Victoriana

Tuckey, Rhymer, Nunn,
Chmakova, Davies, Hamilton,
Labus, Lolli, Vernon

Heresy Gaming

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Credits

Game Design: John Tuckey

Additional Design: Richard Nunn

Development & Typesetting: John Tuckey

Authors: John Tuckey, Richard Nunn, Scott Rhymer

Editing: John Tuckey

Proofreading: Mark Pacey, John & Hilary Hereward

Art Direction: John Tuckey

Artists: Tara K Labus, Kelly Hamilton, Svetlana Chmakova, Ursula Vernon, Matteo Lolli, Samuel Araya, Ed Davis, Shawn Brack, Fufu Frauenwahl, The Illustrated London News Archives

Coverart, Maps & Logo: Ursula Vernon

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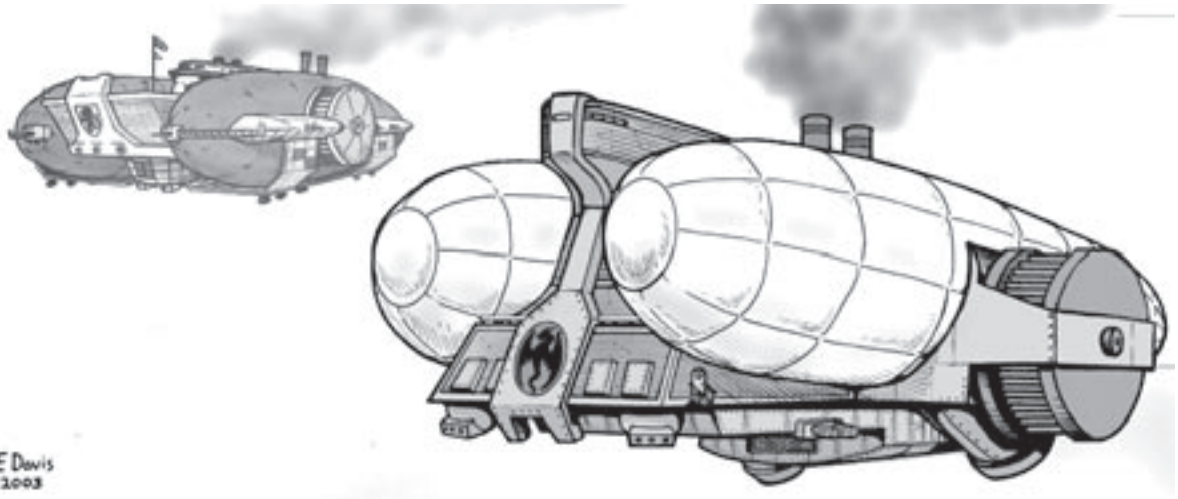


WESCOT'S FOLLY

BY

SCOTT RHYMER

Wescot's Folly

Water was dripping from the ancient brick walls and running through the sluices in the middle of the tunnel. The stench was unbelievable: a mixture of offal, chemicals, the reek of dead fish and animals coming through the catacombs from the Thames. My lantern was starting to gutter; the oil running low faster than I'd thought. My companion was a few paces ahead of me, moving with that curious nervous pace that is characteristic of his kind.

"Where are we, Lusk? Perhaps we've taken a wrong turn?"

The rat-man snapped around in front of me, his eyes glinting in the pale light of the gas lamp. "No wrong turn, Mr. Wescot. I grew up in these 'ere tunnels. I think I know me way through 'em, right?" he said defensively. "Go it alone, you don't trust me."

The idea of being stranded in the miles of Roman catacombs and sewage tunnels that span the underworld beneath the capital was not an engaging one. I motioned him on with the lamp, the circle of illumination around us bobbling unsteadily. Was I mad? Entrusting my security to a rat-man, there was any number of things that could be waiting for me...not the least the rumored bands of rat-people that lay in wait for the unsuspecting to rob, kill, and worse.

Suddenly, Lusk stopped short and ducked into darkened side tunnel. "Kill that light and get in 'ere!" he hissed. Before I could react, he lashed out and grabbed me by the arm, dragging me into the tunnel as well. His small, wiry frame was deceptively powerful. Fumbling, I managed to turn the wick down on the light, extinguishing it. Then I heard it. A light scraping sound, like bone over stone. Then I smelled it; no wonder Lusk had reacted so violently. Musty and foul, the odor reached me. The smell of the grave. I started to whisper a question, but Lusk slapped a hand over my face. I could feel the nervous energy of the half-man as he trembled behind me. I suddenly realized that in that position, I would take the brunt of any attack that might come. Did the dead...or the undead, for that matter... need light to see? Or could they smell the metallic tang of my fear?

It was close, I could also feel the cold of its presence. The scraping stopped and

despite the water flowing, I fancied it dead quiet. What an excellent adjective; I nearly laughed from terror. How did I ever get myself into this predicament?

It began with Mrs. DeGrange, actually. I had been about my morning routine, up around tenish, when Mrs. Lindsay, my part-time housekeeper arrives at the shop below my modest quarters. The bell jangled me awake, and out of bed, and I dressed quickly and took the spiral metal staircase down into the ground floor, where Wescot's Rare Books & Curios looks out onto Commerce Street near the Strand. The neighbourhood is not the best at night, admittedly, but during the day, the position is excellent to pull in a fairly steady stream of clientele. Most come in to view the curios: the line of pygmy shrunken heads, the esoteric jewellery that may or may not have the pedigree advertised. The books run the gambit from light, trashy popular novels, the like produced by our illustrious Chancellor of the Exchequer, Mr. Disraeli, to old classics and tome of exotic or erotic nature.

There is a kitchen in the back, through a door at the back of the reading room — really just a series of tables in the main room, but sectioned off by the shelves of dusty volumes from the front, where the curios are kept in a desperate attempt to lure customers. Well, their money, at least. Mrs. Lindsay was already finishing whipping up my usual breakfast — a few slices of toast and an egg, soft-boiled to chewy perfection, and a cup of tea. I prefer coffee, but after the coffee rust in the tropics a few years back, tea is much, much cheaper.

There was a note on the table I take my breakfast at. Nice lavender paper with a nice rag texture. A lady's hand had scrawled my name on the front: Mr. Arthur Wescot.

"Found it pushed under the front door, Mr. Wescot," said Mrs. Lindsay in a light Irish accent. She came through the door, moving her respectable bulk deftly while balancing my breakfast tray. Despite her disapproval of some of my wares, she has been a loyal retainer for the past year; she tutted at me reprovingly.

"Not seemly, a woman pushing notes under the door of a respectable gentleman," she told me. Before I could respond she set down the breakfast tray and held up a hand to avert any argument on my part, "No! I'll not want to be hearing any excuses from you now, sir. It's not my concern how you comport yourself, sir. I'd just as not find a feminine surprise upstairs, though, mind you."

I grinned at her teasing of me. My size tends to bring the mothering out in the ladies. It's hellish on my love life, being a gnome. While Mrs. Lindsay retired upstairs to begin cleaning my quarters, I glanced over the note.

Dear Mr. Wescot,

My name is Mrs. DeGrange and I need to speak with you on most urgent business.

I have tried to contact you this morning, but I fear you have not yet arrived for work.

I desperately need the assistance of the 'Crime Doctor'. A man's life may rest in the balance! You may call on me at my home...

Signed Sincerely,

Mrs DeGrange

The address was a location in Belgravia — a very fine neighbourhood. The name DeGrange rang a bell at the time, and I can honestly say that it would not have mattered a jot, had I known about her past at the time. A woman was in distress! A mystery was to be had! I was hooked in one paragraph.

Once I had finished breakfast, I hung a 'closed for the day' sign, locked the door and set out for the cab ranks, only a few minutes walk from my door. I found a few hacks waiting by the curb, relaxing under the awning of a nearby gin shop. My usual cabbie, young Mack, saw me coming and immediately dashed to his rig. Mack is one of the best coachmen I've seen, an amazing feat for a twelve year old boy. I've yet to be in an accident, despite the high speeds that in which we traverse the city.

Belgravia is a twenty to thirty minute trip under the best of conditions — a straight hike down the Strand to Charing Cross, then past the Houses of Parliament and over the wooden planks that covered the new underground rail extension being put in between Whitehall and Kensington Station, then down Victoria Street into the heart of the expensive neighbourhood, where all the houses are a uniform Georgian character. Even windows and dimensions.. Very picturesque, but also very boring. The DeGrange home was a nice three-story affair with a garden in front of the home, fencing in by wrought-iron. I dismounted the carriage and took the steps to the door, which opened for me before I could knock. The butler was a old, doughty-looking fellow with a voice that flowed like treacle. When I presented my carte de visite, he nodded. "You are expected, Mr. Wescot. Please follow me."

Up the steps to the second floor and the sitting room, bright and airy, where the lady of the house was waiting. She leapt up at the sight of me, "The Crime Doctor?" she inquired.

"Truth be told, madam, I prefer Mr. Wescot. The other moniker is a bit...melodramatic, don't you think?" I cut off any apologies buy asking, "Your note suggested this was urgent."

"Indeed...I believe that there is a great evil in the city, Mr. Wescot. And I believe it will take the life of a man, this evening." She retreated to the dining table, beckoning me to follow. On the table was a sketchpad. The paper was covered with charcoal lines and curves, describing the face of a man. Dark-haired, he had a strong jaw and cold eyes. The mouth was curled up in a slight smirk. "This is the man I saw in my vision."

"Your vision?" I glanced at her. Delicate Eldren features, the characteristic dark hair, the slight upturn of the ears. Her kind is usually in tune with the spirit world, so I didn't scoff. The other reason was I knew the man...Lord George Mace, heir to the Earl of Inversnaid, and a Guild man. Where he went, trouble was rarely far behind.

Step one seemed fairly simple: try to make contact with Lord Mace and warn him of impending danger. There is a way to do these things, though; I sent word requesting an audience, the letter carried by a young boy who was walking by for sixpence. Then it was a matter of waiting, while I got the particulars of the dream from her. In her vision, Mace had been tied to - of all things - an Aluminat cross and was being tortured by 'foul creatures', as she called them. He was underground, she was sure of it. The creatures, which she described as man-like, but sallow and decayed, were commanded by another…one she could not picture in the vision. This caused quite a bit of distress. To her, it suggested the main villain of the piece was either a sorcerer, or a fell beast that could block her 'sight'. When the boy returned half an hour later (the Inversnaid residence being only two streets away), he reported that the butler informed him his lordship was not, and had not been for two days, at home.

So, step two. Another acquaintance of mine, Lord Lawrence Holmwood, was loosely connected to the Guild and was a Mason, like Mace. Perhaps he might know what Lord Inversnaid was about recently. Mack raced the carriage through the press of lunch time traffic. The thick of it was in the area of Trafalgar Square, where the offices of government had spewed forth functionaries on their way to their clubs. To make matters worse, a dray horse drawing an omnibus up and died. The bus was blocking traffic quite effectively, while the cads forced their fares off of the vehicle and waited for a butcher to come and dismember the horse and cart it away. After extricating ourselves from the clog of vehicles, we arrived in Holborn - and the Grand Lodge of the Freemasons. The Freemason Tavern is part of

the building and open to the public and it was here we found Holmwood.

The third son of Lord Holmwood, Lawrence is a tall and handsome fellow, in that long-faced aristocratic way. He certainly seemed to appeal to the willowy Mrs. DeGrange more than my child-like stature. C'est la vie... There was some argument about allowing the lady into the tavern, but Holmwood was able to smooth things over for us and soon we were stuck into a table and over a half pint of porter I explained the situation.

"Yes, I've heard of Mrs. DeGrange. A medium of some talent, I've heard." Holmwood regarded her with deceptively sleepy-looking eyes. "You say you cannot see the leader of these creatures that are harming his lordship? Interesting. Mace was investigating a series of murders in the city. The victims all had their blood drained from them, the rest is too horrific to be spoken of in the presence of a lady... He kept coming across a name: Andrei Borozci." I must have reacted, for he asked, "You know of him?"

"The name has been circulating around the city for the past year of so. Borozci's supposed to be Eastern European. He's been systematically taking over the criminal enterprises throughout the City and the seedier parts of the West End. Very few have seen him, and his people are utterly loyal." I shuddered to think of what Mace might have gotten himself into this time. "If he's gone looking for Borozci, there's one person he'll have definitely talked to. Do you know the Raven?"

"No, I don't. But I believe I'll be making his acquaintance." Holmwood started to stand.

"You're coming with us?" DeGrange asked hopefully. She was completely smitten with him. Ah, to be handsome...

We three once again took Mack's carriage through the streets, continuing south into the East End. Our destination was on Commercial at Dorset – the Britannia Pub. The place is popular with the working class. It was also a fine place to pick up business in the Raven's former (and occasional current) trade. We found her here, dressed in clothes that emulated the fashionable, causing her to stand out from the rabble around her like a queen at her court. The tawdry cut of her clothing could not disguise the elegance and beauty of her eldren heritage, however; raven tresses and eyes, pale skin that was flawless, the Raven radiated charisma and sensuality. Holmwood's reaction was predictable. He gaped, then recovered quickly and became the perfect gentleman. DeGrange said nothing, did not smile, and stewed jealously. Raven nodded to me, "Wescot."

"Raven." I slid into a chair across from her at her table. The remains of a large gin and a bowl of stew were pushed to one side, and she had been packing a pipe with black, tarry material. "Riding the dragon again?" I asked.

"Still, actually" she smiled. "What do you want?"

"Lord Mace. He's gone missing. He was tracking some murders in the West End.."

"Ah..! Important people, then," she stated coyly. Her Dutch accent was thicker this evening; she had been into the opium already. "Not like the murders here..."

"He's looking for Borozci."

She nearly choked on the last sip of the gin she was taking. "Then he's dead by now."

"Not yet," Mrs. DeGrange spoke up, sharply, "but soon if we don't find him."

"Can you find out where he was last seen for me?" I fished out a few notes and set them down on the table, anchoring them with her empty pint glass.

"Give me an hour. I'll contact you and tell you where to meet."

The low street was darkening quickly as the sun was going down. The day, which had been mild, was turning chilly quickly. The note from Raven had come after about an hour of waiting at the Britannia, directing us to meet her in a side street not too far from St. Giles – that most dangerous of rookeries. Even here, the buildings were dilapidated, many built before the Hanoverians had come to power in England. The houses ran one into another, creating sagging canyons of brick and grey stone. The few gas lamps here and there were being lit by the men paid by the city to go around and fire them up, but their weak gas flames only gave small pools of light. Why here? I wondered.

Holmwood seemed equally concerned. "Doesn't seem right, does it?" he asked.

"Stay here," I told DeGrange. She started to protest but Holmwood patted her hand as he followed me out of the carriage. To Mack, I said, "Any trouble, get out of here and call the peelers."

The building we were told to meet Raven at was tucked in a small cul de sac, through a tight access way between two crumbling tenements. I could hear the shouted arguments of the tenants inside. In the small court, we found an open door, leading into one of the buildings. I wished I had brought my Adams revolver suddenly and told Holmwood so. In response, he twisted the bezel below the handle of his cane and I heard the mechanism click – a swordcane. With a last exchanged look, we entered.

The interior of the building had been gutted, with only a set of steps to the upper

story and a small balcony left intact. In the middle of the floor was a small pit with a pathetic fire burning in it. Above the balcony, there was an hatchway to the roof and most likely a series of walkways over the roofs of the homes here in the district. The door behind us slammed closed and someone pushed me into the middle of the floor. There were others here with us, strange misshapen men, their skin like parchment, faces drooping, eyes fogged over. They closed in from the four corners of the building, shark-like teeth glinting in the light of the fire.

"I am truly sorry, Wescot," I heard Raven say. She was on the balcony above us. Her eyes flashed, reflecting the flame of the pit. "There was nothing I could do."

"Ghouls!" Holmwood growled. He pushed me closer to the fire, putting himself between me and two of the creatures. They cackled, unafraid of Holmwood. "Keep the fire between you and the others; it will finish them."

"But..." I began. Above, I saw the Raven watching the display with interest and delight. Holmwood was chanting something, drawing his sword and waving it in complex patterns in front of him. His nonsense rose to a crescendo and with a stunning blast of light, the two ghouls were blown back against the wall. Above us, Raven looked momentarily pleased, but then quickly jumped onto the ladder, climbing dextrously through the hatch onto the roof.

"She's getting away!" I cried.

"Go!" Holmwood ordered. He waved his swordcane again, this time impaling one of the ghouls on the tip. I ran. The other ghouls had been concentrating on Holmwood, giving me my chance. I was on the steps in a flash, racing up to the balcony as fast as my little legs could carry me. Below, the three ghouls were circling Holmwood, who was slashing in patterns, holding the enemy at bay. Another one went up in a flash of light and the others suddenly retreated, disappearing into the darkness in the corners. I was almost to the roof when a thought hit me.

"Mrs. DeGrange!" I shouted. Holmwood nodded once, and was out the door in a flash. I finished climbing onto the roof. Up here, the sun was just on the horizon, brilliant red from the smoke in the air; the streets below were dark. Raven was moving along slim wooden boards joining the tops of the buildings. There were others up here, as well, but none were between me and my quarry. Without a thought, I dashed onto the walkway, charging after the Raven. The woman moved with uncanny grace, dashing from building to building without a misstep. I charged after her, but the distance between us increased as her long Eldren legs carried her beyond my grasp. Suddenly, she stumbled and went over the side of one of the boards joining the buildings. For a moment, I thought she was gone, then I realised she had caught the edge of the board and was hanging in space, the street obscured by fog some twenty feet below.

Panting, I caught up to her while she was still trying to pull herself onto the plank. She stopped, one arm over the board, legs hanging in space, as I arrived. "Where?" I demanded. She grinned back at me, but I had the sense time was running out. "I don't have time for this! Where?" I placed my foot against the side of her head. I couldn't

do it, I knew, but she couldn't think that.

"Bayswater. He's in the catacombs. You can get there through the sewage tunnels by Whitehall." I took my foot away and bent to offer her a hand up. She arched an eyebrow up at my diminutive form "Really Arthur, as if you could" she laughed at me, and then, keeping my gaze locked with her silver eyes she let herself fall, arms outstretched like an angel disappearing into the fog. My heart stopped for a moment before I heard the splash of water below where I had assumed there was cobbled street. I suspected that I would be hearing from the Raven again.

I returned to the site of our altercation. In the building, there were no more ghouls to be found, and the fire had nearly gone out. Through the space between the buildings and out onto the street, where I found Mack, lying cold and very dead in the gutter. A vicious set of bite marks in his throat revealed the manner of his death. His carriage was gone. So were Holmwood and Mrs. DeGrange. Lying in the middle of the street, Holmwood's swordcane gleamed in the nearby gas lamp.

Forcing my racing heart to calm, and ordering my thoughts, I rationalised that there was one man remaining that I knew could find Borozci's lair, if any could. Fortunately for me Lusk, the rat-man, was a man of habit. Finding him was easy enough; he was warming his usual doorway in the warehouse district by the St. Katherine Docks. He saw me approaching, his misshapen nose twitching at the approach. "Well, well, the mighty 'crime doctor'," he sneered by way of acknowledgement.

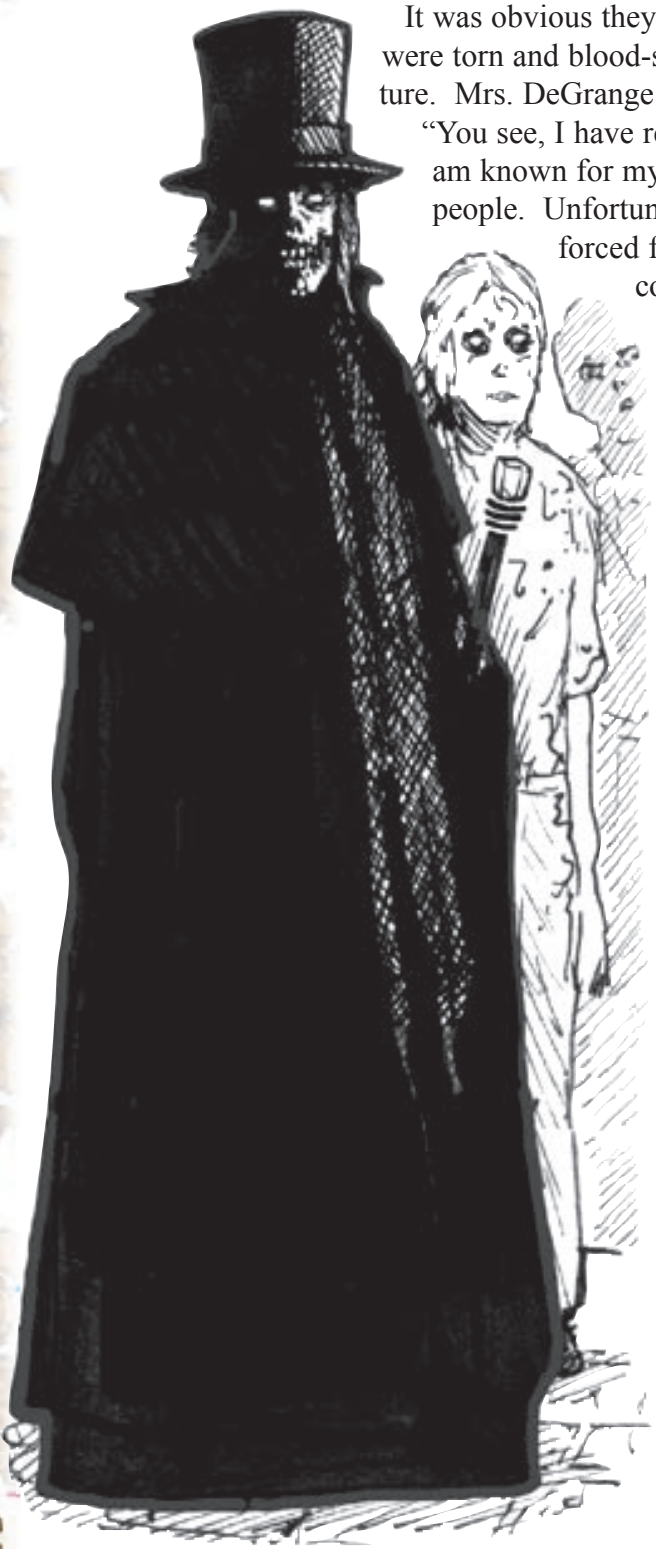
"Lusk, I need your help," I told him. He laughed at me, shook his head and tossed away an apple core he'd been nibbling on.

"I guess we'd best get on with it, then..."

Now after crawling around the sewers of the West End, I was huddling with a known anarchist and rat-man, waiting to have my very life snuffed out by some ghoul or other. Our inhuman friend began shambling away again, moving in the general direction of the river. "Come on," I heard Lusk say. His alcohol-laden breath was overpowering; how the sentry had missed us I don't know. "I can smell humans... Don't bother with the light. Just hang onto me."

We edged forward through the darkness, me trusting to his well-honed night vision. Occasionally, I stumbled on something or other and the noise would cause him to curse me softly. Then I realized that I could see gradients of light and shadow. Moments later, we had made a turn that brought us to a section of stone wall that had been crudely removed, then covered with heavy tarpaulin. Lusk and I moved to the sides of the tarp, peering into the room beyond. It was a sort of library, bookcases, leather-bound armchairs with green baize-topped tables, lit by ornate brass gas lamp assemblies. All this tucked underground. Faintly, I could hear people talking. Glancing at each other, we moved through the tarp into the library carefully. The sounds were coming from an

adjoining area through an archway to another section of catacomb. This 'room', however, was not so cosy. Deep shadows and bright light contrasted, and in the centre, Lord Mace and Holmwood were tied to a large crucifix. Misshapen and deathly figures capered about them, anxious to set on them.



It was obvious they had already started on Mace; his clothes were torn and blood-spattered, his face bruised and cut by torture. Mrs. DeGrange was a few steps from them, in a chair.

"You see, I have reputation, yes?" said an Eastern voice. "I am known for my cruelty. It is what... endears me to my people. Unfortunately, reputation is not real. It must be reinforced from time to time. Then, it becomes like… concrete."

"And we're to be your object lessons?" asked Holmwood.

"Yes...yes! Precisely that, Dr. Holmwood." The figure moved into view. He was a small, bent old man – he might have been someone's grandfather, spectacles and all, but for the rows of predator teeth and the malicious look in his eye. "I believe we will start with your tongue, doctor... We would not want you casting any of your thaumaturgy, no?"

Mrs. DeGrange had sat up sharply; she had seen us! Lusk motioned for her to stay put, while pressing himself behind the cover of the archway to the torture chamber. He looked at me questioningly. I know what he wanted to ask, for I was asking it of myself...

Now, what do you do..?

Introduction

It is the year 1867 by the calendar of the Roman Aluminat church. It has been over three hundred years since the age of magic ended with the thirty-year war. It is an age of unprecedented achievement. Men fly through the skies in balloons, travel overland by train faster than twenty horses! For the Humans, Dwarves, Eldren & Gnomes of Europe, there would appear to be no limit to their achievements, but at what cost?

Welcome to Victoriana, a world of crushing industry and soulless exploitation, a land of stark contrasts and an era of vast change.

Victoriana is set in a fantastic 'alternative' to our own world, and much of its history is the same as our own – but sometimes the two differ. For example, in Victoriana magic and mediums are very real, and fantasy races co-exist with man – the real world, is of course less… interesting.

