



GLOBETROTTERS' GUIDE TO W-E-I-R-D-S-C-I-E-N-C-E

Welcome to Professor Pennyworth's Weird Science Emporium. Within these pages you'll find a variety of gadgets, weapons, vehicles, and living creations designed with the aspiring globetrotter in mind. The devices follow the same format as per the core rules, giving you the information you need to create your own variants or improve existing models.

Leagues: This entry details the Leagues, if any, most likely to possess or have easy access to the weird science device. See *Globetrotters' Guide to Expeditions* for more details on how explorers can acquire loan of these devices.

RECHARGING DEVICES

The core rules mention that certain weird science devices need recharging, rather than replenishing (like batches of serums and elixirs require). Some of the devices below also make reference to recharging. You may have noticed that we don't tell you how to achieve that. That's because while *Leagues of Adventure* assumes that "steampunk" technology is rare, though not unheard of, that isn't a hard rule you have to play by. In your games these weird devices may be mass produced and available for purchase in retail outlets, and thus easily to recharge—or exceptionally rare, requiring special fuel sources or recharge conditions. Below are some suggestions for how recharging might work—it is up to the Gamemaster to decide which best suits his campaign style.

* **Rebuild.** In order to recharge the device, it must be rebuilt. As with serums and other one-shot devices, this requires an investment of time and money, but not experience points. A word of caution: Due to the time required, high level artifacts will likely be in play less often than their creators may like.

* **Manually Recharged.** The device can be recharged using muscle power, typically taking ten minutes. This might mean recharging a capacitor through an electrostatic charge generated by winding a handle, stoking a boiler, winding a clockwork mechanism, or pumping bellows to fill a pneumatic reservoir.

* **Self-recharging.** The device can recharge itself, but this takes time. As a rule of thumb, once the device reaches the stage where it requires recharging, it cannot be used for one hour (or day, if you prefer) per Artifact level.

* **Special Fuel.** The device requires a special power source. This might be a revolutionary form of hydrocarbon, solid luminiferous ether (radioactive minerals), a voltaic energy cell, or a lump of some extremely rare element (such as Eternium). If the Gamemaster allows the fuel to be relatively common, each fuel cell typically costs 2 shillings and weighs 0.5 lbs. Special fuels can be created as an Artifact 0, with success producing five doses.

Using this option for recharging requires tinkering with the entries, as the devices need the Special Fuel Requirement or Special Ammunition Limitation added.

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NEW LEAGUES

ARMY AND NAVY CLUB

Founded in 1837 as a club for British army officers on full or half pay, the Club quickly opened its doors to officers serving with the Royal Navy and Royal Marines at the instance of the Duke of Wellington. Retired officers were granted permission to join in 1879, when the clubhouse was enlarged, and in 1889 to colonial officers. Membership is not open to women, nor yet to officers serving with the Royal Air Corps.

While serving officers are at the command of Her Majesty, retired officers are at liberty to act as they wish. Many hire their services as advisors to expeditions. This is not to say serving officers never venture out on expeditions—Britain needs intelligence on other countries, and posing as part of a civilian expedition is a commonly adopted disguise.

Starting Skill List: Pick two from Bureaucracy, Diplomacy, Expeditions, Firearms, Gunnery, Intimidation, Pilot (pick from Automotive and Nautical), Ride

THE DAEDALUS SOCIETY

Devoted to the study and manufacture of weird science devices, the Daedalus Society is a mix of craftsmen, inventors, and scientists. Neither social status nor gender are barriers in the world of weird science, and all are treated equally.

That said, the Society is divided into two “lounges.” The Upper Lounge is reserved for members who fully understand the principals of weird science, and admittance to the upper echelon is by invitation only. The Lower Lounge is the repose of the curious, laymen, and prospective Upper Lounge members. While there is a modicum of snobbery, the distinction is more biased toward achievements than anything else.

As well as the usual club rooms, the Daedalus Society has extensive workshops in its basement, which members can use for their experiments. Performing secret work is heavily frowned upon—the Society ensures credit for an invention is given to its creator, and encourages cooperation to help push back the boundaries of science.

Members travel the globe testing inventions in the field, making contact with foreign counterparts, and even trudging through ancient records in the hope of discovering the location of the fabled Book of Daedalus.

Starting Skill List: Pick one Craft and one Science.

Special: In order to reach Rank 3 and higher in the Club, characters must have the Weird Science Talent.

THE FOUR FEATHERS CLUB

Also known as the Pariah’s Club, the Four Feathers is a club for gentlemen (and more rarely ladies) accused or

guilty of cowardice by society. All members not considered equals, no matter the severity of their shameful act. Prospective members must reveal the nature of their craven act to the board, but once accepted are not required to speak of it again. It is considered exceptionally bad form to directly ask a member his reasons for joining.

While the club is a refuge for social outcasts, its primary purpose is to support ventures that restore honor to the fallen. It had no interest in aiding quests of vengeance—a man accused of cowardice must prove his accusers wrong by a suitably heroic or noble deed, not by seeking petty revenge.

Starting Skill List: Empathy, plus one other of your choice.

THE MENAGERIE CLUB

The Menagerie Club opened its doors in 1854 to middle and upper class animal lovers, breeders, and collectors. No living animal is excluded (automata are banned), though the committee frowns upon ownership of trivial animals, such as common earthworms.

Unlike most clubs, animals are permitted inside. Indeed, at times the dining room more resembles a zoological garden than a gentleman’s club, and the noise can be deafening. First-time guests are often surprised, not to mention alarmed, to see lions and tigers staring at them with hungry eyes while the diner tries to eat his steak dinner. Members are politely requested to restrain their beasts from eating those of other patrons.

The Club sponsors expeditions solely for the purposes of acquiring new breeds of animal. Unlike the Zoological Society (with whom it regularly cooperates on expeditions), its members are more concerned with ownership than scientific study. The Menagerie Club has been a major patron of the Crufts dog show since it became open to all breeds in 1891.

Starting Skill List: Animal Handling, plus one from Athletics, Medicine, Ride, Science: Biology

THE RED AND BLACK CLUB

Originally a gentleman’s club where members would meet to gamble away the evenings on a variety of games, the Club has since expanded its membership and remit to all forms of wagers. It actively supports and participates in expeditions across the globe, but never for scientific or purely adventurous reasons. Rather, members accept wagers made upon them by their peers.

Despite the Club’s reputation as a den of money-lovers, financial reward is not always the sole motivator—one member walked the entire length of the Sahara for a wager of just £1. All wagers made in the Club are duly recorded at meetings. Members who cannot pay their dues at the completion of a bet face both expulsion from the Club and public exposure as a bounder.

Starting Skill List: Gambling, plus one other from Athletics, Diplomacy, Empathy, Intimidation, Performance, Pilot (any one), and Sports.

GADGETS

AMNESIA TABLETS

Artifact 2

Leagues: The Assassination Bureau, Fenian Society, The Self-Preservation Society

When dissolved in liquid, these small pills induce a state of amnesia in whoever consumes them. The infliction is usually temporary, but certain victims may suffer permanent memory loss. While the tablet dissolves it produces noticeable fizzing. Once this has stopped, the tablet leaves no discernible smell or taste, except to a refined palate. Noticing the faint taint requires a Connoisseur: Drink roll at Difficulty 3 or Perception: Taste roll at Difficulty 5.

One batch contains five doses. For each additional dose used as the same time, the initial tablet gains +2 to its Medicine roll. Using all five doses in a batch simultaneously thus gives it a total of 14 dice!

Enhancements: Inflict Flaw: Amnesia (+2 Enhancements)*, Skill: Medicine 6 (+4 Enhancements)

Limitations: Time to Function: Six Seconds (-2 Enhancements)

* To use the Amnesia Tablet, simply drop a tablet into a drink and let it dissolve over the course of six seconds. You then make a Medicine 6 roll. Compare the results to your opponent's Willpower rating. If you rolled more successes than his Willpower rating, he gains the Amnesia Flaw for the remainder of the scene. If you rolled more than double his Willpower rating, he suffers from the Amnesia Flaw indefinitely.

ANATOMICAL TRANSMOGRIFYER

Artifact 4

Leagues: The Assassination Bureau, The Dandy Club, Fenian Society, The Self-Preservation Society

Have you ever wished you could be a different person? The Anatomical Transmogrifyer alters your physical appearance, allowing you to grow or shrink a few inches (it cannot adjust Size), enlarge or reduce your musculature, change your physical features, and even swap gender!

For the duration of the effect, the subject can reorder the attribute points of his Body, Charisma, Dexterity, and Strength. Recalculate his Secondary Attributes accordingly. Thus, while he might become physically stronger, he must become weaker in another aspect of his physical form. Reversal occurs naturally after the duration expires, or by using the device a second time (no roll required). Regardless, both activation (even if unsuccessful) and reversal are painful experiences, and result in one point of Lethal damage. Physical transformation requires a die roll using either the machine's Stealth: Disguise Skill, or a Medicine roll by an operator. The latter has a +2 Synergy Teamwork bonus from the device.

The base Difficulty is 1 for minor cosmetic changes, such as altering one's appearance, voice, and height only slightly. Disguising oneself to be a physical likeness of another person is base Difficulty 3. Becoming someone's doppelganger does not automatically switch any attributes or change gender. Each point of Attributes exchanged increases the Difficulty by 1, while changing gender increases the Difficulty by 2.

The duration of the effect depends on the number of successes, as shown below. As can be seen, the less dramatic the change, the longer the possible duration.

Duration of Effect	Successes Required
One hour	1
One scene (of up to 8 hours)	2
One day	3
One week	4
One month	5

The Anatomical Transmogrifyer weighs several tons, requires a large source of power, and is extremely delicate—it is not portable.

