



GLOBETROTTERS' GUIDE TO EXPEDITIONS

INTRODUCTION

Undertaking an expedition to the distant parts of the world is not simply a case of packing one's bags and heading off into the wilderness in the hope of having a jolly time. Underfunded, poorly equipped, and badly planned expeditions will encounter many hardships, with most never returning to civilization. To help ensure the best possible result, a significant investment must be secured, supplies purchased, travel arranged, papers signed, and guides and bearers hired. In game terms, the two important factors are financing and supplies, the core focus of this supplement.

NEW LEAGUES

Described below are new Leagues of Adventure open to any player character. They, and others that come in future supplements, follow the same rules as the Leagues presented in the core book.

THE DANDY CLUB

A throwback to the Georgian era (the late 18th and early 19th centuries), the Dandy Club is devoted to the pursuit of excellence in physical appearance, refined language, and genteel hobbies. Generally of the middle-class, members carry themselves with an aristocratic air, and consider themselves above the hoi polloi. Members travel abroad mainly so they can be seen—and hopefully admired—by as many people as possible, but there is an interest in foreign culture, especially fashion. As Oscar Wilde said, “One should either be a work of Art, or wear a work of Art.”

Although considered a single League by their peers, the Dandy Club operates two separate branches, each of which has a separate clubhouse. The Dandy Club proper is reserved solely for men, while the Quaintrelles Club is exclusively for ladies. The twin memberships meet once a month at a venue determined by the two club secretaries, where they engage in dinner, polite conversation, and light entertainment, all the while showing off the latest innovations in fashion.

Starting Skill List: Pick two from Art, Connoisseur, Gambling, Linguistics, Performance

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NEW SKILL

HOBBY

Specialized Skill

Base Attribute: Intelligence

For game purposes, hobbies include the collection and study of certain objects. Practitioners can appraise, categorize, and where applicable date objects in their field of interest.

Your character must focus on a specific discipline:

- * **Faleristics:** The collection and study of medals and decorations
- * **Lepidoptery:** The collection and study of moths and butterflies
- * **Numismatics:** The collection and study of coins, paper money, and other forms of currency
- * **Oology:** The collection and study of birds' eggs
- * **Philately:** The collection and study of postage stamps and heraldic seals

NEW FLAWS

PHYSICAL FLAW

Ravenous: Your character requires an immense amount of food to sustain herself. Perhaps this is because he is on a growth spurt, has a digestive disorder, or is host to a parasite. If he does not consume twice the quantity of food required for an average adult, he will suffer from starvation. You earn a Style point whenever your character's hunger forces him or his friends to starve. A character with this Flaw can't take the Famine Hardy Talent.

SOCIAL FLAW

Doomsayer: Your character is given to prophesying death and destruction. Maybe she does it because she is driven by powerful dreams or simply does it for attention. Some might hail your character as a walking curse, while others considered you an unabashed liar, but they rarely give your predictions a warm reception. You earn a Style point whenever your character is persecuted for her predictions or when one of her dire predictions comes true.

THE JOCKEY CLUB

Founded in 1750, the Jockey Club has its headquarters at Newmarket Racecourse, though it maintains a small clubhouse in London. Although the dominant organization in British horseracing, training, and breeding, the Club has recently expanded its remit and membership, allowing both women and jockeys into its hallowed halls. Members sponsor and participate in races across the globe, both at recognized courses and through the untamed wilderness. Trusted members may be called upon to travel overseas to purchase racehorses or studs from selected stables. In addition, they are permitted to take part in competitions using other mounts, such as camels and elephants. The Jockey Club draws the line at any other form of racing, including horse-and-trap: one rider and one mount only.

Starting Skill List: Pick two from Animal Handling, Gambling, Ride

THE NUMISMATIC SOCIETY

As the name implies, members of the Numismatic Society are concerned with the collection of currency of all forms. Modern coins and notes from the major world powers tend to be of lesser interest to the society, since these are readily available. Rather, antique coins and objects that perform the same function as currency—such as the shells of the cowrie used as money—and currency from the remotest parts of the planet are highly sought after. While some members prefer to hire agents to travel the globe and source currency on their behalf, others of a more adventurous spirit are quite prepared to journey to the far ends of the globe in the pursuit of their hobby.

Starting Skill List: Hobby: Numismatics, plus one Skill of your choice

✧ SECURING FINANCE ✧

In order to fund an expedition, the globetrotters must first secure financial support. Without this, any expedition venturing far beyond one's native shores is doomed to failure and its members, should they survive, face an ignominious drubbing in the world's press.

There are seven methods of acquiring funds, detailed separately below, to equip and organize an expedition. Unless there are mitigating circumstances, several of these methods can usually be combined by the party. In order to prevent the game descending into a series of dice rolls, we suggest that the player roleplay at least part of his presentation, and that no individual character be allowed to use more than one method for any expedition. Not every adventure requires an expedition!

No. 1: SPONSORSHIP

When someone looks to directly hire the globetrotters

for an expedition, they usually assume responsibility for providing funds. Exactly how much financial assistance is left to the Gamemaster to determine, depending on the wealth of the patron, the nature of the expedition, and how tough he wants to make the venture. Many sponsors are quite happy to allow other interested parties to support the expedition, thus giving the globetrotters the opportunity to approach their League. Others may demand that no other funding be sought from any other organization or private patron, thus ensuring any public adulation is retained by the sole sponsor.

In some cases, a League or Patron may approach just one globetrotter in the party, offering private support for a wider venture in return for the character performing a specific act. Typically they want no publicity, and their involvement must be kept secret from the other expedition members. The Assassination Bureau, for instance, may offer a fellow assassin funds towards a general expedition to China in which he is a member, but in return he must assassinate a ruthless warlord while keeping the Bureau's name out of the press, of course.

NO. 2: LEAGUE OF ADVENTURE

A globetrotter with the Rank Resource for any League of Adventure can submit a proposal in the hope of securing financing for an expedition.

An individual globetrotter may approach only one League, no matter how many he is a member of. Similarly, only one expedition member may approach a given League, and he must be a member in good standing of that organization. Multiple members of the same League can work together on a proposal, however. Any member of the same League may provide a Teamwork bonus if he has an applicable Skill. In addition to the usual fixed bonus, the fellow clubber provides bonus dice as dictated by his Rank Resource Level.

Whether or not multiple Leagues can be approached by the various expedition members should be determined by the Gamemaster. Generally this is not an issue, but some instances may arise where Leagues are rivals that will refuse to cooperate on a joint venture.

In order to have his proposal accepted, the character with the Resource must make a Charisma + applicable Skill roll. The choice of Skill is left to the petitioner, though the Gamemaster has the final say on whether it is applicable. For instance, Diplomacy represents powers of persuasion; Anthropology or Science could extol the scientific nature of the proposed expedition; Academics: History provides an historical "paper trail," backing up the globetrotter's claims; while Expeditions allows the petitioner to present a detailed summary of where he is going, what he needs to get there, and the risks involved in the venture.

The petitioner gains the Skill bonus from his Fame and Rank (appropriate League) Resources as a bonus to his roll—famous people are actively courted because of their reputation, and the words of more senior members carry more clout with the finance committee or secretary.

Rank, other than one's League, and Status bonuses rarely apply—public recognition and membership status are far more important to the Leagues than aristocratic titles or military rank when giving away a League's money.

The Difficulty is determined by the nature of the expedition and the League's interests.

Difficulty	League's Interest in Expedition
1	Of immediate and direct interest (e.g. Alpine Club and scaling a never before climbed mountain with a rival League in competition)
2	Direct interest (Christmas Society and building a hospital in darkest Africa)
3	Casual interest (Dueling Club and the tomb of an ancient warrior)
4	Very minor interest (Epicurean Society exploring a desolate wasteland)
5	Absolutely no interest at all (Fenian Society and a search for a lost Egyptian tomb)

Example: Sir Henry, an RGS member, is planning an expedition to Mexico to search for a lost city, and decides to approach his League for financial support. He has Charisma 2, Diplomacy 3, and Rank 3 (+4 dice). He rolls a total of 9 dice.

His trusted friend Mortimer is also an RGS member (Rank 0). He uses his Expeditions 4 to provide a +2 Teamwork bonus, laying out the proposed route and detailing the equipment required, and provides an additional +1 for having membership in the same League (based on his Rank). All told, Sir Henry has 12 dice in his pool.

