

# Shark Nibbles #6

THE UNOFFICIAL SAVAGE WORLDS NEWSLETTER



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# NO DUMPING

*Interesting Charisma Effects for Savage Worlds, by Joel Sparks.*

*When players crank out their tough-guy combat-monster characters, picking up a Hindrance with a Charisma penalty is par for the course. GMs who want to see characters actually hindered by their Hindrances—and encourage a bit more variety in design—can use these rules to make life interesting for the arrogant, the obnoxious, and the just plain ugly. Likewise, they can drive home the point that taking some socially-oriented Edges and skills will make life much easier.*



## Status

Add your Spirit die type or Persuasion die type, whichever is higher, to your Charisma and consult the Status Chart below to see how people react to you. “Base Reaction” indicates the equivalent category from the *Savage Worlds* Reaction Table (page 114). Don’t roll 2d6; just consult the Status Chart. Specific reputations, or NPCs who are unusually intolerant of particular groups, can modify your effective Charisma and sometimes result in dangerously low results.

## Persuasion and Influence

The Status Chart already factors in the character’s Persuasion skill and Charisma, so in most cases, the character does not need to make Persuasion rolls. However, the skill can be used to influence larger numbers of people, or to

temporarily function at a higher Status. A basic success with Persuasion allows a character of Admired status to influence a single group of up to 10 Extras at once. Beloved characters can influence up to 100 Extras, and the Worshipped can affect up to 1,000. The character must have some practical way to address the entire group at the same time. As per normal group rolls, the group resists with their average Spirit, generally d6, and a Wild Die. If there are any leaders (i.e., characters with a Spirit die type greater than the group’s) in the group, the character must overcome the leader (who receives a Wild Die for the support of the crowd even if he is not a Wild Card). Wild Cards don’t follow the crowd, but resist normally. At the GM’s option, characters using modern media (e.g., television, radio, or the Internet) may affect even larger groups.

For those of status less than Admired, success with Persuasion can only affect one person. However, beating the Spirit of an individual or a crowd with a raise can improve one’s status by one level for a short time. For example, a Disdained character can act appropriately humble and be treated neutrally for the moment. A Beloved character, already able to motivate a company of men, can get a single inspiring thought across to an entire regiment. Characters can make these rolls on behalf of others: the Liked town lawyer getting the lynch mob to spare an Intolerable character if he leaves town at once, never to return (a Hated result). Note that the persuading character may be at a Charisma penalty when helping those of Despised or worse status, per the chart. As always, the GM should apply further modifiers based on the situation: whether the character has any authority, how convincing the player’s argument is, and so forth.

## Martyrdom

Highly charismatic characters can have a powerful effect on the world around them. Those opposed to their politics, religion, race, or other effects may find assassination an appealingly efficient option. But there is a downside. At the GM’s option, a character of Admired or better status can become a martyr if killed in a way related to their cause. The dead character gains an immediate status level (going from Admired to Beloved, for example) and is able to exert his Charisma effects from beyond the grave! People who would have once followed him through the street now follow his memory, modeling their lives on his example and opposing his enemies with renewed vigor. Any Leadership Edges the martyr had apply to all troops fighting for his cause through their next major battle or confrontation.