Using the device has potential drawbacks, such as not being recognized for any achievements performed by your new alter-ego once you revert to your true form. These must be adjudicated by the Gamemaster based on specific events. On the flip side, it may grant additional bonuses. For instance, if the user becomes the duplicate of a celebrity, he may temporarily gain the Fame Resources, while becoming the clone of a noble grants Status.

Enhancements: Skill: Stealth: Disguise 8 (+6 Enhancements), Variable Duration: Up to One Month (+3 Enhancements)

Limitations: Toxic: 1L (-2 Enhancements)

Example: Lady Sarah has need to view the records of club to which only men are permitted access. The base Difficulty is 1, since she is happy to look like a generic man. Changing gender raises this to 3. Knowing she won't be in the club long, she Takes the Average, giving her 3 successes. The transformation will hold for an entire day.

Had she wished to take on the appearance of the club's secretary, the Difficulty would be 5 (3 for a duplicate, and +2 for the gender change). Taking the Average will not produce any effect (except for a point of damage), and she would be forced to either seek a qualified doctor to help adjust the machine's controls or trust to the device and keep her fingers crossed..

AQUATIC ECHOLOCATOR & WIRELESS TELEGRAPH

Artifact 1

Leagues: Society of Aquanauts

In the depths of the undersea kingdom, even the most powerful lights do little to cut through the darkness. This device (which must be fitted to a submersible due

LEAGUES & EXISTING DEVICES

This sidebar details to which of the weird science devices presented in the core rulebook the various Leagues of Adventure have access. The Daedalus Club (see page 2) has access to any and all weird science devices, and is not listed in separate entries for reasons of preserving space.

Acoustic Amplifier: The Assassination Bureau, Fenian Society, The Hollow Earth Society, Royal Geographical Society, The Self-Preservation Society, The Speleological Society, The Travelers Club

Advanced Diving Suit: Royal Geographical Institute, Society of Aquanauts

Airplane: The Society of Aeronauts, The Travelers Club

Antibiotic Pills: The Alpine Club, The Challenger Club, The Christmas Society, The Hollow Earth Society, Lunar Exploration Society, The Menagerie Club, Royal Geographical Society, The Sumeria Club, The Survivors Club, The Travelers Club

Armored Car: The Assassination Bureau, The Automobile Club, Fenian Society, The Gun Club

Automatic Transcriber: The Alpine Club, The Hollow Earth Society, Royal Geographical Society, Society of Antiquarians, The Sumeria Club, The Travelers Club, and any newspaper.

Electric Rifle: Gun Club

Guided Torpedo: The Gun Club, Society of Aquanauts

Hydrofoil: Royal Geographical Society, Society of Aquanauts, The Travelers Club

Lunar Transmogripher: —

Mechanical Butler: Any

Ornithopter: The Society of Aeronauts, The Travelers Club

Photoelectric Telegraph: Royal Geographical Society, The Travelers Club, and any newspaper

Pump Action Shotgun: The Assassination Bureau, The Gun Club

Spectromatograph: Royal Geographical Society, The Savage Club

Submachine Gun: The Assassination Bureau, The Gun Club

Submersible, Small: Society of Aquanauts

X-Ray Box Camera: Lunar Exploration Society, The Osiris Club, Royal Geographical Society, The Self-Preservation Society, Society of Antiquarians, The Sumeria Club

to its size, weight, and power requirements) produces burst of sound in a 360-degree field. By listening to the returning echo, a skilled operator can deduce distance, size, and direction of travel of any underwater object in range (100 ft.). Any telegraph operator who understands Morse code can use the device to communicate with other submersibles, and even with divers.

Enhancements: Extra Sense: Active Sonar (+2 Enhancements)

AQUATIC FLOTATION BOOTS

Artifact 1

Leagues: The Hollow Earth Society, Royal Geographical Society, Society of Aquanauts, The Travelers Club

How to cross a river without getting wet when you're without a suitable boat or crossing point has plagued globetrotters for ages. These special boots contain small, deflated balloons concealed in the sole and a pressurized gas cylinder that straps to the shin. Simply pull the tag and watch the balloons inflate. Once fully inflated, you can walk across water as if it were dry land. Well, almost; even on calm water the balloons cause one to sway, resulting in a slight loss of balance. The balloons are good for one combat or scene, after which they automatically deflate. They must then be rebuilt from scratch.

Enhancements: Special Movement: Water, +100% (+4 Enhancements)

Limitations: Reduced Attribute: Dexterity -1 (-2 Enhancements)

AQUATIC PROPULSION ENGINE

Artifact 1

Leagues: Society of Aquanauts

Waterproof and rugged, this device comprises a backpack containing a heavy-duty electrostatic capacitor, attached to which are two rigid poles, each ending in a tapered tube fitted with a spinning fan. When power is applied, the fans rotate at high speeds, sucking in water through the wide end, and pushing it out the narrower rear nozzle, propelling an aquanaut through the water at previously unimaginable speeds.

Enhancements: Talent: Swift (applies in water only; +1 Enhancement); Talent: Swim (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

AUTO-DUELIST

Artifact 2

Leagues: The Assassination Bureau, The Dueling Club, Sporting Gentleman's Association

The auto-duelist comprises a long metal sleeve, an oversized monocle, and a sturdy backpack containing a clockwork computator, all linked together with wires. When the computator is wound, it takes input through the monocle, analyzes an opponent's fighting style, and automatically guides the arm to deliver attacks and

countermoves. Its big drawback is the limited running time before it requires recalibrating. After five uses, the auto-duelist must be recharged.

Enhancements: Increased Attribute: Intelligence +1 (+2 Enhancements), Talent: Calculated Attack (Melee; +2 Enhancements), Talent: Calculated Defense (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (–2 Enhancements)

BALLISTIC COMPUTATOR

Artifact 2

Leagues: The Gun Club

Many an artillerist has failed to hit his target because he neglected to properly judge the elevation required or take into account the wind strength and direction. Fed with basic information, the Ballistic Computator informs the artillerist exactly what angle to set his artillery piece and direction to fire by means of two dials. Wind speed and direction is automatically compensated for by means of a small weather vane connected to the internal workings. So long as the artillerist continues to bombard the same stationary target, only one use of the computator is required to gain its benefits for an entire combat or scene. Changing target requires fresh data input, a process that takes a standard action.

Enhancements: Skill: Gunnery 4 (+2 Enhancements), Talent: Accuracy (+2 Enhancements)

BALLISTIC DEFLECTION PLATES

Artifact 1

Leagues: The Assassination Bureau, Fenian Society

A handy addition to any explorer's clothing, these thin but very strong metal plates (made from refined Impenetranium) can be woven into an outer jacket by any competent tailor. While not guaranteed to stop the spear of a hostile native or the teeth of some slaving beast, they provide better protection than normal clothing, and are hardly discernible, meaning they are also suitable for dinner jackets.

Enhancements: Increased Attribute: Active Defense +2 (+2 Enhancements)

BOUNCING BULLETS

Artifact 1

Leagues: The Assassination Bureau, The Gun Club

Coated in a layer of thick rubber, these unique bullets allow you to bounce your shots off walls, so enabling you to target opponents hiding behind cover. The rubber fragments on impact, ensuring the bullet delivers its full kinetic energy to the target. One batch contains five bullets, each of which is good for a single shot.

Enhancements: Talent: Ricochet Shot 3 (+6 Enhancements)

Limitations: Reduced Duration: Six Seconds (–4 Enhancements)

CACOPHONIC SCARIFYER

Artifact 3

Leagues: The Alpine Club, The Challenger Club, Fenian Society, The Four Feathers Club, The Hollow Earth Society

Based on the cylinder phonograph, the Cacophonic Scarifyer emits a variety of sounds designed to terrify everything from wild beasts to hostile natives to street urchins. To use the device, simply point it at your intended targets, wind the handle to charge the electrostatic capacitor (a standard action), and flick the switch to unleash the infernal sound! The sound affects every creature within 20 feet of the front of the speaker.

Enhancements: Skill: Intimidation 8 (+6 Enhancements), Talent: Fearsome (+2 Enhancements)

Limitations: Special Duration (–2 Enhancements)

CEREBRAL ENHANCER

Artifact 1

Leagues: The Challenger Club, The Eccentric Club, The Osiris Club, Royal Geographical Society, The Savage Club, Society of Antiquarians, The Sumeria Club

The cerebral enhancer resembles a metallic pudding basin covered in magnets and wires. When placed on one's head, it stimulates the user's neural cortex, resulting in a dramatic boost to natural intelligence. Greatly increasing the user's intellect in this way has the unfortunate side-effect of reducing his emotional capacity.

The cerebral enhancer must be recharged after five uses.

Enhancements: Increased Attribute: Intelligence +2 (+4 Enhancements)

Limitations: Flaw: Aloof (–2 Enhancements)

CEREBRAL INTERROGATOR

Artifact 2

Leagues: The Assassination Bureau, Fenian Society

A derivative work of the cerebral enhancer, the cerebral interrogator comprises two metallic helmets. One is worn by the interrogator, the other must be placed on the head of the subject being questioned. The helmets are linked by strands of wires, requiring questioner and subject to be seated within a few feet of each other.

The interrogator's helmet allows him to gently probe his victim's mind. This is not mind reading—merely a way of aiding in discerning truth and falsehood, and mentally prompting the right questions to ask to unlock secrets. It grants the interrogator either Intimidation: Interrogation 4 or a +2 Intimidation: Interrogation Teamwork bonus. The subject's helmet weakens his resolve to interrogation by dampening his ego and suppressing his will.

The cerebral interrogator works only so long as both helmets are worn. It must be recharged after five uses.