NO. 3: GOVERNMENT

The various governments of the Western world are keen to sponsor expeditions, but only if they are of a direct political, financial, or military benefit to the country in question. Scientific research and adventure is of little concern to those in power, unless they have practical benefits applicable to the Great Game.

The roll is similar to that of approaching a League, except one's Fame, Rank Resource in a League, and Status have no direct bearing. Instead, only a military or political Rank Resource grants the appropriate Social bonus. Status Resource bonuses might apply, but only if the petitioner has the aforementioned military or political credentials.

NO. 4: NEWSPAPER

In this day and age of global travel, newspapers actively sponsor expeditions. In return, they expect not only regular updates by telegraph or letter, but also photographs, sketches, and, of course, the exclusive scoop when the expedition returns. If none of the characters are correspondents, the newspaper may insist on assign-

FINANCE SUMMARY TABLE

This table summarizes the various ways globetrotters can secure finance for an expedition.

Method	Die Roll*	Applicable Resources	Finances Earned
Sponsorship	—	—	Variable (set by Gamemaster)
League of Adventure	Charisma + Skill	Fame, Rank (League)	£50 per success
Government	Charisma + Skill	Rank (political, military)	£50 per success
Newspaper	Charisma + Skill	Fame, Rank, Status	£25 per success
Private Patron	Charisma + Skill	Rank, Status	£25 per success
Lecture Tour	Charisma + Skill	Fame	£25 per success
Self-Financed	—	—	Whatever the characters have

* Skill refers to any applicable Skill. See *League of Adventure* entry for more details.

ing one to the expedition as part of the conditions for arranging finance.

The roll is as per approaching a League, except bonus dice from the Fame, Rank, and Status Resources all apply (albeit for different reasons).

NO. 5: PRIVATE PATRON

Unlike Leagues, Patrons are individual figures. Nothing prevents globetrotters from approaching their Patrons, but as with Leagues, each unique named individual can be approached but once. Fellow characters can provide Teamwork bonuses, even if they don't share the Patron—in this instance, they represent experts called upon to help with the proposal.

The roll is as per that of securing League help, Charisma + an appropriate Skill. The Patron Resource Level provides no bonuses, but Rank and Status do. Whether Fame might apply is up to the relationship between the character and his patron.

Whether a Patron has any interest in the expedition depends on their backstory, Skills, and Resources. For instance, a politician with aims of climbing the political ladder might well help finance an expedition to forge trade links with the Chinese, but he's unlikely to have much direct interest in funding a venture to climb a mountain (though he might offer token support if the expedition flies the flag for Queen and Country).

NO. 6: LECTURE TOUR

Another way to appropriate funding is to go on a lecture tour and seek public donations. This process is laborious and slow, and potential donors will only support expeditions that promise adventure or otherwise capture their collective imagination. Typically, the Difficulty is 3 (representing the problem of attracting enough sponsors to raise a decent sum of cash), but may be higher if the expedition's goal sounds rather dull.

The roll is as per approaching a League, except only bonus dice from the Fame Resource apply—those in the public eye are more likely to have admirers seeking to have their name attached to the hero(ine), no matter how tenuously.

NO. 7: SELF-FINANCING

The globetrotters' expedition funds equal whatever cash they can generate through their combined Wealth Resources, or spare monies they have in their pockets, with no rolls necessary. Unless a globetrotter has a decent income, this is likely to produce only a very meager amount, forcing them to seek other sources of funding.

SECURED FUNDS

Each success on a roll to acquire funds from a sponsor generates a given amount of funds. For a League or government each success equates to £50. For a Patron, lecture tour, or newspaper, the expedition acquires £25 per success. For this reason, while it is always possible to Take the Average to guarantee some funding, rolling the dice may bring far bigger rewards.

Out of this funding must come all travel, equipment, and service costs, as well as bribes and so forth. Leagues and Patrons are not made of money, and they demand receipts and accurate accounts ledgers be kept. Those they suspect of misusing donations will find it more difficult to finance future ventures.

Example: Sir Henry rolls his 12 dice against Difficulty 2 (as set by the Gamemaster) and scores an impressive 6 successes, securing him donations equaling £300.

WEIRD SCIENCE ARTIFACTS

Certain Leagues, and a few Patrons, have access to

weird science artifacts. Instead of taking money from a sponsor, a globetrotter may take one Level in the Artifact Resource for each success he scores. Successes from different sponsors cannot be combined to purchase high-level artifacts—any weird science device must come from a single source. Leftover successes count toward money as normal.

Gamemasters should ensure the League in question would logically have access to the artifacts. For instance, the Hollow Earth Society is a very good candidate for a mole machine, while the Christmas Society, a charitable club dedicated to performing good deeds, is rather unlikely to provide any form of weird science weaponry. The Gun Club, conversely, has an impressive armory at its disposal.

Loss of very expensive Artifacts will cause the globetrotter future problems in his dealings with his League or Patron. A globetrotter who borrows an Artifact and loses it (or allows it to be destroyed) suffers an immediate League Point penalty (see On One's Return below) equal to twice the Artifact's Level. How a Patron might react is left to the Gamemaster to determine, but should involve undertaking another expedition to make amends at the very least.

***Example:** Mr. Lyle (Rank 4) has managed to secure use of a mole machine (Artifact 5). During the expedition the machine is destroyed in a volcanic eruption.*

He incurs a -10 League Point penalty for the purposes of increasing his Rank within the League at a future date. Instead of needing 15 Experience Points to purchase Rank 5, Mr. Lyle now needs 25! He'd better get involved in a few more expeditions and pray they are very successful.

EQUIPMENT

Now the globetrotters have their finance sorted, they can go shopping. The realistic way to handle equipment is to make the heroes purchase everything they need. No expedition can account in advance for every little extra expense that may arise, and thus globetrotters are encouraged not to spend every last penny... after all, one may need to grease the wheel of bureaucracy.

EQUIPMENT DICE

While some groups of players might enjoy roleplaying the buying of every last tin of preserved food and tent peg their globetrotters may need, most will find the process laborious and tedious. This section presents a completely abstract method of handling equipment. These rules apply only to basic, mundane gear and not weird science devices.

Instead of hard cash, each success on the securing funds roll earns one Equipment Die from a Patron and two from a League. In game terms, each die represents one encumbrance level of miscellaneous equipment.

The encumbrance level is irrespective of an individual's Strength Attribute, and common sense should be applied as to what characters and bearers are carrying.

For instance, a character with Strength 4 carrying one Equipment Die (Light Load) can shoulder up to 100 pounds. He is likely to be carrying around one or more tents, a camping kit, and several days worth of provisions. His weaker comrade (Strength 1), can only bear 10 pounds as a Light Load, carrying a compass, a few canteens, a lantern, and maybe a bedroll.

Most times, the expedition has automatic access to common gear suited to the terrain and nature of the expedition—compasses, tents, cooking pots, clothing, ammunition, and so on. Military hardware, such as cannons and machineguns, are not going to be available to most expeditions, although there may be exceptions on rare occasions. Logic must be applied by the Gamemaster with regard more general gear—a party exploring the frozen wastes of Greenland is very unlikely to be equipped with desert outfits or theatrical kits, for instance.

However, if the party is separated or suffers a loss of packs, then the Equipment Dice each person shoulders becomes important. In such circumstances, a die roll is required to determine if a given piece of equipment is still available. The character rolls dice equal to the number of Equipment Dice being carried. At the Gamemaster's discretion, heavy, expensive, or unusual items might incur a penalty. Any success indicates the item is in his pack, or otherwise on his person. You cannot Take the Average when rolling Equipment Dice. Once a piece of equipment is determined to exist, it should be recorded, along with its weight. Once a given character reaches his encumbrance limit, as based on the number of Equipment Dice he is carrying, he can make no further rolls.

It is wise to roll the dice one person at a time, rather than everyone rolling simultaneously. If everyone rolls together and scores successes, then everyone has the sought-after item. While this might sometimes be beneficial, there are times when having everyone carry the same piece of gear does nothing but add to their encumbrance (and so limit future equipment).

***Example:** Albert, Bernice, and Clarence are separated from their comrades after their raft capsizes. Albert and Bernice are carrying Light Loads (1 Equipment Die), while Clarence has a Medium Load (2 Equipment Dice). They decide to try and build a new raft. In order to back down trees, they need a machete or hand axe.*

Each rolls the appropriate Equipment Dice. Albert rolls his one die and comes up with a failure. Bernice then rolls, and scores a success, indicating she has a hand axe. She notes this on her equipment list, and records that it weighs 1.5 lbs. Clarence doesn't bother to roll—the party currently has no need of two axes.