## STATUS CHART

Spirit or Persuasion + Charisma	Status	Base Reaction	Detailed Description of Reaction Results
-4 or worse	Intolerable	Hostile	You are a hideous aberration that must be expunged. Even your spit desecrates the ground it lands on. Most will try to kill you on sight; however, if that is not practical, they will run from you, lock you out, and otherwise do everything to prevent you from entering into their presence. Anyone not Intolerable who helps or associates with you gets an automatic -4 Charisma when with you and a -2 even when you are not around!
-2 to -3	Hated	Hostile	Doors lock, stones are thrown, local toughs and authority figures confront you and order you to get the hell out of Dodge, using force if necessary. You must be driven away before normal life can resume. Anyone with 0 or better total on this chart suffers -1 Charisma just for tolerating you, and -2 if they openly approve or try to help you.
-1 to 0	Despised	Hostile	As Disdained, and you can expect occasional stones thrown at you from behind. Tough guys will invent excuses to beat you up and no one will stop them. Even local law enforcement will only laugh at your cries for help. Anyone with a positive total on this chart suffers -1 Charisma when hanging around with you or helping you.
1 to 2	Disdained	Uncooperative	Conversation stops when you enter the room. Merchants say that they are all out of whatever it is you want to buy, or suddenly remember that they need to close the shop. If you offer money at least 25% over asking price, merchants may reluctantly arrange to sell to you, as long as it is done when no one important is looking.
3 to 4	Ignored	Neutral	Whether due to your looks, shyness, rudeness, or second-class status, no one pays any attention to your words, wants, or needs. If you demand service, merchants will grudgingly take your money, never giving any sort of discount.
5 to 7	Tolerated	Neutral	Normal reactions: a neutral suspicion with a willingness to do business on the usual terms.
8 to 11	Liked	Friendly	Cheery greetings and general helpfulness.
12 to 15	Admired	Helpful	People seek you out to hang around with, and go out of their way to do nice things for you. Extras affected: 10.
16 to 19	Beloved	Helpful	People leave their houses to see you walk down the street, do favors for you (even at cost to themselves), and sometimes even merchants don't want you to pay for what you need. Members of your official entourage get +2 Charisma while you are with them and +1 even when you're not. On the other hand, you find it very hard to go unnoticed or get any solitude, and you might find children, sycophants, and loveable losers tagging along at the most inopportune moments.
20+	Worshipped	Helpful	As Beloved and more so. What you say just about goes around here. Of course, if you abuse the privilege, some resentment may develop.

# Christian Miracles

## Providing an In-Game Justification for Divine Power

*Having just participated in a Savaged version of Hunter: The Reckoning, I was interested in locating some Bible verses for my miracle-slinging, demon-hunting character, Father Seamus O'Daugherty, to spout as he fought the Forces of Darkness. Lo and behold, I happened upon this old submission. Unfortunately, the original author forgot to attach his name when submitting this piece, so if you recognize it, speak up so I can give credit where credit is due!*

- Armor:** "Stand firm then, with the belt of truth buckled around your waist, with the breastplate of righteousness in place." *Ephesians 6:14*
- Barrier:** "Neither the pillar of cloud by day nor the pillar of fire by night left its place in front of the people." *Exodus 13:22*
- Beast Friend:** "Thou shalt tread upon the lion and adder: the young lion and the dragon shalt thou trample under feet." *Psalms 91:13*
- Blast:** "At the breath of God they are destroyed; at the blast of his anger they perish." *Job 4:9*
- Bolt:** "For our God is a consuming fire." *Hebrews 12:29*
- Boost Trait:** "And Jesus said unto them, Because of your unbelief: for verily I say unto you, If ye have faith as a grain of mustard seed, ye shall say unto this mountain, Remove hence to yonder place; and it shall remove; and nothing shall be impossible unto you." *Matthew 17:20*
- Burrow:** "And the prince that is among them shall bear upon his shoulder in the twilight, and shall go forth: they shall dig through the wall to carry out thereby." *Ezekiel 12:12*
- Burst:** "His breath sets coals ablaze, and flames dart from his mouth." *Job 41:21*
- Conceal Arcana:** "It is hidden from the eyes of every living thing." *Job 28:21*
- Deflection:** "No weapon forged against you will prevail." *Isaiah 54:17*
- Detect Arcana:** "And you shall know the truth and the truth shall make you free." *John 8:32*
- Dispel:** "I will destroy your witchcraft and you will no longer cast spells." *Micah 5:12*
- Elemental Manipulation:** "Then Moses stretched out his hand over the sea, and all that night the Lord drove the sea back with a strong east wind and turned it into dry land. The waters were divided." *Exodus 14:21*
- Entangle:** "I tell you the truth, whatever you bind on earth will be bound in heaven." *Matthew 18:18*
- Environmental Protection:** "I have given you authority to trample on snakes and scorpions and to overcome all the power of the enemy; nothing will harm you." *Luke 10:19*
- Fear:** "Distress and anguish fill him with terror; they overwhelm him, like a king poised to attack." *Job 15:24*
- Fly:** "The woman was given the two wings of a great eagle, so that she might fly to the place prepared for her in the desert, where she would be taken care of for a time, times and half a time, out of the serpent's reach." *Revelation 12:14*
- Greater Healing:** "He sent forth His word and healed them; he rescued them from the grave." *Psalms 107:20*
- Healing:** "For I will restore health unto thee, and I will heal thee of thy wounds, sayeth the Lord." *Jeremiah 30:17*
- Invisibility:** "He is the image of the invisible God, the firstborn over all creation." *Colossians 1:15*
- Light:** "Let your light shine, that they may see your good deeds and praise your Father in heaven." *Matthew 5:16*
- Lower Trait:** The vigor of his step is weakened; his own schemes throw him down." *Job 18*
- Obscure:** "The light in his tent becomes dark; the lamp beside him goes out." *Job 18:6*
- Quickness:** "Everything is possible for him who believes." *Mark 9:23*
- Shape Change:** "All flesh is not the same: Men have one kind of flesh, animals have another, birds another and fish another." *I Corinthians 15:39*
- Smite:** "The Lord is my strength and my song; he has become my salvation. He is my God, and I will praise him, my father's God, and I will exalt him. The Lord is a warrior; the Lord is his name." *Exodus 15:2-3*
- Speak Language:** "All of them were filled with the Holy Spirit and began to speak in other tongues as the Spirit enabled them." *Acts 2:4*
- Speed:** "Here they come, swiftly and speedily!" *Isaiah 5:26*
- Stun:** "Be stunned and amazed, blind yourselves and be sightless; be drunk, but not from wine, stagger, but not from beer." *Isaiah 29:9*
- Telekinesis:** "The magicians said to Pharaoh, "This is the finger of God." *Exodus 8:19*
- Teleport:** "He mounted the cherubim and flew; he soared on the wings of the wind." *Psalms 18:10*