Enhancements: Inflict Reduced Attribute: Willpower –1 (+2 Enhancements), Skill: Intimidation: Interrogation 4 (+2 Enhancement)

CLOCKWORK APPENDAGE

Artifact 1

Leagues: Any

The loss of an arm can often mean the end of one's career and livelihood. At least, it did! This clockwork and piston prosthetic arm functions just like a real limb, and its polished brass fittings and leather look beautiful as well. Not only that, it is guaranteed to be stronger than your remaining limb! It is held in place at the shoulder via a belt, which loops beneath the remaining arm and fastens across the chest.

Enhancements: Increased Attribute: Strength +1 (replaced arm only; +2 Enhancements), Remove Flaw: One Arm (+2 Enhancements)

Limitations: Flaw: No Sense of Touch (-2 Enhancements)*

**The character suffers a -2 penalty to perform fine manual dexterity, such as picking locks and most Crafts, as well as Athletics: Throwing when using the prosthetic limb. Should his arm come off, he acquires the One Arm Flaw until it is reattached.*

CONFLAGRATION RESISTANCE SUIT

Artifact 2

Leagues: The Hollow Earth Society, Royal Geographical Society, The Survivors Club, The Travelers Club

Made of lightweight flameproof material, the Conflagration Resistance Suit can be worn over any other type of clothing, keeping your garments and flesh safe from burns and blisters.

Enhancements: Special Protection 4 (+4 Enhancements)*

**When you are exposed to fire, you roll 4 dice Passive Defense each round to resist fire damage. The suit is nonflammable, and prolonged exposure to a source of fire does not result in you catching fire.*

CUSHIONOMATIC IMPACT REDUCER

Artifact 2

Leagues: The Alpine Club, The Jockey Club, The Society of Aeronauts, The Survivors Club

Climbing the world's highest peaks is a great achievement, but falling to one's death is an ignoble end. The Cushionomatic Impact Reducer is a lightweight pack inside which is a deflated rubber skin and a small cylinder of compressed gas. If you find yourself falling, simply tug on the cord with a free hand and relax, knowing the inflated balloon will help cushion the impact.

One batch contains five sets of packs (enough to cover the chest and back), each of which is good for a single fall.

Enhancements: Reduce Falling Damage 6 (+6 Enhancements)*

Limitations: Limited Usage (-2 Enhancements)

**When you fall, roll 6 dice. Reduce the damage taken by one point per success.*

ENCIPHERGRAPH

Artifact 2

Leagues: Any

Information is power. Businesses, governments, and Leagues all have information they need to pass between members without it falling into the hands of rivals. Easily attached to any telegraph machine, simply type your message on the typewriter keys, set the five encoding wheels to a pre-agreed configuration with those you wish to communicate, and let the Enciphergram automatically encode it. So long as the receiving party knows what code wheels were used, the message can be decrypted in moments, yet leaving your nefarious rivals scratching their heads. The Enciphergraph requires a typewriter as the basis.

For those looking to break enemy codes, there is the Deciphergraph. It swaps Linguistics: Codes for Linguistics: Deciphering. Simply type in the encoded message in its cryptic form, and wait while the machine decipheres it. Results are produced on a ticker-tape.

Enhancements: Skill: Linguistics: Codes 6 dice (+4 Enhancements)

FULL IMMERSION ACCELERATED HEALING BATH

Artifact 3

Leagues: The Christmas Society

When charged by means of a clockwork-powered electrostatic generator, the electrodes that protrude from the metal top and bottom of this large, glass tank imbue the chemical mixture (largely water, with a few common mineral salts) contained within with amazing healing properties. The electrically activated chemical mixture also strengthens the body, allowing the patient a better chance to fight off disease. Non-portable, it is nevertheless a lifesaving device.

While immersed, the patient is fully anesthetized (a by-product of the healing solution). Air is breathed through a tube. Although the patient is incapable of eating and drinking during his immersion, water leeches into the body through means of chemical osmosis. Food intake is impossible, and for this reason (among others) no patient remains in the tank for more than a week.

The minimum period a person can spend in the device and gain any benefit is one day. The maximum duration is six days, after which the chemicals must be replaced, the clockwork wound, and the tank scrubbed clean.

Enhancements: Increased Attribute: +1 Body (+2 Enhancements), Increased Duration: Six days (+4 Enhancements), Talent: Quick Healer (+2 Enhancements)

Limitations: Flaw: Total unconsciousness (-2 Enhancements)

GASTRONOMIC ENGINE

Artifact 1

Leagues: The Alpine Club, The Challenger Club, The Christmas Society, Epicurean Society, The Hollow Earth Society, Royal Geographical Society, The Survivors Club, The Travelers Club

Ideal for the globetrotter tired of the same meals day after day, or who doesn't know how best to roast the flesh of a dinosaur, the Gastronomic Engine is an automated chef and comes in its own steamer trunk for easy transportation. Simply add the raw ingredients (no need to pluck or peel), throw in some flavorings, and sit back. When your meal is ready, a bell chimes, saving you the trouble of watching over the pot. The finished meal may not be up to epicurean standards, but it's hot and fresh.

The machinery must be cleaned after every use, but that's a task for the servants while you enjoy a cigar and a glass of port (not included with the Engine).

Even if you're an accomplished chef, the Gastronomic Engine can save you the effort of preparing meat and vegetables, and you can time various stages of cooking to perfection (+2 Teamwork bonus). It even comes with a handy cookbook (the Gastronomicon) for those who want to try their hand at cooking the old-fashioned way.

The Gastronomic Engine requires three pounds of fuel (it can burn almost anything) per use.

Enhancements: Skill: Craft: Cooking 6 (+4 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

HERTZ WIRELESS TELEGRAPH

Artifact 3

Leagues: The Alpine Club, The Challenger Club, The Hollow Earth Society, Lunar Exploration Society, Royal Geographical Society, The Society of Aeronauts, The Society of Aquanauts, The Survivors Club, Travelers Club

This revolutionary telegraph uses Hertzian waves to transmit messages without the need for cables. No knowledge of Morse code is required—simply type your message using the typewriter keys, and it is automatically encoded and transmitted.

The basis for this machine is a typewriter. Note that in order to actually send a message to anyone, you need two Hertz Wireless Telegraph machines.

Enhancements: Extra Sense (+2 Enhancements), Special Range: 10,000 miles (+8 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

HYDRAULIC LOAD FRAME

Artifact 0

Leagues: The Alpine Club, The Challenger Club, The Hollow Earth Society, Royal Geographical Society, Society of Antiquarians, Travelers Club

Purpose-built for explorers who either cannot acquire bearers or do not wish to part with money, the load frame comprises a rigid metal frame that attaches to the

hips (by means of a thick belt) and shoulders. Hydraulic pistons allow the frame to take the weight of heavy equipment and relieve the burden on the wearer.

Donning or removing the frame requires three standard actions.

Enhancements: Increased Attribute: Strength +1 (for encumbrance purposes only; +1 Enhancement), Talent: Pack Mule (+2 Enhancements)

Limitations: Reduced Attribute: Active Defense -2 (-2 Enhancements)

IMMUNO-STRENGTHENING PILL

Artifact 1

Leagues: The Alpine Club, The Challenger Club, The Christmas Society, The Hollow Earth Society, The Menagerie Club, Royal Geographical Society, Society of Antiquarians, The Speleological Society, The Survivors Club, Travelers Club

Disease is a constant risk for globetrotters. While antibiotics are helpful in combating diseases already in the body, it is often much more pleasant to avoid contracting them in the first place. These tablets (available in a variety of pleasant flavors) boost the body's immune system.

A batch contains five doses, each of which lasts for one entire combat or scene.

Enhancements: Talent: Disease Resistance (+2 Enhancements)

INVISIBILITY SERUM

Artifact 3

Leagues: The Assassination Bureau, Fenian Society, The Self-Preservation Society

As far as the scientific world is concerned, the secret of invisibility died with its murderous inventor, a man known only as Griffin. The original notes, in which Griffin records how he used to optics to achieve his invisible form, remain in the hands Thomas Marvel, a tramp who once worked for Griffin, but other scientists have made breakthroughs in the area. Instead of optics, current research is devoted to chemical alteration. The serum is not foolproof—it does nothing to conceal footprints or sounds, for instance, and sometimes the user is visible as a faintly ghostly form. It also has the unfortunate side effect of causing tissue damage. The user's clothes do not turn invisible, nor do any items he holds. As such, he must remove all garments if he wishes to take full advantage of the serum. Due care should be taken not to be in public when the effect fades, less once cause a terrible scandal. One batch contains five doses, each of which lasts for an entire combat or scene.

Enhancements: Skill: Stealth 10 (+8 Enhancements)

Limitations: Toxic: 1L (-2 Enhancements)

LUMINIFEROUS GLOW TUBE

Artifact 2

Leagues: The Alpine Club, The Automobile Club, The Challenger Club, Fenian Society, The Hollow Earth Society, Royal Geographical Society, The Speleological Society, The Survivors Club, The Travelers Club

Thanks to the marvelous discovery of radiative minerals, scientists have been able to create a source of illumination that functions underwater (at any depth) as well as on land. Each tube is made of thick glass, and is divided into two internal compartments by a thin sliver of glass. Each section holds a different chemical.

When shaken (a standard action), the sliver shatters, allowing the two chemicals to mix. The result is a pale, green light that illuminates an area with a 10-foot radius. No heat is generated by the glow. Alas, the radiation is slightly harmful to humans, causing short-term fatigue and occasional dizziness.

One batch contains five tubes, each of which lasts for an entire combat or scene.

Enhancements: Special Operating Conditions: Works Underwater (+2 Enhancement), Talent: Blind Fighting 2 (+4 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancements), Increased Weight: +100% (2 lbs.; -2 Enhancements)

MECHANICAL LEGS

Artifact 1

Leagues: The Alpine Club, The Hollow Earth Society, The Self-Preservation Society

Invented with the noble notion that these would become a form of personal conveyor available to the masses, production costs (and a few accidents) have so far kept their use extremely limited. The legs take the form of a bulky, rigid pair of metal trousers, into which the user must insert his legs. Unfortunately, this requires the use of a small ladder or similar elevated position, or a handy manservant to give one a bunk up. Projecting from the rear is a miniature boiler.