Fantastic magic and races aside, the world of Victoriana shares much with our own world of the 19th century, the divide between the decadence of the rich and the exploitation of the poor being a good example. The real life 19th century was a melting pot of change, where the old regime and centuries old tradition gradually gave way to the modern world, and so it shall be in Victoriana.

Gutter Runners

In Victoriana your character could be a wealthy aristocrat, a revolutionary, a medium or sorcerer, or a perhaps simply a poverty stricken labourer. Your goals could be anything from 'global domination' to (the perhaps more reasonable) 'ridding the rookeries of London from the threat of a necromancer'.

Regardless of your character's origins, or their goals, we assume that you will all have one thing in common – desire for change, fuelled by a firm knowledge that the social structure your characters live in is corrupt and wrong.

Those who realise this frequently become 'gutter runners', unafraid to do what needs doing regardless of the social system, regardless of hierarchy, and regardless of law. Often they are urban mercenaries, sometimes killers for hire, or thieves – they are always expendable, their desire to live outside social convention also excludes them from social protection. Gutter runners value personal freedom more than the society around them, they feel a need to be in charge of their own lives, make their own mistakes, choose their own Romances and make their own fortunes. Many Victoriana middle and lower characters share much in common with (or are) criminals, mirroring the cyberpunk era 'edgerunner' ethos, making the best of a bad situation, doing what needs to be done to rise above the stink of a grim life in a dark reality, maintaining your individuality against a depersonalised and dehumanising world.

However, in Victoriana some of you may have upper class characters, and when a character already has the world on a plate, what else does he need? Well, upper class characters certainly have money – but they don't have freedom – many upper class characters turn to drastic measures to bring their futures under their own control, and thus they fall in with the other gutter runners who also attribute the same value to personal freedom.

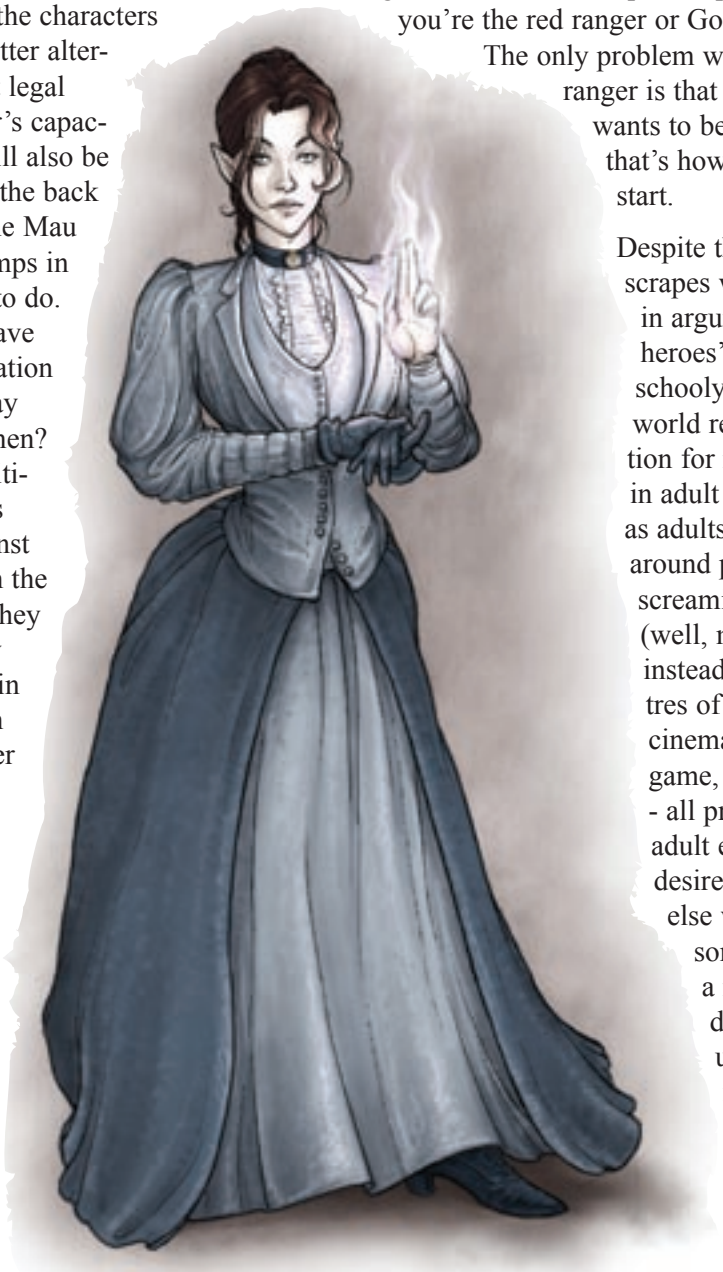
The simple fact that your character has a 20th century brain (you) behind his every action makes him a perfect gutter runner – you will disagree with at least some of the following: arranged marriages, sweatshop exploitation, empire building, social murder, sexism, racism, slavery – but if your character does then by 19th century standards he's a rebel, and in short, he's a gutter runner.

What does my character do?

Depending on the type of game your gamesmaster is running you might be hired as detectives, bodyguards, or for criminal activities, there's no shortage of employers who need competent agents who know how to be discreet.

Often adventures will revolve around the characters themselves and their relationships with their friends, contacts and the society around them. When the other local residents are threatened in some way will they turn to the authorities – or will the characters be a better choice? For lower class neighbourhoods the characters will frequently be a better alternative than the corrupt legal system. Your character's capacity to create change will also be a frequent issue, from the back streets of London to the Mau Mau concentration camps in Kenya; there is much to do. Does your character have the heart, or the inclination to stand against the way that society treats women? Will you stand for political change in the cities of Europe? Stand against the merchant armies in the east and the way that they rape the countries they occupy? Is he a pawn in the secret war between Order and Entropy over control of the world?

Magic is also a major part of Victoriana. A great conjunction of the planes approaches, and many cults and sorcerers are racing for ancient knowledge and power to wield in a bid for power when the time is right. If any of your characters have magical ability the pursuit of magical power itself will form many adventures as you quest for long forgotten and suppressed spells and lore.



What is a role playing game?

At its root, role-playing is a form of 'let's pretend', a type of improvisational acting. A role-playing game takes the pretend world and applies parameters to define it.

The parameters or rules are the major difference between a role-playing game and schoolyard 'let's pretend'. In a game of let's pretend, jumping 20 miles in one leap is no problem, because you're the red ranger or Godzilla or whatever. The only problem with being the red ranger is that everyone else wants to be the red ranger and that's how schoolboy fights start.

Despite the number of scrapes we all entered in arguments over our heroes' powers in the schoolyard. The pretend world retains a fascination for most of us, even in adult life. Of course as adults we don't rush around play grounds screaming and shouting (well, most of us don't), instead we construct centres of make believe - the cinema, the computer game, the trusty book - all prime examples of adult escapism, of the desire to be someone else while involved, someone without a mortgage, who doesn't have to get up for work tomorrow.

The good thing about escaping into a role-playing

game is the control that can be exerted in comparison to films or books. I think that most of us have watched a film silently screaming 'behind you'!! Or 'No! Don't go into the basement!' In a role-playing game, you control the character's actions, so you can make the hero look behind him, the hero can decide that whatever is in the basement - it's staying there, and run away, returning with half a gun shop.

What you need to play

The role-playing hobby can have some arcane paraphernalia. The basics required for Victoriana are mercifully minimal.

Pens, Paper & Buckets of Dice

- Each player will need a character sheet. The character sheet is a form used to record the character's details. The sheet may be hand drawn or photocopied and then filled in.
- Each player will need a pencil, a handful of six sided dice and possibly some note paper between them.
- The gamesmaster will need a pencil, a bucket of dice, a huge pile of scrap paper, and an immense imagination.
- A table, large enough to seat all participants is always handy. However, the floor provides a large surface area for those without a big table and no back trouble.
- Some players & gamesmaster's like to play music in the background to add to atmosphere while playing. An appropriate music score can make a startling difference to your game.

Dice rolls

Victoriana uses only six sided dice. Such dice can be found at most hobby stores or can be raided from most board games. While playing the dice are used in two different ways.

- Roll a die. The number on the top is the result, hardly rocket science! Sometimes more than one die will need to be rolled. When multiple rolls are needed the fact is noted by '*x*d', where *x* is the amount of dice to be rolled - 5d shows that five dice must be rolled. To find the result from a roll of several dice add all the topside numbers together.

You will typically roll dice in two circumstances…

Skill and action rolls

This type of roll is made when your character is trying to do something, perhaps he is deciphering a secret code, or trying to control a careening wagon – or perhaps he's just trying to whack an opponent really hard.

- To accomplish this you roll 3d, and add all the results together, this dice total is added to your character's relevant characteristic and skill values to give a final ***action total.***
- If this action total is above the target number set by the gamesmaster you succeeded in the action.
- When you roll your action dice you may roll all sixes, if so then rejoice! This is known as a ***special success***. In combat attacks this generally means that you double the damage done, in other action rolls the gamesmaster will tell you how your special success manifests.
- Adversely if your dice roll comes up with three 1's then the attempt automatically failed, this is known as a ***foul failure***.

Effect and damage rolls

Effect rolls normally follow an action roll; often they represent damage done by weapons, or define the effects of a spell.

- You usually roll a set amount of effect dice and add the results together, just like an ***action roll***. The difference to ***action roll***s is that there are no skill or characteristic bonuses to effect rolls. Once rolled add the results together, this is the ***effect total***, or ***damage roll*** as it is often known.

Common roleplaying terms

Trying to eavesdrop on role-players talking shop is like trying to understand Martian. The library of RPG jargon is immense. Following is a basic glossary for roleplaying hobby newcomers.

Campaign: a. Series of scenarios linked together with a common theme or possibly merely by the presence of the same characters. Campaigns are the most common and most rewarding type of game to play as they allow characters to progress through skill and attribute increases.

Character. The fictional persona that a player will control through a game. A player's character is called a pc. Often a gamesmaster will add characters to a party as extras, maybe a mountain guide, or a character with skills your own characters will need for a scenario but do not possess. Such a games master controlled character is called a non-player character or NPC.

Gamesmaster: the guy who writes the adventure for the players' characters to mill about in. The gamesmaster has the final say in all rules related decisions.

Party: not a disco or drinking frenzy, but the term used to denote a group of characters.

Player: for every gamesmaster there is at least one player. A typical gaming group is 1 gamesmaster and 2-5 players. Players have it easy; they roll up a character and play it. Some players may play two characters at once but most stick to one at a time.

Power player: a type of player who thinks he can 'win' the game. Usually this is by his character's prowess in combat situations and material wealth. Power players are silly; there is no way to win an rpg other than by enjoying the game.

Rules-lawyer: rules-lawyers are the nemesis of a forgetful gamesmaster. They sit among the other players and whenever a gamesmaster forgets or waives a rule they leap up and down in an energetic manner, screaming and shouting that (insert transgression) isn't in the rules! Rules lawyers can be incredibly irritating for all players and gamesmasters as their jibes and taunts slow down an evening's play incredibly.

Running a game: when a gamesmaster decides to referee a game, we say he is 'running a game'.

Scenario: a single adventure for the characters. This one adventure might take one night, or it might make weeks to complete. It might take place in a pub or across several locations.

System breaker. A character or item that is so powerful in its abilities that it can do anything, making the game little more than schoolyard 'let's pretend'. System breaking characters are heavily associated with power players.

Round: a period of game time, loosely 3 seconds, during which combat is organised.

SOCIETY

The entire economy of the civilised world relies on exploiting the lower class and using foreign work forces as slave labour. This is commonly accepted by the lower classes as the way that things are. The inhabitants of conquered lands are not so forgiving. Revolutionaries plot the downfall of European society, a sweeping away of the social cancer. Right or wrong, the revolution comes – but what is it against?

It is all too easy to think of the Victorian era as a lot of nice respectable red faced old men creating modern industry and chasing singing pick pockets. Such a conception is far from the truth. Beneath the respectable veneer of middle class society that popular history has recorded for us, the Victorian world hid a hideous mass of poverty, inequality, depravity and injustice. A good key phase for this setting could be 'out of sight, out of mind'.

The society of England and Europe is split into three levels, upper, middle, and the lower or 'working' classes, each of these groups has its own ethics, ideals and etiquette.

It is important for characters and game masters to understand the class system of Europe as it will be one of, if not the, most dominating factors in the lives of their characters and the supporting cast around them.

The theory is that class status reflected indefinable but substantial differences in breeding. It would be unthinkable for a businessman with humble origins to socialise within the aristocracy, no matter how successful he had been, as his breeding would be considered inferior. Social class controls a European's childhood and defines his career, where he can live, even who he can marry. The study of Victorian society and values can (and does) take up shelves of books in most libraries; to attempt a reprint of all that material here would be fruitless. Following are some guidelines for each of the social groups, they should give you a good idea how the classes view and interact with one another. For those who require more information on this social structure there are some very informative books listed in the bibliography at the back of the book.

Who Fits Where?

The upper or higher class of Europe consists of the aristocracy, their extended families, friends and any persons that they deign to elevate to this station (very rarely the latter).

The middle class consists of the professional tradesmen and industrialists. This classification has only come into existence in the last thirty years of game time, since the industrial revolution. The middle class is further split into two sub groups. The Upper middle class are highly paid professionals such as doctors, lawyers, academics and officers with large purses. The lower middle class consists of people rich enough to own their own property and business, but not wealthy enough for suits and the opera afterwards. In many ways the lower middle class are infant bourgeoisie, not quite out of the working man's rut, but well on the way.

The working or lower classes are composed of the manual labour force, the craftsmen, wandering journeymen and anybody not born into wealth.

It is valuable to realise as many of the bizarre customs of the 19th century as possible, such conventions make society self important and are self propagating. The very word 'society' carries a much heavier meaning to inhabitants of the 19th century than to we of the 20th. To a Victorian gentleman the word *society* is inseparable from *civilisation* or *empire*.

Aluminat Decency

The church plays an important role in defining middle class social conventions throughout our period. To the aspiring middle classes, respectability is of the utmost importance. Religious

piety is an important feature of the respectable image. Part of this attitude is somewhat farcical - ecclesiastic practice in our period is quite mercenary. A wealthy family may find itself favoured by the church simply due to its wealth, not its knowledge of or acts of Aluminat grace.

The church does not separate races within its churches, but social classes do have separate pews, nobility at the front, then the middle class and the working class standing or sitting at the back. In an urban environment it is rare to find a church with all of the space allocations, many churches are built or kept open purely to collect money - not a viable proposition in a working class area.

Among well meaning philanthropists of the period there is a growing concern that the working classes live beyond the grace of Christian society, that churches should be established in poor areas for the proletariat. In the majority, these voices go unheard.

Artistic License

The 19th century is a time of great cultural expansion for the privileged minority. The pursuit of art in any form is admired as fashionable and highly desirable. Many wealthy citizens plunge huge sums into sponsorship of the arts, money much better spent on alleviating poverty for the masses. Artisans are allowed an incredible freedom of the social restrictions so beloved by their patrons. Artists are expected to womanise, drink, be witty and outspoken. In short, to perform all the acts that the sponsor couldn't be *seen* to do.

Upper Class

(aka the Gentry, the Quality)

Within the upper class, tradition dictates that the first-born son takes control of the estates and businesses of the family. A second son should take a command in the military, and that a third and subsequent son should take an education, if possible a guild education. The women folk of the upper class are raised to be polite, dainty and eloquent - they do not pursue vocations like men, and if an education is received it is usually in the arts, knowledge of which is considered desirable. In fact it is fair to say that the upper classes consider their women to be useful for only three things: marrying, mothering, and hosting parties. Social activities such as croquet, bridge, readings and theatre take up most of a young woman's time in these circles.

Within the upper classes, there are several strata that indicate one's status within the upper class. The highest of all are the *nobility,* who by necessity (or often inability to comprehend financial reality) do not have to work for a living. Even a noble who has fallen upon hard times (in relative terms – this often means they still have servants and may have to sell one of their country retreats) will view him or herself superior to non titled persons (including other upper class people). The nearest any noble will come to work may be as a hereditary peer in the House of Lords, Britain's upper legislative body. The ranks of nobility are (in descending order) king, queen, prince, duke, marquis, viscount, earl, baron, baronet, and knight. Knighthoods are always awarded (usually for brown-nosing the establishment or, more rarely, for great feats of public significance). It is

Correct by convention

Class distinctive society was instigated by, and serves the upper and middle classes. Its forms and protocols are self-evolving within those classes. There are no social rules lawyers - social custom and correctness are devolved from the majority. These forms and customs are then passed on to the lower class without discussion.

This might seem unfair and absurd - it is, but it is also the truth. A typical custom so formed is the protocol that it is rude and uncultured to speak to a girl or woman unless formally introduced by her male guardian of the moment, whether the guardian is present or not.

interesting to note that king is higher than queen; hence the reason why Prince Albert of Saxe Coburg is officially titled *prince consort* and not king – if he were, then he would be superior to the queen (and we can't have that!). Most titles are hereditary, although many of the lower ranks of nobility are awarded for significant public service, particularly to successful military commanders (Arthur Wellesley for example was made viscount Wellington of Talavera in 1809, followed by the marquis of Wellington in 1812 and duke of Wellington in 1815).

The next sub-group of the upper classes is the *squires*. These are not titled nobility, but have to be from families with a recognised family crest and are distinguished from the lower gentry by virtue of *land ownership*. Such people are traditionally rural, and often the same family has owned the land for generations. Oliver Cromwell, lord protector of England from 1653 – 58 was originally a country squire from Cambridgeshire. Of all the gentry, the squires tend to have the most amiable contact with the lower classes, as in rural England there is little society to speak of and often squires see themselves as benevolent parents towards their tenants, who effectively rent the land from the squires. However, the industrial revolution has broken this bond in many areas, as many squires have discovered valuable minerals, such as coal, on their land. This has led to large tracts of rural England, particularly in the north east and midlands, being sold to coal speculators and the destruction of traditional rural life.

The lowest, and consequently largest sub – group of the upper classes, are the *gentry*. This group is also the hardest to define, as to be a *gentleman* has several meanings – however, it is acknowledged that merely good manners and caring about other's welfare is not an automatic ticket to the title of 'gentleman'. However, such a person usually has at least one of the following pre-requisites: they are from a family with a recognised coat of arms; they have a degree from a recognised university; they perform a recognised profession (doctor, lawyer, clergy and accountant are most common); or they are a justice of the peace. The gentry are the most likely of the upper classes to be speculating in high risk foreign ventures or to take a position within colonial administration as this is the only way they can hope to gain additional status (such as much coveted knighthoods or even a baronetcy) during peacetime. The gentry form the majority of the professions and the officer class in the army, as they have the necessary means to gain education or have their family purchase a commission within the armed forces. As can be seen, there is a cross over between the *working gentry* and the upper middle classes.

Resources

The upper classes have untold wealth, it is they who sponsor the military, the government and the colonial expansion into Africa and the east. The aristocracy also sponsors the industrial revolution in its infancy. The actual assets of an upper class family are simply vast, it would not be worth trying to work out an exact amount but it can be safely assumed that a typical family will have:

- An ancestral home, packed with antiques and other valuables; the house will be at the centre of the family estate. Most of the

structures within the estate will be tithe cottages, owned by the family and rented to the estate workers.

- Several large properties in fashionable urban areas as well as several country houses purely for the personal use of the family. If one of the family wishes to stay in an area where the family does not have property then. A property or hotel suite will usually be hired for the duration of the stay.
- Male offspring can frequently expect to receive an allowance of £20.3 each week, to hire servants and spend on living and pastimes. This is as much as many skilled lower class labourers can expect to earn in a year!
- Female dependants rarely received a 'cash' allowance to spend on activities, it is expected that they would not leave the estate without a relative or suitor to pay for them. Most young ladies only had to ask and they would have whatever money could buy, but they would seldom get the money itself.
- Each dependant will usually have at least one servant; the ancestral home has a full range of staff.

Ethics

The upper classes own the world, they are better than any of the other classes, and blue blood, breeding; money and power are the whetstones of upper class society.

- **Money?** Money is an ugly subject to bring up in polite conversation
- **Education?** Education is wasted upon a woman.
- **Other classes?** The middle classes are trying their best to ape your breeding
- **Other classes?** The lower classes are nothing but sloth and crooks, which is why they have so little.
- **Religion?** Religion is fine as long as the preacher gives you the respect that your heritage deserves.
- **Marriage?** Marriages are usually arranged- many men consider it to be an institution that only applies to the woman, and is best entered with a mistress waiting.
- **Honour?** Honour is the mainstay of society (maintaining a facade of honour, that is...)

Middle Class

(aka the Bourgeois)

In the middle class men are expected to take up a trade or business that will keep the family in good repute and cater for dependants in the manner that they are accustomed. Doctor, lawyer, military officer and businessman can be considered satisfactory occupations. However, the advent of the industrial revolution has elevated many middle class people to a wealth rivalling and even surpassing that of the upper classes. Many factory owners command wealth in excess of their "betters", and are often better at keeping hold of it as well (they are often practical, hard working men who would willingly sell their country houses if it saved them money). They are also less hidebound by tradition than the upper classes, and are fluid enough to weather the changes wrought by the industrial revolution.

The middle classes also include educated people who are not members of the gentry. This is particularly true of *semi professionals,* such as writers, journalists and schoolteachers. Many of these individuals are responsible for the vibrant counter culture that exists and is often suppressed throughout Europe, but others such as Charles Dickens have become household names. Ironically enough, imperialist Britain is home and refuge to many of these writers (both Marx and Engels, bourgeois themselves, did most of their writing in London).

Women of the middle class are expected to marry and carry an heir as soon as possible, just like the upper classes. A woman is also often responsible for the house and home accounts. Some young women hold work places as clerks and secretaries, but the common view of the bourgeois is that it's brutal to make a woman work in such a manner. The main exceptions to this rule are those who take service in India, either as crown or east India company servants, or as independent businessmen. Indeed, the power wielded by the "highest caste" of India is one which could only be dreamed of by the upper classes at home, whilst the wealth of these "white rajahs" (even crown servants) is far in excess of their equivalents at home.

An increasingly common vocation amongst the lower middle classes is missionary work. This is a comparatively recent phenomenon, as in the earliest days of empire the administration tended to fund Anglican churches for the colonists and left the natives alone. However, the 18th century preacher, John Wesley, founded the *evangelical puritan movement* (usually shortened to evangelical), which preached the virtue of hard work, keeping Sunday as holy, the doctrine of temperance, and the moral superiority of the white man. Often these men and women lack secondary education, let alone the higher education required for the clergy, yet they willingly journey out to the furthest reaches of Asia, Africa and the pacific to convert the heathen. They are frequently at odds with the imperial administration, partly through snobbery against their often humble origin and partly because their evangelism (frequently fanaticism) can stir natives up to the point of revolt.

Resources

The middle class do not have the huge resources of the upper classes, but are not poor, and often have enough money to employ servants about their homes. A typical mid-class man would afford the following assets for his family:

- A family home, any dependants will stay here, a middle class family does not usually have the resources to maintain a second home, the costs of any lodgings are the boarder's own responsibility. A single man would usually rent a flat, possibly shared.
- The master of the house usually runs his abode on between £3.5/6 to £15 a week, from this comes food, clothes, servants' wages, mortgage, allowance for dependants and so forth.
- A male dependant will usually receive between 10s and £1 a week to spend on leisure activities. A female dependant will not receive an allowance; they are not expected to have an independent life that requires an income of their own.

Servants, a typical family house will have one housekeeper or butler and one maid or porter.

Ethics

If the upper classes own the world, then the middle class runs it. They have maintained their status by innovation, hard work and, often, a little luck.

- **Money?** Money makes the world go around; the discussion of its use is always of interest.
- **Education?** Education is a wonderful thing, but most women are too frail to deal with a full education.
- **Other classes?** The upper classes gave you or your predecessors the initial backing to the wealth that you now possess, they may have a heritage, but your family supports itself now and live just as well as you need - without their excessive fancies to run your life.
- **Other classes?** The lower classes live in squalor, it is shameful, and if any struck you as honest then you would gladly help them out of the gutter as best you could.
- **Religion?** You always attend church, the Aluminat preaching is very important to you, for you they define civilisation.
- **Marriage?** Marriages are usually arranged; most consider marriage to be a sacred institution, not to be taken lightly. The most important thing to a middle class marriage is the prospects and dowry that can be provided by the husband to be.
- **Honour?** Honour is an idea to be respected and adhered to.

It is a sad fact that the person to be praised for ending the hidden misery of so many in the real 19th century was none other than Jack the Ripper. The ripper killings caught the country's imaginations and fears, all inquiries into the case brought more and more of the working life of London to the surface and into the media, until none could dismiss it.