# On the Farm

## ***Domesticated Beasts of Caribdus, by Kenneth MacArthur***

*When the waters rose, covering the lands of Caribdus, more than cities, Masaquani, and Atani were drowned beneath the salty waves. Animals of all sorts perished in the great flooding. Fortunately, the resourceful farmers and ranchers had domesticated many species, and now many of the highland species have become vitally important to the survival of Caribdus itself. Here is a selection of the most common Caribidian domesticated animals.*

### **Equines**

Horses, mules, asses, and ponies were unknown to Caribdus until the coming of the visitors. Now these noble beasts and their worker cousins are rare and prized. Emperor Jannis Jant boasts as having the best stable of horses on Caribdus and the nobility of Kieran engage regularly in high-stakes horse racing. Likewise, the wealthy merchants of Sprith and Cuwayo maintain that their beasts are the best. The farmers and ranchers whose daily grind it is to produce food and necessities almost never have access to even the least pack equine as even those beasts are usually serving drayage for nobility or the wealthy.

### **Kine**

As Masaquani are to humans, kine are to Earth cattle: multicolored and iconic. There are hardy, strong draft-kine; tasty, well-marbled meat-kine, and productive, sweet dairy-kine. Once ubiquitous, they roamed the grasslands and prairies, and were a common sight on many of the lowland farms. Sadly, most of the kine were lost when the waters rose and the scattered remnants are now quite prized. Since the coming of the visitors, Earth cattle have been introduced into select areas and can interbreed with kine, though many believe that this dilutes the iconic strength of the Caribidian beast. Use the stats for Bull found in the rulebook for draft kine (and bulls of all species). Your average kine will have d12 Strength. All have horns. Meat kine will provide 2d6+6 provisions if prepared correctly (Common Knowledge roll) although these beasts are more valuable as a commodity and are slaughtered by hungry sailors only in lean times.