BEARERS & GUIDES

We suggest that equipment weights not be ignored

when it comes to individual loads. The more the globe-trotters purchase, the more difficult it will be to hump the gear through jungles and deserts, and up and over mountains. Encumbrance also places finite restrictions on what equipment the expedition can transport. Fortunately for those who wish to ensure ample equipment, there are always plenty of locals willing to work as bearers in return for hard coin.

A typical bearer costs 6d per week, while a good bearer costs 1s per week. Guides of similar quality, hired for their knowledge of the region and its inhabitants rather than their brawn, cost 3s and 6s respectively per week of employment. Most bearers and guides demand at least half the prospective wages up front.

The sample stats below are for typical central and southern African bearers. In other regions of the world, different melee weapons may be the norm, while guides might swap Melee for Firearms, representing either a culture with ready access to guns or a guide of European origin (likely a big game hunter).

TYPICAL BEARER

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 3, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 2, Defense 3, Stun 2, Health 3

Skills: Athletics 5, Survival 4

Talents/Resources: None

Flaws: Coward (+1 Style point if he gives up without a fight or abandons his friends to save his own skin)

Weapons: Punch 0N

GOOD BEARER

Follower 1

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 5, Stun 3, Health 5

Skills: Animal Handling 5, Athletics 5, Survival 5

Talents: Pack Mule (Treats his encumbrance level as one less)

Resources: None

Flaws: Coward (+1 Style point if he gives up without a fight or abandons his friends to save his own skin)

Weapons: Punch 0N

TYPICAL GUIDE

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 3, Defense 3, Stun 1, Health 2

Skills: Athletics 4 (*Running* 5), Survival 4 (*Navigation* 5)

Talents/Resources: None

Flaws: Stubborn (+1 Style point whenever his inflexibility causes him trouble, or he forces others to go along with his idea)

Weapons: Punch 0N

GOOD GUIDE

Follower 1

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 2, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 5, Defense 3, Stun 1, Health 3

Skills: Athletics 4 (*Running* 5), Diplomacy 4, Empathy 4, Melee 4, Survival 5 (*Navigation* 6)

Talents: Native Terrain (pick one)

Resources: None

Flaws: Stubborn (+1 Style point whenever his inflexibility causes him trouble, or he forces others to go along with his idea)

Weapons: Punch 0N, Spear 7L

GETTING THERE

In most cases, how the globe-trotters reach the country they intend to explore can be summarized with a brief description rather than being played out. Of course, since they are stuck on whatever form of transportation they take, travel can be an ideal opportunity to run a short adventure, related or not to the larger story at hand. Murder mysteries and instances of intrigue are especially well-suited—the killer can't escape, but there is a natural time limit built in, for when the journey ends, the passengers will disembark, with the killer going free unless discovered first.

Note that while transportation costs are detailed in the core book, there is no price for freight. For ease, we assume that transportation of the expedition's equipment is covered by the individuals' fares.

TRAVEL COMPANIES

Tourism is a growing industry, and there are dozens of travel firms and shipping lines catering to a variety of needs and tastes. A few of the more well-known ones are described below.

COX & CO.

With its origin dating back to 1758, Cox and Co. is arguably the oldest travel company anywhere in the world. Since its inception, the firm has been the shipping and transportation agent to an ever-growing part of the British army. As the British Empire has expanded, so Cox & Co. has followed (and profited) in its wake. In recent years, the company has opened offices in Alexan-

dria (Egypt), Bombay (India), and Rangoon (India), with plans for opening a field office in South Africa.

As the regimental agent for the army, the company is primarily responsible for the payment of soldiers, arranging adequate supplies, and ensuring men reach their posting. As such, it is ideally organized to help move globetrotting expeditions across the world. Despite its military bent, the company does deal with civilians, although only those with prior military service or excellent reputation (Fame 1+ or Rank 2+ in a League).

HENRY LUNN TRAVEL

A missionary, physician, and member of the Alpine Club, Henry Lunn arranges expeditions solely for his club until 1893. After this, he offers public excursions to Europe's major winter sports centers, and arranging private globetrotter travel to the far-flung mountainous and snow-covered regions of the world.

P&O

Founded in 1835 by Arthur Anderson, a sailor from the Shetland Islands, and Brodie McGhie Wilcox, a London shipbroker, P&O (or the Peninsula and Oriental Steam Navigation Company, to give it its full title) operates a shipping line linking England, Spain, Portugal, and Alexandria. It specializes in mail deliveries, but its regular routes and reliable service make it popular with globetrotters heading for Egypt.

THOMAS COOK AND SON

In 1841, Thomas Cook, a Baptist preacher and cabinet-maker, made an arrangement with his local rail company, a contract which formed the first privately chartered rail excursion open to members of the public. Despite going bankrupt a few years later due to a lack of business acumen, Cook persevered, expanding his area of operations to take in Paris, Switzerland, Egypt, and even the United States of America. In 1872, it arranged the first around-the-world tour, an epic voyage lasting 222 days.

By 1888, the company was in the hands of the founder's only son, John. Having secured contracts to transport military personnel and mail, the company has enjoyed growing prosperity, and now arranges excursions across the globe. John dies in 1898 after contracting dysentery while arranging for Emperor Wilhelm II to tour Palestine, with the company passing into the hands of his three sons, Frank, Thomas, and Ernest.

MODES OF TRANSPORT

Depending on their destination and finances, globetrotters may travel by railway, airship, or steamship (or some combination of all three). Once beyond the major settlements, the only choices are feet and beasts of

NEW TALENTS

These new Talents are open to all globetrotters.

BEAST RIDER

Prerequisites: Ride 4

Your character is an expert at riding hostile mounts, able to hang tight on the backs of the wildest bucking broncos or surliest elephants.

Benefit: Your character can treat a hostile mount as if it were a cooperative mount while riding it (see Riding Animals in *Leagues of Adventure*).

Normal: Your character must make a Ride roll to hang on to a hostile mount.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Ride bonus at second level and a +4 bonus at third level.

DEEP BREATH

Unique

Prerequisites: Body 3

Your character has exceptional lung capacity and is able to hold his breath for much longer than other people can.

Benefit: Your character can hold his breath for two minutes per point of Body rating, or two turns per success on a reflexive Body roll during combat (see Drowning and Suffocation in *Leagues of Adventure*).

Normal: Your character can hold his breath for one minute per point of Body rating, or one turn per success on a reflexive Body roll during combat.

NATIVE TERRAIN

Prerequisites: None

Your character is highly experienced at surviving in an environment where most fear to tread. She has an instinctive knack for finding food and water when in a specifically chosen terrain.

Benefit: Choose a certain type of terrain (such as Arctic, Jungle, Desert, Mountain, etc.). Whenever your character is in that terrain, she is immune to Deprivation and Exposure (see Deprivation in *Leagues of Adventure*).

Normal: Your character does not have any Native Terrain experience.

Advanced: You may buy this Talent any number of times, with each selection indicating mastery of a different type of terrain. Alternately, you may purchase this Talent up to three times for the same terrain type, gaining a +2 bonus to all Skill rolls when in the specified terrain at second level or a +4 bonus at third level.

burden, save for the occasional railway line upon which trains run according to their own sporadic timetable.

AIR

The most direct way to cross the globe is via airship. While the domain of the rich, many globetrotters prefer to reach far-lung destinations via airship simply because of the time it saves. Unfortunately, long-distance aerial transportation is not yet a major industry. Passengers can fly to and from London to the major European cities three times a week, but those looking to move between continents are limited to just one or two flights per month, depending on their destination.

Airships are broadly divided into three categories. The smallest civil airships ferry travelers only between the great European cities. Catering to around 50 passengers, they have only ten staterooms (for those who disdain the company of others or desire a modicum of privacy). Once aboard, most passengers congregate in the lounge, which doubles as the dining room. Depending on the duration of the flight, meals range from tea and sandwiches to a three-course meal. Smoking is not permitted, due to the explosive hydrogen gas in the airbag above.

The largest passenger airships cross the continents, though rarely in a single bound. Except when heading to New York, the first destination is always Cairo, a bustling airship hub under British dominion. From here, the airship network continues across the southern Atlantic to Brazil, south to South Africa, and east to India, from where it extends to China, Australia, and then across the vast Pacific to San Francisco. Transcontinental flights across the United States are few, thanks to the influence of the railroad companies.