Lower class

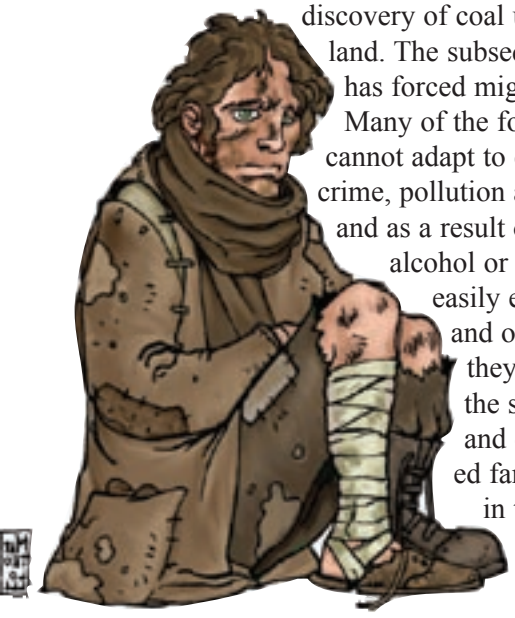
(aka the surplus population, the proletariat)

In the lower classes, the men made a meagre living by doing whatever they could. Vocations are either for life as in the case of mill workers, or for a couple of weeks as casual labour until the next job appeared.

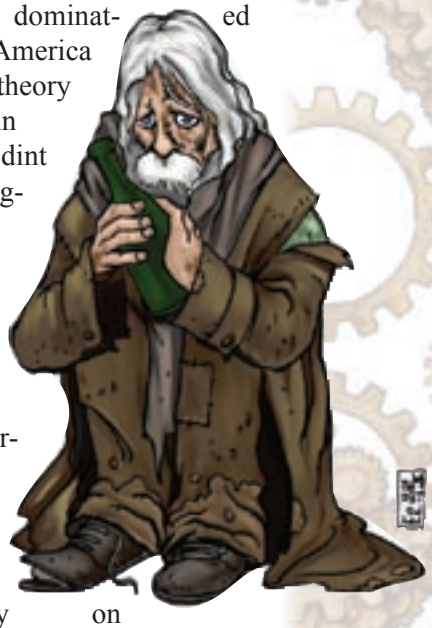
Often women of the lower classes had to earn as well. Although the practice is second nature to us of the 21st century it is a scandal to the middle class occupants of the 1800s. Many women could and would perform the same factory vocations as men, but were paid less! Many (especially in the cities) had to supplement their incomes by street vending or prostitution.

In the rural areas, young women and girls were typically found working the fields along with the men folk. Once married, they would be responsible for the home, and bringing up the family; she would be responsible for the education of any children as well.

Rural life is less harsh for the lower classes in some ways, there is less crime and vice than in the cities, but due to the urban population drain, the remaining rural workforce is frequently stretched to exhaustion. However, as previously stated, the traditional life of the rural lower classes has been changed in many areas due to the discovery of coal upon their squire's land. The subsequent sale of the land has forced migration into the cities. Many of the former rural people cannot adapt to city life, with the crime, pollution and over crowding, and as a result often seek solace in alcohol or opium. Others are easily exploited by pimps and organised gangs as they are less wary than the streetwise proletariat, and often have no extended family to support them in their new homes.



As with the middle classes, the greatest opportunities exist abroad, particularly in the white dominated colonies in the Antipodes, America and South Africa. Here, in theory at least, a poor man can gain status and riches purely by dint of his hard work and willingness to work the land. It is true that one can gain such wealth by merely staking one's claim (particularly in Australia, where "squatting" or taking over unclaimed land allows a person reasonably free rein), but often in the colonies, as at home, it is the traditional moneyed classes who hold the monopoly on trade. However, the allure of the colonies can be a strong one, and it is true that many settlers of humbler origins have "done well" abroad. (Abraham Lincoln himself was descended from such humble English stock). Also, with rural resources stretched at home, the role of the sheep farmer in the antipodes or crop farmer in British North America is becoming increasingly important, and hence even an independent small holder can make a fine living by exporting to the mother country.



The Celtic people of the British Isles make up a disproportionate percentage of the lower classes, particularly in Ireland, where the mostly catholic Irish have been effectively barred from owning land – catholic fathers have to split their land between all their sons, thus constantly dividing the land into smaller pockets. In Scotland, the destruction of the traditional clan based life in the highlands following the doomed Jacobite rebellion of 1745 – 46 led to a largely Anglo or anglicised ruling class over a largely Scottish lower class. This combined with the Irish potato famine of 1848 (which killed almost 2 million Irish men women and children) has led to a vast Celtic Diaspora to the colonies and to the United States of America. In these regions, prejudice against the Welsh, Scots and Irish is either subtler or less apparent.

Resources

A lower class man has no resources to speak of, neither have his friends (unless they are criminals), not many people do on the poverty line. A working man can receive varying wages depending upon his work; servants often receive a small wage (3/8 a week for a maid, 7/6 for a butler or housekeeper) with bed and board. Factory workers in the country often slept on the factory floor, while in the city an independent landlord would provide a slum area flat or a terraced house in ill-repair. Whitechapel and Spitalfields are two such areas, each with high unemployment, vicious gangs terrorising the streets, high levels of crime and prostitution. Gbh, murder and rape are relatively common crimes in the fog.

- A typical wage for a lower class man is £1.8/2 (£95 a year) for a working week, for a woman doing the same honest work- £1.2/6, and for a child 3 shillings to the parents. Hence the tendency for lower class families to have large families, as the children can earn money that goes directly to the parents.
- There is no minimum wage and employers have little regard for the health and welfare of their employees. Ironically enough, the slaves in the cotton states of America are frequently better off than the urban lower classes of Britain. A factory owner does not own his workers – and there are plenty more waiting for work, hence the value of an urban worker is frequently less.
- A lower class man dreams of a life with a servant, where his children do not have to work cleaning chimneys. Where his home does not leak, where he can walk down the street after dark without fear. But, considering that the minimum wage for survival is approximately £1.5/6 a week (£80 a year) for a single person, that dream will probably stay that way.

Ethics

The lower class make up the manual and military labour force of the civilised world, they are down trodden by all, and the majority actually struggle to survive on an 'honest' wage.

- **Money?** Money is hard to make, there's no point in talking about it when you should be earning it.
- **Education?** Education sounds wonderful; you wish that you could afford it.
- **Other classes?** The upper classes are put above you for a reason, it's always been that way, and it always will be. It's not for you to question the likes of the aristocracy.
- **Other classes?** The middle class are no better than you really, no matter how little they like it with their high and mighty airs.
- **Religion?** You always attend church when you can; it is a solace in a hard life.
- **Marriage?** Marriage between two folk in love is a wonderful thing, but not something to be taken lightly.
- **Honour?** Honour is fine for those who can afford it; you just try to be honest.

"When one individual inflicts bodily injury upon another, such injury that death results, we call the deed manslaughter; when the assailant knew in advance that the injury would be fatal, we call his deed murder. But when society places hundreds of proletarians in such a position that they inevitably meet too early and unnatural a death, one which is quite as much a death by violence as that by the sword or bullet... [I] Characterise [the conditions of the lower classes] as social murder, that [society] has placed the workers under conditions in which they can neither retain health nor live long; that it undermines the vital force of these workers, little by little, and so hurries them to the grave before their time."

conditions of the lower class in England, *F Engels, 1845*

Typical incomes

Time	*Survival*	*Lower*	*L. Mid*	*U. Mid*	*Upper*
1 year	£80	£95	£200	£400	£800*
1 week	£1.5/6	£1.8/2	£5	£12	£20*

** these figures are for a young man's allowance, the families resources are vast.*

Employment figures

Upper & middle classes		*Lower class*	
Independent income	1,817,000	Earning wages	8,345,000
Dependants	3,870,000	Unemployed	7,613,000

Total population of England 21,645,000

The fairer sex

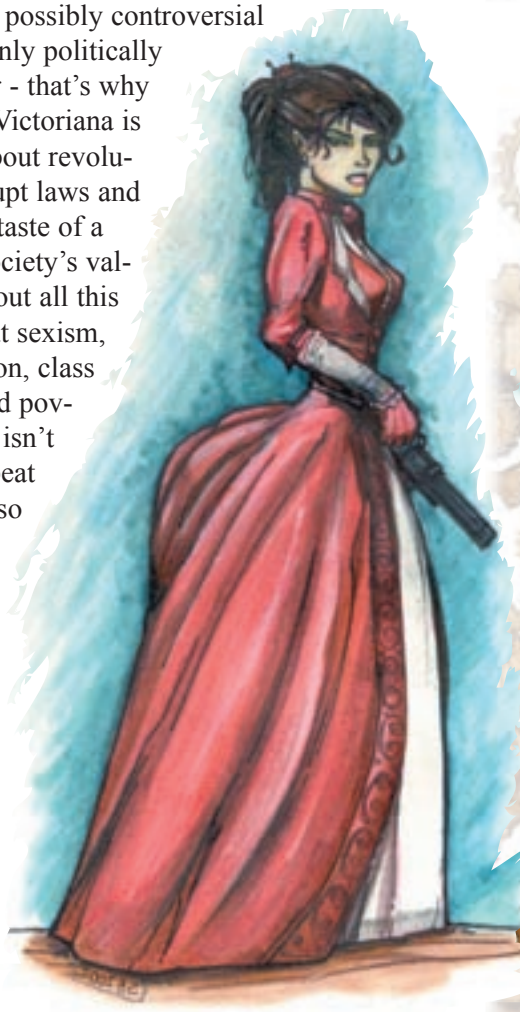
Upper and middle class women are treated as ornaments, their first duty is to marry and their second to give birth. They are expected to be shy, naïve, elegant and eloquent, to be found lacking in any of these traits is disaster for a young woman. Often it means being sent to an asylum, a distant relative, or sometimes simply being sold into the gutter out of sight to avoid social embarrassment.

In the lower classes of the city, women have to earn as well, often the only means being by prostitution. In 'my secret life' a set of period memoirs, the author tells us of how he is '...accosted by a middle aged woman in Vauxhall gardens, and invited to possess her and a ten year old girl...' Walter goes on to describe spending the night with the two of them for 6d.

In rural areas legitimate work is more easily found- lower class women are often found working the fields along with the men folk instead of turning to the oldest trade.

It should be noted that no woman could own property. Before marriage, her father owns it; after marriage, all her property passes to her husband. In the unlikely event of divorce, the husband has every right to throw his wife out onto the street, as any property owned is his!

Some readers may be wondering why we're putting all this stuff about sexism and racism in the game, it's possibly controversial and certainly politically unpopular - that's why it's here. Victoriana is a game about revolution, corrupt laws and the bitter taste of a corrupt society's values. Without all this stuff about sexism, exploitation, class stigma and poverty there isn't much to beat against – so use it as intended and fight the good fight against it!



But Russian Ladies wear Trousers...

The ongoing war against Russia in the Crimean has brought a never ending procession of news and revalations on that secretive nation, not least being the fact that not only is Russia a matricarchy, but thats it's noblewomen live in a fully emancipated position - a fact which has both scandalised and entranced western society (undoubtedly for all the wrong reasons). While the institution pours scorn and ridicule on the 'half dressed trouser wearing harlots of the east', artists and journalists alike seem fixated on the exotic and commanding Russian elite and as a result they have become unwitting media darlings - when a leading london newspaper placed an engraving of the Russian command at Sevastopol on their front cover the paper sold out within hours!
The Russian nobility are just as powerful a role-model to emancipationists, fashion extremists and to the free minded nature of the Gutter Runner sub culture, and although few female runners have dared the overwhelming public scorn by stepping out in trousers, it can only be a matter of time.

The cover engraving from an 1867 issue of 'London Illustrated News' depicting Russian 'Peyetra' and some of the comment it provoked.

'I would remind the editor that his magazine is on public sale, and is not the place for such flagrant displays of pornography - I and many other readers alike, have vulnerable daughters at home who need to be shielded from this kind of disturbing provocation'. ***JH Watson***

'It seems necessary to remind the editors of this publication that although such displays of indecent dress might be considered acceptable on the Russian steppe, we in England are a civilised society, and the exaltation of our barbaric Russian enemies has no place in our media'. ***K Windlow, Mrs***

Customs of Society

The lower classes have no unique customs to speak of; the middle class' customs are all watered down from the upper class customs. Many of these customs are bizarre and infrequent, they are best dealt with a use of etiquette skill, some however are an integral part of upper and middle class life, such as:

Afternoon Tea

Never ask, the hostess offers. Ladies should not ask for more than one sugar, gentlemen should always have two. Afternoon tea is considered primarily a female function (a man is usually working / out at the time). Most males of the period view attending the ritual with the dread that 21st century men might reserve for a visit to their mother in law. Often it is the only time that women (especially married women) have the freedom to do as they please. For well heeled gutter runners, it can be a good place to catch up on society gossip, and more importantly, find out who is doing what to whom!

Calling Cards

When a young lady or gentleman enters a new town, and they wish to enter society within that town, he/she should attend the next public function (opera, ballet, theatre etc.). Once there he/she should make no attempt at communication, but should leave his/her card at the door. Any parties wishing to make their acquaintance shall enquire for the card at the door once they have departed. They then send a card by messenger to the visiting person's address. If the visitor would still like to pursue the company of local society they must travel to the relevant contactor's address (for a lady) or club (for a gentleman).

In the case of a lady, once arrived she should wait in the carriage until she has been officially received, in the form of an afternoon tea, into the new social circle. It should be noted that 'refusal at the door' is considered a great insult. This is especially useful in provincial or colonial towns, as the society is small and often closed (usually run by the local clique).

Gentlemen seeking introduction into a new club or cirlce, have a much easier time at this stage as the introduction will invariably take place over

many cigars and much brandy.

The marital institution

The ideal marital arrangement for the upper and middle classes is for a daughter to marry an older man, thus the girl could be whisked away into an already furnished home with all the creature comforts. A young woman is considered of marriageable age at 15, girls not married by the age of 20 are considered too old to attract a groom. Among the proletariat there is little time for marriage, nor the money to pay a cleric for the ceremony. Lower class couples tend to live 'in sin', married by common law. The notable exception to the rule of age is when marrying a widow; this is often seen as a good thing, as all the widow's property passes by common law to the husband.

Whilst not illegal, divorce is uncommon. The grounds upon which a couple can be granted divorce are adultery, non-consummation of the marriage, 'irreconcilable differences' and 'mental cruelty'. Only the husband can petition the court for a divorce. As previously stated, married women have no property rights, so in the event of a divorce there is nothing to stop a divorced woman, even one of good background, from being cast out onto the streets without a penny!

Divorce is uncommon amongst the upper classes. Women are brought up to believe that they are inferior to their husbands, and if he chooses to father bastard children upon his mistress then they should not complain - and certainly not file for divorce on the grounds of adultery. Romance amongst the upper classes is primarily confined to trashy novels, as few women would *dare* to marry a man that her father did not approve of. Often the potential suitor agrees the match with the bride's father and the wedding plans are made accordingly - the bride being the last to know. Hence the traditional idea that the young man asks the father's permission to wed.

Middle class people tend to mimic the customs of the upper classes, but marriage on the basis of love is more common, especially amongst the more educated and liberally minded folk. Adultery is less common, as the middle classes are more inclined to puritan ethics and sleeping around does not fit in well with these. However, amongst the intellectual elite there are movements that call for free love, the rights of women to own property and to vote and have an equal voice (can you imagine the insanity of it! What will these people advocate next?)

The lower classes, as might be expected, have a very different attitude towards wedlock. Most of the lower classes are not legally married, by law or church, as legal marriage costs money – which they don't have. The institution of common law marriages is prevalent, where a couple are considered married after spending 3 years together. Even so the common law marriages break up often; in cases of adultery it traditionally consists of the husband handing over a piece of rope to his wife's lover.

Whilst it is no more or less common than today in the 20th century, homosexuality is illegal and sodomy is punishable by death or deportation. However, in the public, single sex schools of Eton it is common amongst adolescents, although it is generally acknowledged as a "phase" that the boy is going through. Lesbianism is *not* a crime in Britain: this is not due to liberal sentiment but rather it is because the queen *does not believe women are capable of such activity!*

Domestic violence is prevalent at all levels of society. Whilst it does count as assault and battery, the woman is unlikely to press charges (after

'There is perhaps no century where woman shows so meanly as in this. Because her education seems to have parted company with her vocation; there is no longer unity between the woman as inwardly developed, and as outwardly manifest.

In the last century it was not so. In the succeeding one let us hope that it will no longer be so... Nothing can well be imagined more painful than the present position of woman.'

***Cassandra**, Florence Nightingale, 1852*

all, what woman would be willing to do so to a *male* police force, with a *male* judiciary and *male* jury). The only time that the forces of justice are likely to become involved is in the event of a death (in which case it is usually treated as murder). Also, men and women have often grown up around violence by the husband towards the wife and both are likely to consider it the *normal* state of affairs. There have been extreme cases where future father in laws have even instructed their daughter's suitors in the best way to "discipline" their brides to be. Among the upper and middle classes violence towards wives and children is not seen as a pleasant task, rather it is a regrettable one which must be undertaken by the head of household to maintain order. A common theory is that children will learn obedience and respect for god by learning the same towards their father. Among the lower classes there is a frighteningly prevalent belief that when a young woman acquires bruises 'it makes her all the keener on the man that delivered them'.

Presentation Balls

Often considered the highlight of the year, the presentation ball is where all the single young ladies are paraded to the young men of society in the hope of a marital interest being struck. Young ladies and gentlemen alike plan their wardrobe for this night months in advance. Both the upper and middle classes hold presentation balls for their own respective classes.

Debutante balls (upper class only): a single young lady is presented to the queen at the age of 16, to receive her blessings for later life. If the young lady receives a favourable comment from the queen the young lady is called a debutante, and her desirability increases dramatically. A debutante ball is simply a higher-level and very exclusive presentation ball.

Rough Music

Rough music is a rural tradition of punishing errant members of a close rural community. Common victims of rough music would be bullies and those found lacking in Aluminat morals or fervour. The nature of the rough music varies with local custom; commonly effigies of the offender are crudely made and held aloft a musical procession. The procession will tramp around the village collecting supporters and gawpers until it reaches the offenders location when the effigy is replaced with the real thing before another charge around the town. The finale of the music is a kangaroo court for the offenders "crimes". The verdict is invariably guilty and punishment follows. Rough punishment is rarely damaging, most often it is designed to be humiliating, as is the whole custom.

Policies of the Revolution

There are many things that need the cleansing influence of change, and the change is brewing in many different forms from emancipation to the alternative political / social systems: communism, bolshevism, nihilism and anarchism - the so called revolutionary beliefs.

Nationalism and free traders are also worth a mention. Nationalist, particularly in the ottoman and Austro – Hungarian Balkans, as well as Ireland are also a potent force for revolution, whilst free traders, although not revolutionary (indeed, free trade is British government policy), hold views which are outside established society for most of Europe.

The threat of revolution should not be underestimated. The French revolution is only a few generations in the past and still vividly remembered by the aristocracy across Europe. After all, the working proletariat has a lot to rebel against.

Communist

Communists believe that everybody should be equal, that a utopia can be created where everybody is happy and there is no prejudice, discrimination or war.

Money? Money is the root of all evil, scrap it. When the people take over, everyone will share what they have, there will be no

need for money.

The state should only provide basic administrative services, and its other functions (such as imperialistic war notions) should be swept away.

War is merely the bourgeoisie attempting to distract the lower classes from the misery of their existence, and serves to fuel the interests of capitalists.

Education? All children should receive an education, at least in a trade if not academic, so that they have something to offer when older.

Other classes? The upper classes will be disbanded for their crimes against the people; they will have to readjust to the new world.

Other classes? The middle classes are no better, they do nothing that will not better themselves, again there is much to change.

Other classes? The lower class are the real people of this world, they deserve better, and unfortunately many actually believe in the old class system.

Religion? There is no god, if there is he would not allow the suffering in the world. You will close all the churches. ("Religion is the opiate of the masses")

Marriage? Marriage is outdated, women are to be as free as men, they can choose who they wish to live with, and who they wish to have children with.

Honour? The upper class definition of honour is a farce and a lie; you have no time for it.

Bolshevik

Bolshevism is a very violent version of communism. Like communism, bolshevism shares the belief that every one should be equal, and that every one should have something to offer the greater good without a monetary value. The difference is that Bolsheviks are not content with politics to start the revolution.

Money? Money is the root of all evil, scrap it. When the people take over, everyone will share what they have, there will be no need for money.

Education? All children should receive an education, at least in a trade if not academic, so that they have something to offer when older.

Other classes? The upper classes will be disbanded for their crimes against their fellow men, the men will be shot and the women 'liberated' of their social restrictions.

Other classes? The middle class are no better, they too will be shot, and again the women will be 'liberated'.

Other classes? The lower class are the real people of this world, they deserve better, and unfortunately many actually believe in the old class system. Those who side with the bourgeois oppressors will be slaughtered for treachery.

Religion? There is no god, if there is he would not allow the suffering in the world. You will bum all the churches, liberate their wealth and shoot the preachers.

Marriage? Marriage is outdated, women are to be as free as men, they can choose who they wish to live with, who they wish to have children with.

Honour? The upper class definition of honour is a farce. Honour is outdated. Although it is necessary for secrecy now, in the new world there will be statues and cities named after honourable revolutionary brothers such as yourself.

Chartism

The people's charter is a revolutionary movement presently existent only in Britain. The primary aim of the chartist movement is to gain an expansion of the political franchise to "one man, one vote'. The concept of working men voting for the country's government was hysterical to the bourgeois of the 19th century, until after repeated protest marches and riots the movement is now viewed as a radical threat. Although Chartism is generally a peaceful political mass with followers trying to bring its proposed changes through official channels, there are a increasing amount of believers who do not believe that the present system will allow the changes without the application of force and violence.

Money? Money is fine, you earn it and then you spend it. You have no problems with the theory of money.

Education? All children should receive an education, at least in a trade if not academic, so that they will be able to support themselves and their family in later life.

Other classes? The upper classes have a monopoly over your future; everyone should have a vote to decide on the future, not just the nobility.

Religion? You believe in god, but did he not say that he created all men equal? You don't see much of that at the moment.

Marriage? Marriage is a wonderful institution; everyone should be able to get married in the eyes of god.

Honour? The concept of honour is a fine one, and you respect it.

Nihilist

Nihilists are a disturbed bunch. They steadfastly believe that the European races as they stand are doomed, and that it will generally save a lot of bother if they make a start cleaning up now instead of waiting for nature.

Money? Money is pointless. When you've finished with the world there will be no need for money anyway.

Education? Education is pointless, when you're dead; nobody cares how many languages you knew.

Other classes? All authority figures are pawns of the oppressors; they are to be stamped out first - headless chickens make easier targets.

Religion? There is no god, if there is he would not allow the suffering in the world. You will burn all the churches, shoot the preachers, and sell the altarpieces to buy more weapons.

Marriage? Women are to be liberated; they can join the revolution or die. Just like anyone else!

Honour? The institutions of honour and honesty make you laugh, they can't stop bullets.

Anarchist

Anarchy isn't so much a political system, rather a certain mindset, by their very nature anarchists do not take well to organisation, but there are a lot of them about.

Money? Money, you use it to buy things that you couldn't be bothered to steal. All property is theft anyway.

Education? All children should receive an education, at least in a trade if not academic, as long as they want one.

Other classes? You honestly do not care one iota about class distinction and discrimination; you adopt the most convenient viewpoint to justify your actions. The phrase 'redistribution of wealth to the people' is always a firm favourite.

Religion? There could be a god, but you don't care!

Marriage? Marriage is outdated, women are to be as free as men, they can choose who they wish to live with, who they wish to have children with. You do, why shouldn't everyone else!

Honour? The upper class definition of honour obviously suits them - but you think it's awfully funny.

Nationalist

Whilst nationalism is common throughout this period, these ideas specifically appertain to countries either living under foreign rule (the Irish and Indians in the British empire, the Poles under the Russians, Czechs under the Austro-Hungarians, most Balkan people under the Turks), or to a disparate people resisting a drive to stand as one country (the Italian and German states).

Money? Money should go to the people of the nation, not to foreign investors.

Education? Education should be in the culture and history of the fatherland, and in our own language, not on the terms of foreigners.

Other classes? Our rulers should be natives. Our own traditions should be honoured, not those of the invader. No nation has the right to tell you how to live.

Religion? Religion should also be our own, not a foreigner's.

Marriage? Women should marry people of our race.

Honour? Our own definitions of honour are superior

Free Traders

Free traders are unique amongst revolutionaries, as they do not seek to overthrow any government institutions by force (well, not generally, but they may incite revolts from other factions). They are usually upper middle class, or sometimes forward thinking gentry, and believe in open trading for maximum amount of personal gain.

Money? Money and wealth is king. No government regulations should stop you from accumulating money.

Education? Education is good (for you at least). It allows you to learn how to manipulate the current outdated system.

Other classes? The ruling classes are crippling the flow of trade by placing tariffs on goods and insisting on a protected market. They can be useful as clients though.

Other classes? The middle classes are a primary target group, but those damned intellectuals should stop whining about the condition of the poor.

Other classes? The lower classes are useful for labour, but they should not be helped with handouts. Without the poor, there can be no rich.

Marriage? Marriage can be convenient, especially at social functions, but primarily you are married to the ideal of wealth.

Religion? Religion serves a useful social function in keeping the masses occupied, but those damned puritans can sometimes put a cramp on your activities in the colonies.

Entertainment & Vice

Every society has its vices; Victorian society is no exception. It is fair to say that, for a character so inclined, almost every conceivable vice can be catered for in the chaos of the city. Following are the most commonly available vices of a major city such as London.

Drink

Alcohol is the most common vice of the century. The upper classes usually keep alcohol in their homes, and frequently imbibe at social functions or (for gentlemen) at clubs.