Once the pressure is built up, the mechanical legs increase the walker's pace, allowing him to cover ground more quickly and with less physical exertion. Unfortunately, the legs are cumbersome, and mobility is greatly restricted.

Through means of a powerful pneumatic pump, which is controlled by a handle located on the left thigh, the walker can even walk up walls and across ceilings, albeit far more slower than if walking across level ground. The crank can be locked into position, allowing the user to dangle from his vantage point without fear of falling.

The device lasts for a single combat or scene, after which it must be recharged. After five uses, it must be recharged.

Enhancements: Skill: Athletics: Running 4 (+2 Enhancements), Special Movement: Walls & Ceilings (Half move; +2 Enhancements), Talent: Swift (+2 Enhancements)

Limitations: Flaw: Conspicuous (-2 Stealth penalty due to the whirring clockwork and heavy footsteps), Reduced Attribute: Active Defense -2 (-2 Enhancements)

MECHANICAL TURK, MARK 2

Artifact 1

Leagues: The Eccentric Club, The Red & Black Club, Sporting Gentleman's Association

Based on the Mechanical Turk, an 18th century chess-playing automaton that proved to be a hoax, this mechanical and clockwork marvel of the modern age really does know how to play chess, and a variety of other board games. No gentleman seeking to travel to foreign parts should be without a gaming companion, especially one who cannot cheat or be swayed by favoritism.

The Turk comes in its own oversized steamer trunk, which folds out to make the playing table. A life-sized model of a human upper body comes free with the device, and can be styled into any form the owner desires.

When playing any board game, the Mechanical Turk has Gambling: Board Games rating of 6.

The device lasts for one combat or scene—enough to play a single game. After this, the device requires maintenance before it will operate again.

Enhancements: Skill: Gambling: Board Game 6 (+4 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

METAL DETECTOR

Artifact 1

Leagues: The Hollow Earth Society, The Osiris Club, Royal Geographical Society, Society of Antiquarians

A Metal Detector comprises a heavy backpack in which is mounted a heavy induction coil, a long pole that ends in two immense magnets placed 6" apart, and a pair of large headphones. When powered, the induction coil generates an alternating magnetic field. A metallic object entering the field causes a high-pitched bleep to be heard through the headphones.

A Metal Detector allows the user to make Perception rolls to locate buried metal objects. The electromagnetic field has a standard depth penetration of just 12", but can be improved by tweaking the distance between the magnets at the cost of a reduction in accuracy. For each additional 12" (or part thereof) of depth, the user has a cumulative -1 penalty to his Perception roll.

The effects last for one combat or scene. After five uses, the device must be recharged.

Enhancements: Extra Sense: Metal Detection (+2 Enhancements)

METEOROLOGICAL MANIPULATOR

Artifact 4

Leagues: The Alpine Club, The Christmas Society, The Eccentric Club, The Society of Aeronauts, The Survivors Club

This massive (five tons) and highly complex machine has the power to manipulate the weather at a localized scale. It can induce blizzards and hurricanes, whip up

tornadoes, or dispel any of the above to produce bright sunny days. Activating the machine merely involves setting the dial to the desired meteorological effect, ensuring the boiler is well stoked, and pulling a lever.

The weather effect builds over a period of several hours (unless the basic conditions are already present, such as heavy clouds if you want a thunderstorm) and remains for an entire day, after which it dissipates naturally. Typically, the altered atmospherics affect an area five miles in diameter, centered on the machine (which cannot be moved during this period).

Secondary effects, such as flooding, reduced temperatures, structural damage, or lightning strikes must be adjudicated by the Gamemaster to suit the needs of the story.

Enhancements: Increased Duration: One day (+2 Enhancements), Manipulate Weather (+10 Enhancements)

Limitations: Requires Maintenance: Difficulty 4 (−4 Enhancements)

NAVIGATIONAL ANALYTICAL ENGINE

Artifact 3

Leagues: The Alpine Club, The Automobile Club, The Challenger Club, The Hollow Earth Society, Royal Geographical Society, The Society of Aeronauts, The Society of Aquanauts, The Sumeria Club, The Survivors Club, The Travelers Club

Does fear of becoming lost in an inhospitable wilderness stop you becoming a globetrotter? Well fear no more, for your salvation is at hand. Simply insert a map into the navigational analytical engine, set the marker at your current location, and go about your travels. Thanks to a specially gyroscopically stabilized construction, the Navigational Analytical Engine will track your every move to within a few miles, automatically moving the pointer across the map as you explore the globe.

Warning: The Navigational Analytical Engine is only as good as your map.

Enhancements: Increased Duration: One Day (+2 Enhancements), Skill: Survival: Navigation 6 (+4 Enhancements)

NERVE DESTIMULIZER PILL

Artifact 1

Leagues: Alpine Club, The Assassination Bureau, The Challenger Club, Dueling Club, Fenian Society, The Hollow Earth Society, Lunar Exploration Society, Royal Geographic Society, Society of Aquanauts, The Speleological Society, The Survivors Club, Travelers Club

Falling unconscious in a hostile environment due to injury can be a death sentence, especially if one is alone. One of these tiny pills numbs the nerves and reduces bloodflow, allowing one to stay conscious longer when subjected to horrendous physical trauma. The slight numbness that results in swallowing a pill reduces agility and dexterity as a side effect.

One batch contains five doses, each of which is good for an entire combat or scene.

Enhancements: Talent: High Pain Tolerance (+2 Enhancements), Talent: Robust (+2 Enhancements)*

Limitations: Reduced Attribute: Dexterity −1 (−2 Enhancements)

* *Injuries subtract from these extra Health levels first, which represent the ability to ignore slight wounds*

NOCTURNAL VISION ENHANCEMENT GOGGLES

Artifact 1

Leagues: The Alpine Club, The Assassination Bureau, The Challenger Club, The Eccentric Club, The Self-Preservation Society, Women's Suffrage Society

This large pair of goggles comprises lens made of special colored crystals, ground to a smooth finish. When worn, it eliminates all penalties for darkness.

Wearing the Nocturnal Vision Enhancement Goggles during the day causes the wearer to be blinded. He suffers penalties based on the amount of ambient lighting (see Visibility in *Leagues of Adventure*). The goggles take one standard action to don or remove.

Enhancements: Extra Sense: Infrared (+2 Enhancements)

NUMISMATIC FABRICATOR

Artifact 1

Leagues: The Eccentric Club, Hollow Earth Society, The Numismatic Society, Royal Geographical Society, The Savage Club, Society of Antiquarians, The Travelers Club

Have you ever reached a foreign town only to discover they don't accept your native currency and you haven't got the right coins in your pocket? Now you never have to worry about being embarrassed or frustrated again!

Simply insert whatever coins you have about you into the top slot, set the dial to the major country you are currently in (see *Globetrotters' Guide to Expeditions* for a list of available currency settings), patiently wait an hour or so, and freshly minted local coins of equivalent value are deposited from the bottom slot. Thanks to the wonders of chemistry, the Numismatic Fabricator can even transform your low-value bronze coins into high-value gold ones (though still of equivalent value to what you feed in).

Note, the Numismatic Fabricator does not convert any metal discs into coins, nor can it produce antique or defunct coins—it only converts legal tender coins, and it only manufactures coins currently in circulation.

Enhancements: Special: Currency Conversion (+2 Enhancements)

NUTRITIONAL SUBSTITUTION PILL

Artifact 2

Leagues: The Alpine Club, The Challenger Club, The

Hollow Earth Society, Royal Geographical Society, Society of Antiquarians, The Survivors Club, The Travelers Club

Packed with essential nutrients that are released slowly, swallowing a single pill allows a globetrotter to go a full 10 days without needing to consume food. The pills have no effect on water consumption, and have an unfortunate side effect—chronic flatulence. Excess intestinal gas production lasts for the duration of the pill's effect—use sparingly in polite company!

A batch contains five pills, each of which is good for a single week.

Enhancements: Increased Duration: One week (+4 Enhancements), Talent: Famine Hardy (Food only; +1 Enhancements)

Limitations: Flaw: Repulsive (Chronic flatulence; -2 Enhancements)

PARFUM D'APHRODITE

Artifact 1

Leagues: The Assassination Bureau, The Dandy Club, The Eccentric Club, The Savage Club, The Self-Preservation Society, Women's Suffrage Society

Distilled from rare plants, or so the manufacturer claims, this fragrant perfume makes one more appealing to members of both sexes. A dab or two behind the ears and across the neck is enough to produce the desired effect. One batch contains five doses, each of which lasts for an entire combat or scene.

A more potent version, designed to weaken the resolve of those one wishes to seduce, provides Skill: Con: Seduction (+2 Enhancements) as well. It is an Artifact 2. Even more potent versions exist, but they are designed for those completely lacking in the art of seduction.

Enhancements: Talent: Charismatic (+2 Enhancements)

PNEUMATIC MASSAGE CHAIR

Artifact 2

Leagues: The Christmas Society, The Eccentric Club

A globetrotter's life can be arduous, and nothing helps one relax after a hard day's travel more than a good massage. The pneumatic massage chair alleviates the burden of having to find a trained masseur. Simply wind the clockwork mechanism, lie down, and relax to the sound of the automated bellows as the many pistons and rollers remove your stress.

The pneumatic massage chair can be used to deliver automated first aid (it rolls 8 dice), but only removes nonlethal wounds. It does not convert lethal wounds into nonlethal ones. Alternatively, it can be used in conjunction with a qualified doctor of medicine to provide a +2 bonus to Medicine: First Aid rolls. Used to remove general fatigue, such as from strenuous activity, the number of successes reduces the number of hours you have to sleep to recover from fatigue (minimum two hours).