Life aboard these lumbering behemoths is far more salubrious. Admittedly the cabins are small and cramped, and either two to four per berth, but they are designed only to sleep in. During the day, passengers can pass the time in the dining room (furnished and decorated in the same manner as the grandest of hotels), lounge (complete with bar and piano), writing room (with small library), and the smoking room (kept at a slightly higher pressure to prevent hydrogen from entering) also with an accompanying bar, or stroll the enclosed promenades for exercise.

The third class of airships are those owned, or at least sponsored, by the various governments. To date, only Great Britain, France, Germany, and the United States operate fleets of these, with airships flying the Union Flag by far the most common, and Germany a distant second. As it rules the sea, so Great Britain rules the air.

Small but fast, mail airships carry letters and light-weight packages across the globe, making frequent stops to deliver their cargo. Even when they don't land, the airships slow and descend to a height where the well-wrapped bundles can be lowered to the ground without risk of damage. The largest ships are the flying fortresses of the military. Stripped of passenger accommodation, they bristle with machineguns, light cannon (on the aerial

dreadnought class), and bombs. Largely useless against ground targets except through bombing, they are used as a deterrent rather than a mailed fist. Those with the right contacts can find a berth on government-controlled airships, but there are no recreational facilities save a small mess hall, and globetrotters too snooty to consort with the crew will find the trip most uncomfortable.

LAND

The fastest way to move people and freight large distances across land is via the railways (railroads to the Americans). Much of Europe is linked by tracks, though the changing of trains is frequently required (as is the occasional change of transportation), and the further east one goes, the less reliable the service becomes. Once the Russians finish their Trans-Siberian line (started 1891), it will be possible to journey by train most of the way from Paris to Vladivostok on the Pacific coast.

European colonial interests elsewhere have seen the emergence of the railway in India, Africa, and southeast Asia. In 1849, India boasted not a single foot of track. In the time of Leagues, it has nearly 10,000 miles webbed inward from the ports of Bombay, Calcutta, and Madras. Such is India's progress that she is now constructing her own locomotives, and lines are being extended deeper into the country every day.

China, despite its enormous size, has but a few short miles of track. Major expansion at the hands of foreign investors is underway, but the country still remains far behind the developed nations. Japan, on the other hand, has embraced industrialization, and with that has come major investment in the railway. In 1899, the first railway in Korea opens. The United States is crisscrossed by multiple competing lines, with branch lines and junction cities linking them together.

WATER

Airships may be the future, but they have one serious limitation: low cargo capacity. Thus, while the mighty craft ferry a small number of elite passengers, waterborne travel for most people and cargo remains the norm. For long-distance journeys, the only serious options are steamships or wind-powered clippers.

Passenger liners (which almost always operate as mail ships to help make ends meet) regularly travel the world's waterways, stopping regularly along well-defined routes to load and unload passengers and cargo, take on fresh provisions, and restock the coal bunkers. While the journey may be delayed a day or two every now and then, it still affords passengers an opportunity to go ashore and see local sites, send telegrams, and such like.

While airships offer fine dining, first-class passengers on a steamer enjoy a lifestyle and range of facilities not dissimilar to the finest European hotels. Saloon bars, restaurants, exercise rooms, smoking rooms, music salons, and libraries ensure they will not be overly bored on the voyage. For those who wish to maintain a sociable

appearance, there is a barber, and one may even find spa facilities on grander vessels. Clippers offer far fewer facilities, but accommodation can be just as grand.

Globetrotters without any funds, who wish to travel incognito, or who don't mind slumming it can always find a berth in steerage. Sleeping space is in communal rooms or in corridors, lavatory facilities are primitive, the stench of unwashed bodies is rank, and the food is appalling, but at least the tickets are cheap.

Those needing to travel between lesser ports, or along rivers, will find few (if any) luxurious options. Yes, paddle steamers catering to upper-class tourists move up and down the mighty Nile in Egypt, but those wishing to maneuver up the Amazon, for instance, will either need to wait until a small steamer is heading their way or hire a ship. Typically there is one cabin that might be called luxurious, if one is willing to bend the meaning of the word, but on most vessels accommodation is rudimentary at best as are the facilities.

ON EXPEDITION

An expedition technically begins the moment the globetrotters board the first form of transportation, and ends when they arrive back in their home city. In between await untold adventures, intrigues, setbacks, mysteries, and dangers. While there are many perils, the two most frequently encountered will be getting lost and running out of provisions.

OVERLAND TRAVEL RATES

As noted in *Leagues of Adventure*, most journeys can be handled with a few descriptive terms, and maybe an encounter or two, thus allowing the globetrotters to get straight to the main action.

For those interested in movement rates for long-distance overland travel on foot or mount, a character's base walking rate in miles per hour is equal to one-half his (or his mount's) Move or Athletics rating, retaining all fractions. This is modified by the various factors below. An entry with "—" indicates no modifier applies.

At the start of each day, one character in the group may make a Survival: Navigation roll (Difficulty 3). Success means he has plotted a slightly faster route. Everyone increases their base speed by 0.5 mph for that day.

If any character's movement drops below 0.25 mph due to modifiers, then overland movement is impossible. At this point, the explorer must either wait until conditions improve, or do something that allows forward progress to continue (such as reducing his load or healing wounds).

Distances travelled are deemed to be horizontal—that one must move vertically in hills and mountains is handled by the reduction in the distance one can travel.

Terrain*	MPH
Easy (plains, deserts with a hard surface, gentle hills, roads or well-trod paths, and light forest or jungle)	—
Rugged (steep hills, general uneven ground (such as rock-strewn deserts or scree fields), soft-surface deserts, medium forests or jungle, snow to a depth of 6-12", wetlands, and areas broken by frequent streams, rivers, or gullies)	-0.5
Very Rugged (mountains, thick forest or jungle, swamp or bog, snow to a depth of 13"+, jagged ice or glaciers, areas with many waterways or gullies)**	-1
Lighting	MPH
Night-time (moon visible)	-0.25
Night-time (cloudy or starlight only)	-0.5
Expedition Size	MPH
1-10 members	—
11-50 members	-0.25
50+ members	-0.5
Encumbrance	MPH
Light Load	—
Medium Load	-0.5
Heavy Load	-1
Maximum Load	-2
Wounded	MPH
Per wound	-0.5
Weather	MPH
Heavy rain or snow	-0.25
Storm, blizzard, or sandstorm	-0.5

* *Appropriate footwear and vehicles may reduce the terrain to the next best category. For instance, wearing skis or using dogsleds in light snow (rugged terrain) will allow movement as if it were easy terrain, reducing very rugged snowy ground to rugged terrain*

FORCED MARCHES

Taking a Sunday stroll in Hyde Park can hardly be considered taxing. Hiking through rough terrain while carrying a heavy pack is another kettle of fish altogether.

As a rule of thumb, globetrotters can walk for a number of hours a day equal to three times their Body rating without unduly fatiguing themselves in easy terrain, two times their Body rating in rugged terrain, and their Body rating in very rugged terrain. After this limit, the character suffers a nonlethal wound for each additional increment of time based on his Body rating (regardless of terrain). The fatigue remains until the character rests or sleeps for eight hours plus a number of hours equal to the number of wounds he has suffered.

SELECT MAJOR CURRENCIES

Globetrotters will spend a great deal of time outside their native country. A sample of common currencies is provided below. Note that most countries have a great number of coins of differing values, but for ease, we use only those we consider the most common. All lesser denominations are shown in their equivalent to the first listed currency. For instance, one Chinese yuan is worth 10 hao or 100 fen. From this, we can deduce that 1 hao is worth 10 fen. *Leagues of Adventure* is a game about derring-do and exploration, not playing the currency markets. Hence, no currency conversion rates to British pounds are given. Keep all prices in pounds sterling—if a hero has £2 in his wallet, then you can assume he has the local equivalent of that amount. And remember, even without any local currency, gold opens many doors.