The middle classes pursue similar drinking habits to the aristocracy, clubs, and social occasions such as the theatre, restaurants and hotel bars.

The lower classes indulge in alcohol more frequently and commonly than those above, mainly because it is frequently their only available entertainment. Beers are usually sold to labourers while at work, and often the worker's only legitimate entertainment is at the local public house or 'penny gaff'. Indeed, alcohol is often the main form of escape in Victorian Britain for the lower classes, as their own lives are so bad.

Women of all classes are as likely to drink as men. Amongst the upper and middle classes, alcoholism is just as common amongst women as men, but it is usually a very private affair. Also lower class women are as likely to be seen drinking gin in public houses as men are.

Alcohol is commonly available to take away from general stores, food stores, and public houses (the "pub"). Clubs and hotels rarely sell alcohol to take away. Public houses and bars are theoretically regulated by licensing laws that dictate their opening hours. The legal times to sell alcohol from these premises are between 11:00am and 11:00pm. The law is rarely enforced and most establishments stay open for business long into the morning. Clubs and hotels are considered private properly and so are not subject to the licensing laws, and usually stay open as long as guests / members occupy the bar. In lower class areas, there is usually a pub at the end of every street or row of houses – these are often just converted houses that can only fit 10-20 customers. Pubs are often excellent sources of local rumour, as well as being unofficial recruiting offices for criminal activity. The barman at the local is usually well informed about the comings and goings of a neighbourhood, so being on good terms with him can protect you and provide excellent gossip. Strangers beware!

Drugs

Drug abuse is an unregulated sin in Victorian Europe. The availability of drugs is easy, but their circulation is limited by expense. By far the most common drug is opium, imported from the eastern provinces. Heroin and cocaine are also quite available to the wealthy. The Chinese quarters of Liverpool and London are the most common areas to go to "opium dens", as foreign ghettoes often have to cater for vice as prejudice from native employers makes it difficult to find honest work. Medical science is aware of the detrimental effects of such drugs, but most objections to their use derive from moral, rather than scientific grounds. Indeed, doctors have a tendency to prescribe laudanum (an opium derivative) as a "magic bullet" which cures all ills.

Prostitution

Prostitution is the second most common vice after drink. Every taste can be catered for in the citadels of Europe, women for the poor and anything for the rich. Perhaps the strangest aspect of the Victorian flesh trade is its frequency and blatancy in the heart of a society which has become a byword for repression.

Commercial sex is incredibly common; a good example of how common comes from Mayhew, a social reformer from London. Mayhew interviewed a series of London seamstresses, from his interviews he discovered that a third of the women interviewed are also prostitutes. His conclusion is that women have to turn to prostitution to live, as their primary job wages are simply too low. Other social reformers of the era also support Mayhew's conclusion of 'prostitution by necessity'. The term "working girl" comes from this time, as there was a presumption that any single woman in employment (especially independent professions such as actress) was clearly

also “on the game”. Perhaps the most damning fact is that the flourishing nature of prostitution could not be possible without demand for the service - yet another reminder of the dual values of the Victorian “gentleman”.

There are several methods of prostitution, and correspondingly several forms of sex selling establishment.

Independent women of the proletariat who take to prostitution often take lodgings together in the same house, this provides protection from numbers in potentially savage areas. It is not uncommon for entire lodging houses to be occupied by prostitutes. Those who became visually scarred by assault, disease (such as pox), or age can often be found crawling through the back streets of the slums selling their favours for whatever they can get. Judging by pervert’s memoirs and social reformer’s reports the selling price for a proletarian’s flesh is as little as 2d up to 2s.

Attractive women with some education and confidence can find a much higher niche in the world of vice. The Haymarket and St James court of London are centres of ‘high-class’ vice. A woman able to hold intelligent, or at least fashionable conversation for several hours as well as look stunning is a highly sought escort, and could expect to gain 20s for company, up-to £5 for a full evening’s entertainment.

Male prostitutes are found, but are discreet and rare. It would be rare to find one outside an established brothel, he certainly has to live carefully, he can get whole pounds for his favours, but his discovery could mean his death at the hands of a homophobic mob.

Brothels are common in European cities. In London, the Haymarket and St James court areas are covered with them. In such areas even bars keep bedrooms for the clientele to use, usually charged for by the hour. The largest and most affluent brothels also stand as casinos and bars. Kate Hamilton’s, the largest and most expensive brothel of London, has several bars, a casino, a

dance floor, and discreet rooms for dining and 'sleeping'. Incidentally, Kate's bouncers are the official police force, who keep at least one officer in the lobby at all times to discourage "undesirables' such as the poor.

One notable aspect of prostitution was the social mobility offered by the business. An attractive or well-educated prostitute might be noticed by a wealthy gentleman who found her pleasing. He might then offer to "buy" her (if she has a pimp) or merely offer her the chance of a better life. This might mean he sets her up as his own mistress or even in certain circumstances marry her (the latter was less common in Victorian times, but frequent in the Regency and Willemine periods prior to Victoria's ascension). It was rumoured that Albert, duke of Clarence (in the 1880's) had married a Whitechapel prostitute (coincidentally at the time of the ripper murders – this led to him being accused of being a suspect).

Gambling

Gambling has strong links with prostitution in Victorian Europe, but even as a single intent establishment, gambling houses and casinos flourish in all cities. The nature of the establishment varies with the local area and clientele. The proletariat often bet on the outcomes of prizefights and animal fights, many also play cards in public houses that dedicate rooms for the purpose. Dedicated casinos are vast, lavish and invariably rigged. Gambling (accompanied with drinking) is without a doubt the primary form of entertainment for Europe.

The arts

Painting, poetry, literary fiction, and sculpture are all highly appraised arts. Distribution and availability differ. Museums hold extensive relics of artistic and historical interest. Art galleries of paintings and sculpture are usually private sale rooms, selling works to the highest bidder. Possibly the most famous centre of artistic education and show is the royal academy of art, in London. Poetry is usually published in pamphlets and distributed individually, a poet who receives recognition will go on to a publishing house, and release his work in bound volumes. Literary fiction is usually distributed through instalments in the many magazines available and with popularity, then released in volumes. Both Dickens and Sir Conan Doyle both released their prominent works as-series in *The Strand magazine* before receiving recognition.

Without variation the artistic pursuits are poorly paid careers, an artist must be unnaturally prolific to produce enough works to live comfortably. Most often an artist lives by the donations of a fashionable sponsor.

The ballet

The ballet is a popular entertainment for the wealthy, and is among the most expensive. There is only one specialised ballet house in London, *the Royal Ballet.* The Royal Ballet company is attached to the premises, and it is they who delight audiences every season with their performances. Travelling ballet companies also make appearances at the Royal. The most anticipated of such travelling companies is the *Moscow Ballet Company.*

The baths

21st century style swimming pools are rare. Turkish bathhouses proliferate, containing sauna rooms, hot pools, massage and baths. The baths are considered to be an invigorating event.

The brothel

The brothel is possibly London's second most frequented entertainment, if only because brothels can be found catering to all classes. The nature of a brothel depends entirely upon its desired clientele. Brothels for the upper and middle classes can be quite lavish, with a hostess to take bookings, a bar and possibly a casino. Usually the bar or casino would be a bona fide front for the business if a society scandal should threaten. Such an establishment might provide escorts, and take accounts as well as cash.

A working class brothel is probably an old lodging house, with rooms rented by a group of prostitutes and inviting customers to stay the night in the house to provide payment for their own rooms and vices.

The Cinematograph

A vulgar entertainment the cinematograph is a frequent haunt of the working class or photography enthusiasts. Little more than an enhanced slideshow cinematograph slides can be of diverse subject material. Slideshows range from news to soft pornography (magazine cover girl shots by 21st century standards) artists prints are used as often as photo technology in the production of a slide.

The Gin Palace

The gin palace is a cheap and dirty public house, and the exclusive haunt of the working classes. Gin palaces sell only spirits, never beers. Spirits on sale are usually gin and rum, both cheap intoxicants of the 19th century. The gin palace is usually a ramshackle building, rented as cheaply as possible.

The Hunt

In rural areas the foxhunt is a primary social occasion with the upper and selected middle class citizens joining in pursuit of some unsuspecting animal. The hunt is not an entertainment that may be visited as such; one must be invited to participate.

The Music Hall

A working class entertainment. The music hall provides theatrical drama, farce, song, comedy and dancers for the working man. Performances are often poor, but sometimes *only* amateur. Music hall performers are poorly paid and usually of the working class themselves. Somewhat unfairly, art critics do *not* rate the music hall performance among genuine artistic pursuits.

The Opera

The opera house is specially built for harmonic performance. Whether the expense of design (and subsequently of admission) is justified by any difference in sound quality is not apparent. Many opera's are performed in theatres; only the most lavish are performed in specialised opera houses.

The Opium Den

Opium dens are considered the scourge of society. Opium dens are always small ramshackle affairs, hidden away in slum attics or under disused warehouses. It is to these places that those addicted to the black smoke go to satisfy their addiction, and continue their descent into madness. Although not technically illegal, the police (as defenders of society, not the public) often raid them when revealed. Upon entry and after paying the standard charge of 1s-the addict is allocated a couch or floor space and given a pipe of opium to escape the world with. Many opium dens are notorious murder pits, where the unsuspecting can find their throats slit while intoxicated and defenceless.

The Prize-Fight

Bare-knuckle boxing is illegal, but prize-fighters often find an audience from all classes ready to wager on their gladiatorial pugilism. The

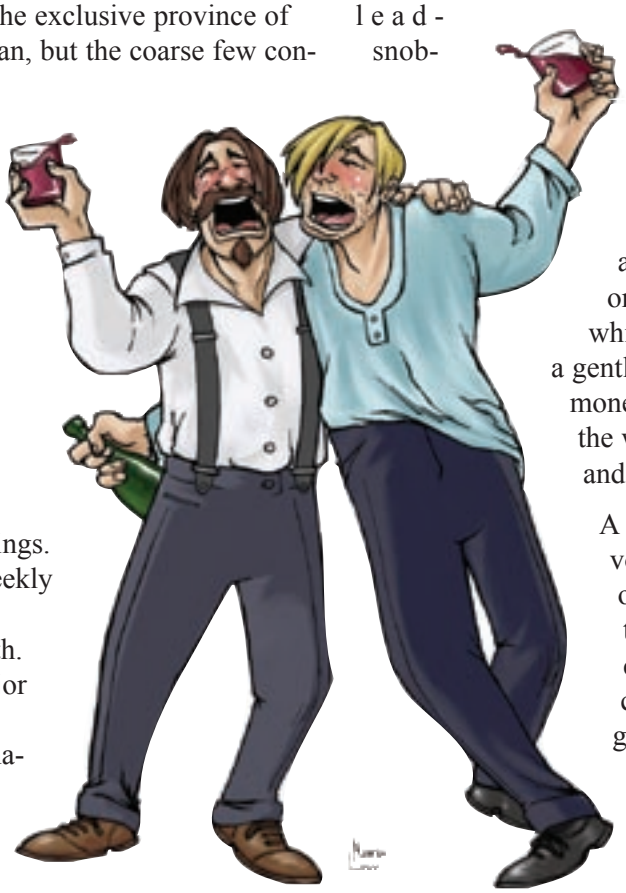
usual venue is the back room of a public house or derelict courtyard. The fighters combat until one falls and stays down. Bookmakers promote a great deal of corruption in these events, giving handsome purses to fighter's willing to make a fall in the bookie's favour.

The public house

The public house is an unpopular extension of the coach house. Coach houses were the inevitable destination of any rural worker who enjoyed and could afford alcohol. When the urban migration began in the 30's public houses started to become common in the poorer districts of town. A public house is officially open to any member of the public who desires its services; often it provides a communal meeting place for a neighbourhood. In reality many public houses are dens of organised crime, prostitution and unlicensed gambling. Public houses are not the exclusive province of the working class ruffian, but the coarse few control the many in such places, and they are to be avoided by a gentleman with no desire for violence or contempt.

The races

Gambling is beloved by many, and all who can afford the travel and admittance attend the frequent race meetings. Most counties have weekly race meetings, with a major event each month. Nationally the two major race meetings are *the Grand National,* international contest and the *Aston air races* an exclusively high society event. Most race meetings are for horse racing, although many wealthy individuals hold wyvern races. Wyvern races are usually held on the same course as a horse race. Flagpoles are erected at regular intervals around the course and during the race the beasts and riders slalom around the course at a height of 2-10 yards. Wyvern racing is an expensive pastime, both for participation and observation.



The theatre

The theatre is the centre of drama, comedy and often opera for the middle and upper classes. London is littered with theatres, some grand, others little more than music halls.

The gentleman's club

Every major city of England is littered with at least several clubs of this sort. In such an establishment a gentleman may drink, socialise and pass the time with reading or indoor games such as cards, snooker or billiards. Many clubs have rigorous criteria for membership, leading to a high degree of snobbery when speaking of which club a man is involved with. Usually the club is an entire building. There is *usually* no bar as such; a steward takes orders for drinks or food which are then delivered. As a gentleman's establishment no money changes hands within the walls, all expense is billed and settled by invoice.

A committee of gentlemen voted from the ranks by the other members conducts the business decisions of a club. To be barred from a club is a great shame for a gentleman, as it invariably means being divorced from peers. Barring offences include, not paying the bill, disrupting other members, ungentlemanly conduct in or outside the club, becoming bankrupt or losing class position.

The empty court is locked up. If injustice it has communed, and all misery it has caused could only be locked up with it, and the whole burnt away in a great funeral pyre, so much the better...

Bleak House. Charles Dickens. 1852

The Law

The judicial system of Europe is geared to the class system. The police, still in their infancy are dreadfully inefficient (sometimes through no fault of their own) and in some areas corruption is high. In addition they do not have the manpower to properly investigate as many reports as they would like. The same lack of manpower means that police dare not enter the poorer sections of the slums. When resentment of authority is high a blue uniform is a prime target.

The laws of England and Europe are crude versions of our own modern day laws. Many spheres of modern law such as gun control laws have still not been instigated by 1867, and will not be until the turn of the 20st century.

The law of Europe is directed toward property crime. There are documented cases where a costermonger who assaulted a police officer and almost murdered him with the savagery of the assault received a mere 6 weeks in jail. Whereas, a street urchin arrested for shoplifting an apple is convicted to 1 year of jail.

Usual procedure once the purported felon is caught follows. (1) The felon is incarcerated at the arresting police station until the court date; the felon has the right to send a message to whoever he wishes to represent his interests. (2) The felon is taken by police coach to the court. (3) The court case follows resulting in the release or sentencing of the offender. When at court the following points should be born in mind-

- An upper class offender will rarely have a public trial. Is *unlikely* to be put in prison, and his indiscretion would be kept secret to avoid scandal.
- A middle class offender would receive a trial, he would be allowed a lawyer if he had the means to hire one, and would probably be sent to prison. Even if proven innocent peers would shun him.
- A lower class offender would receive a trial, often he would not be offered the chance to contact a lawyer, the court case would be conducted and the offender sent to prison, deported to Australia, or hanged as appropriate.
- An Ogre could expect to be told that he is guilty and immediately go to prison - guilty or not. Other races should be treated as the class from which they originate.

Usual punishment would be either a fine or prison sentence, some crimes are considered punishable by either, for extreme crimes the death sentence existed. In such a case the judge makes the decision. Prison is not a pleasant place; the Victorian philosophy for prisons is to be a place of punishment rather than detention. 19th century prisons bear more resemblance to a filthy dungeon than a modern prison, and each day inmates would be tortured on ghastly contraptions such as giant treadmills, weighted cranks and subjected to sand-papering (just what it sounds like). Disease is rampant in jail, and even if an inmate survived his sentence, he would probably have contracted something unpleasant. A final note on the prisons is that there is no minimum age for prison confinement.

The number of crimes carrying the death sentence has waxed and waned over the last century. Before the American war of independence there were 50 crimes which held the death penalty, rising to 200 during the Napoleonic wars. Today, the main crimes that hold the death penalty are murder, treason, piracy, demonology, necromancy and setting fire to the royal dockyards. Crimes that

are punishable by death or deportation include sodomy, rape, and theft of articles of clothing, livestock or items worth more than 5 shillings. There is also an array of bizarre minor exceptions such as 'kicking a Chelsea pensioner' and 'desertion during a time of war'. Hangings are carried out in public, and are often a source of great entertainment. Unfortunately, these public occassions themselves frequently inspire crimes such as theft, fraud and assault!

Deportation *seems* to be an easier option. After all, you go to a foreign country, work for the settlers for a few years and hey presto! You're free! Wrong. Approximately one quarter to one third would die on the journey over to Australia, and when you arrived you faced several years of poor food, hard labour and the cruelty of sadistic guards. Australia itself is a cruel and inhospitable continent, with one fifth of the land unfit for Human habitation, a plethora of dangerous animals unheard of in Britain and occasional attacks by aborigines. The governor of the colony can actually release you at any time, but this depends on the liberality of the official and current government policy. Deportation is rare in the 1860's, as the original penal colony at Botany Bay stopped taking convicts in 1844.

The Poor Law Amendment Act of 1836

It has already been noted that the care of paupers is allocated to the 'board of guardians' of a local authority. The nature of this care is highly dependant upon the nature of that board, in some areas the poor law is enforced beneficially; in others the workhouses are factories for local industry, and the poor law a curse to any without wages.

The poor law was established to enable 'able bodied workers' without work to be brought into

Typical Sentances

Crime	*Typical punishment*
Armed robbery	2 years deportation
Arson	6 years detention
Blackmail	£1 fine or 3 months detention
Bribery	10s fine or 3 months detention
Demonology	Death by public hanging
Disturbing the peace	1s fine or 1 weeks detention
Fraud	£10 fine or 1 years detention
Grand theft (more than 5 shillings)	1 years deportation
Kidnap	2 years deportation
Manslaughter	£5 fine or 6 months detention
Murder	Death by public hanging
Necromancy	Death by public hanging
Obstructing the law	6 weeks detention
Petty theft	6s fine or 6 weeks detention
Piracy	Death by public hanging
Rape	12s fine or 3 months detention
Treason	Death by public hanging
Vandalism	6s fine or 6 weeks detention
Unlicensed use of sorcery	2 years detention at a guild oubliette

a district's workhouse and put to work productively until external employment becomes available. The amendment act of 1836 allows a board to allocate funds to support workers outside a workhouse if means of gainful employment seem to be realistically within reach. Most authority's boards used this amendment to their full ability. By allocating a family enough funds for a roof and food in subsidy to the family's wages, total expenditure is cut down in comparison with the total care of that family.

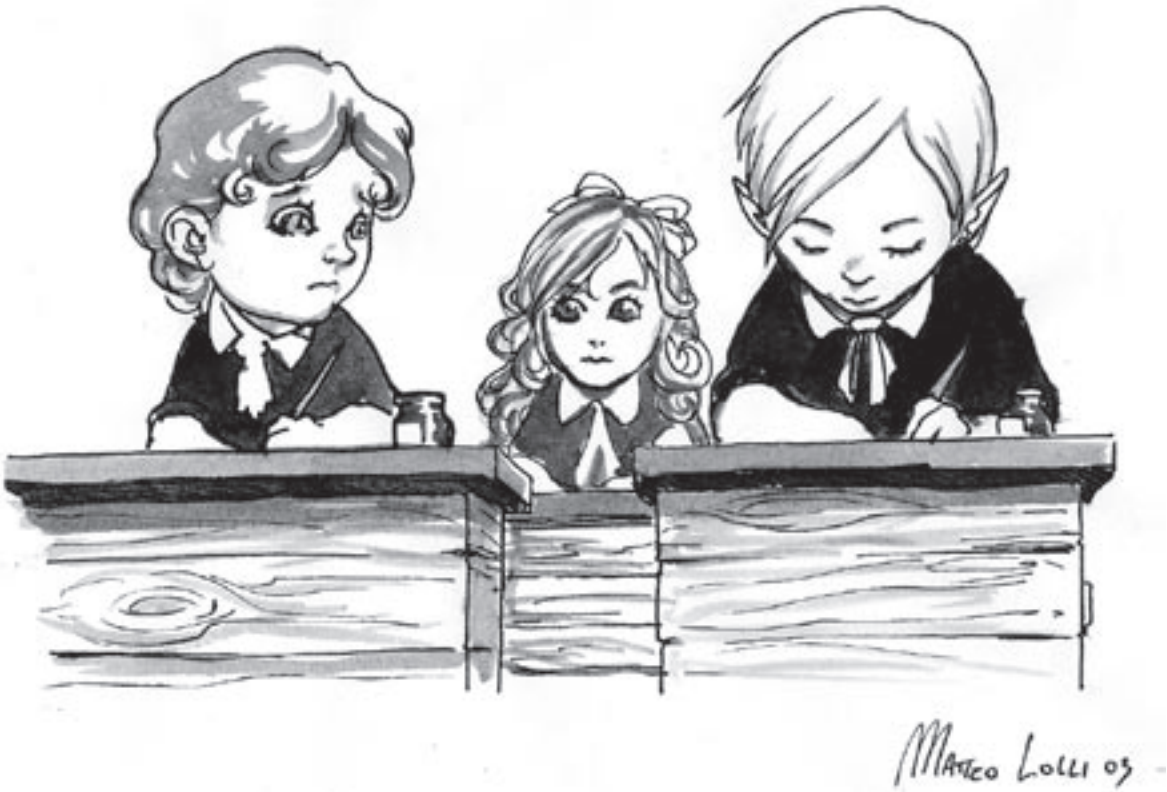
Usually each board of guardians maintains several inspectors for its district. The inspectors review applications for subsidy and decide for individual cases whether to provide funds or to admit to the workhouse. Families who gain subsidised living are under constant threat of the workhouse. If no work arrives for 2 months then the family is sent to the workhouse anyway. Many families go hungry for several weeks at a time and then reapply for subsidy rather than enter the workhouse.

The Workhouse

Workhouse residence is reserved for the elderly, infirm, single poor, orphans, resident's children, the lazy, vagrants and imbeciles. Admission into the workhouse is the end of civilisation for the Victorian poor. Once admitted into its walls escape is often impossible.

The conditions of living within the workhouse can only be described as dreadful. Inmates are expected to work a 10-14 hour day and then to sleep about the machines and work areas. Wash and work areas are separate for men and women, although within the gender sections there is little or no privacy.

In rural areas workhouses are still rare. Usually there is a poor lodge for the destitute to live with meagre food and shelter until employed.



Education

In history the school laws of 1871 demanded that all children be provided an education. Our game year is 1867; this law has not yet been passed.

Education must be bought in Victoriana. This means that the working classes are primarily uneducated. Some are educated and literate, either from parental tutelage or from charitable institutions, but literacy among the masses is rare in England and throughout Europe.

All upper or middle class children are educated. This education normally takes the form of a governess through infancy (0-6 years), and then a chapel school for 7-11 year old children. At 11-12 children are sent to boarding school to finish their education at 16. Those with the aptitude carry on an education at university. Advanced studies at university usually last for 3 years, bringing the child out of education at the age of 19. Some pursue degrees or doctorates. A university degree is significantly more difficult to obtain in the Victorian era, with a standard degree course lasting 6 years. University fees are astronomical, and there are no grant boards or sponsors. A young man's family must pay for all fees.

Children are gender segregated throughout education, usually in gender specific schools. A girl may receive education up to advanced level, although in the game year 1867 no universities admit female students. The only additional education a woman may acquire is through private tuition.

Most Victorian schools are class distinctive, schools for young gentlemen might turn a promising student away because of the parental occupation.

Religion & society

Religion is an important thing to the people of Europe, before the thirty year war legends tell of a time when the gods walked the earth themselves. If the gods do walk the earth today they certainly take pains not to be discovered. Who knows?

The Aluminat

The Aluminat is the dominating faith of Europe. It is a monotheistic faith originating in the Middle East approximately 1870 years ago, during the dark ages of legend when magic was strong and Roman sorcery ruled the world.

The proverbs and verses of the Aluminat preach of a healer and wise man born of humble parents. This man scorned the Roman use of magic in conquest as the work of dark gods; apparently his own healing powers were the gift of 'the one true god', and not magic. Legend names this man as Justas, champion of order. While still a young man, Justas amassed a huge following and, using a variety of means, caused the downfall of several Roman governors and sorcerers in the Middle East.

Eventually Justas was betrayed to the Romans by one of his friends and disciples named Jude. The Romans tried him for treason and crucified him as an example. Even death could not hold Justas, twelve days after his death on the cross the son of god appeared in the cities of his homeland shining with godly radiance. He implored the people to carry on the struggle and promised that their day of deliverance would soon be at hand.

It was. The champion of order became a martyr, a figure of unification against Rome across the east and all Europe. Justas, the son of the heavens, became a religious figurehead that swept the known world, and kept spiritual dominance over much of it until the present day and probably for many years to come.