The mechanism runs for just one minute before it requires resetting. After five uses, it must be recharged.

Enhancements: Skill: Medicine: First Aid 8 (+6 Enhancements)

Limitations: Reduced Duration: One Minute (-2 Enhancements)

PNEUMATIC ORCHESTRA

Artifact 1

Leagues: The Dandy Club, The Eccentric Club, Epicurean Society, The Savage Club

For those who desire to entertain their guests with music but cannot afford to hire an orchestra, this invention is a must-have. Roughly the size of two motor cars when assembled (it breaks down to fill four steamer trunks), it comprises a variety of string, brass, woodwind, and percussion instruments linked together by movable arms, pipes, and rubber tubes. Movement and power is provided by a set of bellows, which must be constantly pumped during the recital—an ideal task for a servant.

The basic pneumatic orchestra has a Performance: Music Skill dice pool of 6, which is rolled when playing a recital. At the Gamemaster's discretion, this can be used to provide a +2 Teamwork bonus to a single musician or singer. More advanced versions have a higher dice pool, but are either more complex to construct or more difficult to maintain.

After each use (one combat or scene), the pneumatic orchestra must be maintained—doing so is necessary both to change the music being played, and to retune the instruments.

Enhancements: Skill: Performance: Music 6 (+4 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancement)*, Requires Maintenance: Difficulty 2 (-2 Enhancements)

* For whoever works the bellows.

PORTABLE PHARMACOPEIA ENGINE

Artifact 1

Leagues: Alpine Club, The Challenger Club, The Christmas Society, The Hollow Earth Society, Royal Geographical Society, Society of Antiquarians, The Sumeria Club, The Survivors Club, Travelers Club

Globetrotters exploring foreign parts need no longer have fear of running out of essential medical supplies. Simply load the Portable Pharmacoepia Engine with any available herbs or minerals, crank the handle, and wait for the salve, pill, or ointment (distilled from all medicinal properties contained in the herbs) to be dispensed.

Enhancements: Talent: Herb Lore (+2 Enhancements)

SPRING BOOTS

Artifact 1

Leagues: The Alpine Club, The Assassination Bureau, The Eccentric Club, The Self-Preservation Society

Available in both ladies' and gentlemen's fashion, the soles of these sturdy boots conceal a powerful spring.

Activation requires the wearer to make a small jump. On landing, the springs release, propelling the wearer upward, backward, or forward, depending on the angle of his body. Landing is cushioned by the springs, and also secures the springs back in the sole, allowing them to be used again without any fuss.

Enhancements: Talent: Jump (+2 Enhancements)

SPRING BOOTS, MARK 2

Artifact 2

Leagues: The Assassination Bureau, The Challenger Club, The Eccentric Club, The Hollow Earth Society, Royal Geographical Society, Society of Antiquarians, Sporting gentleman's Association, The Travelers Club

An improvement over the standard spring boots, this variant has the springs permanently protruding from the sole, thus allowing the wearer to bounce along at a greatly increased movement rate. The springs are exceptionally springy, causing the user to wobble even while standing motionless.

Enhancements: Talent: Jump (+2 Enhancements), Talent: Run (+2 Enhancements), Talent: Swift (+2 Enhancements)

Limitations: Reduced Attribute: Dexterity -1 (-2 Enhancements)

TELESCOPIC TERTIARY ARM

Artifact 2

Leagues: The Alpine Club, The Automobile Club, The Self-Preservation Society, The Society of Aeronauts

There comes a time when one finds a third arm useful, or when one wishes to reach an object without having to move one's feet (or the wish to expose one's limbs to potential harm), or when you really need to manipulate three tools at once. The Telescopic Tertiary Arm is the answer to these desires.

Made of non-conducting metal, telescopic to a range of 10 feet, and fitted with a grabbing claw capable of lifting 50 pounds, the mechanical appendage extends from a sturdy wooden carrying case fitted to one's back.

Control is cerebral, with thoughts turned into actions by a close-fitting metal cap. One side-effect of this is the need for constant concentration (a stray thought can lead to all manner of socially unacceptable incidents), which distracts the user.

Enhancements: Extra Limb: Strength 3 (+4 Enhancements), Increased Range: 10 ft. (+2 Enhancements)

Limitations: Reduced Attribute: Intelligence -1 (-2 Enhancements)

TEMPORAL VISUALIZING MONOCLE

Artifact 4

Leagues: The Temporal Society

Physically transporting a person through time has so far eluded scientists, but recent breakthroughs have allowed for viewing the distant past. Unfortunately, access

to the future has proven beyond current weird scientists, though that is a boundary many members of the Temporal Society are striving to penetrate.

The temporal visualizer comprises an oversized crystal monocle with several overlapping lenses, and a special boiler worn strapped to the user's back. The boiler burns tiny nuggets of Eternium, and extremely rare and expensive element. Once correctly tuned into the temporal energy field, the operator can view his current location in the modern age as it existed in history. As he moves, so the view changes accordingly. Absolutely no contact is permissible with ancient world—the device allows one to look, not touch, converse, or otherwise interact. Tuning the device to a specific era requires a Science: Temporal Mechanics roll. Academics: History may be used as a Skill synergy. Operators with the Time Sense Talent gain a +2 bonus to this roll.

The Difficulty depends on the era the operator wishes to view, as shown below. Selecting a specific date incurs a -2 penalty, and a specific event on that day a further -2 penalty. Failure expends the Eternium wafer and results in chaotic or fuzzy visions that reveal no information.

The effects last for one combat or scene, after which time the device must be maintained. After five uses it must be dismantled and rebuilt to ensure proper calibration of the temporal energy flux capacitor.

Time Period	Difficulty
Up to 1 year ago	1
1-10 years ago	2
11-100 years ago	3
101-1000 years ago	4
1001-10,000 years ago	5

Aside from its special fuel requirement, the device causes the operator to be bathed in temporal energy, prematurely aging his body.

Maintaining the device requires a Craft: Mechanics roll, but the engineer *must* also have Science: Physics or Temporal Mechanics 4.

Enhancements: Extra Sense: Time-viewing (+2 Enhancements), Time Travel: Ten Millennia (+14 Enhancements)

Limitations: Requires Maintenance: Difficulty 3 (-4 Enhancements), Requires Special Fuel: Eternium Wafers (-2 Enhancements), Toxic: 1L (-2 Enhancements)

TISSUE REGENERATION ELIXIR

Artifact 3

Leagues: Alpine Club, The Challenger Club, Christmas Society, The Dueling Club, Sporting Gentleman's Association, The Survivors Club, The Travelers Club

This marvel of the modern age speeds up tissue regeneration, making it a literal lifesaver for globetrotters exploring the far-flung reaches on the globe. When taken, the elixir makes a Medicine: First Aid roll at 6 dice. Administering multiple doses at the same time gives a

+2 bonus per extra dose. Alternately, a single dose can be combined with a human doctor to grant a +2 Teamwork bonus to a Medicine: First Aid roll and the Lifesaver Talent.

One batch contains five doses, each of which is good for a single application.

Enhancements: Skill: Medicine: First Aid 6 (+4 Enhancements), Talent: Lifesaver (+2 Enhancements)

UNIVERSAL ULTRATOOL

Artifact 1

Leagues: The Automobile Club, Lunar Exploration Society, The Society of Aeronauts, The Society of Aquanauts, The Survivors Club

This amazing, all-in-one tool has everything a craftsman needs to build or repair virtually any item. It also includes ready to use instructions that walk a novice user through most projects. The only downside to this versatile tool is its heavy weight.

Enhancements: Skill: Crafts 4 (+2 Enhancements), Talent: Skill Mastery: Crafts (+2 Enhancements)

Limitations: Increased Weight +100% (Str 2, -2 Enhancements)

VERTICAL POSITIONING SPRINGS

Artifact 2

Leagues: Any

Contained in leather patches designed to be sewn onto the outside of any sort of clothing, these powerful springs automatically extend when a sharp blow is delivered, such as when one falls over. As they uncoil, the springs push the user upright, saving him the effort of having to stand. Once used, the springs are simply discarded and replacement patches sewn on in their place.

One batch contains five springs, each of which is good for a single use.

Enhancements: Talent: Rising Handspring (+2 Enhancements)

WEAPONS

ANAESTHETIC RIFLE & DARTS

Artifact 2

Leagues: The Four Feathers Club, The Gun Club, The Menagerie Club

Ideal for pacifists and scientists who want live specimens for study, the lightweight, near-silent Anaesthetic Rifle uses compressed air to launch a dart coated with a potent but nonlethal toxin. Pneumatic compression is achieved by pumping the trigger mechanism in much the same way as with a Winchester repeater. The Anaesthetic Rifle is based on a bolt action rifle.

Darts are created as a Level 2 artifact. A batch contains five darts, each of which is good for a single use.

Enhancements: Improved Damage Type: Caustic +2L (+4 Enhancements), Reduced Weight: 50% (+2 Enhancements), Touch Attack (+2 Enhancements)

Limitations: Inferior Damage Type: Nonlethal Damage (-2 Enhancements), Reduced Rate of Fire: 1 (-2 Enhancements)

Dmg	Str	Range	Cap	Rate	Weight
0*	1	100 ft.	5 (i)	1	4 lbs.

* *The dart impact causes no damage. If the dart hits, the target must make a reflexive Body roll (Difficulty 4) at the start of each turn. Until he scores 10 successes, he suffers 5 points of caustic nonlethal damage each combat turn. Should Health drop below zero, the victim falls unconscious for 10 minus his Body rating hours (minimum one hour). Once he regains consciousness, the wounds inflicted by the drug are removed.*

ARMAGEDDON BOMB

Artifact 5

Leagues:—

What mad and depraved mind could conceive of such an awesome and destructive weapon? An Armageddon Bomb requires a heavy bomb as the base material, ordinance thankfully not available to civilians. The finished weapon weighs a colossal 8,000 pounds. Because of this, it cannot easily be loaded into even a military airship. Any lunatic wishing to explode such a destructive weapon will need a train to transport it, or must assemble it in place.