Austro-Hungarian Empire: Krone (1 krone = 100 heller)

Belgium: Belgian Franc (1 franc = 100 centimes)

China: Yuan (1 yuan = 10 hao = 100 fen)

Egypt: Egyptian pound (1 pound = 100 piastres = 1000 milliemes)

France: Union Latine Franc (1 franc = 100 centimes)

Germany: Mark (1 mark = 100 pfennige)

Greece: Silver drachma (1 drachma = 100 lepta)

India: Silver rupee (1 rupee = 16 annas = 64 pice = 192 pies)

Italy: Union Latine Lira (1 lira = 100 centesimi)

Japan: Yen (1 yen = 100 sen = 1000 rin)

Mexico: Silver peso (1 peso = 10 decimos = 100 centavos)

Netherlands: Guilder (1 guilder = 2/5 rijksdaalder = 100 cents)

Ottoman Empire: Lira (1 lira = 100 piastres = 4000 paras)

Persia: Kran (1 kran = 5 abassis = 20 shahis = 1000 dinars)

Peru: Sol (1 sol = 1/10 libra = 10 dineros = 100 centavos)

Portugal: Mil Reis (1 gold coroa = 2.5 gold escudos = 5 silver coa = 50 silver tostado = 5000 reis = 5 mil reis)

Romania: Silver leu (1 leu = 100 bani)

Russia: Ruble (1 ruble = 100 kopeks)

Scandinavia (Norway, Sweden, Denmark): Scandinavian Monetary Union Krone (1 krone = 100 ore)

Spain: Peseta (1 pesta = 100 centimos = 1000 milésimas)

Switzerland: Swiss franc (1 franc = 100 rappen)

United States of America: US dollar (1 dollar = 100 cents)

GETTING LOST

Even armed with a compass and map, it is still possible to become lost. While one might know the direction of one's goal at the start of one's journey, it is not always possible to know exactly where one is in relation to that one travel begins. Dense jungle might force an expedition to make a lengthy detour off the indicated route; sand dunes look the same except to the trained eye and heat shimmer can fool the eye; clouds may shroud the sun and stars for days on end, foiling attempts to plot latitude, and so on. With no reliable means of calculating the exact distance travelled on land without the laborious process of counting steps of known and constant stride, even hardened explorers may believe themselves lost, simply because they have over- or underestimated how far they have walked. Each day or week (depending on the length of the journey), someone must make a Survival: Navigation roll to keep the expedition on course. The Difficulty is based on the predominant terrain.

Whether the party actually needs to roll to avoid becoming lost is up to the Gamemaster. Unless it leads to good roleplaying opportunities or an interesting encounter, or the party is short of provisions, avoiding becoming lost is little more than a dice rolling exercise to no useful end.

Predominant Terrain	Difficulty
Arctic	4
Desert	4
Forest	2
Jungle	3
Mountains	3
Plains	1
Naval	3

Modifiers apply to the Survival roll, as shown below. The roll can also be modified in the explorer's favor by taking additional Time to calculate his position.

Modifier	Reason
-2*	No compass <i>or</i> no map
-4*	No compass <i>and</i> no map
-2	Featureless or labyrinthine terrain

* Increase the penalty by a further -2 if the explorer cannot see the heavens, either.

FINDING FOOD & WATER

For convenience, all food and water requirements are broken down into man-days, rather than specific amounts. Typically, a man-day of food weighs one pound, while water requirements vary from one quart (temperate forest) to a gallon or more (desert).

Once a party runs out of food and water, things are going to turn ugly very quickly. While food can be neglected for a week before any ill effects are suffered, water is required daily. Unless a globetrotter has the Native Terrain Talent (see page 7), he is going to have to start foraging. Heroes with the Talent have enough knowledge to automatically gain one man-day of food and water—just enough to keep themselves nourished.

HUNTING & FORAGING

In order to find edible food and potable water in the wilds, the expedition must hunt or forage. Finding food can be done with Survival: Foraging or Survival: Hunting, while searching for water requires Survival: Foraging. One character leads the hunting trip, with the others providing Teamwork bonuses as applicable.

The difficulty of finding food and water is based on the predominant terrain, as shown below. Note that in Arctic conditions water can always be found. However, the snow and ice must be heated before it can be safely consumed. Eating snow is a surefire way to develop hypothermia. A truly desperate man can drink his own urine—this, however, is not a long-term survival option. Reduced to such ungentlemanly activity, a globetrotter takes a point of lethal damage every two days, instead of every day, or every four days with the Famine Hardy Talent).

A typical search takes 120 minutes (two hours). The rules for Time (see *Leagues of Adventure*) modify this appropriately. Each success finds one man-day's worth of food or water. The party can split the successes between the two resources, if they so desire.

Predominant Terrain	Food	Water
Arctic	Difficulty 5*	Difficulty 0
Desert	Difficulty 4	Difficulty 4
Forest	Difficulty 1	Difficulty 2
Jungle	Difficulty 2	Difficulty 1
Mountains	Difficulty 4	Difficulty 2
Plains	Difficulty 2	Difficulty 2
Naval	Difficulty 3	Difficulty **

* *Away from the coast, no roll is possible (though a globetrotter with the appropriate Native Terrain can always find lichen and such like).*

** *Automatic in a fresh water environment. In a salt water environment, the Difficulty is 5, and represents catching rainfall and collecting condensation.*

Example: *Lord Fanbard and Mr. Lyle have become lost in the Sabara, and their provisions have run out. Lord Fanbard (Survival 6) decides to dig for water at the base of a hill, while Mr. Lyle (Survival 4) assists him, granting Fanbard a +2 bonus. The Difficulty is 4, and their dice pool is 8. Taking the Average (4) will produce a few mouthfuls, but not enough to make any difference. Knowing their survival depends on finding water,*

they elect to increase the time fivefold, earning a further +4 bonus, for a pool of 12 dice.

Taking the Average now would net them two man-days of water—enough for just one day each. All in all, a meager reward after 10 hours of labor in the baking sun. Fanbard decides to risk rolling. Fortune smiles upon him, and he scores ten successes!

The globetrotters find six man-days of water, enough to last each of them three days. Quickly filling their canteens before the water evaporates, they prepare to resume their journey, ever knowing that in three days they must repeat the procedure.

HUNTING AS COMBAT

If the Gamemaster desires, hunting wild animals can be conducted as a combat scene rather than a Survival roll. When specific beasts are killed, the man-days of edible flesh they provide is equal to the beast's (Size + Maximum Body rating) times its height in feet as listed on the Size table. An elephant, for example is Size 2, has a Maximum Body 8, and a height of 15 feet. This equates to (2+8) x 15, or 150 man-days of food. Unless the meat is quickly preserved, it will spoil in a few days (depending on the local environment), and the smell of blood will attract hungry predators.

Note that these numbers are not intended to be realistic, merely practical. An adult elephant has as much as 1,500 pounds of edible meat on its bones.

ON ONE'S RETURN

As noted elsewhere, most Leagues crave good publicity in return for providing funds. Even those Leagues that prefer to operate behind a veil of secrecy expect results and reports from members. At the end of an expedition, once the globetrotters have had time to make themselves presentable, any characters who secured funding from a government, newspaper, League, private patron, or fundraising lecture tour must report to an extraordinary general meeting. In most cases, the press is also invited to attend, as are distinguished members of society, government, and the military.

PRESENTATION

Any character who secured funding from an outside agency must make a Diplomacy roll (Difficulty 2) to present his findings to the assembled membership. Physical evidence, such as photographs and specimens, is worth bonus dice, depending on the number and quality. Conversely, fanciful stories or ones that claim a world first without any corroborating evidence, or a failed endeavor, should result in a dice penalty—the more ludicrous the claim, the higher the penalty. Bonus dice from Resources used to gain the funding apply equally here.

Each success earns the expedition one Reputation

Point (see below). Whoever gives the talk may decide to keep the points for himself (hogging the limelight, blatantly ignoring any part played by his peers) or share them among his fellow player characters as he desires (so proclaiming their support). Scoring zero successes earns nods of approval, but no recognition.

Failure results in mixed responses. His reputation is not boosted, but neither is it harmed. A critical failure earns the speaker -3 Reputation Points as his stories and claims are ridiculed and subjected to howls of derision by his peers, and lambasted in the press, and his colleagues -1 Reputation Point.

Note that while players always know if their character has been rewarded or punished, characters might not. For instance, an Assassination Bureau member would report in a private meeting, and might tell his peers how others helped him in his mission, but the Bureau doesn't make that knowledge known to outsiders. In such cases, the information should be recorded by the player, but cannot be acted upon by the character.

REPUTATION POINTS

Reputation is extremely important to Victorian explorers, and a good or bad report can make or break an adventurer. Reputation Points are a special form of Experience Points. Unlike regular Experience Points, Reputation Points may be used solely for the purposes of purchasing membership or promotion within the specific League who awarded them, or improving Fame (public adulation), Rank (military or political; only applies to serving personnel), or Status (official recognition by a government or head of state).