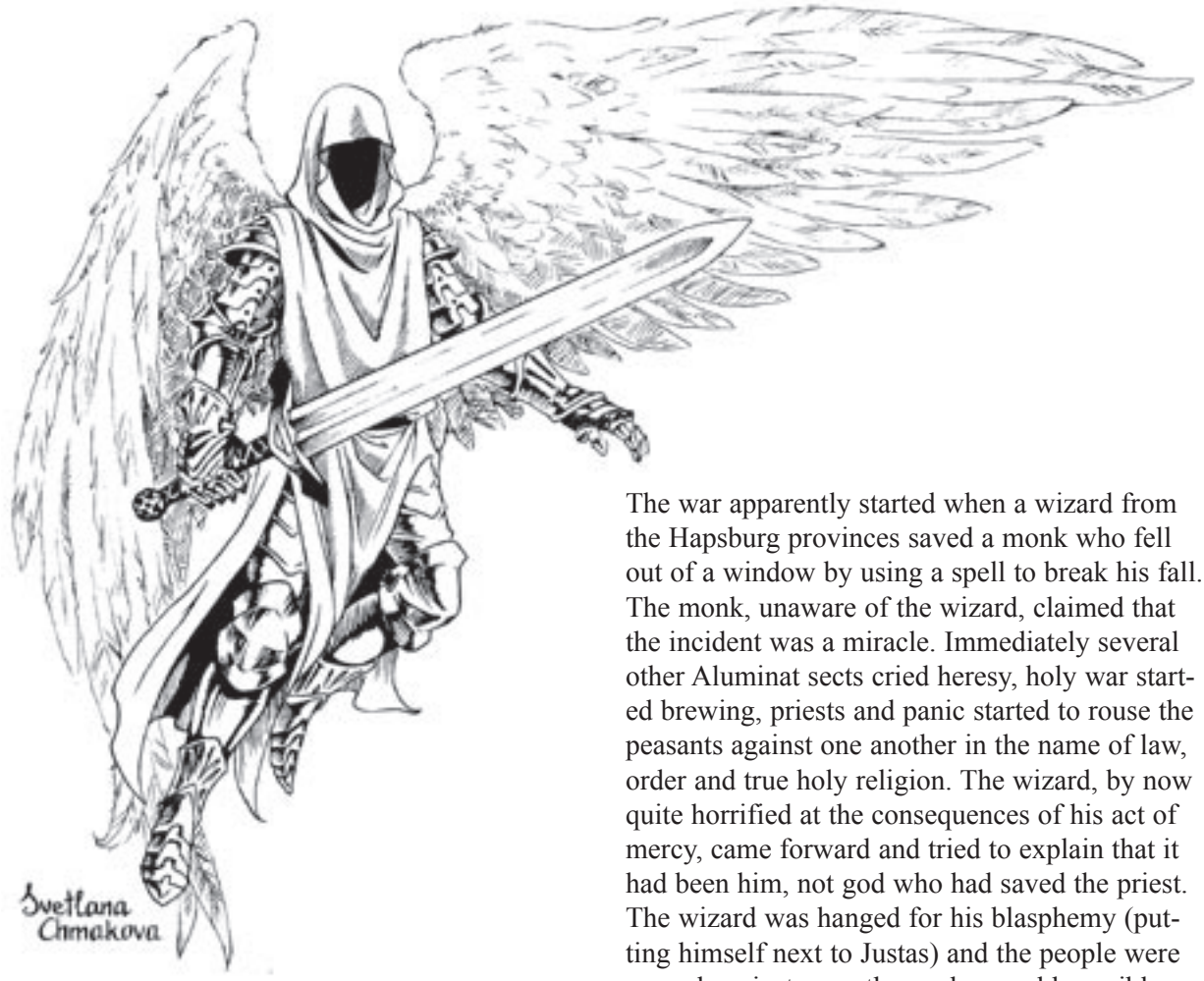
This faith is called the Aluminat. The word Aluminat means holy presence, and is used to refer to the holy trinity of Order (law), son (Justas), and Holy Ghost (Justas returned from the dead).

The Aluminat faith reached Europe in the 1st century (after the death of Justas). The eastern missionaries found an entire continent populated by a tribal people that history calls the Celts. The Celts were a proud, aggressive pagan people; they worshipped the forces of nature through a variety of gods and goddesses. They suffered under the Roman yoke, and although individually they fought well, their tribal nature held them back from the discipline and unification of the Roman armies, causing them to be scattered easily. The Aluminat faith when introduced to the Celts, was at first scorned as a load of stupid rules. The Aluminat's preaching on the use of magic seemed preposterous but the Humanitarian aspects of the Aluminat held appeal for many of the young Celts and even the occupying Romans, and an underground religion was formed. Eventually the worship of the earth was pushed underground in favour of the simpler Aluminat faith and its promise of glory in heaven for those who are meek on earth.

At the end of the 2nd century AD the tribes, unit-

"here in Great Britain, we carry class distinctions into the house of god. Whether the edifice be a splendid monument of art, or whether it be nothing superior to a barn. The poor man is made to feel that he is a poor man, the rich is reminded that he is rich, in the great majority of our churches and chapels. The square pew, carpeted, perhaps, and curtained, the graduated scales of other pews, the free-sittings, if there are any, keep up the separation between class and class... We nave no Negro pews for we have no prejudice against colour - but we have distinct places for the penniless, for we have a morbid horror of poverty."

***The British churches in relation to the British people**, Edward Miall. 1849*



ed by the Aluminat pushed a shattered Roman army out of Europe. By the middle of the 3rd century AD the Roman Empire was no more, replaced by countless states and kingdoms all united by faith in the Aluminat. A faith so strong that when the holy lands of Justas' origins were invaded by Saracens and Moors in the 11th century AD troops were sent from all over Europe to reclaim it in three bloody wars.

The thirty year war and the heresy

By the 16th century, corruption was starting to creep its way into the affairs of the church; the faith had split into factions, some aggressive, some humanitarian, some pro-magic, some anti-magic. Arch bishops met and serious debates took place upon stopping a holy war within Europe, but in the year 1532, the decision was made for them. A war started that would end the common use of magic in the land.

The war apparently started when a wizard from the Hapsburg provinces saved a monk who fell out of a window by using a spell to break his fall. The monk, unaware of the wizard, claimed that the incident was a miracle. Immediately several other Aluminat sects cried heresy, holy war started brewing, priests and panic started to rouse the peasants against one another in the name of law, order and true holy religion. The wizard, by now quite horrified at the consequences of his act of mercy, came forward and tried to explain that it had been him, not god who had saved the priest. The wizard was hanged for his blasphemy (putting himself next to Justas) and the people were moved against any others who would possibly blaspheme in such a manner. The Thirty Years War began.

At the end of the war, much of Europe was in ruins. The Aluminat faithful had quite successfully scoured the face of Europe of any trace of magic, and had indeed destroyed most. All that remained was the guild, and scattered handfuls of hidden conjurers and witches. Aluminat society itself was cleansed of the corruption and dissident sects that had plagued it and started to reconstruct the cities of Europe.

The Aluminat church of today

Today there is at least one Aluminat church within the boundaries of any village, town or city of Europe.

The church and the faith dominate much of society, and have driven explorers deep into the undiscovered continent to bring the name of god.

On the whole it is a shame that corruption has started to set in again.

At present there is one major Aluminat sect in Western Europe, called simply the Aluminat. Its traditions are severe, sexist, racist, many of its doctrines have formed with or been formed by society. The Aluminat's rituals for weddings, funerals and everyday worship are used all over the continent. The thirty-year war cleansed the church of many troublesome fringe sects three centuries ago, and only in the last hundred years have the sects named *the Anglican Aluminat* and the *Evangelical Puritans* started to gain enough popularity to even be considered a sect rather than a view. The Anglicans do not hold separate churches or ceremonies; they hold and attend the same ceremonies and functions as the 'pure' Aluminat in the same places and at the same times. Anglicans simply choose to pay more heed to the Humanitarian side of the Aluminat bible than the accepted view. Some actually believe that the Aluminat bible was rewritten after the thirty-year war, with the purpose of enforcing the entire social and by-laws that now govern peoples' lives. Most Anglicans believe that the preaching of Justas sometimes becomes lost in bureaucracy and dogma, and that more people should try to help their fellow men.

Obviously it is not practical to print the entire Aluminat bible within these rules, so following are some guidelines to the views of the Aluminat and the Anglican Aluminat using the same bullet points as the 'ethics' breakdowns found in the social class section.

The Aluminat

The major religion in the civilised world for over eighteen centuries. The following are views commonly preached at sermons.

- **Money?** Money, trying to earn profit, is greed and a sin. If the celestial order intended you to possess wealth, then you would have been born to the nobility, not from the soil.
- **Education?** Education encourages ambition, one of the greatest sins. Education should be accompanied by discipline to guard against ambition; most women are too frail to deal with a full education.
- **Other classes?** The lower classes live in squalor for their sins; eventually the meek will inherit the earth.
- **Religion?** The Angels of Order are always present; they know all and moves in mysterious ways.
- **Marriage?** Marriage is a sacred institution, not to be taken lightly, arranged marriages are best, the young cannot be expected to choose wisely.
- **Honour?** Honour and honesty are to be respected and adhered to. Live by the Ten Commandments.
- **Magic?** The use of magic is temptation to sin, magic is the essence of Entropy. Never trust a sorcerer.

Typical saying: '... An eye for an eye...'

The Anglican Aluminat

The new outlook on the verses of the Aluminat bible.

The Ten Commandments are holy dictates of order, and as such are sacred.

- **Money?** Money is the root of all evil; the pursuit of profit is the cause of much sorrow in the world.
- **Education?** Education is a wonderful thing; every child should be given the chance to learn.
- **Other classes?** The lower classes live in squalor, it is shameful, many Anglicans have formed charities to erect clinics, orphanages, schools and the like for those who otherwise could not afford them.
- **Other classes?** Sometimes the upper classes make you sick. They have so much more than they need- yet are so loathe to part with any.
- **Marriage?** Marriages are usually arranged, most consider marriage to be a sacred institution, not to be taken lightly, but also believe in true love as the basis for a suc-

cessful marriage rather than a large dowry.

Religion? No matter where he is born the spirit of Justas will not supply everything for a man; he must work to make his way while in this world.

Honour? Honour and honesty are the rules that all men should live by.

Magic? Magic is part of life, as long as it used for good, what harm can it do. Justas is not against magic, only the way that it is used. Surely one can trust the sorcerers of the guild; after all they hunted down all manner of evil sorcery during the thirty years war.

Typical saying: '...turn the other cheek...'

The Evangelical Puritans

An offshoot of the Aluminat, which is rapidly gaining popularity amongst the lower middle and lower classes. Founded in 1736, they believe in the *literal* interpretation of Aluminat scriptures. They also believe in the virtue of hard work, keeping the Sabbath special and in temperance. The evangelicals (as they are commonly known) are the driving force behind the missionary movement, the majority of whom come from Britain (10,500, compared to 5,500 from the Americas and 2,500 from the *rest* of Europe). They are the prime movers behind translating the scriptures into native tongues so that the 'heathen' can be saved. Often they are at odds with the colonial administrators, as they believe in the moral superiority of the white man: this often incites the natives to rebellion and colonial governors frequently end up using military force to save missionaries. On the other hand, they have proved useful to the crown, as when they enter unclaimed territory, the crown has an excuse to send troops in to annexe the territory. However, they are not just killjoys interested in destroying native ways of life – they are also the prime movers behind the abolition of slavery, both the illegal slave trade and the Africans still enslaved by the Spanish, Portuguese and Arabs.

Money? Hard work is the key to material and spiritual happiness.

Education? Education should be for all, *including* savages and other heathens; if they are educated, only then can they find the true path to godliness.

Other classes? The heathen know not what they do. They must be saved from their filthy ways, and not be exploited by ungodly merchants and administrators.

Marriage? Marriage is a sacred covenant not to be entered into lightly. It is an institution that should be entered with love as a proof of devotion to god.

Religion? All the scriptures must be adhered *to the letter.*

Honour? Honour and honesty are rules to be lived by.

Magic? Magic is heathen and therefore a sin. Only through belief in order can we change our lives ("miracles", however, are a different matter)

The Earth Goddess & the Dark Gods

Sixteen centuries ago the Celts finally took up the worship of the Aluminat god in preference to their pagan nature religion. Not all the earth goddess's followers left her; some still praised the wind and the rain, some still valued true freedom. After the defeat of the Romans, these pagan men and women found themselves being persecuted by the followers of the Aluminat, sometimes even being hunted as Entropy worshippers or worse. The worship of the earth goddess went underground. By the sixteenth century, the numbers of the earth goddesses' followers had dramatically increased, just in time to be burnt as Entropy worshippers, sorcerers, and heretics in the thirty years war. The followers of the earth goddess scattered again and stayed scattered fearing the ignorance and bigotry of the church. Now the modern followers of the earth goddess live in the wilds of Europe where they can be free with no social conventions, and no churches to pay money to. The earth goddess and her followers have no time for the Aluminat, the Aluminat may be considered lawful, but they have allowed the philosophy of Order to become twisted. The Aluminat is an uncaring faith and it grieves her

that her people gave themselves up to the miseries of Order without reason.

Although they escape the churches of Order, the followers of nature have another threat, the followers of Entropy. Followers of Entropy also recognise the earth goddess as a threat and seek to destroy her followers and power. The earth goddess herself perceives the increasing presence of Entropy as a threat that upsets the balance of her world, something that she, through her followers will try to prevent.

The earth goddess is actually the power behind pantheons of pagan godheads all across the world. The theory being that it is easier to accept fate at the hands of two gods - one good and one bad - than it is to accept the same fate from one enigmatic god. In Europe the names and legends of the gods belong to ancient Eldren races from Celtic and northern legends before the dark ages.

Now however, each of the heroes of this ancient race symbolises a force of nature, and as a pantheon the Aluminat knows them as the 'dark' or 'old gods'.

The northern gods in particular are harsh, fitting for their harsh climate. Their legends are full of stoicism in the face of certain doom, and this is no clearer than in stories about the *ragnorok*, the end of the world, where even the gods themselves die. Heroes who died in battle were taken to Valhalla, hall of the slain, where they would fight and feast until the last days when they would go to fight the evil giants in Odin's personal retinue (the *einheriar*).

In the nature faith of Europe a follower usually pays homage to whichever god rules over the aspect of nature or life that is concerned. All pagans will have a patron god as well. This patron is the face that the pagan worships the earth goddess through, on a day-to-day conscious level.

Following are two common pantheons from Europe, the Celtic pantheon of western Europe, and the Nordic pantheon of northern Europe.

Ethics of the Old Ways

The old ways can be difficult to understand, they depend upon the natural example. There is no point in cursing the strength of the storm, why call a cat wicked for playing with the mouse, why cry when the old die - it's only natural.

Magic? Magic is part of natural life; magic is as good or bad as the person using it.

Money? Money is the root of much evil. The pursuit of profit is the cause of much sorrow in the world. A man can be born

THE CELTIC PANTHEON

Bridget	*Lady of flowers, maiden of life.* As an archetype Bridget represents youthful innocence and adolescent fertility.
Cerrunnos	*The horned man.* The laughter in the woods. As an archetype Cerrunnos represents a carefree acceptance of the world and mortality, and the ability to celebrate in all its beauty before it, or you, are gone.
Dagda	*Lord of perfect knowledge.* Father of all. As an archetype the Dagda represents a leader and provider.
Dana	*The earth mother.* The empress. As an archetype Dana represents the fertility of the earth and the joy of parenthood.
Diancecht	*The master smith.* As an archetype Diancecht represents ingenuity, a lawful trend, mixed with a huge imagination. Making a perfect patron for artisans and craftsmen of all descriptions.
Lugh	*The sun king, the long arm*. As an archetype Lugh represents the aggression of headstrong youth.
Mananan Mac Llyr	*Lord of the sea, the clown.* As an archetype Mananan represents the magician, a master of magic and deceit. He also rules the spirits of the -waters.
Morrigan	*The raven, the war crone.* As an archetype Morrigan represents the coldness of a mercenary's heart, the futility of war and the inevitability of a warrior's death.
Nuada	*The silver hand, of the terrible blade.* As an archetype Nuada, like the Dagda represents a wise leader, but Nuada is a warrior not a provider.

poor or rich. Whichever he starts as he has a lifetime ahead of him to live as best he can, to see it all, and do it all.

Education? Education is a wonderful thing; every child should be given an open education.

Other classes? Many of the lower classes live in squalor, it is shameful that so many people would allow themselves to be herded and used in such a wav.

Other classes? Sometimes the upper classes make you laugh; they honestly think that they own the land.

Marriage? Marriages are a wonderful thing between two lovers.

Honour? All the lady's creatures are honest; none can afford honour when there is food to be found-

Religion? True pagan folk do not kill animals or people in their worship. You worship the earth and its life, how can you celebrate that with meaningless death.

Typical saying: 'animals? Animals! Look you; you don't see rabbits garrotting each other, do you?'

The Asgarth Pantheon

Odin or ***Woden*** The allfather – chief of the gods of Asgard, god of rulers, betrayer of warriors, god of wisdom. His symbol is the spear *gungnir*, he rides an eight legged horse *sleipnir* and has two ravens *hugin* and *munin* who tell him all that happens in the world. Known as *Wuotan* to the continental Germans. Traditionally, all rulers in Germanic lands claimed descent from him.

Frigga Odin's wife, patron of married women.

Thor or ***Thunor*** God of thunder, patron of the peasants, enemy of the giants. The most popular of the Norse gods, he carries the mighty hammer *mjonnir* which only he can lift, and rides a chariot drawn by two goats. The hammer symbol was used to ward evil, and the Aluminat habit of crossing oneself had it's origins in Germanic people making the sign of the hammer. Known as *Donar* to the Germans. Son of Odin.

Tyr or ***Tiw*** God of war and justice. Known as *Tiwaz* to the Germans. Son of Odin.

Frey God of fertility, his symbol is an erect penis. He is one of the vanir , not the aesir.

Freya Goddess of love and sister of frey

Loki God of fire, trickster and betrayer of the gods. Brother of Odin, he will one day break his bonds and lead the giants to destroy the gods of asgarth.

Balder Sun god, god of beauty and youth – the beloved son of Odin and Frigga, he was tricked and slain at due to Loki's mischief, causing Loki to be imprisoned. On the last day he will be released from Hel to take his place amongst the surviving good gods who will rule a gentler race of Humans.

Hel Daughter of Loki, mistress of the underworld. She rules over the murderers, adulturers and criminals who live in her realm, whom she will lead against Asgarth on the last battle.

Heimdall Watcher of the gods, sentinel of Asgard. Son of Odin.

The norns Not gods, but three hags who represent the past, present and future.

Paline, Lady of Subversion

The lady Paline appears as an unnaturally beautiful Eldren woman with porcelain skin. Scarlet hair and eyes. Her body is adorned with four arms. If she appears clothed it is in rainbow coloured dancers' veils of an eastern fashion.

Paline and her demonic court are well established as a secret pleasure cult in the aristocratic and artistic circles of European society. Paline's motives are unclear, as one would expect from a goddess of Entropy, but it is certain that she and her demons delight in pleasure of every variety, no matter how refined – or depraved. Even the arts of politics, revolution, death and war entertain the host of the court.

The court itself consists of Paline, her demonic 'daughters' and other greater demons along with any poor mortals that have strayed within the courts confines. Although legend places the

court somewhere in the west, it is more probably another plane that has already fallen to the host of pleasure.

Paline is a patron goddess of the magical arts, and has been known to send emissaries to unwary sorcerers. Following are some guidelines to the beliefs and attitudes of Paline's court and followers.

The Pale Lady's Whims

If he accepts the power and pleasure of the host's company, a man or woman will be gifted with their deepest desires.

Money? With money you can buy anything and anyone, the possession of money is therefore worthwhile in the pursuit of pleasure and power.

Education? Education is not wasted if directed in the appropriate way (toward the banishment of labour, and promotion of debauchery).

Other classes? The lower classes live in squalor, and are seldom missed; they make ideal sport for the entertainment of the host.

Other classes? The upper classes are far more pleasing; their lives lead them to excess and therefore closer to the host.

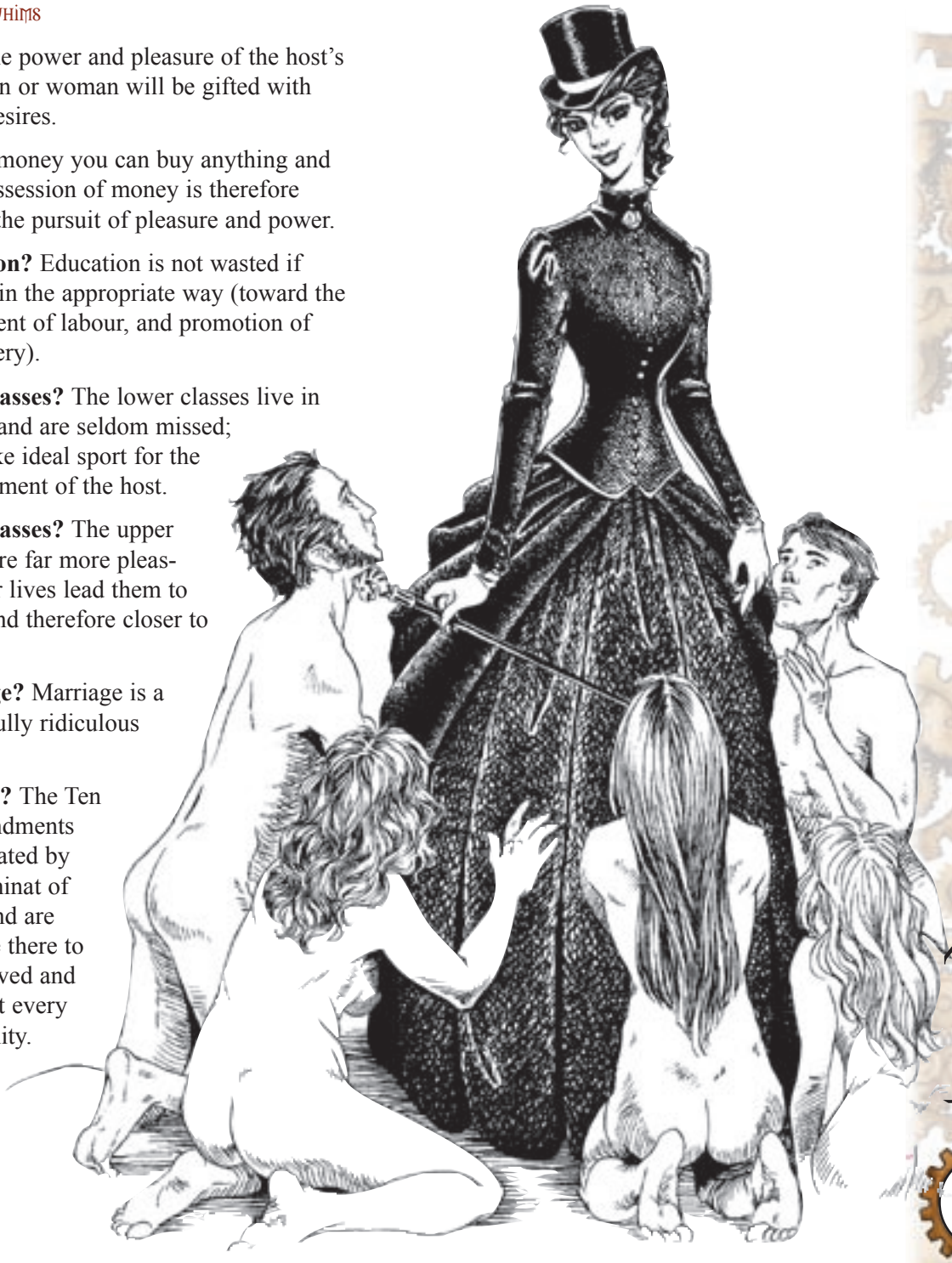
Marriage? Marriage is a wonderfully ridiculous idea.

Religion? The Ten Commandments were created by the Aluminat of Order, and are therefore there to be depraved and broken at every opportunity.

Honour? Honour and honesty are the rules that should be visibly maintained to prevent detection.

Magic? Magic is a natural power in many worlds, but no spell can match the power of the host or its own sorcery

Typical saying: 'how boring, why not try this...'



Science & Steam Power

We have spent a lot of time talking about religion, faith and magic, but what about the scientific discoveries of our era? Surely with magic to aid them, the scientific minds of Victoriana must have made huge steps forward?

Well, simply put – no.

That isn't to say that scientific oddities and marvels don't exist, the likes of the Nautilus and the Time Machine are both perfectly possible Victoriana inventions, but their presence would be as unique marvels (the same way they were depicted in our own 'real life' fiction) not as commodities.

It must be remembered that magic is a manifestation of chaos, and western society has spent hundreds of years denying that power in order to replace it with science, so the lack of common-place 'super-science' perhaps makes a little more sense. Even so, there are areas in Victoriana where the progress of 19th century science has been given a little push forward by the world around it, and just as often areas where science has 'cheated' by incorporating sorcery into its design.

The industrial revolution is still in its infancy, given time for development who knows what enterprising minds will think up, or which of those ideas will become commonplace…

Naval Technology

Sea travel is the only effective way to make intercontinental travel for freight. Most open sea ships are sail craft. Steam powered vessels are available but are expensive to buy and maintain in comparison. A sailing craft on the open sea can probably cover 220 miles of sea in a day, with adverse weather this could be reduced to as little as 50 miles. Steam vessels can cover up to 340 miles of open sea in one day and are less affected by poor or crossing winds, allowing a travel distance of 100 miles a day in even the worst conditions.