### **Llama**

The Llamas of Caribdus are very similar to the llamas of earth, just more colorful. Native to the highlands of Cuwayo, Sprith, and Taratos, they have been exported in small numbers to Keira and the Croaker Mountains. While not a strong draft beast or riding animal, their hardiness and sure-footedness make them excellent pack animals for those exploring or seeking to eke out an existence in the mountainous areas. Their fur is often used to make soft, efficient weather gear for those journeying to Arfk.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

**Skills:** Fighting d4, Guts d6, Notice d6

**Pace:** 10; **Parry:** 4; **Toughness:** 8

**Booty:** None

**Special Abilities:**

- **Kick/Bite:** Str
- **Size +2**
- **Sure-Footed:** +2 to all Agility-related rolls dealing with footing or uncertain ground.

### **Mhoa**

Nearly ten foot tall and weighing in at 500+ pounds, these large, domesticated flightless birds are a common draft animal of Caribdus, often hitched to carts and buggies. The hansom cabs of Batlimus, New Madrid, Marsales and other large ports are drawn by these statuesque birds; but they are just as likely to be seen pulling a farmer's cart to market. While they can carry a rider (must be less than Size+1, and Size -1 is best) they are more efficient pulling wheeled burdens like chariots, carts and buggies. They are also used as food and their skin made into uniquely textured soft leather suitable for clothing.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d8

**Skills:** Fighting d6, Guts d6, Notice d6

**Pace:** 8; **Parry:** 5; **Toughness:** 8

**Booty:** None

**Special Abilities:**

- **Fleet-Footed:** Mhoa have a d10 running die.
- **Kick/Peck:** Str+2
- **Size +2**

### **Nohyus**

Massive wild boar-like creatures the size of bulls, they inhabit the remaining highlands of the settled lands and roam the steaming jungles of Torath-Ka. They are sometimes found on farms alongside normal pigs, but they get quite ornery as they age. These beasts are hunted both for their meat and hides, and like normal swine, almost everything is used except the oink.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d10

**Skills:** Fighting d8. Guts d10, Notice d8, Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 11

**Booty:** None

**Special Abilities:**

- **Armor +2:** Thick hide.
- **Charge:** A Nohyus can attack at the end of a run with no multi-action penalty, and gets +2 to damage when doing so.
- **Size+2:** Big creatures.
- **Tusks/Bite:** Str+1

### Uintath

These large, rhino-like creatures are the favored draft beast of those seeking to tame the remaining arable land of Caribdus. Grim and dangerous looking, they are herbivorous, docile beasts; though they are a

handful once they do get riled. They are uncommon in cities, though they serve a valuable function on the larger docks drawing the huge blocks and tackle used to load/unload ships. Inland, they are often hitched to large barges and pull these vessels up calm rivers.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d10

**Skills:** Fighting d6, Guts d10, Notice d6

**Pace:** 6; **Parry:** 5; **Toughness:** 14

**Booty:** None

**Special Abilities:**

- **Armor +3:** These beasts have a thick hide.
- **Charge:** If a Uintath moves at least 6" in a straight line before attacking, it does an extra +4 damage.
- **Gore/Bash:** Str+2
- **Size +4**

# KAI-REE

## *A Walking God for 50 Fathoms, by Kenneth MacArthur*

*Flying God would be a more appropriate term for this immense Roc. Her aerie is deep within Torath-Ka, but she's been known to range out to sea and snatch up ships to take back to her roost. Her nest is woven of spars, masts and sailcloth and may contain 1-3 eggs. These progeny become the largest of Rocs, although this occurrence is thankfully rare.*



**Attributes:** Agility d8, Smarts d8 (A), Spirit d10, Strength d12+10, Vigor d10

**Skills:** Fighting d10, Guts d12, Intimidation d12, Notice d10, Pilot d10

**Pace:** 8" (20" flying); **Parry:** 7; **Toughness:** 18

**Booty:** None on her, but a King's Ransom lies within her nest for those brave or foolhardy enough to attempt to locate and plunder it.