When a globetrotter earns or loses Reputation Points, he must assign them to an applicable Resource based on the sponsor. For instance, those earned through a League typically apply to Fame and the Rank (League) Resources, though they may apply to Status if the League is sufficiently well thought of by the establishment. No Resource can ever have more than -15 Reputation Points assigned to it—you cannot continually dump negative reputation into a Resource you never intend to improve during play. For these reasons, it is important to record Reputation Points by individual entry linked to specific Resources, not as a general grouping, as you would Experience Points. For instance, after a few adventures a character might have Fame 4 RP, Status -1 RP, Alpine Club 3 RP, and Royal Geographical Society 6 RP.

When a globetrotter wishes to gain or increase a specific Resource, he can trade in Reputation Points for Experience Points on a one-for-one basis. This allows him to buy public recognition, membership, promotion, and even a chivalric honor at a reduced cost.

A character who has no levels in the Resource can never acquire more than 7 Reputation Points in that Resource. Once he reaches that number, he automatically trades in his Reputation Points and gains the Resource at zero-Level. A globetrotter offered membership is a League in this manner may refuse, of course, but doing

so offends the powers that be—he loses half his accumulated Reputation Points for that League and cannot gain any more until he becomes a member. Assuming he wants membership at a later date, he must make up the difference using Experience Points.

Should a character who is already has the Fame or Rank Resource ever reach -15 Reputation Points for that Resource, he automatically drops one Level. His negative Reputation Points are then erased. Once he drops below Rank 0, he is expelled from a League or the military (as appropriate), and can never reapply. A character whose Fame drops below 0 has fallen into ignominy.

Remember! Reputation Points are earned only at the end of an adventure in which something important was achieved, and then only if the characters had need to secure funding from a sponsor of some kind and presented a good report to them.

Example: Sir Henry returns from a successful expedition to Mexico. He presents the membership with photographs of a previous unknown city and several mundane finds. He rolls his Charisma (2) + Diplomacy (3) + Rank 3 (+4 dice), and earns a further 2 dice from the various evidence he presents, giving him 11 dice in total. He scores a total of 5 successes, earning the expedition five Reputation Points.

Being a man of honor, he keeps two Reputation Points for himself, and assigns one to each of the three other player characters who accompanied him on the venture. Assuming he has no points accumulated from previous ventures and puts these toward League advancement, Sir Henry now requires just 13 Experience Points to purchase Rank 4.

Had he rolled a critical failure, his reputation would have been smeared in the press. He would have -3 Reputation Points. Assuming he put these toward future promotion, he would need to pay 18 Experience Points for the next Level.

One of his fellows, Lord Fanhard, already has 6 Reputation Points with the RGS, of which he is not a member. He elects to add the point just earned to his collection, bringing him up to 7 Reputation Points. Since he isn't yet a member, he is offered membership for his outstanding services. Fanhard crosses out his Reputation Points, and gains Rank (RGS) 0 instead. He has gained a new zero-Level Resource without spending a single Experience Point.

WHY REPUTATION POINTS?

Reputation Points serve as a way to encourage players to invest in Resources, and reward characters for undertaking perilous expeditions in foreign climes. Leagues especially are a fundamental part of this setting, and we hope characters won't just stick with their free Rank 0 Resource throughout their globetrotting career, but will actively seek advancement within not only their favored organization, but in the many Leagues of Adventure that court the famous, adventurous, and knowledgeable citizens of our Victorian world.

BORED SCION

Archetype: *Aristocrat*

Motivation: *Escape*

Style: 3

Health: 5

Primary	
Body: 3	Charisma: 3
Dexterity: 2	Intelligence: 2
Strength: 3	Willpower: 2

Secondary Attributes	
Size: 0	Initiative: 4
Move: 5	Defense: 5
Perception: 4	Stun: 3

Skill	Base	Levels	Rating	Average
Diplomacy	3	3	6	(3)
Firearms	2	3	5	(2+)
Linguistics	2	2	4	(2)
Performance	3	2	5	(2+)
Ride	2	3	5	(2+)
Sports	2	2	4	(2)
Streetwise	3	2	5	(2+)

Talents
Well-Connected (Can boost Contacts Resource as if it were a Talent)

Resources
Followers 0 (Dim-but-Sporty School Chum)
Rank 1 (Traveler's Club; +2 Social bonus)
Status 0 (Noble heir; +1 Social bonus)

Flaw
Blasé (+1 Style point whenever his indifference causes harm)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Heavy revolver	3L	0	8L	(4)L

**“YES, THE RUINS ARE LOVELY,
BUT CAN WE MOVE ON TO
SOMETHING INTERESTING NOW?”**

CHARACTER BACKGROUND

My family has owned its estates since the time of the Norman Conquest, you know. As the only son, I was naturally groomed from birth to inherit my father's title upon his eventual demise, marry appropriate to my station, and settle down to a life of endless parties and social engagements. It was at university that I became bored. The endless repetition of the classroom and the droning voices of dusty old professors did nothing to stimulate me mentally. Rather than focus my attentions on my academic studies, I turned my attention toward sports. While I had the physique to play well, I quickly found that even vigorous exercise could not dispel the feeling of apathy that hung over me like a storm cloud.

During the summer holidays I packed my case, made hasty arrangements for a transfer of funds from my befuddled and somewhat angry father, and made for Dover with all haste. I purchased a steamer ticket to Egypt, where I spent a glorious summer wandering through that strange and ancient land, acquiring knowledge of its language and customs. My father had perhaps let me go on my sojourn in the hope it would cure me of my malaise and return me to the family bosom intent on taking up my role as heir, but in that he was mistaken. The world was vast and new to my eyes. I could no more return to the humdrum life of a student and bored aristocrat than I could fly to the Moon. Knowing my father's temper, I wrote to him of my plans, and promptly joined the Travelers Club, an enlightened band of fellow men and women whose adventures overseas gave me renewed hope that I could find true purpose with my existence. Well, at least that is the grand story I told my family—I actually sought to avoid returning to my family's boring life. Father continues to pay me a stipend, though it is a pittance at best. I suspect he hopes to starve me of funds, ensuring I come home in swift course.

ROLEPLAYING

Though some may call you feckless and other possessed of a curious streak, you are constantly struggling to alleviate the boredom that permeates you to your core. It is not adventure or the desire to see what is over the next hill that drives you to travel the world, but the constant need to experience new things, no matter how mundane they seem to others. Whether it is an expedition to explore the frigid wastes of Antarctica or the matter of solving a crime in the bustling streets of London, you are ready to act—so long as it promises something novel.

GLORYHOUND

Archetype: *Patron*Motivation: *Glory*

Style: 3

Health: 5

Primary

Body: 3	Charisma: 3
Dexterity: 2	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Defense: 5
Perception: 5	Stun: 3

Skill	Base	Levels	Rating	Average
Academics: History	3	3	6	(3)
Athletics	2	2	4	(2)
Bureaucracy	3	3	6	(3)
Diplomacy	3	3	6	(3)
Expeditions	3	2	5	(2+)
Firearms	2	3	5	(2+)
Linguistics	3	1	4	(2)

Talents

Moneywise (May boost his Wealth resource as if it were a talent)

Resources

Follower 0 (Expedition Planner)
Rank 0 (Society of Antiquarians; +1 Social bonus)
Wealth 1 (£5 per month)

Flaw

Dying (−2 penalty to all rolls whenever his disease acts up; +1 Style point if he is incapacitated by sickness or forced to confront his mortality)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	2L	0	7L	(3+)L

“I DON’T CARE WHAT IT TAKES OR WHAT IT COSTS... WE MUST REACH THE CITY BEFORE OUR RIVALS!”

CHARACTER BACKGROUND

I have in abundance what many people envy—money. Yet I would give it all away for the one thing I do not have—a long life expectancy. I do not recall the exact name of my medical condition, nor do I particularly care. The best doctors all agree it is incurable, and no amount of money is going to change the outcome. Thus, I stand before this esteemed audience today to offer you that which I do have—my wealth. Most of us live and die without being noticed by society at large. Even the famous are soon forgotten once their bones are interred. Since I cannot buy life, and fame is fleeting, I seek nothing less than immortality. No, not potions or elixirs of fable, but immortality of name. I could perhaps fund a new hospital or donate generously to a library to ensure my name is written in stone, but such a memorial is easily replaced when a more wealthy patron appears.