Most ships in Victoriana are made of wood and are powered by sails. Most military ships have been converted to steam power, propelled by huge paddle wheels on each side of the ship but with a full set of masts for back up, many civilian ships are undergoing the same conversion process and it is anticipated that all ocean traffic will be steam powered within 20 years. Armoured metal ship hulls are another area of great experimentation, with a great many designs being put forward on a daily basis, it is generally agreed that the British engineer

What did the Romans ever do for us?

It's an irony that despite the achievements and ingenuity of the scientific minds in Victoriana's Europe, they have accomplished nothing that was not relatively common in the 'dark ages' of antiquity when magic was strong. All those ancient wonders were ripped down, destroyed and buried along with Rome to make way for Aluminat Christendom.

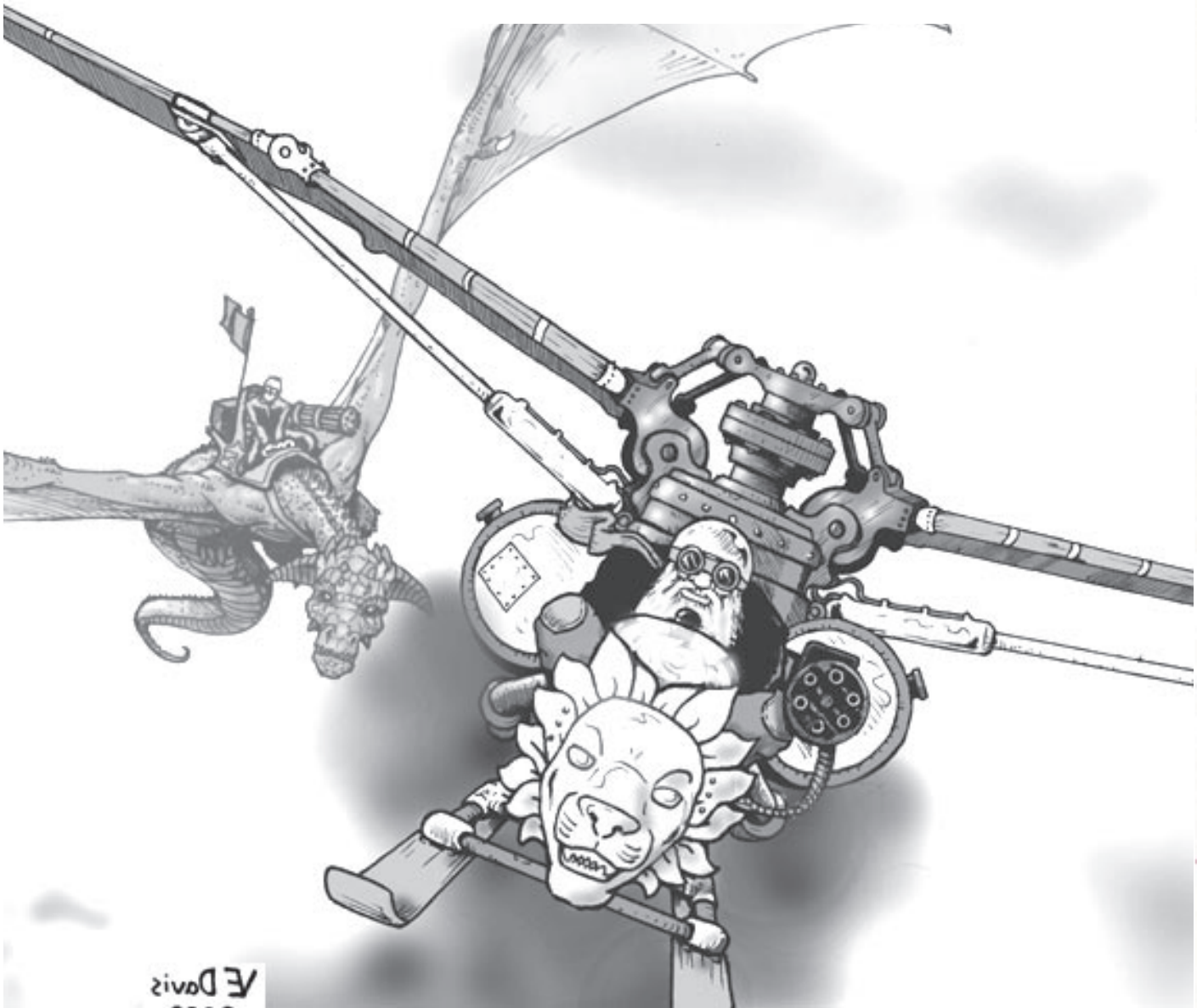
Isambard Kingdom Brunel is the leader in metal ship design (and most of his designs have been rejected) and his first ocean going metal ship hull is currently under construction (and considerable scrutiny) in England.

The forced opening up of Chinese trade by the British in 1840 bred a new type of ship – the clipper. These were the most elegant and fastest sailing ships in the world, and they had to be, as they carried that most precious of cargo to the English people – tea! Tea needs to be speedily delivered to England from China so that it is at its most fragrant – skippers could lose as much as 10 shillings per crate if the tea was bad. As a result, there are races between the clippers from Hong Kong to London, and bets are placed upon the outcome. Clippers such as the 'Cutty Sark' have become household names, and are renowned by how fast they can deliver their cargo.

Flight

In Victoriana Wyverns are real, and for centuries they have been used as aerial cavalry by certain nations, notably the French and Russians. As man has been flying for centuries, it seems reasonable that flight technology would be more advanced than that of the real 19th century so airships and Ornithopters both exist, albeit in limited applications.

Airships are used as luxury passenger liners across Europe. They are too expensive in comparison to their cargo limits for commercial haulage. So far only the British Navy has adopted them for military use, paying the Guild vast sums of money to assist in the creation of enchanted furnaces for the immense amount of



steam power and lift required for the propulsion of an armoured dreadnought through the sky. This investment is generally perceived to be an arrogant folly on the part of the British Government.

Ornithopters are one man flying machines used by Britain and Prussia. The ornithopter is a recent invention (enjoying its 5th birthday in 1867), and again uses a Guild enhanced steam engine to generate the additional lift for flight. The Ornithopter has yet to see active service against aerial foes, which was its design purpose, but the Prussian army has used it in its wars of reunification with devastating effect against ground troops.

Overland Transportation

Since mankind's infancy the horse, ox, and slaves have been humanity's beasts of burden, and only in the last 40 years has the power of steam brought a new alternative – the train.

In the 'modern' setting for Victoriana, the horse (with a variety of carts and coaches) and the train are the primary forms of overland travel. Although the technology exists to create 'horseless carriages' using the same science and sorcery combination as the Ornithopter, the sheer expense of such a machine, along with limited guild resources for the enchantments necessary, prevents any such endeavour being considered for mass transportation, or for any non-government funded project.

Roads & coach houses

Horses and coaches still enjoy a great, deal of popularity in Europe, although they are a dying mode of transport in areas serviced by the train.

Despite the obvious advantages of train travel, many still prefer the slower travel mode of coach & horse. Although fast, trains are dirty and as a recent innovation they are surrounded by superstition. As an example it is commonly believed that the trains excessive speed of 40 mph can knock the breath from frail lungs, or that the wind caused by the speed can knock off a human head if poked from a window! On a more reasonable note, there are still large tracts of rural land where trains have not yet reached, which may only be accessed by coach.

So, for varied reasons, some more unreasonable than others, the coach is still a popular form of transport. Coach travel is slow, not only limited by a horse's speed, but by the necessity to stop at a coach house each night, or for a passenger's convenience. Another hazard of coach travel is the rural brigand or highwayman, still quite an active breed in our Victorian fantasy.

Assuming a ten-hour day with several stops for rest, a walking man could cover 20 miles in a single day. Allocating the same amount of travel time a horse rider or coach could cover about 35 miles of road. Adverse conditions should affect these rates heavily. Heavy rain or snow can easily stall movement rates by 2/3.

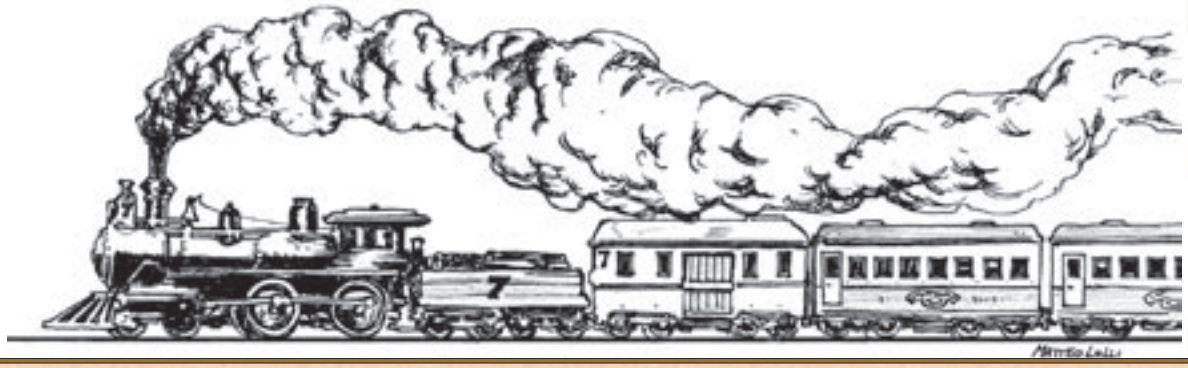
There are three major problems with horse and coaches. One is the uncomfortable travelling conditions – coaches are frequently cramped as unscrupulous drivers cram as many people in as possible, and the discomfort is increased by the lack of suspension in a coach. Secondly, they take a long time to get anywhere. The last problem is robbery – although highway robbery has passed its heyday of the previous century, there are still highwaymen on the road, and no long distance coach driver would be without a decent firearm.

One area where horse and coach is still a thriving mode of transportation is within the urban environment, where light coaches known as 'cabs', and heavy coaches know as 'omnibuses' constantly ferry passengers from a to b within the city limits.

Rail

Trains are increasingly popular throughout Western Europe. The train was first introduced in 1832 in Britain, and in 1867 Britain has the most effective train service linking all towns and cities, and most of the villages along the way. In Western Europe trains link most of the major towns and cities. In Russia there are only four railways linking Moscow, St. Petersburg and Kiev.

There is at least one train link over each border of Europe, and it is possible to travel from Calais to Istanbul by train alone. England is the leading country in locomotive development, it's mastery



Train

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Inside a train, accommodation is partitioned into small compartments, each sitting approximately eight people and all accessed by a corridor along one side of the carriage. By prior arrangement it is possible to book an entire compartment by paying 8x the cost of a normal ticket.
For long journeys sleeper trains are used, the train has several sleeper carriages filled with curtained berths, each typically containing 2 bunks. The train would also have a buffet car and a lounge car for the travellers during the day. During a long journey, the train would sometimes stop on the rails or at a station overnight, and in such occasions the passengers would sleep on the train by default.

First class sleepers would have a separate compartment, with folding berths, a table and other basic amenities to themselves. Many important figures, such as monarchs and politicians have access to a state carriage - a travelling apartment where the traveller need not step outside their carriage at all during the journey.
A train travels at a much faster speed than a horse (40 miles per hour) despite the infancy of locomotion. In Britain most major towns and cities are linked along with any villages in between, other countries rail networks are not as comprehensive if they exist at all. The train is primarily affected by autumn & winter seasons when leaves or snow drifts on the lines require a slower travel speed to avoid derailing (possibly 1/2 speed).

Horse & coach

Horses and coaches still enjoy a great, deal of popularity in Europe, although they are a dying mode of transport in areas serviced by the train.
Coaches are most commonly used in areas without railways, such as the United States, British North America, South Africa and the Antipodes. Of course, in these areas the coachmen are heavily armed, and passengers are expected to help fight off attacks.
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Air Travel

Air travel is slow and luxurious. In Victoriana the very possibility of Air travel is a privilege of the rich, and the majority of the small amount of airships in commerical service are pleasure liners constantly touring a circuit of European cities.
These airships can cover 200 miles in a 24 hour period, and make frequent stops at the major and fashionable cities typically running a two days airbourne, two days in dock cycle.
The military airships of Britain’s navy travel slower than this, weighed down by armour and weapons as they are, Military airships only cover 100 miles in a 24 hour period.

of locomotion is one of its greatest industrial assets. Within England the rail network is extensive. Within cities rail links are rare, London providing the only circular linking railway for urban travellers. Most railways supplant the road and canal systems with speedy and direct travel over rural areas. Urban termini are usually on the outskirts of town, or at least upon the outskirts at the time of building. England's rail network boasts a great many rural stops, or *stations*. There are many more stations than the railway builders preferred, but when buying land to build upon a local or even personal station was often their only bargaining chip. Landowners, appreciating the increased commerce and status from a rail link would sometimes sell land at a preferential rate when offered a station.

Rural rail stations are often a focal point of a villages activity, in the same manner as a cross roads coach house. New opportunities for boarding houses and traveller's taverns arise. Boosting a rural economy nearly shattered by the exodus of workers to urban factories in the 30's. In urban areas the construction of a rail station is the ruin of a respectable area. Soon after the station comes industry, wishing to be near its transport. With industry comes the working class - there goes the neighbourhood.

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Ironically enough, even though she invented railways Britain is not the greatest recipient of their benefits. Railways are most useful in the world's largest countries such as America, where the Western territories and states are being opened up to mass colonisation. Railways are also Britain's greatest gift (or bane) to the colonies, the larger the distance, the greater the benefit. During the early 1850's the governor Lord Dalhousie, intended to link all areas of the Raj, a move that brought employment to the natives, but also caused unrest. His foresight is even now being mimicked in countries such as Canada and Australia.

Electricity

Electrical power does exist in Victoriana, and is an elementary component of telegram communication. Unfortunately its usefulness is severely curtailed by the amount of current that can be generated without the aid of sorcery, and by the amount of power that can be stored in the primitive chemical batteries of the era.

Most telegram offices operate with a steam generator of their own, or with a room full of batteries (requiring daily replacements and refills) to create the modest amounts of current they require.

Weapons

The Arms race is one of the fastest moving areas of technology, with an astounding array of weapon designs appearing on a daily basis. The various inventors and weapons manufacturers of Victoriana are all engaged in a frantic race on three technology fronts: accuracy, speed, and power; and in two scales: personal side arms and artillery.

The recent wars across Europe against the ambitions of Napoleon proved to every country the sheer power of artillery, and this is where most government sponsored innovation is focused with

The Human Ironclad

The eccentric genius Leonard Quigley (PhD, Thaum) has been presenting his 'human ironclad' armour at the great exhibition although it has been greeted with astonishment and amusement, it has proved impractical. Too small to carry its own steam engine the suit relies on hourly maintenance infusions of thaumaturgical sorcery.

an emphasis on accuracy and power.

The personal side arms race is led by the manufacturers, and the emphasis is on speed. The last 20 years of game time has seen firearms evolve in a never ending race to get more bullets out of the weapon in as short a time as possible. At this point in weapons development there is no common standard, and the variety of ways in which that nebulous goal is being reached is staggering, with inventors experimenting with multiple barrels, springs, clock work, magazines and belts - often in bizarre combinations.

Adversely armour technology is very limited in Victoriana. Military forts tend to be made from stone and concrete, ships are still wood, and personal armour is practically non existent. The lack of personal armour is a direct result of the power of modern firearms – what is the point in weighing yourself down with a metal suit when modern munitions can tear straight through it?

Communication

Most countries operate a postal service; the post may arrive in rural areas as little as once a month, but it would reach the destination eventually. The mail can be assumed to reach the destination within 3 days of game time within an urban district. With extended distance such as across counties or states this time should be extended to 2 weeks.

The only other effective way to send a message is to deliver it yourself, to send a servant, or to hire a messenger to do so for you.

The most common form of long distance communication within the civilised world might be the posted letter, but the fastest is the telegram.

A telegram is sent by wire to the receiving telegraph office, and then either delivered, or left for the receiver to pick up depending upon the specification of the sender. Telegraph offices can be found in any town and several in any city, occasionally there will be an office for rural districts as well. A telegram usually takes minutes to send to the receiving office, and then will either wait for the receiver to arrive, or will be delivered. Delivery time varies obviously and should be worked out according to the transportation section below.

Telegraph connection

In our game year of 1867 telegraph wires connect most urban areas of England and telegrams may be sent to any mainland city. Major cities such as London have many telegraph offices in the various districts. Telegraph cables have also been laid across the English Channel to enable telegram communication with the other European nations.

Throughout the mid 19th century an immense project is being undertaken to lay telegraph cables across the oceans. The "cable layers" were originally standard ships adapted to lay the cables across the seas, thus eventually facilitating faster, instant communication, with which to aid in the administration of world spanning empires. As can be imagined, this is a mammoth task that is frequently delayed by war and political upsets.

Misinterpretation

Unfortunately telegraph communication is not infallible, or necessarily swift. Telegram messages are sent as electrical pulses, with distance the pulses weaken. To prevent the loss of messages each message goes through each office en route. At each office the message is noted and re-sent, with each re-sending there is a possibility of the message becoming distorted, or of a misspelling.

In addition, when the message finally arrives at the target office, it must then be delivered. With an unclear address or an errant delivery boy the message can end up anywhere. However, such mishaps are more rare than common, and the telegram is an often-used form of communication within cities and across greater distances.

Messengers

Physical messengers are rarely employed directly, usually they are sent out by a telegraph office, or similar organisation. Sometimes discretion will be of the utmost importance to a communication, and a discreet and trustworthy messenger will be required.

Most often a middle or upper class character will send one of their regular retainers. Working class characters might have to resort to bribing street urchins to deliver messages, with such mischievous delivery boys bribery should be enough to ensure discretion.

The royal mail

England does maintain a national delivery service for messages and postal packages. The royal mail does not deliver personal messages individually. But a message handed into a royal post office with an appropriate stamp is delivered with any others through the appropriate channels. The post office maintains a sorting office in every town and using a mixture of rail, coach and eventually foot they deliver all letters in their care every morning, and every afternoon.

The royal mail is in its infancy and can be woefully inefficient, with parcels and letters lost under machines escaping notice for days. Even with optimum vigilance by employees the speed of the mail is only as fast as the physical means at its disposal.

Computers

The inventor Charles Babbage first introduced the concept of a computing machine, and he was laughed out of every funding committee he visited, until he visited the Guild. The Guild sponsored Charles immediately to create a 'difference engine' to assist in the computations necessary to chart the movement of the heavens and the planes. Charles has been working on this engine for 10 years and has announced that it should be ready for Christmas 1868.

Cyberware?

The concept of replacement limbs exists in Victoriana, such limbs might be made of wood or metal, are strapped rather than surgically implanted, and do not have full movement, glass eyes are also possible – but that doesn't make you a cyborg! Magical enchantment makes fully functioning artificial limbs possible, even with improvements over the original. Such a limb would have to be implanted with magical aid as well, as scientific medicine doesn't know enough about the human nervous system to successfully carry out such an operation. The Guild presented just such an enchanted prosthetic to the Czarina of Russia in 1815.

In short, if you want a metal arm, you can have

one, but don't expect to do much with it unless you can afford a guild mage – and that requires a very deep wallet!

Healthcare

Healthcare without the sorcery of the guild is very poor; in fact the progress of healthcare has been hampered by the presence of sorcery. Those with the money obtain magical cures; the poor make do with medical science.

Diagnosis is often hampered by a poor understanding of the human mind and temperament, Surgery is hampered by poor availability of proper anaesthetic – most patients suffer their surgery with nothing more than a bottle of scotch and a leather strap to bite. The anaesthetics that are available (such as choral hydrate) are often addictive and lead to problems in their own right.

Civic health and sanitation are also poor. The link between filthy water or open sewers and the spread of disease in cities is only just being deduced by radical doctors. It is more commonly believed that disease is spread by poor air circulation in narrow streets and courtyards. Pasteurisation does not exist yet, and immunisation is a juvenile science at best.

Manufacturing

This is the industrial era, but it's not the era of mass-production yet. There are in fact very few automatic processes, and certainly no conveyor belts or production lines. Although industrial machinery has been introduced in many areas, it has yet to create a 'on the shelf' article. Even in the textiles industry where thousands toil in the mills under mechanical looms, the creation of garments from that cloth is still a craftsman's skill, with each item individually made. Of course this doesn't mean that the craftsman takes a good wage! After all he is simply part of the Industrial process and as such should know his place.

OLD VICKY'S
INN

EUROPE & THE REST OF THE WORLD

It must be realised that Europe of the mid 19th century is not an industrial society - nor is it a cosmopolitan society of nations. It is a strange and sometimes alien landscape of contradictions and unrest.

Industrialisation is still in its infancy, Britain is the industrial and railway leader of the pack. In technology and national income Britain by far exceeds any other European nation. Prussia is the second most industrialised nation, but outside of these two nations, the level of industry declines rapidly as we travel south and east.

Southern France, Spain, Hungary, Italy, the Ottoman Empire and Russia, are all incredibly lacking in technology, most without a single railroad, excepting Russia, which has three railways. Considering the sheer scale of Russia compared to its neighbours, this is still abysmal.

Most of the European nations feature a predominantly rural population, where agriculture is the chief industry and production. Britain's level of urban population, some 50% of total population, is unprecedented in any other European nation. The vast majority of the lower classes, the 'proletariat', are still peasants - their lives are little changed from medieval times.

Europe is a mighty continent, rich with magic, culture and rivalries. This chapter will list the major nations of Europe to give you the information necessary to decide where your characters originate. Each country is listed with an entry such as this one:

Country: Name of area

Languages: Native languages spoken

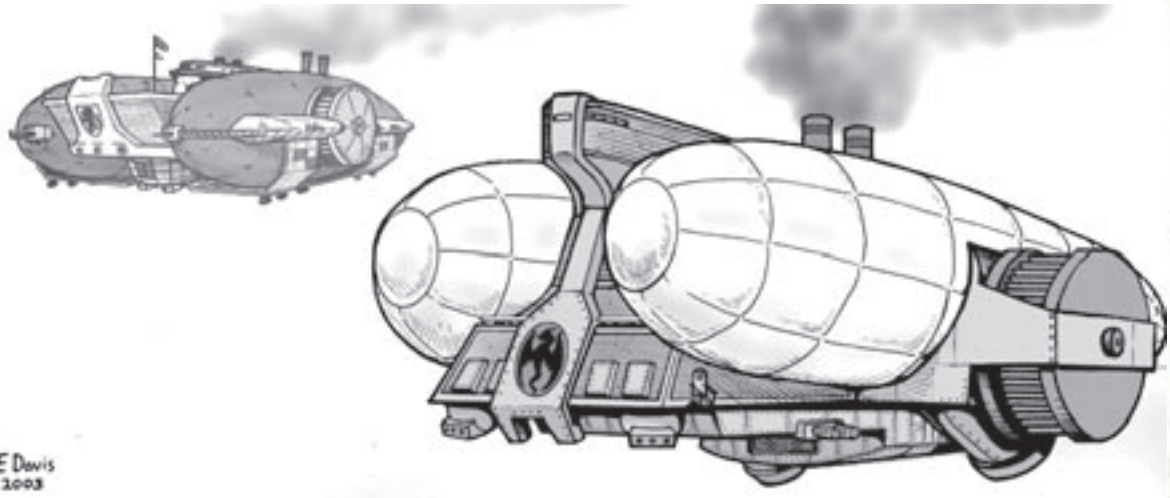
Religion: the dominant/national religion

Population breakdown: a percentage breakdown of the races present

Class breakdown: a breakdown of the population according to class level

Literacy: The percentage of the population capable of reading & writing.

Governmental system: The nature of the government.