Enhancements: Increased Area of Effect: 250 ft. (+2 Enhancements), Increased Damage: +12L (+12 Enhancements)

Limitations: Increased Weight: +200% (-4 Enhancements)

Dmg	Range	Cap	Rate	Size	Notes
36L*	—	—	—	16	Area Effect 100 ft.

* *When it explodes, it damages everything in its area of effect. Roll the listed damage rating against all opponents in the area. The damage inflicted is reduced by one point for each range increment from the explosion.*

CONCUSSIONITE

Artifact 2

Leagues: The Four Feathers Club, The Gun Club

Through the addition of a secret chemical, dynamite can be made into a nonlethal weapon designed to stun and bowl over opponents.

Concussionite is based on dynamite. Aside from the changes noted below, it otherwise functions as dynamite. Creating Concussionite requires five sticks of dynamite. A batch contains five sticks, each of which is good for a single explosion.

Enhancements: Increased Damage: +2 (+2 Enhancements), Talent: Knockout Blow (+2 Enhancements), Talent: Staggering Blow (+2 Enhancements)

Limitations: Reduced Damage: Nonlethal Damage (-2 Enhancements)

Damage	Str	Range	Cap	Rate	Weight
6L	2	10 ft.	n/a	1	1 lb.

DISCOMBOBULATOR RAY

Artifact 1

Leagues: The Assassination Bureau, Fenian Society, The Gun Club, The Self-Preservation Society

The blast from this rifle dazes an enemy for a short while, leaving them easy targets for opponents, or easier to slip past unnoticed. Some variants use flickering beams of light, while others fire a miniature gas grenade or sonic pulses.

Enhancements: Talent: Captivate (+2 Enhancements), Touch Attack (+2 Enhancements)

Limitations: Reduced Rate of Fire (-2 Enhancements)

Damage	Str	Range	Cap	Rate	Weight
2*	2	50 ft.	1	1/2	4 lbs.

** To use the Discombobulator Ray, make a Firearms touch attack. If successful, consult the Captivate Talent, swapping the Performance roll for the damage you would have caused. The effect affects all living creatures within 10 feet of the impact point.*

ELECTRO-SHOCK BATON

Artifact 2

Leagues: The Dueling Club, Fenian Society, Women's Suffrage Society

Designed for use by pacifists and ladies beset by fell brigands and ne'er-do-wells, the stun baton is a short, thick, wooden rod with a metal tip. When charged and touched against an object, it unleashes a powerful electrical jolt.

Inside the wooden shaft are five capacitors, each holding enough electricity to deliver just one shock. Once all five are expended, the device must be stripped down and new charged capacitors installed. This requires rebuilding it using the guidelines for one-shot devices.

Wielding an Electro-Shock Baton uses Melee and has a base damage of 0N when used as a conventional weapon.

Enhancements: Increased Damage: +4N (+4 Enhancements), Talent: Knockout Blow (+2 Enhancements), Touch Attack (+2 Enhancements)

Limitations: Reduced Duration: Six Seconds (-4 Enhancements)*

HEAVY ROTARY ACTION PISTOL

Artifact 1

Leagues: The Assassination Bureau, The Gun Club

This monstrous pistol has 12 barrels, each loaded with a heavy revolver bullet. As one bullet is fired, the

barrels automatically rotate to line the next one up with the firing pin. Depending on how hard one squeezes the trigger, it can be used to make single shots, burst fire, or strafing attacks. In order to reduce recoil, the shells require a low powder yield, reducing the weapon's range.

In order to construct one, the inventor requires one heavy revolver and 11 additional barrels (£16 total).

Enhancements: Increased Capacity: +100% (+4 Enhancements), Increased Rate of Fire: Automatic (+2 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Reduced Range (-2 Enhancements)

Damage	Str	Range	Cap	Rate	Weight
3L	3	25 ft.	12 (r)	A	5 lbs.

INCENDIARY DELIVERY SYSTEM

Artifact 1

Leagues: The Alpine Club, The Gun Club

A revolutionary new weapon, the Incendiary Delivery System delivers a gout of burning gasoline with each pull of the trigger. Even if you don't fancy burning someone alive, a burst is often enough to scare off wild animals and superstitious natives. For those of you planning on exploring arctic regions, the weapon is capable of melting thick ice with minimal effort. The Incendiary Delivery System comprises two heavy metal tanks—one containing pressurized gas and the other gasoline—worn strapped to the back. This is connected to the business end by thick rubber tubes. The Incendiary Delivery System can be used to make a strafing attack. Each target and 5-foot distance between targets consumes one load of fuel. The weapon cannot be used to deliver burst fire or conventional full autofire attacks.

The basis for this device is a bolt action rifle (at least for cost, damage, and capacity). The additional weight and Strength requirement comes from the need for a heavy metal fuel tanks, propellant, and the fuel, and is thus not covered by adding Limitations. After five shots, the tank must be refueled. Each gallon of gasoline is enough for one shot.

Enhancements: Improved Damage Type: Caustic (+2 Enhancements), Increased Rate of Fire: Restricted Automatic (+2 Enhancements), Touch Attack (+2 Enhancements)

Limitations: Reduced Range: 25 ft. (-4 Enhancements)

Damage	Str	Range	Cap	Rate	Weight
4L*	3	25 ft.**	5 (i)	1	60 lbs.

**To burn an opponent, make a Firearms touch attack. If your character's attack succeeds, she inflicts the listed amount of weapon damage. If her opponent is wearing something combustible—such as loose clothing—or has been doused with a flammable liquid, he is set on fire and will continue to take fire damage each turn until he puts himself out.*

***Maximum range of the weapon is 75 feet.*

LIGHT AMPLIFICATION RAY

Artifact 1

Leagues: The Assassination Bureau, The Gun Club

This five-shot light revolver fires bullets made of concentrated magnesium. When the trigger is pulled, the magnesium ignites, producing a powerful burst of light. This is focused through a concentrator cone at the front of the weapon, which emits a beam of focused light. Heat build up is negated by means of a heat-release valve and miniature coolant cell (filled with water through the pistol's butt). Although the beam of light is visible in low light conditions (but invisible in sunlight or other brightly lit areas), the weapon is completely silent.

The basis for this weapon is a light revolver. Magnesium bullets can be created as an Artifact 0. A batch contains five bullets, each of which is good for a single use.

Enhancements: Increased Damage: +2L (+2 Enhancements), Increased Range (+2 Enhancements)

Limitations: Requires Special Ammunition: Magnesium Bullets (-2 Enhancements)

Damage	Str	Range	Cap	Rate	Weight
4L	2	100 ft.	5 (r)	M	1 lb.

LUCIFER PASTE

Artifact 1

Leagues: The Assassination Bureau, The Hollow Earth Society, The Self-Preservation Society, The Speleological Society

For those you need to enter somewhere unseen, or perhaps escape a cave-in or false imprisonment, we recommend Lucifer Paste. Simply apply the paste to the chosen surface, ignite it, and watch as it burns through rock and metal in seconds. Lucifer Paste is based on dynamite. One batch contains five tubes, each of which is good for a single use. Against inanimate objects, such as walls, roll the 12L damage and compare it to the material's Defense. Each additional success burns through 10 feet of wood, 5 feet of stone, or 1 foot of metal, leaving a man-sized hole. Used against vehicles and large creatures, it inflicts damage to Health and Structure as normal. Applying a tube of Lucifer Paste takes a standard action, and igniting it is a second standard action. At the Gamemaster's discretion, lesser applications of Lucifer Paste may be used to burn through small objects, such as locks.

Enhancements: Improved Damage: +8 (+8 Enhancements)

Limitations: Reduced Area of Effect: Zero (-2 Enhancements), Reduced Duration: Six Seconds (-4 Enhancements)

PANZERKNACKER

Artifact 1

Leagues: The Aegis of Terra, The Assassination Bureau, The Gun Club

The rise of the land dreadnought as an instrument

of war has spurred the Gun Club to invent a weapon capable of inflicting terrible damage to one. The result is the Panzerknacker (German for "armor breaker"), an eight-foot-long, double-barreled rifle capable of punching through thick armor. Its excessive weight and shoulder-shattering recoil means only men of exceptional strength can wield it with any accuracy.

It is based on an elephant gun. It fires ultra-heavy 0.8" magnum shells. These cost £3 per 100.

Enhancements: Increased Damage: +4L (+4 Enhancements), Increased Range (+2 Enhancements)

Limitations: Increased Rate: +100% (-2 Enhancements), Reduced Rate of Fire (-2 Enhancements)

Damage	Str	Range	Cap	Rate	Weight
10L	4	250 ft.	2 (i)	1/4	24 lbs.

PNEUMATIC RIFLE

Artifact 1

Leagues: The Four Feathers Club, The Gun Club

This bulky weapon was invented to be used in civil unrest. When discharged, it fires a jet of highly compressed gas from a pressurized cylinder slung beneath the main body of the weapon. The impact is guaranteed to inflict no physical injury on the target, but instead knocks them off their feet. Note, the manufacturers take no responsibility for injuries to targets knocked over a cliff. After five shots have been fired, the pressurized gas tank must be recharged. The Compressed Air Gun is based on a bolt action rifle.

Enhancements: Increased Damage: +6 (+6 Enhancements), Talent: Staggering Blow (+2 Enhancements), Touch Attack (+2 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Inferior Damage Type: None (-4 Enhancements), Reduced Range: 50 ft. (-2 Enhancements)

Damage	Str	Range	Cap	Rate	Weight
9*	3	50 ft.	5	M	18 lbs.