**Special Abilities:**

- **Bash:** Kai-Ree can pick up ships with a base Toughness of 17 to drop them from on high. It takes her a round to properly grasp a ship, which is a Fighting attack against Parry 2. With a raise, she lifts the ship into the air 8" per round after that. After 5 full rounds she may drop the ship, destroying any craft she can lift. Characters suffer damage according to height from which they are dropped.
- **Claws/Beak:** Str+3, AP 4.
- **Flying:** Kai-Ree can fly (Acceleration 6" and Climb 8").
- **Gargantuan:** Heavy Armor. Attacks against her by man-sized creatures are at +4. Kai-Ree's attacks are Heavy

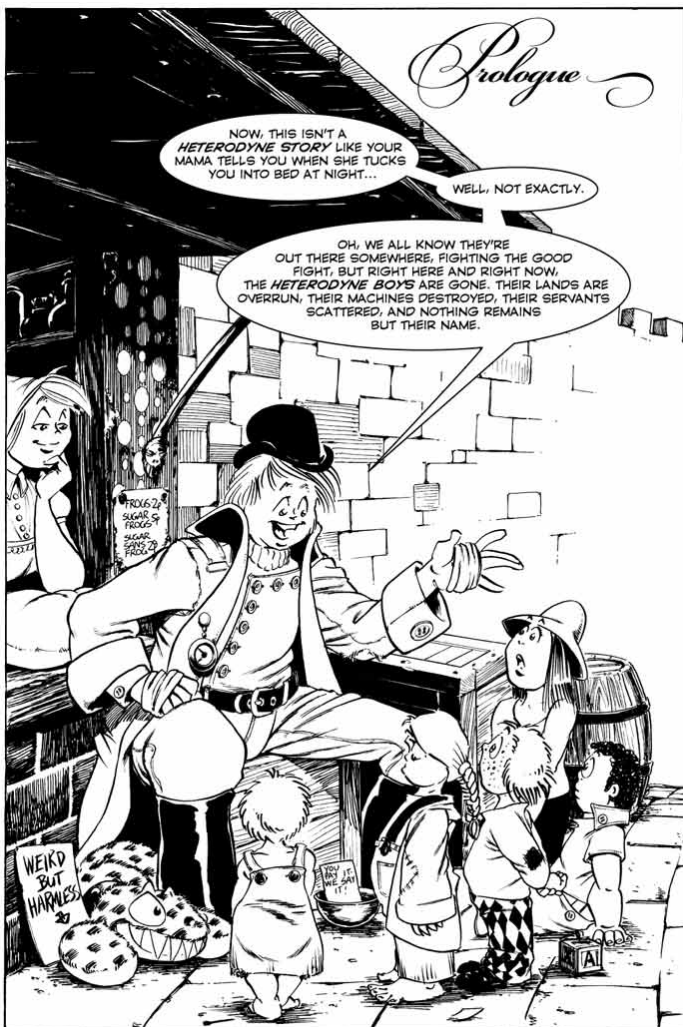
Weapons, add Size to damage when stomping.

- **Size +11:** Over 75' long with a wingspan at least twice that.
- **Swoop:** If Kai-Ree can fly at least 10" in a straight line before attacking, she does Str+8 damage with her claws.

# GIRL GENIUS

## Part One of Savage Girl Genius, by Andrew Seiple

The following is an adaptation of the Girl Genius world to the Savage Worlds system. Girl Genius is the property of Kaja and Phil Foglio, Studio Foglio, and Airship Entertainment. This is not intended to infringe on their trademark or in any way profit from their creative expertise. In short, please don't sue me. Also, Steve Jackson Games is planning to market a sourcebook for the Girl Genius setting, presumably sometime in 2006. The Foglios are writing this, and I encourage everyone who can to pick up a copy. And finally, check out the ongoing adventures of Agatha, the Girl Genius herself, at [www.girlgeniusonline.com](http://www.girlgeniusonline.com). Now then, on to the good stuff!



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The Spark has always been with us. Some scholars say that it's what led humanity out of caves, and drove us to developments such as fire, the wheel, and language. Others say that it's been the curse of man, and responsible for the spear, plagues, and genocide. The truth probably lies somewhere in between...