SCANDINAVI
FEDERATIC
THE NORTH SEA
ABERDEEN
EDINBOROUGH
GLASGOW
SCOTLAND
EIRE
DUBLIN
NEWCASTLE
WALES
ENGLAND
MANCHESTER
BIRMINGHAM
CARDIFF
LONDON
1 - Thuringia
2 - Brunswick
3 - Lippe
4 - Oldenburg
5 - Electoral Hesse
6 - Grand Duchy of Hesse
7 - Nassau
8 - Palatinate
AMSTERDAM
NETHERLANDS
HANOVER
MECKLENBURG
BERLIN
BRANDENB
THE ENGLISH CHANNEL
BELGIUM
BRUSSELS
PARIS
WESTPHALIA
SAXONY
LUX
ST NAZAIRE
ORLEANS
PRAGUE
NÜREMBERG
STRASBOURG
BADEN
WURTTEMBERG
POITIERS
BAVARIA
FRANCE
SWITZERLAND
AUS
LYON
LOMBARDY VENETIA
MILAN
PIEDMONT
TURIN
SPAIN
BILBAO
PORTUGAL
ZARAGOZA
MADRID
BARCELONA
FLORENCE
TUSCANY
THE PAPAL STATES
ROME
SEVILLA
GRANADA
CARTAGENA
THE TWO SCICILIES
PALAERO

DINAVIAN
ERATION
BALTIC SEA
RUSSIA
EAST PRUSSIA
POMERANIA
BERLIN
RANDENBURG
POLAND
SILESIA
PRAGUE
VIENNA
BUDAPEST
MOLDOVIA
AUSTRO-HUNGARY
ROMANIA
WALLACHIA
BOSNIA
SERBIA
BULGARIA
MONTENEGRO
CONSTANTINOPLE
ZON
SAMSON
GRENEVA
DRAMA
ANKARA
BURSA
BATMAN
MANISA
KUTU
THE AEGEAN SEA
NAPLES
TURKEY

Europe: 1867

Types of Government

Absolutist monarchy	Absolutist political system in which total power is vested in a single individual or a group of rulers. Absolutism is distinguished from democracy by the unlimited power claimed for absolute rulers as contrasted with the constitutional limitations placed on heads of state in democratic, republican and constitutional governments.
Anarchy	Anarchists believe that the highest attainment of humanity is the freedom of individuals to express themselves, unhindered by any form of repression or control from without. They hold that the perfection of humanity will not be attained until all government is abolished and each individual is left absolutely free.
Communism	Karl Marx and Friedrich Engels defined communism in the communist manifesto, written and published by themselves in London in 1848. Marx and Engels portrayed the natural evolution of a communist utopia from capitalism. Marx theorised that competition among capitalists would force more and more of them to be enveloped by the growing masses. A proletarian dictatorship would rule until all vestiges of capitalism had been eliminated: a communist utopia would then naturally emerge. Unfortunately revolutionaries across Europe are busy trying to rush the process, substituting the requisite stability needed with bloodshed.
Constitutional monarchy	A constitution is a fundamental system of law, written or unwritten, of a sovereign state, established or accepted as a guide for governing the state. A constitution fixes the limits and defines the relations of the legislative, judicial, and executive powers of the state, thus setting up the basis for government. It also provides guarantees of certain rights to the people. Great Britain has an extensive (and often conrtadictory) constitution, embodying numerous documents and customs defining the relationship of the crown, the parliament, and the courts to the citizens.
Feudal serfdom	A class of agricultural labourers, serfs are legally bound to reside and labour at one place working on land owned by their lord, who might be a nobleman, an ecclesiastical dignitary, or an institution such as a monastery. They cultivate and harvest the lord's land; being allowed to farm some of his land to support themselves and their families but have to make payments in produce and money to the lord from their own profits.
Republic	A form of state based on the concept that sovereignty resides in the people, who delegate the 'power to rule' on their behalf to elected representatives and officials. The era of modern republicanism began with the American revolution of 1776 and the French revolution of 1789.

Britain

Britain is the centre of the most powerful, globe spanning empire of 1867. Britain is actually a small island separated from the European continent by a slim stretch of sea known as the English Channel. Britain's position as a world power is secured through her monopoly on trade routes to the east and the might of her naval fleets. Britain is currently at war with Russia in the Crimea, a war that currently threatens to expand into Asia and consequently British India.

Britain is a unified kingdom of three countries: England, Wales & Scotland. England & Wales are unified completely; Scotland still retains a measure of independence in social and civil convention although they do share the same government and monarchy. The young Queen Victoria rules Britain, Victoria is the very embodiment of all the laws and qualities that society holds dear - dignity, breeding, and resolve. Britain is one of the most class-conscious countries upon the globe, in Britain money matters less than class and breeding. It is better to be poor and aristocratic than it is to be middle class and rich.

Britain is leading the way through the industrial revolution, boasting the invention of the train, the cotton mill, and many other types of machinery. Indeed, the industrial revolution began with the building of the iron bridge in Staffordshire in 1780, Mr Stephenson built the first locomotive in 1796 and Mr Kingdom Brunel is currently building the first iron steamship at Bristol. Britain's cities expand at an exponential rate, especially Birmingham and Liverpool, the first as an important industrial base, the second as a major port for the cotton trade.

Unfortunately Britain's success at industry has had its price. Social and health problems caused by the industrial revolution are commonplace. Disease, particularly work related illness such as respiratory and hearing ailments have reached unprecedented levels due to the combination of cramped, unsanitary conditions and the pollution of drinking water. Pollution has also now become a problem, in many parts of cities there are entire blocks around every factory that remain permanently covered with soot and grime from the chimney slacks. Child deaths are common, especially amongst the poorer sections of the industrial population. Another effect of the industrial revolution is to draw workers from the countryside into the cities until the national census indicates that 50% of the total population is now urban, and that 20% of the total population of Britain lives in the capital, London. As a result, many areas of the agricultural countryside are now in peril of ruin, whilst many of the cities' disillusioned workers dream of revolution and returning to the countryside. Consequently, the population explosion in the cities combined with

London

The capital of England & Wales, London is a vast metropolis built upon the banks of the river Thames. London is home to over 4,000,000 inhabitants, some 20% of the total population. The quality of life in London is divided between east and west. In the west the upper and middle classes build their terraces and villas, while in the east is London's industry and captive workforce. The living conditions of the poor in east London can only be described as horrible, crime is astronomical and the rain is black from factory pollution and coal fires.

London could be described as *being* England – she is the largest city in Europe, the seat of the royal family and capital to over 200 million people worldwide, from tiny St Helena in the Atlantic to the vast sub-continent of India. This diversity is reflected in the makeup of the population – there are Irish, Scots, Indians, Africans and Chinese in London, as well as immigrants from Italy, France, Russian-controlled Poland and the German states. Queen Victoria's main residence is here at Buckingham Palace, the Houses of Commons and the Lords are in the city of Westminster, whilst the Prime Minister (Lord Palmerston) lives at no. 10 Downing Street. All members of parliament maintain accommodation in London regardless of where they represent, and some rarely leave London to meet their constituents! All of the major powers have embassies in London, as most rely on Britain for something or other, whether it is trade, protection of the shipping lanes or the maintenance of peace in Europe.

Society's capital *is* London, with society from other parts of Britain being seen as rustic and outdated, and that from Eire and the colonies as being no better than peasants. Many upper class citizens maintain town houses, or at least rooms in London, with a place in the country as a retreat. The reason for this is simple: Queen Victoria lives in London, and they are hoping for favour at court or at least reflected glory from their betters.

London is also the commercial capital of the world. The *City* of London (as opposed to greater London itself), a one square mile block which represents the old Roman city, is home to the major banks of the world (i.e. British ones) such as Lloyds of London, Barings and of course the Bank of England. From here, the fate of the world, from poor natives on the Gold Coast to cotton magnates in Louisiana is controlled. Insurance is also an important industry here, as most cargo is moved by sea (and therefore is at a *huge* risk), and most of the important insurance companies have their homes here. The city is also the home of the *freemarketeers*, a counter culture group who believe in the virtues of trade and are essentially anti imperial (the British empire only allows it's possessions to trade with her, thus limiting access to other markets). Most of the city's investments are not as one might suppose in the empire, but are rather in South America.

London is also Britain's primary port, the function that it first served the Romans. It mostly handles continental traffic, particularly from the German states and the Baltic. Goods are then taken by railway to the rest of the country, or are ferried along the river Thames.

There is a vibrant counter culture, from communists to chartists, luddites, fenians and Scottish nationalists to exiled Poles, Serbs, Croats and Spaniards who lead the revolution from London. Karl Marx himself lives in Highgate, writing his treatises on good governance from the British Museum. Bohemian Englishmen live in Camden, experimenting with opium, homosexuality and free love, whilst socially conscious writers hope to influence the hearts of the British people against the cruel landowners and industrialists. Some even speak of emancipation for the colonial people or speak out against the massacre of the plainsmen in America.

an underpaid workforce has led to a mammoth increase in crime, alcoholism and drug abuse: in 1830 there were 22,000 tons of opium imported into Britain; in 1850 this has tripled to over 66,000 tons per year!

Many philanthropists have attempted to change the conditions of life within the cities of modern Britain but their progress is slow, hampered by those in the upper and middle classes gaining money from the misery. Ironically enough, the sheltered womenfolk of those same upper and middle class landlords and factory owners are appalled by the stories and reports that they read (mainly by Mr. Charles Dickens and Mr Henry Mayhew, two influential journalists), and constantly wonder, "why does someone not do something about it!"

The British character could be summed up as being phlegmatic and stoic, or to an outsider just as equally as 'arrogant and patronising'. The British have built the greatest empire the world has ever known – they know it, and they're not going to let 'Johnny Foreigner' forget it. Even the working poor – with no possessions and in danger of being committed to the workhouse, feel superior to their continental neighbours and American cousins.

The British are tolerant of the faith and beliefs of other cultures, albeit in a patronising way, as they naturally assume their reasoning to be right in all matters. This dichotomy tends to present itself as excusing another's oddities by saying, "its okay, they're foreign, they don't know any better!"

However, all British citizens have a firm belief in reward through hard work, knowing your place in society and bringing the light of British virtue to all corners of the globe.

The people of mainland Britain vary greatly in appearance, but all tend towards a medium build. The upper classes tend to be taller due to better nutrition and quality of life. Many of the lower classes have a wide array of medical problems, such as rickets and other nutrition linked conditions.

Eire

Not originally one of Britain's domains, it was conquered and is among the many lands oppressed by rule from London. It was conquered almost by accident in the twelfth century when King Henry II rescued some of his knights who essentially wanted to conquer their own kingdom! At first, these Anglo Norman warlords were content to act as feudal overlords and did not interfere with local laws, customs or religion (indeed many "went native"). British power waxed and waned in the province, and they almost lost it completely during the ruinous War of the Roses (why protect a conquered land when the troops are needed at home?) During this time, British power was limited to an area around Dublin known as the pale. The British re-established their control of Eire during the reign of Elizabeth I, where they conquered the entire land, subjugating the Eirish kings. They did this to prevent Roman Aluminat Spain from invading Britain through its spiritual ally. No longer content with being overlords, the Elizabethan Lord Lieutenants imposed English law, religion and custom upon the Eirish – they even set regulations about what clothes should be worn and length of moustaches! Eventually, Roman Aluminat religion was suppressed by decrees that Roman landowners could not buy land, had no rights of governance and had to split their land between all their sons (thus creating smaller parcels of land with each generation). Calvinist Scots were settled in the northern province of Ulster, where they soon outnumbered the Roman Aluminates.

Recent depredations such as the potato famine of 1849 (which killed 2 million Eirish and forced another million to leave for Britain, the colonies and America) have weakened the traditional Eirish way of life.

Although incorporated into the domain of Britain the Aluminat Irish enjoy few of the privileges that the rest of Britain enjoys. Roman aluminates have only recently (1827) gained the right to vote (that is, if they own property, are not lords, lunatics or women!). Despite the fact that it is England's closest and oldest 'colonial' possession, Eire has always been problematic. Troubles

have happened many times in history, the most recent being during the 'time of troubles' in 1848. Ironically enough, the greatest Fenian (as the rebels are known) hero of recent times, Wolfe Tone, was actually Anglican Aluminat!

Despite their hard life, the Eirish people tend to be sociable, friendly and hospitable. They stereotypically like a good drink, particularly stout and Eirish whiskey (different spelling to scotch "whisky"), and like to brawl in a generally carefree and non-malicious manner. They have a reputation as excellent horsemen going back to prehistory, and this "warrior" stereotype combined with poverty leads them towards being soldiers and policemen (over one third of the British army is made up of Eirish recruits, whilst many of the police in Chicago and New York are Eirish immigrants). Eirish labourers are at the forefront of the industrial revolution, building canals, bridges, railways and the blossoming cities of Britain. However, they are always at the bottom, with Anglo landowners and industrialists in charge. The only way an Eirish man can make his mark on the world is if he emigrates to America, Australia or New Zealand.

As the Celtic peoples have have always possessed a rich oral tradition, Eire also produces many notable bards and entertainers. They tend to be gifted speakers and orators, producing fine poets and writers. Arthur Wellesley, the ancient Duke of Wellington, was born in Dublin, although he did remark "being born in a barn does not make one a horse!" The people of Eire tend toward a light build, with reddish hair and light eyes, and tend to be taller than their mainland British counterparts.

The French republic

Languages: French, Breton

Religion: Aluminat (Anglican minorities)

Population breakdown: Human 30%, Beastman 20%. Eldren 30%, dwarf 2%. Gnome 7%, Halfling 10%, ogre 1%

Class breakdown: Upper 5%, middle class 20%, and lower class 75%

Literacy: 35% of population is literate

Governmental system: Republic

Politically France is the prodigal European son. The infamous French revolution of 1789 was the first major, and the first successful, revolution in Europe. In a short year the monarchy was overthrown and France evolved into the first European republic. However, since the revolution of 1789, no political power has maintained stability for longer than twenty years. The most successful leader of the French republic is undoubtedly the self-styled 'emperor' Napoleon Bonaparte who led France to war at the turn of the century. Under Bonaparte's rule, France conquered half of Europe before an eventual and final defeat at Waterloo by the allied nations in 1815.

After the Napoleonic war, France's economic power is pounded, in addition she is forced to sign an international treaty placing long-term restrictions on her borders and colonial holdings. Her relations with Britain are something of a dichotomy: one the one hand, they are nominally allies in the Crimea, and British naval power guarantees safe possession of her colonies; on the other, Britain is her natural enemy who has fought with her for much of her history. Her decisive defeat in the Napoleonic wars finally forced her to accept Britain's supremacy, and successive rulers have grudgingly accepted their status as second to Britain. However, old feuds run deep and many of her ruling class dream of once more being the greatest nation in Europe.

Since Bonaparte's surrender there have been several heads of state for the republic. First Charles X of the Bourbon dynasty was overthrown in 1832 to be replaced by Louis Philippe of the Orleans; and most recently Louis Philippe was overthrown by Louis Napoleon in 1848. This last revolution is still sounding chords of dissent from the population manipulated into revolt in 1848. As is often the case the promises made by aspiring politicians have not been kept and again France is beset by revolutionary uprisings. Scattered and sporadic as they are, the uprisings are a dangerous threat to the over-extended French military. Whilst power no longer rests with the nobility and clergy as it did before 1789, democracy is still in its infancy, and the first

estate still calls the shots.

France currently maintains troops in her Indo-China colonies, in the Crimea (with the English), and at the Papal State and Kingdom of the Two Sicilies where they guard the Vatican and other holy sites from Italian revolutionaries. They are not popular in Italy, as they are associated with foreign oppression, and French soldiers see duty in Italy as a punishment detail. In an attempt to match British power in the new world, Louis Napoleon has also installed Maximillian of Austria as the laughably titled "Emperor of Mexico" and supports his regime with yet more troops. However, Maximillian is a bon vivant, oblivious to the power of Mexican nationalists who are determined to overthrow his rule.

France also has a single colony in Algeria. This is unique in the colonial system as it is directly administered from Paris, and has been substantially colonised by French citizens (who form almost ten percent of the population). However, Algeria is even more troublesome than Italy, as the ferocious and independent North African tribes are proving more difficult to tame than the easily corruptible urban Algerians. Algeria is home to the *French Foreign Legion*, a collection of Europe's misfits who are granted full clemency for past crimes if they survive a four year tour.

France is also disturbed by the growing power of the Prussian Confederation. When Bonaparte conquered most of the German states and set up puppet rulers he sought greater co-operation with the newly fragmented countries. Many kept the Napoleonic institutions imposed upon them, as they modernised the antiquated measures imposed by the Holy Roman Empire, and this dynamic unity is now being used by Bismarck to bring all German people under one (Prussian) banner. Unfortunately for France, Bismarck's greedy eye is turning towards her sphere of influence; Alsace and Lorraine in eastern France have a large German speaking minority. When the Prussian attempts to take over Morocco in the 1840's brought the two countries to the brink of war, only threatened British intervention kept the two countries at peace, as both rely heavily on British imports and for British naval protection

for their exports. Even so, a conflict over Alsace or Lorraine would not be so easily negated.

Another troublesome region is in the south west of France, in the Basque country. This encompasses parts of France and Spain, and the Basques are an independent mountain people whose language and cultural practices predate most other cultures in Western Europe. As a result, Spanish Basques were often targets for the inquisition, and Gascony is home to an increasing number of Basque separatists. These launch raids into Spain, and the Spanish frequently apply diplomatic pressure on the French to arrest such people. However, Louis Napoleon is generally too busy worrying about the greater threat posed by Prussia, Austria and expanding the size of his empire whilst keeping his populace under control to worry overmuch about the threats of a few churchmen from a rotten regime. Such complacency may be his undoing, as it is rumoured that several Spanish nobles and churchmen have had secret meetings with Prussian representatives.

The people of France are usually tall and slim, with a tanned complexion, dark hair and deep eyes.

Paris

Paris has always been associated with splendour, decadence and incredible poverty. Like his namesake Louis IV, Louis Napoleon III's hobby has been redesigning Paris to better please his aesthetic eye, a painstaking process that has been thoroughly wrecked by a communist uprising within the city walls. Like Parisians from previous centuries, modern day Parisians are annoyed that so much money is being spent on making Paris beautiful while they starve due to inflated food prices. The commune uprising started as one of many riots across the large towns and cities of France, but whereas most riots died out the communists have consolidated and barricaded themselves into the city on the seine.

Paris, like London is also a highly cosmopolitan city. Its landmarks include the Latin Quarter, home too many expatriate Italians, and is home to an increasing number of Algerians. It boasts many fine art galleries, conservatoires and impressive public landmarks, such as *l'arc de triomphe*, a commemorative processional arch for Bonaparte's victories. Louis Napoleon dreams of such conquests as his great uncle could boast of, but the gradual relegation of France to second place to Britain makes this increasingly unlikely.

Spain

Languages: Spanish, Basque

Religion: Aluminat

Population breakdown: Human 52%, Beastman 10%, Eldren 25%, dwarf 10%. Gnome 1%, Halfling 1%, ogre 1%

Class breakdown: Upper 10%. Middle class 10%, lower class 80%

Literacy: 25% of population is literate

Governmental system: Absolutist monarchy

Still smarting from the loss of her South American empire and the bloody coup that has restored her decadent monarchy, Spain takes little interest in international affairs.

There is fear of another revolution to drive the monarchy out again, and as a counter reaction the entire country is under military misgovernment by order of the King. The people of Spain are very religious, (Spain is the historical home of the inquisition). Indeed, there is no country in Europe more dedicated to Rome than Spain, and heresy is still stamped upon by the knights of the Prophet. Although officially disbanded in 1830, there are still rumours and reports of the inquisition at work, and, interestingly, there has never been a guild house within Spain.

Gone are the days of the Berber empire when Moorish and Israelite sorcerers performed miracles in the streets and palaces of Toledo, and Spain boasted the largest number of magicians in the known world. Now the Arabic texts are long burned and any who deviate from the norm are punished severely. Those not of true blood (i.e., Arabs, Israelites and Basques) are at best ostracised and at worst hunted by church backed lynch mobs. As a result, her academics are fearful of being seen as heretical, and so many seek exile in the more tolerant London and Paris.

Spain is made up of several provinces, which

follow the lines of the ancient kingdoms of Aragon, Navarre, Grenada, Catalonia and Galicia. However, like the rest of Europe, Spain was heavily involved in the wars of the seventeenth to early nineteenth century, a period in which she was humiliated in the thirty years war, and then was subsequently defeated in the war of Spanish succession 1704-1714. This war lost her Portugal, who became an independent kingdom and forced upon her the British occupation of Gibraltar. The final blow to Spain fell during the Napoleonic wars where she alternately fought against revolutionary France, then sided with Napoleon against the British and even allowed French troops to invade Portugal through her territory. However, Bonaparte's brother, Joseph, wanted a kingdom of his own, and so was installed as King of Spain and the Americas. Spain's army was no match for France, as so was forced to ally itself with the hated British. Apart from suffering the worst atrocities of the war and seeing much of her wealth taken first by the French and later by the British, Spain suffered her worst possible blow: the loss of her American empire. Following the example of the American revolutionaries, the Creole population of Spanish America revolted after Napoleon's invasion, correctly guessing that Spain had other problems to worry about. At first they were badly organised, but it later emerged that British and American mercantile interests had sponsored several of the movements for independence after the war, and many foreign mercenaries fought on the side of revolution. The biggest coup came when the disgraced British Admiral James Cochran sprung Bonaparte from his gaol on St Helena to lead the Chilean revolutionary forces. Although Bonaparte died soon after, his tactical brilliance had not left him, and the Spaniards were soon forced out of South America. These blows finally put paid to any Spanish pretensions of world power, and now she languishes in despair, smarting at the betrayal of the British. The only colonies she retains are the Philippines and Cuba, although she hopes to expand into North Africa. Possession of both relies heavily on the goodwill of her old enemy, Britain, who frequently clamps down on Spanish slave trading practices in West Africa.

That being said, not all of Spain is reactionary. During the French occupation, a second government was formed in Cadiz based on liberal principles that advocated the abolition of the inquisition and freedom of worship. Although defeated in 1811 by the French, the ideals of the Cadiz junta live on, both in its birthplace and amongst the educated classes. Separatist movements exist in Catalonia and the Basque country. Here, the people suffered the worst depredations of the Spanish church and crown due to their unique culture and religion, which is heavily based upon worship of the old gods. The Basque people don't just suspect the inquisition still exists; they *know* it every time a community priest is executed for apostasy or a public figure is tried for treason.

The people of Spain are generally of short height and medium build, with dark skin, hair and eyes. A passionate people, the Spanish are prone to sudden outbursts and exaggeration. Although most abhor magic, they are intensely superstitious, and will perform rites such as purifying a stream with holy water before crossing it or giving a cross for every dead body just in case it's ghost haunts you. Most revere their patron saints, especially Santiago, child of thunder, and are suspicious of other religions.

The Hapsburg empire

Languages: German, Carpathian. Slovak, Serb Croat, Magyar, Italian

Religion: Aluminat (Anglican minorities), strong pagan cults

Population breakdown: Human 40%, Beastman 25%, Eldren 8%, dwarf 20%. Giant 2%. Halfling 3%. Ogre 2%

Class breakdown: Upper 4%, middle class 6%, and lower class 90%

Literacy: 15% of population is literate

Governmental system: Absolutist monarchy

A crumbling unity of Austria and Hungary, the empire is long past its days of glory. She wishes to push the bounds of her empire outwards to the

Black Sea, but lacks the military and industrial power to do so. The dual monarchy was a result of the Napoleonic wars, which broke the power

of the ancient Holy Roman Empire for good despite being one of the victors, deprived her of her lucrative northern German states and forced her to combine with the hitherto independent kingdom of Hungary for mutual protection. War with Prussia in 1856 lost her Silesia, and she suffered many revolts in her Slavic territories in the following years. Her traditional role as a buffer against Ottoman infiltration has been lost in recent years due to the decline in Ottoman influence in Europe, although she still sponsors nationalist groups in Turkish Europe.

The peoples of this empire are a broad mix of several ethnic origins; Bohemian, Germans, Croats, Serbs, Slovaks, Slovenes, Magyars and Carpathians, each of these highly nationalistic groups has its own native region within the empire and they tend to stay within their own ethnic group. In most walks of life, the Germans are predominant, leading to further tensions.

The emperor Franz Josef II currently rules the empire, he is a vain man, blinded by visions of Austrian glory and jealous of the power of his European neighbours. He ignores the threats of revolution and Hungarian nationalistic unrest, and spends his time organising exceedingly lavish parties and banquets. As a result the capital Vienna has become a centre of decadence and corruption. One positive side of this is the cultural contribution, as many of the great composers such as Brahms, Mozart and Bizet were patronised by the Viennese court. Also, her university produces many of the great thinkers of the age, especially in the field of magic. Most countries have several guild facilities scattered through their major cities, the Austrian empire has one guild university. Located in Vienna, the Austrian facility is considered the greatest outside of Geneva.

Her relations with her neighbours are strained. The great four power alliance of the Napoleonic wars where Britain, Austria, Prussia and Russia combined to fight Bonaparte are long in the past, and now Prussia looks greedily at taking yet more Austrian territory whilst Russia sponsors Slavic nationalist groups. Her relations with Britain are cordial but distant, as the British monarch is no longer a subject of Austria: the loss of Hanover also led to the loss of guaranteed fealty from Britain. Austria had hoped to expand her territory into Italy or the Ottoman Empire, but Britain's insistence that no single country becomes too powerful has stopped this, and the recent war with Prussia has highlighted Austria's inability to compete against an industrialised nation.

The peoples of the Austrian Hungarian Empire vary greatly in appearance. The Bohemians are of light build with dark hair and eyes, the Slavs are pale with fair hair and eyes, a light build and strong facial features. Carpathians are tall, dusky people of medium build, with dark eyes and almost exclusively black hair.

Vienna

A city of culture and past glory, Vienna is an architectural jewel. Vienna is home to the grand guild house, the largest repository of magical knowledge outside Geneva. Vienna is also capital of the empire and a centre of fashion. The aristocracy languish in luxurious coffee houses and magnificent villas, whilst even the under classes do not suffer as much as they do elsewhere. That is provided they are German: the Slavic minority suffer as they do elsewhere in the empire. Whilst conservative in following the Aluminat faith, Viennese are tolerant of others, and many of her university professors are Israelite, as are many of her fine musicians, architects and thinkers. Unlike London or Berlin, Vienna is a clean, orderly city, as it has not been industrialised. Franz Josef does not want his beautiful city polluted with black coal smoke like London, so most of the empire's heavy industry is located in the Sudetenland. This could prove his undoing, as the independence movement is strong in neighbouring Bohemia and Slovakia

Praag

An imposing citadel from past times of war, Praag is the current centre for the Austrian Hungarian military forces. It is the capital of Bohemia and in the past has been the capital of the empire. The defenestration of Praag in 1618, where three imperial legates were thrown from a window and landed in a dung cart was the match which lit the fuse of the thirty years war, and for one year Bohemia was independent. As a result,

the people of Bohemia are somewhat independent and rebellious (hence the term "Bohemian" to describe one who deviates from the social norm). The people are predominantly Czech and Slavic and dislike being ruled by Germans, and thus Praag is the centre of nationalist opposition. These, like most Slavic groups, are often sponsored by Russia, who dreams of pan Slavic unity under Russian patronage.