No, ladies and gentlemen, if my name is to be on tongues throughout time, then it must be for an achievement none can ever take from me, nor diminish with the passage of time. To that end, I propose to sponsor, and accompany, as many expeditions as my time and resources will allow. Yes, I know my health is failing, but merely having my name attached to a successful venture is not enough to secure immortality. You remember the name of Sir William Edward Parry, no doubt, but can you name the man who sanctioned his expedition? No, you cannot!

A condition of my funding your expeditions is not only that they carry my name, but that I have the glory of completing them or possessing any artifacts unearthed, the latter so that I might make a collection worthy of being remembered. A demand born out of arrogance, perhaps, but my time is short, while you have many years ahead of you. Of course, you will have the honor of not only accompanying me, but also using my good name to further your own future endeavors. I have already received two requests for funding from the audience assembled before me. The venture I choose to fund shall receive donations to the sum of £500, enough to warrant me being expedition leader, yes? I thought so as well.

ROLEPLAYING

Your life is almost at an end, and you have nothing to show for it except money—and you can’t take that with you. Before you die, you’re determined to leave your mark on history. You have no interest in fleeting fame—you want immortality, and that means sponsoring and going on as many expeditions as possible.

LADY OF LEISURE

Archetype: *Spy*
Style: 3

Motivation: *Duty*
Health: 4

Primary	
Body: 2	Charisma: 3
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes	
Size: 0	Initiative: 6
Move: 5	Defense: 5
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Con	3	3	6	(3)
<i>Bluff</i>			7	(3+)
Empathy	3	2	5	(2+)
Firearms	3	1	4	(2)
Investigation	3	2	5	(2+)
Larceny	3	3	6	(3)
Linguistics	3	2	5	(2+)
Performance	3	2	5	(2+)
<i>Acting</i>			6	(3)
Spying	3	2	5	(2+)
Stealth	3	2	5	(2+)
<i>Disguise</i>			6	(3)

Talents
None

Resources
Fame 1 (Socialite; +2 Fame bonus)
Followers 0 (Petty Criminal)
Rank 0 (The Christmas Society; +1 Social bonus)

Flaw
Secret (+1 Style point if confronted with the truth)

Weapons	Rating	Size	Attack	Average
Light revolver	2L	0	7L	(3+)L

“A SPY? HOW PREPOSTEROUS! I MERELY KNOCKED OVER THOSE PAPERS BY ACCIDENT AND WAS SETTING THEM BACK IN ORDER.”

CHARACTER BACKGROUND

What would your readers like to know? Most of my life already appears to have been detailed in the social columns of a dozen newspapers both at home and abroad, darling. Oh well, I suppose it is always best to begin at the beginning.

My father is a wealthy industrialist and a peer of the realm. I grew up spoiled by lavish attention, surrounded by servants and wanting for nothing. At the age of fifteen, I attended a finishing school in Geneva, mastering all the skills required of a young lady of leisure—my father’s wealth assured I would never have to soil my hands at work. On my return, I entered society with grand fanfare, attending all the notable social events in the calendar. Whether it is my father’s wealth or, as some say, my looks, that attract suitors I cannot say, but God knows I have had my share of young men fawning over me, desperate to make me their wife. I quickly discovered how vacuous high society can be.

I would be remiss in this interview if I did not reveal that I do actually work for a living. How else can I afford to give away so much money and still live the high life? My profession is an unusual one, more so for a woman. You see, I am a spy for our government. Come now, have a sip of your drink to calm your sudden cough.

As an unmarried woman of social fame, I have the means and reason to travel overseas and attend social events with foreign government officials and officers. All I need do is uncover information of a nature useful to the Government while I did so. I must say the offer was intriguing—it was either adopt a double life of intrigue and glamour, or quickly fade into nothingness as age took my looks. Naturally I chose what was best for me.

No, I am not worried that you will go to the authorities now I have revealed all of this to you. The amnesia drug I slipped into your drink earlier should be taking effect soon. Within minutes you will forget you ever met me.

ROLEPLAYING

You live a double life. On the one hand, you are a paragon of British genteel society, a renowned socialite known widely for her wit and charm, not to mention charitable acts worthy of praise. On the other, you are a government agent, uncovering secret plots against the Empire and rubbing shoulders with unsavory villains who seek the downfall of your great nation.

SHIPPING AGENT

Archetype: *Businessman*Motivation: *Honor*

Style: 3

Health: 4

Primary

Body: 2	Charisma: 3
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 6
Move: 5	Defense: 5
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Bureaucracy	3	3	6	(3)
Diplomacy	3	2	5	(2+)
Empathy	3	1	4	(2)
Expeditions	3	2	5	(2+)
Firearms	3	3	6	(3)
Linguistics	3	2	5	(2+)
Stealth	3	2	5	(2+)
Streetwise	3	2	5	(2+)

Talents

Accuracy (Ignore up to a -2 penalty for targeting a specific location)

Resources

Contacts 1 (Transport; +2 bonus)

Followers 0 (Smuggler)

Rank 0 (The Assassination Bureau; +1 Social bonus)

Flaw

Skeptic (+1 Style point whenever he proves an assertion wrong or convinces someone else to question his beliefs)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	2L	0	8L	(4)L

“UNTIL I’VE CHECKED THE CONTENTS OF EVERY CRATE, YOUR PAYMENT CAN WAIT, CAPTAIN.”

CHARACTER BACKGROUND

As a young lad, I would pore for hours over photographs taken in exotic locales throughout the world – since that time, I have always yearned to travel. My family’s fortunes did not allow me to do so as a casual traveler, so with future wanderlust in mind, I opted to join a shipping company, taking position as a junior clerk. In the early days I was confined to the office, save for the occasional trip to the ports to finalize arrangements. Then an opportunity arose. A gentleman desired for a small party to travel to China without attracting undue attention from the authorities. The expedition was of little consequence, and my manager decided it would be good for me to undertake the responsibility.

I must admit I performed my task admirably, ensuring the paperwork was in order, smoothing potential wrinkles with the discreet disbursement of funds to the appropriate people. My employer was kind enough to allow me to accompany the expedition, so that I might ensure a smooth exit once their business was concluded.

I did not expect to have to smuggle my patron and his friends out of the country, but it seems a notorious warlord met with a sudden demise and they were somehow implicated. Despite the many obstacles, I completed the task as contracted, earning myself a sizeable bonus. My patron was impressed enough that he used our company several more times, each time requesting that I alone act as sole agent. After several more successful ventures, I was invited to join the Assassination Bureau, the patron for whom I had unknowingly been serving so faithfully.

Let me be clear that while I have taken the lives of several men (never women, and always avoiding means that might imperil innocents), they have all been wicked to the core and thoroughly deserved to die. Furthermore, murder is not my specialty—others within the Bureau are far more adept at that line of work. My principle role is the transportation of personnel and equipment to whatever country the Bureau has business. Word from my patrons has seen me promoted to a position where I am now able to travel with ease. At last I have fulfilled my dream of traveling, and long may it continue.

ROLEPLAYING

Reputation is important in your industry, and you live by your word of honor. Naturally, you expect others to do the same. Unfortunately, the world is full of cads and bounders, and you find it hard to take people at their word. As a result, you demand proof of claims before accepting their validity.

SAMPLE HENCHMEN

ACCOUNTANT

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Craft: Accountancy 4, Diplomacy 3 (*Etiquette 4*), Streetwise 3 (*Haggling 4*)

Talents/Resources: None

Flaws: Stingy (+1 Style point when his reluctance to spend money or insistence on haggling causes trouble for herself or her friends)

Weapons: Punch 0N

ACTOR

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Empathy 4 (*Emotions 5*), Performance 4 (*Acting 5*)

Talents/Resources: None

Flaws: Vain (+1 Style point whenever he steals the spotlight or is forced to confront her shortcomings)

Weapons: Punch 0N

ALL-ROUNDER

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Athletics 4 (*Throwing 5*), Sports 4 (*Cricket 5*)

Talents/Resources: None

Flaws: Superstitious (+1 Style point whenever his eccentricities cause him trouble, or if one of his beliefs turns out to be true)

Weapons: Punch 0N

ANARCHIST

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 2, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Athletics 4 (*Throwing 5*), Demolitions 4 (*Improvised 5*)

Talents/Resources: None

Flaws: Fanatical (+1 Style point whenever his devo-

tion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N, Dynamite 4L

ANTIQUARIAN

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 3, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2

Skills: Academics: History 4, Anthropology 4, Expeditions 4, Linguistics 4

Talents/Resources: None

Flaws: Boring (+1 Style point whenever his boring persona causes him or his allies trouble)