* *The air blast inflicts no actual damage, nor can it stun or knock out opponents. Damage is used only to determine knockback and knockdown.*

PUGILISTIC BELT BUCKLE

Artifact 1

Leagues: The Dueling Club, Sporting Gentleman's Association, Women's Suffrage Society

This oversized belt buckle conceals a lead weight attached to a powerful spring. Pressing the top and bottom of the buckle simultaneously causes the front panel to open, propelling the weight to a range of 10 feet, and no doubt giving a foe a nasty surprise. When making an attack using the buckle, the operator rolls the device's Strength + Brawl, a total of 6 dice. After each use the spring must be recoiled and placed back in the buckle before it can be used again (a standard action).

Enhancements: Extra Limb: Strength 2 (+2 Enhance-

ments), Increased Range: 10 ft. (+2 Enhancements), Skill: Brawl (+2 Enhancements)

Limitations: Reduced Duration: Six Seconds (-4 Enhancements)

RETRACTABLE WRIST PISTOL

Artifact 1

Leagues: The Assassination Bureau, The Fenian Society, The Gun Club

The Retractable Wrist Holster mounts either a single or double derringer (purchased separately as the basis for the design) on a spring-loaded frame worn strapped around the wrist. By snapping the wrist sharply right, the pistol extends into the perfect firing position every time, saving you from having to reach for your weapon. Snap the wrist again, and the weapon retracts automatically.

Enhancements: Talent: Quick Draw (+2 Enhancements)

UNDERWATER DECK GUN

Artifact 3

Leagues: The Gun Club, Society of Aquanauts

While torpedoes are excellent for dispatching enemy surface vessels, they are next to useless against other submersibles or aquatic beasts. This modified light cannon (the only artillery piece small enough to be mounted on a standard submersible) is designed to fire not only underwater, but also from within the safety of the submersible. An internal, self-loading three-round magazine allows the weapon to launch multiple shells before it requires reloading (which must be carried out by a diver).

Enhancements: Increased Capacity: +300% (+6 Enhancements), Special Firing Conditions: Underwater (+2 Enhancements)

Limitations: Reduced Range: 100 ft. (-2 Enhancements)

Damage	Range	Cap	Rate	Size	Notes
8L	100 ft.	3 (i)	1/2	0	—

VEHICLES

AUGMENTED AUTOMOBILE

Artifact 2

Leagues: The Automobile Club

Not content with simply driving automobiles, the Automobile Club has created a machine built for speed. Heavily reinforced to cope with the additional velocity, this galloping jalopy can cruise at an unbelievable 36 miles per hour, and attain a top speed of over 70 mph! As a result of its tremendous velocity, the automobile can be difficult to handle.

Enhancements: Improved Speed: +200% (+4 Enhancements), Improved Structure: +2 (+2 Enhancements)

Limitations: Reduced Handling: -1 Handling only (-1 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

Size	Def	Strc	Spd	Han	Crew	Pass
1	4	8	36	-1	1	3

PERSONAL AERIAL CONVEYANCE

Artifact 1

Leagues: The Eccentric Club, The Society of Aero-nauts

Man has conquered the air through means of lighter-than-air gases, but his understanding of heavier-than-air flight remains in its infancy. A few airplanes are taking to the skies, but they are flimsy and fragile things, and require space to take off and land.

The personal aerial conveyor is a heavy, metal engine worn across one's back. Magnesium fuel pellets are placed in the top of the device, burn in the center, and release a jet of flame and smoke out the base. This provides sufficient thrust to launch the wearer into the sky, albeit for only a short flight. The designers thankfully made it possible to recharge the device in flight.

Piloting the device requires either Athletics or Pilot: Aerial Craft (pilot's choice).

Enhancements: Special Movement: Flight (Move 18; +6 Enhancements)

Limitations: Reduced Duration: One minute (-2 Enhancements), Requires Special Fuel: Magnesium Pellets (-2 Enhancements)

RECIPROCATING ENGINE VELOCIPEDE

Artifact 1

Leagues: The Automobile Club

Take an ordinary safety bicycle, add a powerful, lightweight reciprocating engine, and what do you get? That's right, an extremely fast but hard to steer safety bicycle. While the vehicle has a reinforced frame (more to take the weight of the engine than anything else), a high-speed collision is still liable to involve a lot of pain for the driver.

Enhancements: Improved Speed: +100% (based on Str 2; +2 Enhancements), Improved Structure: +2 (+2 Enhancements)

Limitations: Reduced Handling: -2 (-2 Enhancements)

Size	Def	Strc	Spd	Han	Crew	Pass
0	6	4	40	-1	1	0

LIVING CREATIONS

MECHANICAL GUARD DOG

Artifact 1

Leagues: —

CARING FOR YOUR AUTOMATON

Below are some questions and answers regarding caring for mechanical automatons. Artifacts represent a sizeable Experience Point expenditure, and these rules are designed to allow characters to keep using their creations. Biological living creations use the same rules as player characters.

Q: How do you fix a damaged automaton?

A: Craft: Mechanics is used in place of Medicine. Each roll takes one hour and suffers a -2 penalty if at least basic tools are not available. "First aid" does not need to occur in the first hour of the injury.

Q: Can automatons take nonlethal damage?

A: Yes. Nonlethal damage represents misalignment of moving parts, minor breakages, loose bolts, and so on.

Q: Can they recover injuries through rest?

A: No. Damaged parts, even minor ones represented by nonlethal injuries, are not self-repairing. However, Craft: Mechanic rolls may be applied at any time, and you may make multiple rolls to recover your creation's Health.

Q: Can a dead automaton be repaired?

No. You either have to create a new one from scratch or buy the Artifact Resource again.

Q: How do you handle environmental hazards?

A: Apply common sense. Metal, wood, and clockwork doesn't succumb to disease, drugs, or poison, but it is usually affected by drowning (rusting parts, flooded boilers, and so on), electricity, exposure (metal fatigue, brittle cogs, ruptured pipes), falling, fatigue (general wear and tear), and fire.

What is better than man's best friend? Man's best friend that can take itself for a walk (although it does require daily mechanical maintenance), doesn't eat (beside a shovel full or two of coal each day), doesn't foul the carpet (except with ash), and doesn't ever sleep.

Affectionately named "Rex" (but more commonly known as the "Horrible Hound"), this mechanical guard dog answers to the verbal commands of its master and is guaranteed to give burglars the fright of their lives.

Coal is shoveled directly into its mouth, which when

open reveals the glow of the furnace. Thanks to a clever mechanism, when the ash pan is full it automatically empties itself, just like a real dog.

Enhancements: Follower 1 (+2 Enhancements), Increased Damage: +2L (+2 Enhancements), Increased Duration: One day (+2 Enhancements)

Limitations: Flaw: Conspicuous (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

"REX"

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

Primary Attributes: Body 4, Dexterity 2, Strength 3, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size -1, Move 5, Perception 5, Initiative 3, Defense 7, Stun 4, Health 5

Skills: Athletics 5, Brawl 5, Intimidation 4, Stealth 3

Talents: Alertness (+2 Perception rating)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Conspicuous (-2 Stealth penalty due to the grinding and stench)

Weapons: Bite 8L

STEAM STEED

Artifact 2

Leagues: The Jockey Club

Horses are magnificent beasts, but they are expensive to keep and a broken leg can be fatal. Not so the Steam Horse, a mechanical mount that needs only a few shovels of coal each day for fuel, and is designed to operate in extreme temperatures. Caution: while the Steam Horse can swim, it is not designed for underwater use! The head and tail must be kept above water to avoid the boiling flooding (and potentially exploding).

Enhancements: Follower 1 (+2 Enhancements), Increased Duration: One Day (+2 Enhancements), Talent: Acclimated (+2 Enhancements), Talent: Giant (+2 Enhancements)

Limitations: Flaw: Conspicuous (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

"BLACK BESS"

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

Primary Attributes: Body 3, Dexterity 4, Strength 3, Charisma 0, Intelligence 0, Willpower 2

Secondary Attributes: Size 1, Move 9 (Run 18), Perception 4, Initiative 4, Defense 6, Stun 3, Health 6

Skills: Athletics 7, Brawl 8, Stealth 2

Talents: Alertness (+2 Perception rating)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Conspicuous (-2 Stealth penalty due to grinding of metal and stench of smoke)

Weapons: Kick 8N

AUTOMOBILIST

Archetype: *Celebrity*

Motivation: *Fame*

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	1	4	(2)
Craft: Mechanics	3	3	6	(3)
Diplomacy	3	2	5	(2+)
Firearms	3	1	4	(2)
Pilot: Automotive	3	4	7	(3+)
<i>High Speed</i>			8	(4)
Science: Engineering	3	3	6	(3)
Survival	3	2	5	(2+)
<i>Navigation</i>			6	(3)

Talents

Weird Science: Engineering

Resources

Fame 1 (Famous automobilist; +2 Social bonus)

Follower 0 (Mechanic)

Rank 0 (The Automobile Club; +1 Social bonus)

Flaw

Blasé (−2 penalty on any repetitive task ; +1 Style point whenever her indifference causes harm)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light Revolver	2L	0	6L	(3)L

“YOU BET SHE’S FAST! SHE’LL DO THE KESWICK RUN IN 12 HOURS!”

CHARACTER BACKGROUND

Father was the first person in our village to purchase an automobile. Well, he is the squire, and we aren't short of money. Oh, it was both frightening and exhilarating in equal measure watching it chugging up the drive in a cloud of black smoke. I immediately desired to drive it, but Father scoffed at the notion of a woman operating an internal combustion machine. Father can be so old-fashioned at times! Fortunately, Father's driver had a bit of a crush on me, and whenever Father's duties took him to town, the driver would teach me how to drive. I admit it was a little scary at first, but I quickly got the hang of it. I think my driving scared him a little, but it gave me a sense of freedom.

