their animal type, such as a Pigman with claws or a Mouseman with Aquatic Aptitude. Such oddities must be cleared with the Gamemaster, but are not automatically impossible.

At the GM's discretion, you may also take animal traits that are listed under the other subraces but not included here.

### *Animal Feet\**

Rather than humanoid feet, your legs end in hooves, paws or some other type of animal foot. This has the same effect as the Distinctive Features complication, but it also applies to Tracking checks against you.

### *Aquatic Aptitude*

You are at home in the water, able to hold your breath twice as long as your attributes normally allow.

### *Arboreal*

You are an excellent climber. You perform athletics skill checks at one difficulty less when climbing and jumping.

### *Armour*

Your skin is toughened with hide, fur or even scales. You have one natural point of armour.

### *Bite*

You can bite a grappled opponent, adding 2 dice to your damage check.

### *Charge*

You only suffer a -2 penalty to your combat roll when making a charge and add +4 to your damage roll.

### *Claws*

You have cat-like retractable claws in your hands. You can choose to spring them and do an extra 2 dice of damage in hand-to-hand combat. All the damage you do is considered 'normal' and not 'Bruise Damage' when your claws are out. You use your Fisticuffs skill in combat as usual.

### *Enhanced Sense*

One of your senses is more advanced than usual, in the same way as the Talent 'Acute Sense.'

### *Horns*

You may gore with your horns, adding +2 dice to a charge attack or a crush attack while grappling.

### *Human Visage*

While you are a Beastman, your facial features are humanoid with only a slight animal features. You can use the Disguise skill on yourself at one difficulty lower when attempting to simply appear as a human or any other race appropriate to your size.

### *Lazy\**

If you had your way, you'd only be awake a few hours a day. You treat all skill checks as one difficulty higher for every four hours you've been awake. The only exception to this is combat, when your survival instinct kicks in.

### *Little Legs\**

Due to your body's shape or size, your legs are shorter than the average person's. When calculating movement speeds, your scores are halved (but rounded up).



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### *Long Legs*

You can multiply your movement score by 1.5.

### *Missing Hand\**

One of your arms ends in an animal foot or is otherwise useless as a hand. This trait is an application of the Missing Limb complication.

### *Mute\**

Your vocal chords and/or jaw retains its animalistic character and renders you unable to speak. You understand languages, but you must communicate through gestures, sign language, or written communication.

### *Night Vision*

You see perfectly well in the dark, not quite as well as if it were daylight, but well enough to see without any penalties.

### *Paws\**

Your hands retain their animalistic character. While you can still manipulate objects, any skills (including weapon skills) that use manual dexterity are considered one difficulty level harder. At the Gamemaster's discretion, you may purchase items made for your paws at an increased cost.

### *Weather Sense*

You have a sixth sense for changes in weather. You can't make an especially accurate forecast, but you know when a storm or an earthquake is coming. You can also usually tell if it is about to rain, but as it does this all the time in England that might not be so useful!

## BEASTMEN HYBRIDS

Beastmen are a very varied race and very different from the other races of Victoriana. As such, while it is a simple matter for them to 'mate' with other races, it is difficult for them to have children with non-Beastmen; in fact it is almost impossible for full Beastman children to be born to non-Beastman mothers. Sometimes, children are born to Beastman mothers after dalliance with other races. These children are invariably full Beastmen, making it is very difficult to accuse the father of his paternity. Any noble will deny such a union as strongly as they can, given the scandal that will ensue. It happens more frequently that you might expect as many non-Beastmen take no precautions against pregnancy when coupling with a Beastman. They incorrectly believe they simply cannot produce a child as Beastmen are lower life-forms compared with Eldren, Humans and even Halflings.

However, every now and again the animal traits do manifest in apparently 'normal' children. If a non-Beastman woman becomes the mother of a Beastman child, her child will be the same race as herself, but sometimes they pick up a little of their father's nature. Such children are still considered part of their mother's race, but may manifest one animal trait related to their father's animal type. Unfortunately this boon is not without a downside and they also gain an animalistic feature. In some cases the feature is relatively normal, such as being unusually hairy, having a very hooked nose or developing claw-like hands. However, it can sometimes be very noticeable, such as cat's eyes or wolf's fangs or even feathers or scales. Often there may be malformations in their body that make them lope along like an ape. Sometimes the animalistic feature can be psychological rather than physical. The character might constantly sniff the air, or feel they are always being hunted.

What happens to such children depends very much on the type of animalistic feature they are born with. The less noticeable the more chance they have of living as their apparent race. Their social class is also a very important factor. Where a poor family might not care about the oddities of their child (especially as several Beastmen marry other working class races with little difficulty) any upper class family will be utterly shamed. No family would allow one of their children to marry someone of the lower orders, and having an affair is an equally disastrous scandal. How a middle class family deals with the issue will depend very much on the amount of social climbing they intend to do. In 'polite' society, Beastmen Hybrids are generally dismissed as 'mongrels.'

Beastmen Hybrids can easily make good player characters, and creating is simple. However, the player must seek the approval of the Gamemaster to be allowed to play one. The player should decide what race their character is, and what species of Beastman their mother allied with. They should create their character as normal for their chosen race, but they may also pick one animal trait appropriate to their Beastman parent. They must then also pick an animalistic feature, also appropriate to their Beastman parent. The feature must be noticeable, and confers no other game effect than its appearance. So unless you pick 'Night vision' as your animal trait, picking 'cat-like eyes' as your animalistic feature will not give you the ability to see like a cat.

Beastmen Hybrids may not pick any more animal traits than the one they begin with, that ability is reserved for true Beastmen. It is also vitally important that the player creates a solid background to explain why they have been both blessed and cursed, and what that has meant for their family. As always, it is up to the Gamemaster to decide if the background justifies the player creating such a character.

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