Weapons: Punch 0N

ARMY OFFICER

Follower 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Bureaucracy 4, Expeditions 4, Firearms 4, Intimidation 4, Ride 4

Talents: None

Resources: Rank 1 (Lieutenant; +2 Social bonus)

Flaws: Stubborn (+1 Style point whenever his inflexibility causes him trouble, or he forces others to go along with his idea)

Weapons: Punch 0N, Heavy revolver 7L

BARE-KNUCKLE PUGILIST

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 2, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 2, Defense 3, Stun 2, Health 4

Skills: Brawl 7

Talents/Resources: None

Flaws: Short Temper (+1 Style point whenever his short temper causes trouble)

Weapons: Punch 7N

BATMAN

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Athletics 4, Firearms 5

Talents/Resource: None

Flaws: Lazy (+1 Style point when he convinces someone else to carry out a task he was supposed to perform)

Weapons: Punch 0N, Service revolver 8L

BIG GAME HUNTER

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Firearms 4 (*Rifles 5*), Survival 4 (*Tracking 5*)

Talents/Resources: None

Flaws: Thrill Seeker (+1 Style point whenever she puts herself or her companions in danger just for the fun of it)

Weapons: Punch 0N, Elephant gun 11L

BUTLER

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Diplomacy 4, Empathy 4, Intimidation 3

Talents/Resources: None

Flaws: Condescending (+1 Style point when he proves someone else wrong)

Weapons: Punch 0N

CARRIAGE DRIVER

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 2, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Animal Handling 3 (*Horses 4*), Riding 4 (*Vehicles 5*)

Talents/Resources: None

Flaws: Overconfident (+1 Style point when he is forced to ask for help)

Weapons: Punch 0N

CHRONICLER OF ADVENTURES

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Art: Photography 5, Art: Writing 4

Talents/Resources: None

Flaws: Liar (+1 Style point whenever his dishonesty causes trouble or his lies catch up with him)

Weapons: Punch 0N

DIM-BUT-SPORTY SCHOOL CHUM

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Athletics 3, Brawl 4, Sports 4

Talents/Resources: None

Flaws: Thrill Seeker (+1 Style point whenever he puts himself or his companions in danger for the fun of it)

Weapons: Punch 4N

DOCTOR OF MEDICINE

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Medicine 5, Science: Biology 4

Talents/Resources: None

Flaws: Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons: Punch 0N

EXPEDITION PLANNER

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Diplomacy 4 (*Negotiation 5*), Expeditions 4 (*Logistics 5*)

Talents/Resources: None

Flaws: Obsession: Continually checking supplies (+1 Style point whenever her obsession causes her to do something dangerous or endanger someone else's life)

Weapons: Punch 0N

EXPERIENCED GUIDE

Follower 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Athletics 4, Firearms 4, Linguistics 4, Stealth 4, Survival 4

Talents: Direction Sense (Always knows direction)

Resource: None

Flaws: Coward (+1 Style point when he gives up without a fight or abandons his friends to save his own skin)

Weapons: Punch 0N, Bolt action rifle 7L

FINANCIAL BACKER

Follower 1

Primary Attributes: Body 2, Dexterity 1, Strength 2, Charisma 2, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 4, Defense 3, Stun 2, Health 4

Skills: Bureaucracy 5, Empathy 5, Gambling 5, Performance 4, Streetwise 4

Talents: Moneywise (Can boost his Wealth Resource as if it were a Talent. Optionally, the character to whom the lackey is loyal, and financially backs, can use his Style points for this purpose)

Resources: None

Flaws: Honest (–2 to Social rolls when lying; +1 Style point whenever his honesty causes trouble)

Weapons: Punch 0N

GAMBLER

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Gambling 5, Larceny 4

Talents/Resources: None

Flaws: Addiction: Gambling (–2 penalty on all rolls until he overcomes his addiction if he overindulges; +1 Style point whenever his addiction hurts him or someone he cares about)

Weapons: Punch 0N

GAMEKEEPER/POACHER

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 4, Stun 2, Health 3

Skills: Firearms 3, Stealth 4, Survival 4

Talents/Resources: None

Flaws: Impulsive (+1 Style point whenever his impulsiveness gets him or his companions into serious trouble)

Weapons: Punch 0N, 12-gauge Shotgun 7L

MERCHANT

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Empathy 4 (*Lies 5*), Streetwise 4 (*Haggling 5*)

Talents/Resources: None

Flaws: Stingy (+1 Style point whenever his reluctance to spend money or insistence on haggling causes trouble for herself or her friends)

Weapons: Punch 0N

MULE

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 3, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 2, Defense 3, Stun 2, Health 3

Skills: Athletics 7, Brawl 4

Talents/Resources: None

Flaws: Stubborn (+1 Style point when his inflexibility causes him trouble)

Weapons: Punch 4N

PERSONAL NURSE

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 3, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2

Skills: Craft: Medicines 5, Empathy 4, Medicine 5

Talents/Resources: None

Flaws: Addiction: Morphine (–2 penalty on all rolls until he overcomes his addiction if he overindulges; +1 Style point whenever his addiction hurts him or someone he cares about)

Weapons: Punch 0N

PETTY CRIMINAL

Follower 0

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 5, Defense 4, Stun 1, Health 2

Skills: Athletics 4, Larceny 4, Stealth 4

Talents/Resources: None

Flaws: Criminal (+1 Style point whenever he is hurt by his negative reputation)

Weapons: Punch 0N

RESEARCH ASSISTANT

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 3, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2

Skills: Academics: History 4, Anthropology 4, Investigation 4 (*Research 5*), Linguistics 4 (*Translation 5*)

Talents/Resources: None

Flaws: Curious (+1 Style point whenever his curiosity gets him or his companions into trouble)

Weapons: Punch 0N

SAILOR

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Athletics 5, Pilot: Nautical 4

Talents/Resources: None

Flaws: Superstitious (+1 Style point when his eccentricities cause him trouble, or if one of his beliefs turns out to be true)

Weapons: Punch 0N

SOLDIER, ARTILLERY

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 2, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 3, Defense 3, Stun 2, Health 3

Skills: Demolitions 4 (*Explosives* 5), Gunnery 4 (*Artillery* 5)

Talents/Resources: None

Flaws: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons: Punch 0N

SOLDIER, CAVALRY

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 3, Defense 3, Stun 1, Health 3

Skills: Firearms 3, Melee 4, Ride 4

Talents/Resources: None

Flaws: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons: Punch 0N, Light revolver 5L, Saber 7L

SOLDIER, INFANTRY

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 4, Stun 2, Health 3

Skills: Firearms 4, Melee 4

Talents/Resources: None

Flaws: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons: Punch 0N, Bolt action rifle 7L, Dagger 5L

SECRETARY/PERSONAL ASSISTANT

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Bureaucracy 5, Diplomacy 5

Talents/Resources: None

Flaws: Lovelorn (+1 Style point whenever her affections are rejected or she suffers hardship in the name of love)

Weapons: Punch 0N

SMUGGLER

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 4, Initiative 4, Defense 3, Stun 1, Health 3

Skills: Pilot: Nautical 4, Streetwise 5

Talents/Resources: None

Flaws: Criminal (+1 Style point whenever he is hurt by his negative reputation)

Weapons: Punch 0N

STREET URCHIN

Follower 0

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 2, Intelligence 1, Willpower 1

Secondary Attributes: Size -1, Move 4, Perception 2, Initiative 4, Defense 5, Stun 1, Health 1

Skills: Larceny 4 (*Pickpocketing* 5), Stealth 5*, Streetwise 4 (*Scrounging* 5)

Talents/Resources: None

Flaws: Young (+1 Style point when his size causes him difficulty or he is patronized because of his age)

Weapons: Punch 0N, Big stick 1N

* +1 Size bonus to Stealth rating.

STRONGMAN

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 4, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 5, Perception 2, Initiative 2, Defense 2, Stun 1, Health 2

Skills: Athletics 5 (*Lifting* 6), Brawl 5 (*Grappling* 6), Intimidation 3

Talents/Resources: None

Flaws: Overconfident (+1 Style point whenever he is forced to ask for help or when his bravado gets him in over his head)

Weapons: Punch 5N

URBANE SOCIALITE

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 3

Skills: Connoisseur 4 (*Cuisine* 5), Performance 4 (*Dancing* 5)

Talents/Resources: None

Flaws: Gossip (+1 Style point whenever she spreads gossip that inadvertently causes trouble for herself or her friends)

Weapons: Punch 0N