The Spark is genius, chaotic and unfiltered. It lies dormant in an individual until awakened during a time of stress, usually sometime during puberty or the teen years. Once activated, it drives the subject to BUILD, and INVENT. Inventions created by Sparks can range from the absurd to the impossible, or include both at the same time. Many of a Spark's inventions flaunt or break the laws of science, and science usually struggles to keep up with the random and unpredictable path of the Sparks.

The problem comes with the realization that a human brain was not meant to withstand the Spark. As time goes on, and the Spark develops further, then the subject develops extreme personality quirks and insanities. This is balanced by a growing aura of charisma, that's attributed to superhuman confidence and self-assurance. Rare is the experienced Spark who doesn't KNOW that he's right, and he'll SHOW YOU ALL just how right he is.

Some can hide the Spark. A few never develop it past the first stages. But sooner or later, they suffer a setback in normal life, and think "Now wouldn't it be nicer if people had extendable stilts in their shoes", or "If only there was some way to keep moles out of my lawn, for good!", and the next thing you know Old Angus is clutching his naptha-spewing de-moler and giggling while the west field burns.

Needless to say, a lot of people with the Spark are killed by the rest of the fearful, non-Spark populace. A lot

of the common folk have (literally) been burned too many times by a "Madboy", and try to nip the problem in the bud when possible. This worked for a while, but the Spark always keeps turning up...

Finally, the Spark became common enough that most cities boasted at least one "Madboy". Some say it was King Arthur's attempt to unify Britain around the Knights of the Steam Table, others point to unrest and the fragmentation of the German nation-states. The end-result was the same, as several Sparks decided to be in charge, for once. And so they conquered and held territory, replacing petty warlords and long-standing dynasties alike with their own dictatorships, monarchies, and Presidencies-for-life.

This was the start of the Great Houses.

As it turns out, the Spark can be passed on genetically. It doesn't always run true, but often enough so that there's at least one Spark every generation. And so, for centuries the Great Houses warred and fought, plotted and planned while the borders of their territory grew and shrunk. Countries mattered less than the reach of their ruling Spark, and how much territory he could claim. And some of the smaller lands, and pieces of the bigger ones were reduced to rubble and ruin, with forgotten clanks and rogue experiments wandering through the deserted remnants of cities, buildings, and craters...

The Heterodyne boys changed all that.

Born to a fairly vicious Great House, the Heterodyne boys were actually the "Black Sheep" of the family. They believed that Sparks had a duty to act as champions for their fellow men. Both brilliant inventors, Bill and Barry had numerous famous and exciting adventures throughout Europe and points beyond, championing the downtrodden and throwing monkey-wrenches in the plans and doomsday devices of the power-hungry. Along the way they picked up allies and friends, including their early experiments, the Reanimated constructs known as Punch and Judy. Additionally, they convinced several formerly villainous sparks to see the light of justice, and change sides. Foremost among those who decided to give heroics a chance were Lucrezia Mongfish, who later married Barry, and the brilliant Klaus Von Wulfenbach.

With their help, and the help of numerous other allies the Heterodyne boys established a peace between most of the Great Houses. And for a few years, it held.

Then the Other appeared.

At first, the Other seemed like a normal, if somewhat vicious Spark, sending out waves of hideous creatures, and nightmarish clanks against its enemies. But where a normal Spark would gloat, it remained hidden. Where a normal Spark would take prisoners and sign treaties, it simply killed. Its primary prey seemed to be other Sparks, as it ignored, carved through, or enslaved other people and experiments to this end. Its primary method of spreading was through creatures called "Slaver Wasps", which implanted controlling parasites inside helpless victims. These victims became "Mummers", and were permitted to continue their lives normally, with the caveat that the Other could control their actions and words at any time it pleased. No one is sure how many Mummers are still around today, as they can turn up at any time.

Once turned into a Mummer, there is no known way to go back...

The Other was nightmarish, and it was only through the fragile peace that the Heterodynes had established, that the Great Houses were able to unite against the threat. Even then, they could only fight its forces to a standstill, and the Heterodynes knew they had to act.

The Heterodynes vanished, and soon after the forces of the Other stopped fighting. Its great hive engines fell silent, and its Mummers fell over dead or went back to their old lives, undetected.