I heard about the Automobile Club's annual race from London to Edinburgh, and without thinking I applied. Of course, I couldn't take Father's automobile without raising his ire, but luckily a charming young man I knew in the next village agreed to loan me his. I think he thought of me driving an automobile dashed alluring.

As no doubt you know, I came a respectable fifth place in the race. Sadly for the winner, the press seemed more interested in me, and the next morning my picture appeared in all the major newspapers. I thought Father might disown me, or at least condemn me to a nunnery, but he seemed rather pleased his daughter had found fame and adoration from a receptive public. In recognition of my achievement, the Automobile Club made me a member. Not the first woman, but certainly the best female driver, even if I do say so myself.

Since then I've driven automobiles all over Europe in various races, and I've even won a few. That doesn't seem to matter to the spectators—they just want to see me racing through the streets in my hyper-charged automobile. I did all the modification myself. I know, a female mechanic—delightfully shocking, isn't it.

Well, must dash! Race starts in a few minutes and the photographers want to take my picture as usual. Tell you what, if I beat you across the finishing line I'll let you buy me a drink in Paris!

ROLEPLAYING

A girl just wants to have fun, and for you that means taking to the open road in your automobile. Women want to be you, men want to be seen with you, and you love the attention showered upon you. You always need something new to stimulate you, and that means going further and further into the great unknown and pushing your automobile to higher and higher speeds.

DERANGED PHARMACOLOGIST

Archetype: *Inventor* Motivation: *Redemption/Power*

Style: 3

Health: 4

Primary

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

Secondary Attributes

Size: 0	Initiative: 4
Move: 5	Defense: 4
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Academics: Philosophy	3	2	5	(2+)
Brawl	3	1	4	(2)
Craft: Pharmacology	3	4	7	(3+)
Diplomacy	3	3	6	(3)
Empathy	3	2	5	(2+)
Intimidation	3	2	5	(2+)
Science: Chemistry	3	3	6	(3)

Talents

Weird Science: Chemistry

Resources

Contacts 0 (Royal College of Pharmacists; +1 bonus)

Follower 0 (Deformed Laboratory Assistant)

Rank 1 (The Christmas Society; +2 Social bonus)

Flaw

Multiple Personalities (+1 Style point whenever one of his personalities interferes with the life of the other or when he is rejected because of his bizarre behavior)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	4N	(2)N

“TRUST ME WHEN I SAY THE ROAD TO HELL IS PAVED WITH GOOD INTENTIONS.”

CHARACTER BACKGROUND

You must believe that my motives were pure, even if my reasoning was flawed. I consider myself a man of good heart, though I admit that, like all others, I am subject to sinful thoughts at times. These dark aspects of the human psyche were at the forefront of my research, for I believed that through the application of an elixir I could, if not banish them from my being altogether, at least suppress them. Oh, what folly!

At first I thought my experiments a success. I felt my dark thoughts creep into my mind, and the despair I normally felt at seeing the wretched lives of London's poor did not trouble me. This should have troubled me, for pity is not a weakness, but a motivator for men to perform good deeds to the less fortunate. But I felt absolutely nothing toward them.

He first came that same night. His presence was like a cloud of utter malignancy, devoid of all positive emotions, a creature that God would have cast down into the Pit had he created it in error. My will was broken, and my personality driven to a distant corner of my mind. I was able to see and hear everything the monster did that night, though I shall not repeat them to others. A prisoner was I, helpless as my body was used by another to perform wicked deeds.

At last I felt his presence fade and I was able to regain control of my senses. Oh misery! At once I knew my course—I must find a way to rid me of this creature. Permanently if possible, but otherwise to restore the balance betwixt good and evil, for in that state I know my better self shall prevail.

So far my research has proven fruitless. I have consumed what little monies I had, and even sold my house to fund my research. Now I am forced to offer my services in return for money so my work might continue apace.

Hurry, you must leave now. The beast is awakening, and I hear him beating at the walls of the mental prison in which he is captive. You must...ah, what little plaything do we have here, then? Sit still, this won't hurt...much.

ROLEPLAYING

Your two personalities are diametrically opposed. You, the real you, seeks redemption for his sins by performing charitable deeds for the betterment of others. Your alter ego is a callous brute who seeks power over others. Until you can find a cure for your condition, you must try to repress the monster inside as best you can.

MILITARY OFFICER

Archetype: *Military Officer*
Style: 3

Motivation: *Duty*
Health: 4

Primary

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

Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Brawl	3	1	4	(2)
Expeditions	3	1	4	(2)
Firearms	3	3	6	(3)
Gunnery	3	2	5	(2+)
Intimidation	2	3	5	(2+)
Linguistics	3	1	4	(2)
Melee	3	3	6	(3)
Riding	3	1	4	(2)
Survival	3	2	5	(2+)

Talents

None

Resources

- Artifact 1 (Heavy Rotary Action Pistol)
- Follower 0 (Batman)
- Rank 0 (The Gun Club; +1 Social bonus)
- Rank 1 (Army Lieutenant; +2 Social bonus)

Flaw

Fanatical (Queen & Country; +1 Style point whenever his devotion causes harm)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
HRAP	3L	0	9L	(4+)L
Saber	3L	0	9L	(4+)

“WAIT UNTIL YOU SEE THE WHITES OF THEIR EYES, THEN LET THEM HAVE IT!”

CHARACTER BACKGROUND

My family have been soldiers since the days of the English Civil War, though our fortunes have waxed and waned over the years. If memory serves, we've been everything from lowly privates to generals in our time, and sometimes within the space of a single generation. I duly took a commission when I reached the appropriate age, proud to serve Queen and country in any capacity.

My current duties are somewhat unusual. Much of the time I do not serve with a regular unit. Rather, I go where Her Majesty needs my particular talents. One day I might find myself supporting an uprising against a foreign potentate, while on another I may be quashing a rebellion against rulers friendly to the Queen. It all depends who we are supporting, and what political goals we can achieve, I suppose. Frankly, I have little interest in politics, though there is nothing I would not do to secure the country's safety or protect or expand our interests at home and overseas.

Sometimes I travel in uniform as an official representative of the government. Most often that is to territories which either we control or with which we have friendly relations. Other times I travel incognito, passing myself off as just another globetrotter looking for adventure and excitement. Those missions are naturally more hazardous, for were I to be caught and my identity discovered I would no doubt be executed as a spy, and my presence there denied by the government. Still, keeps one on one's toes, what?

Ah, I see you admiring my pistol. It's an experimental weapon designed by the Gun Club, of which I am a member. The government is thinking of manufacturing them, but they need someone to fully test it in the field. Make sure it lives up to expectations, and all that. Rather limited in its range, but this little beauty can mow down a dozen men before it requires reloading. Stick around, old chap, and you'll see it in action.

Now, if I were you I'd move back a few paces—those chaps with the spears are getting awfully close, and they look rather angry that we just annexed their lands.

ROLEPLAYING

You live to serve your Queen and country. There is nowhere you will not travel, and nothing you will not do to ensure your country's interests are protected. You take no pleasure from some of the activities you are asked to carry out, but you do not question them either.

SAMPLE HENCHMEN

CHEMIST

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: Craft: Pharmacology 4, Science: Chemistry 5

Talents/Resources: None

Flaws: Timid (-2 penalty on any task that he hasn't had adequate time to prepare for; +1 Style point whenever his anxiety causes him to miss an opportunity)

Weapons: Punch 0N

DASHING AERONAUT

Follower 0

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

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

Skills: Craft: Mechanics 4, Pilot: Aerial Craft 4

Talents/Resources: None

Flaws: Overconfident (+1 Style point whenever his bravado gets him in over his head)

Weapons: Punch 0N

DEFORMED LAB ASSISTANT

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: Athletics 3, Craft: Mechanics 4, Craft: Pharmacology 4

Talents/Resources: None

Flaws: Disfigured (+1 Style point whenever he is rejected because of his appearance)

Weapons: Punch 0N

EXPERIMENTAL WEAPONS TESTER

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 5, Gunnery 4

Talents/Resources: None

Flaws: Gullible (-2 penalty on rolls to resist deception; +1 Style point whenever he is taken advantage of because of his trusting nature)

Weapons: Punch 0N, Light revolver 7L

INDUSTRIAL SPY

Follower 1

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

Secondary Attributes: Size 0, Move 4, Perception 7*, Initiative 5, Defense 3, Stun 1, Health 3

Skills: Con 4, Larceny 4 (*Alarms* 5), Science: Engineering 4, Spying 5, Stealth 4 (*Disguise* 5)

Talents: * Alertness (+2 Perception rating)

Resources: None

Flaws: Secret: Spy for a rival government (+1 Style point when he goes out of his way to protect the secret)

Weapons: Punch 0N

MAD INVENTOR

Follower 1

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

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

Skills: Craft: Electrics 5, Craft: Mechanics 5, Pilot: Aerial Craft 4, Science: Chemistry 5, Science: Engineering 5

Talents: Weird Science: Engineering

Resources: None

Flaws: Condescending (+1 Style point when he proves someone else wrong or establishes his own superiority.)

Weapons: Punch 0N

MAKER OF EXPLOSIVES

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: Demolitions 5, Science: Chemistry 4

Talents/Resources: None

Flaws: One Eye (-2 penalty on any ranged attack rolls; +1 Style point if he critically misjudges distance or is blindsided by someone)

Weapons: Punch 0N

MECHANIC

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: Craft: Mechanics 5, Science: Engineering 4

Talents/Resources: None

Flaws: Repulsive (+1 Style point whenever his repulsive habit or trait causes him or his party to suffer in social situations)

Weapons: Punch 0N