That was 15 years ago.

The Heterodyne boys never came back.

Soon after, the peace fractured, as the Great Houses resumed their squabbling, and rushed to fill in the void that the loss of the Heterodynes and the Other had left. In a few short years, it was as if the peace had never existed.



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That was when Klaus von Wulfenbach came back to the world. He had vanished mysteriously some time ago. Finding all the work of his old friends undone, and his ancestral lands in ruins, he snapped.

There would be peace again, and he would do it HIS way.

He drew a circle on the map, and said "You will not fight within this circle."

And when the other Sparks would fight in his circle, he'd use his fleets and armies and clanks and constructs to beat them down, and conquer them. He would add their armies and experiments to his own, improve and tweak them, and come out of the conflict stronger and in better shape than he'd been going in.

And then he'd make the circle bigger.

This went on for some time. As it stands now, most of the mainland of Europe is under the rule of Baron Von Wulfenbach. He's got a different castle now, a miles-long airship that never touches the land. He's got the allegiance of most of the Jaegermonsters, including their rare and disturbingly cunning generals. He's got children from almost every powerful Great House as his "guests" in the castle at any given time, where they are given an education, taken care of, and learn by observing just why you don't mess with Wulfenbach.

His lands are called Europa Wulfenbach, and he runs them with an iron grip, and relentlessly logical mind.

Baron Wulfenbach is not well-liked by his subjects. They remember the old Heterodyne boys with fondness, and cast Klaus as a clown or bumbling villain in theater and literature alike. His face frequently adorns dartboards all through the Carpathians, and no town would dare to put up a statue of him unless they wanted to offload a bunch of rotten eggs, fruit, and/or paint very quickly. The fact that no one dies, gets dragged off for "questioning", or even gets a hard time about any of these forms of protest is usually not considered by his subjects and critics.

All that aside, there are still independent lands in Europe, and points beyond. Most of France remains a free state, with the city of Paris under the care of a powerful Spark who's forged quite a few peace treaties and trade agreements with Wulfenbach. Most of England is underwater due to past conflicts and cataclysms, and has adapted through the use of domed undersea colonies. The queen is not a Spark, but tradition runs strong in the Isles, and the Royal House is not likely to be replaced anytime soon.

There are also numerous Spark-held governments within Europa Wulfenbach, all of whom are tolerated as long as they follow the Baron's laws. Beetleburg is one such example of this. It is a university town, and small country in the heart of Transylvania, smack dab in Wulfenbach's territory. Also, a Spark known as the Iron Sheik rules much of the Arabian Peninsula, peaceful now that his only son is in the Baron's care.

Few people have sailed to the West of the Atlantic, haphazard attempts to get to "The Americas" usually result in lost expeditions and cancelled funding. Curiously, visitors from the West have occasionally come through Europe, the prime example being a noted Spark called "Thundering Engine Woman." Her strange manner of dress was the rage of fashion in Europe's courts for a time.

Africa is truly the Dark Continent, with strange societies and subtle Sparks doing their best to keep it this way. China is a strange, and unknown land that told the last ambassadors from Europe, "We're doing fine, thank you, so why don't you stay on your side of the hemisphere?" and left things at that. The Chinese have Sparks as well, and this has led to interesting times when European Sparks have attempted to push the issue.

Religion is nowhere near a major influence throughout most of Europe, as the theological territory that "Man was not meant to know" shrinks with every new miracle-producing device. Some remote villages and quiet communities still have churches and follow old traditions, but priests have nowhere near the power they once did. Rome still has a Vatican and a Pope, but it's pretty much a figurehead office right now.

About the closest thing to an ecclesiastical order throughout Europe is the Corbetite Monks. They run the only operational railway on the continent, and while it is not completely safe it is much safer and more reliable than other far-reaching forms of transportation. Many of them can be found doing "Missionary Work", spreading the faith while taking measurements and surveying areas for new tracks.

The current year is 1682, 15 years since the Heterodyne boys disappeared, and an uneasy peace prevails throughout Europa Wulfenbach...

## UNTIL NEXT TIME...STAY SAVAGE!

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