The Dutch Netherlands

Languages: Dutch, German, French

Religion: Aluminat (Anglican minorities)

Population breakdown: Human 50%, Beastman 15%, Eldren 25%, dwarf 2%. Gnome 2%. Halfling 5%. Ogre 1%

Class breakdown: Upper 5%, middle class 30%, and lower class 65%

Literacy: 50% of population is literate

Governmental system: Constitutional monarchy

A land of travellers and businessmen, Holland boasts the world's second busiest port (first is London, in Britain) and an ingenious canal system. Holland is actually below sea level, and relies on a system of sea barriers to keep the sea from drowning the land.

Although a peaceful land, Holland is wary of the Prussian confederation who in 1856 annexed Belgium from them. Belgium's loss is unlamented due to differences in the countries ethnic backgrounds, but the loss is a reminder to the Dutch of Prussian ambition.

Holland is a relatively new nation, as until the sixteenth century it was part of the Holy Roman Empire. However, it was given to Spain after the death of Charles V, which coincided with the Lutheran revolt against Rome, and the liberal Dutch disliked the intolerant rule of Spain. With English help, Holland threw off the shackles of papist rule, and formed Europe's first democracy. Although this was later abandoned, it had an impact on later English and subsequently American republican thought. It has a universal *male* franchise, and pretty much anyone can stand for election to the Staadsraad (in theory at least: in practice, as in America and Britain, only those with money sit in parliament). Following independence, the Dutch overtook the Spanish as the primary nation of explorers, trading with far off China, Japan and India, and even discovering Australia (Tasmania is named after Abel Tasman, a 17th century Dutch explorer). However, the Dutch realised the limit of their power, and did not attempt to colonise the vast deserts of Australia, nor conquer the huge populations of India or China.

The Dutch empire is limited to the Dutch East Indies since the loss of Ceylon and the Cape Colony in the Napoleonic wars. Like the Spanish, the Dutch were also invaded by the French and had one of Napoleon's brothers installed on their throne. Unlike Spain, there were few atrocities committed in Holland, and Louis was a relatively popular monarch, and Dutch troops fought alongside the French. This was also because the Dutch royalty - The House of Orange were especially unpopular, and the current incumbent, William IV is known as the 'young frog' due to his distinctly amphibian features (it is spitefully rumoured that he has Beastman ancestry). The young frog is pro-British, as he was educated at Eton and Oxford, and many of his advisors are old Eton cronies and sycophants. He is now getting on a bit (65) and constantly bores society with anecdotes about how he was wounded at Waterloo. In reality, his blunders during the campaign resulted in the virtual destruction of three good British infantry regiments and his wound was greeted with relief by Wellington who had been forced to assign him command in return for Dutch co-operation. However, he is pro-British in his standpoint, and was compliant in the Dutch abolition of slavery.

The people of the Dutch Netherlands tend to be of a light build, usually with fair hair and light eyes. They tend towards commerce without any of the ruthlessness associated with such a trade.

Amsterdam

The world's second busiest port, Amsterdam rivals London with its culture, trade and centres. Unlike many port cities, Amsterdam is truly beautiful, with wide, clean streets and flowers in

abundance.

The Italian states

Languages: Italian

Religion: Aluminat (Anglican minorities)

Population breakdown: Human 45%, Beastman 20%, Eldren 15%, dwarf 5%, gnome 5%, Halfling 5%, ogre 5%

Class breakdown: Upper 10%, middle class 10%, and lower class 80%

Literacy: 30% of population is literate

Governmental system: Anarchy

Piedmont, Lombardy, Venetia, Tuscany, The Papal State, The Two Sicilies and the Kingdom of Naples. All are autonomous states, some struggling for unity, some, such as Naples, struggling against it. The northern states are slowly uniting, mainly due to the efforts of the communist revolutionary garibaldi and his band of 'red shirt' warriors.

The smallest of the states is the Papal State. The Papal State is the seat of the Aluminat church and is currently the scene of a successful revolution. Although traditionally the Papal State is ruled by the Pope and his cardinals directly, the revolution has toppled that arrangement, and the land is now run by a provisional liberal government. To help protect against revolutionary attacks against the Vatican itself; the holy city is guarded by troops sent from France by the emperor Napoleon III.

Italy is summarised by its north – south divide, the northern states (Piedmont, Venetia, Tuscany and Lombardy) are cosmopolitan states that traditionally embraced commerce and are now industrialising. They look to France and to a lesser extent Britain for the lead. Most cities are in the north as well as the largest population. The south (the kingdom of Naples) is very rural, bound by traditions and a clannish outlook. As it includes most of the Italian peninsular south of Rome, Naples is larger than all the northern states put together, yet it is a poor, sparsely populated and mountainous region which suffers from bad soil and hence very poor agriculture. The two Sicilies (Sicily and Sardinia) are even more insular, and are also occupied by French troops. The *Camorra*, Sicilian partisans who also run protection and smuggling rackets, make the Sicilies a dangerous assignment for French troops and are thinking of an alliance with Garibaldi to help free themselves from French "occupation".

Italians are tall with a medium build, deeply tanned skin, and dark eyes and hair.

Russia

Languages: Russian, Ukrainian, Livonia (Baltic states), Turkish, Finnish.

Religion: Aluminat, strong pagan cults, Mohammedan

Population breakdown: Human 50%. Beastman 20%, Eldren 20%. Dwarf 2%. Halfing 1%, Ogre 1%, Steppe goblin 1%, giant 5%

Class breakdown: Upper class 5%. Free Cossack 15%, serf 80%

Literacy: 15% of population is literate

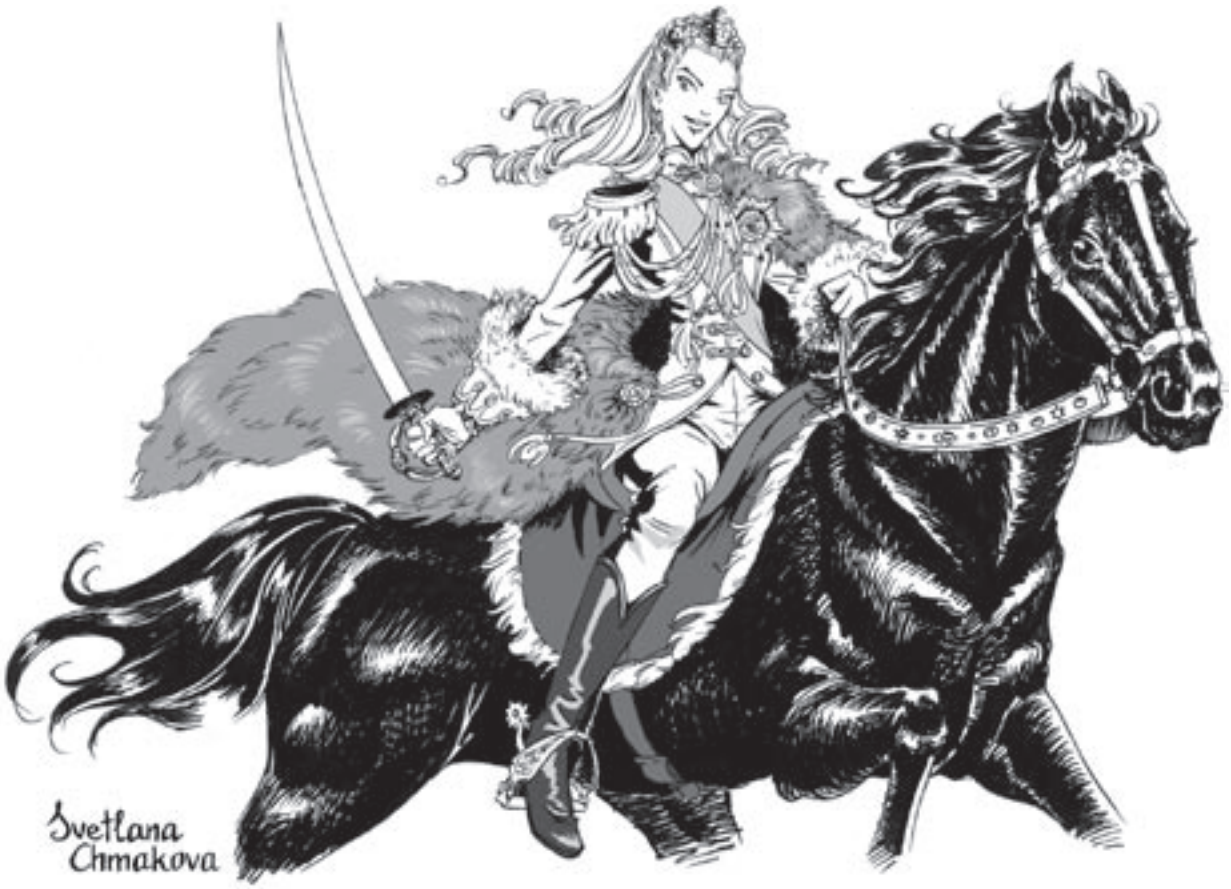
Governmental system: Feudal serfdom

The Russian empire covers a huge and sparsely populated area of land, bordering China in the east, Prussia and Austrian Hungarian borders in the west. The major provinces of Russia are Latvia. Lithuania. Estonia. Byelorussia. Ukraine, Siberia, Trans-caucasia. Russian Poland and Finland

Russia is a strict absolutist monarchy, ruled by Kathryn Romanov - The Steel Czarina. She rules through a governmental office in Moscow and the nobility of the states and provinces.

Kathryn Romanov earned her title of 'steel' Czarina during the Napoleonic wars of 1805-1820, when she lost a hand while leading her troops to recover a French-occupied guild facility. Her troops were successful but during the battle she lost her left hand. As a token of gratitude the Czarina was gifted with a magical steel prosthetic and free access to the guild facilities of Geneva.

The last public appearance made by the Czarina was in 1821 when she addressed the public with fellow hero the duke of Wellington, after the defeat of Bonaparte. She has not been seen



in public since. During her 85 year reign she has taken 13 husbands, all of whom have had accidents or died of disease within three years, she has one daughter named Stephanie, who is currently leading actions in the Crimea with the Czarina Pyetra, the imperial death guard.

Russian land is ruled through serfdom, the system whereby the designated nobility of the area owns the land, its buildings, and any properties within those buildings including the peasants. Needless to say, political reformers are a common breed in Russia; the Bolshevik movement is native to Russia.

Imperial Russia is a sleeping bear for the world of Victoriana, isolated and cold, but with ever expanding dreams of empire. At the heart of Russia is the Czarina – in many respects the Czarina ***is*** the motherland, cold, mysterious, deadly when roused, and with many secrets.

The steel Czarina is fact an Eloim, and is at least 500 years old, she does not have a daughter, she never has, the myth of family allows her to explain her own existence for an unnatural time by posing as her own heirs. The Czarina is a powerful sorceress and her knowledge, unchained by the guild of Western Europe, includes many jealously-guarded secrets long lost to the west since the purges of the thirty-year wars.

Despite her nature, the Czarina is not 'evil'. Her age and her knowledge (and indeed, her very nature) make her keenly aware of the coming threat of ***the eternal struggle***, being a first hand witness of the dark ages before the thirty years war. She has an agenda of her own to secure her land from the deprivations of the coming storm, and her agents are found across the world searching for specific magical relics and texts.

At present the empire is at war with France, Britain, and the Ottomans. This is due to the Russian invasion of the Crimea in an apparent attempt to claim Mediterranean access through the black sea port of Sebastopol. This territory was the domain of the Ottoman Empire, and naturally war broke out. The Ottomans quickly realised that without aid they would soon be overrun and implored other countries for aid. Britain and France both realised that Russian dominance of the black sea would affect their access to their eastern colonies and answered the Ottoman call. Currently, the war has highlighted the ineptitude of both sides, as the Russian infantry levies are composed of mutinous Poles and Livonians armed with outdated muskets, leaving the Russian army relying on it's sorcery and wyvern cavalry. Also, with the exception of the death singers and the Cossack horsemen, none of the Russian troops are properly trained, and rely upon sheer force to overwhelm the enemy. This does not work against the superbly trained British infantry, who just line up and keep firing until the Russian columns are broken. Unfortunately for the British and French, they are mostly led by incompetent generals, and have no lines of supply back to their home countries. Therefore, the British and French are unable to build upon their victories and push further into Russian territory. A stalemate has been reached, with the allies holding the better hand politically.

The Czarina is not believed to be at the Crimean front, but to be at the royal summer palace at St. Petersburg with her advisors, in conference over political unrest and the threat of revolution in Moscow and St. Petersburg.

Russia pursues an aggressive foreign policy, sponsoring separatist Slavic movements in Austro-Hungary and the Ottoman Empire. Indeed they used the excuse that Slavic people in the Crimea and Bulgaria were being massacred to justify their invasions. British and French generals believe that Russia wants access to warm water ports, as all of her ports are close to the arctic circle, and thus icebound for up to six months of the year. The Czarina is not telling, but Russian agents are also active in Afghanistan, Persia and India, hoping to topple British rule. She is also pressing westward into the ancient Mongol kingdoms of Turkmenistan, Samarkand and Uzbekistan. This westward drive will inevitably lead to conflict with China and Japan.

Domestically, Russia is backward compared to Western Europe. It had no renaissance to bring forward new ideas, and the enlightenment passed it by despite the best efforts of the Czarina. She has little modern industry, and as a result is unable to produce the goods needed to fight the

The Crimea

In 1866 the armies of England and France committed to their first major war against a European power since the defeat of France's "Bonaparte the despoiler" at the beginning of the century. The expeditionary force, or 'army of the east', arrived in Turkey to support the Ottoman Empire in its war with Russia. At first the allied forces were very successful, despite the bungling of their high command - the success was not to last.

Four months into the campaign the Russian elite arrived at the French front. Upon their arrival the French troops were decimated, within weeks the tide of the war turned. Russian morale rose as the elite Eldren Czarina Pyetra and imperial sorcerers swept through the allied forces, leaving the survivors to the harsh Baltic winter, rapidly closing in on the war. The Czarina's greatest generals, Janrier and Fievier claimed the lives of thousands of allied troops, pitifully unprepared for the savage cold, and unable to receive supplies over the frozen bays and mountains.

Now the allied 'army of the east' is only a tattered, battered remnant of the force left the year before. The armies have retreated and reformed with the hope of countering Russian sorcery with newly arrived British artillery. So starts the siege of Sebastopol, and the new advance on the Russian army.

Crimean war.

One thing Russia has going for it is its magical heritage. Many people in the Empire remember the old ways, as the Baltic States were the last to remain pagan (indeed, Latvia was still not converted by the 14th century), and there are many shamans in Siberia (shaman is actually a Siberian word). Whilst previous Czars persecuted magical practitioners; Kathryn encourages their use, and under her dominance the eastern orthodox chruch (of which she is head) makes many concessions to sorcerors and the old ways alike.

The royalty of Russia have always led their personal guard of Pyetra into battle; the Russian army is feared and renowned for being commanded by an Eldren witch, and for using Eldren witches as its elite troops (all Pyetra are corporeal mediums, and many are also Thaumaturges). The Russian army is the only army of the world to be commanded by, or to field women in battle as front line troops.

The peoples of Russia vary greatly in appearance, the Baltic peoples are of light build with dark hair and eyes, the Slavs are pale with fair hair and eyes, a light build and strong facial features. Carpathians are tall dusky people of medium build, with dark eyes and almost exclusively black hair, whilst the Turkish and Mongolian people are typical of their race.

The Ottoman Empire

Languages: Arabic, Serb Croat, Magyar, romance

Religion: Mohammedan, Aluminat

Population breakdown: Human 55%, Beastman 25%, Eldren 5%, dwarf 5%, gnome 2%, Halfling 3%, ogre 5%

Class breakdown: Upper 15%, middle class 5%, and lower class 80%

Literacy: 20% of population is literate

Governmental system: Feudal serfdom

Like the Austrian Hungarian Empire, the Ottoman Empire is made up of many nationalities and ethnic backgrounds. However the Ottoman Empire is long past its days of glory, and now has to constantly compromise with nationalists. Serbia, Greece, and Wallachia-Maldavia have all received semi-autonomous status. The threat from Russia has exposed the empire's weakness through its request for aid.

Although an ailing empire, the native ottomans of Turkey are a proud race; many are fanatically loyal to the creed of Islam. Despite their legendary cruelty, the ottomans are generally tolerant of other's beliefs with one exception: the Armenians. The Armenians had the first established Aluminat church in the world, predating the Roman and Irish church by centuries. Although conquered first by the Mongols and later by the Turks, the proud Armenians refused to accept any religion other than their own, and fought back hard. The Turks clamped down harder, and outright massacre was a common feature of warfare. Such cruel treatment of Aluminat people has led to protest from the evangelicals in Britain who question the alliance with a heathen power against an Aluminat enemy.

Similarly, the Aluminat Slavic races are ready for revolt, as they have suffered many indignities at the hands of Mohammedan Ottomans; many Slavs actually fight with their ethnic brothers for Russia in the Crimea rather than fight for the Ottoman Turks. The Greeks have already successfully revolted against Turkish rule, establishing the kingdom of Greece in 1827. Macedonia, Serbia, Montenegro and Wallachia-Maldavia look set to follow suit, with the Russians waiting greedily in the wings.

Many of the Arab states are set to follow suit, from the Aluminat Druze to the Kurds and even the traditionally loyal Caliphs of Baghdad seem ready to revolt. The reason is this: the Turks are not an Arabic people, even though they are loyal to Islam. Whilst their excellent warriors ensured their dominance during the middle ages, most of the thinkers and philosophers were Arabs. It must be remembered that the Arabs solely preserved the learning of the ancient Greeks and Romans during the dark ages, whilst Arab scientists were at the forefront of pre-industrialised thought. Astronomy and mathematics were from Arabic philosophers, whilst her trade with India and China made her rich. As a result, many Arabs

are dissatisfied with rule from Istanbul, and the British government seeks to play both sides by negotiating with the emirs as well as allying itself to Turkey.

Another important fact about the Ottoman Empire is that it contains many sites holy to the Israelites, Mohammedans and Aluminat. The promised land of Israel is within her borders, whilst the cities of Bethlehem and Jerusalem make it important to Aluminat as the birthplace and place of martyrdom of Aluminat. To Mohammedans, it has the holy city of Mecca, birthplace of Mohammed and Medina, where he lived and preached. Jerusalem is also holy, as it is where Mohammed ascended to heaven.

The Ottoman Empire is both politically and industrially backward. It relies upon a feudal, agricultural economy and social order. The sultan has absolute rule from Istanbul.

As a gesture of friendship to Britain and France, the sultan has allowed the two powers to build the Suez Canal. The canal is hailed as a wonder of the industrial world by all, but also perceived as a British ploy to control the gulf sea traffic, as she now owns both the canal and the Gibraltar strait.

The Ottomans are of light build with dusky skin, dark hair and eyes, and are somewhat exotic to look at. The Slavs are pale with fair hair and eyes, a light build and strong facial features. Moldavians are tall, dusky people of medium build, with dark eyes and almost exclusively black hair. Arabs have dark skin, with black hair and dark eyes.

Pan Scandinavian federation

Languages: Nordic, German

Religion: Lutheran Aluminat, pagan minorities

Population breakdown: Human 60%, Beastman 20%, Eldren 5%, gnome 3%, giant 1%, Halfling 1%, ogre 10%

Class breakdown: Upper 5%, middle class 20%, and lower class 75%

Literacy: 45% of population is literate

Governmental system: Absolutist monarchy

A union of Denmark, Sweden and Norway, the federation is recently formed (1852) to stand against the expansion of the Russian and Prussian empires. Denmark had just fought and lost a war

with Prussia in 1848, where Schleswig-Holstein was annexed, and Russia invaded Finland during the Napoleonic war. The people are robust, cheerful and peace loving, despite a long ancestral history of Viking raiders. An alliance with Britain assures peace and good trade with the rest of the world. Of the three countries, only Sweden is approaching industrialisation with any vigour, as it has large iron ore deposits in Smaland which supplies Prussia with much of it's crude iron. The only blot on this idyllic picture is that the Swedes and Danes resent the fact that Norway seems to have most of the power in the confederation.

Whilst Aluminat, the new religion did not reach the shores of Scandinavia until the 10th century, and it's remote location deterred many missionaries. As a result, the old faith was still practiced openly until the 16th century in rural areas, and is still strong today

The people are of tall, heavy build, usually with fair hair and light eyes. They are generally friendly and uninhibited by social convention or prejudice. This may explain their lack of ambition for empire as they have little desire to impose their will upon others. They are also by tradition one of the most hygienic and healthy people in Europe, which may explain their low mortality rates.

Portugal

Languages: Portuguese, Spanish, French

Religion: Roman Aluminat

Population breakdown: Human 30%, Beastman 25%, Eldren 6%, dwarf 3%, gnome 7%, Halfling 27%, ogre 2%

Class breakdown: Upper 5%, middle class 10%, and lower class 85%

Literacy: 20% of population is literate

Governmental system: Absolutist monarchy

This small, Atlantic seaboard country survives through trade and exploration. Her importance lies in having the only major Atlantic coastline, making her a natural starting point for continental traffic to the Americas.

Portugal is quite a dilemma for the British. On the one hand, she is an old ally, as Portugal was given it's independence from Spain following British victory in the war of Spanish succession 1702-1714, and Portuguese troops fought valiantly under British officers during the peninsular campaign. On the other hand, Portugal is a major slave holding nation in her southern African possessions, and British ships frequently board Portuguese slavers. Despite this, Britain does not want to push the Portuguese too far, as they are both a trading partner and one of the few European countries that actually like her.

Portugal is a neutral country. Portugal seems to breed explorer after explorer, this could be due to the high population of Halflings.

Portuguese people tend to be short, dusky and dark haired.

Switzerland

Languages: German. Italian, French. Swiss

Religion: Lutheran Aluminat, roman Aluminat

Population breakdown: Human 45%. Beastman 10%. Eldren 15%. Dwarf 10%. Gnome 10%. Halfling 5%. Ogre 5%

Class breakdown: Upper 5%, middle class 25%. Lower class 70%

Literacy: 50% of population is literate

Governmental system: Republic

Precariously situated in central Europe, with militant empires on every side. The Swiss have survived through diplomacy, neutrality, the impregnability of the alpine mountains, and the presence of the guild's central university in Geneva. Switzerland became a republic in 1798, until that time Switzerland had been a loose defensive alliance of states (cantons), but Napoleon Bonaparte, the future emperor of France unified the country under the name Helvetic republic and imposed a written constitution, which, like the French military occupation, is bitterly resented by most of the Swiss. In 1803, when it was in his interest to have Switzerland friendly, Napoleon withdrew the occupation troops and by the act of mediation granted a new constitution with Swiss approval. After the French defeat in 1815, the allied princes

of Europe recognised the perpetual neutrality of Switzerland, and Swiss territory was expanded to include 22 cantons.

The Swiss are an open, friendly, broad-minded people who often act as intermediaries in dispute. 'Switzerland is also famous for its banking facilities. In Switzerland, neither race, creed, colour, nor the past matter one iota - as long as you have money.

The Swiss are of medium height and build, and can have any eye or hair colour, due to the mix of nationalities. Little bias or prejudice exists within Switzerland, and as a result scholars and students from the world over come to Switzerland to study.

Recent civil unrest is religious in nature; in 1847 several Aluminat controlled cantons formed a league, the sonderbund. The federal government declared the formation of such a league a violation of the constitution. Civil war resulted when the league refused to disband.

Bern

Capital of Switzerland and also capital of Bern canton, in western Switzerland. It is situated on a lofty promontory, surrounded on three sides by a bend of the Aare River. The old battlements of the city- converted into promenades, command a magnificent view of the surrounding alpine scenery.

The bear is the heraldic emblem of Bern, and a bear pit maintained since 1513 is one of the notable sights of the city. Principal public buildings are the houses of parliament; a gothic cathedral, begun in 1422 and finished in 1611; and the town hall. The University of Bern (1834) has departments of law, medicine, philosophy, science, and theology. Bern library, which now includes the university library, contains many manuscripts and rare books. Bern has four museums, containing, respectively, collections of Swiss art and exhibitions dealing with history, natural history, and alpine subjects.

Geneva

The capital of Geneva canton. The city is located at the western extremity of Lake Geneva, where the Rhone River issues from the lake. The Rhone divides Geneva into two almost equal parts. On the south, or left, bank stands the older part of the city, containing the financial and business districts, and two old residential districts: eaux, vives, and carouge, the latter a working-class neighbourhood. Narrow, crooked streets penetrate the old quarter everywhere.

During the French revolution, aristocratic and democratic factions contended for control of Geneva. In 1798, however, France, then under the directory, annexed Geneva and its surrounding territory. After the overthrow of Napoleon, Geneva recovered its independence, and in 1815, is admitted to the Swiss confederation. The congress of Vienna in 1815 increased its territory and guaranteed its neutrality.

Zurich

city in northern Switzerland, capital of Zurich canton, on the lake of Zurich and the Limmat and Sihl Rivers. The largest city in the country, Zurich is an important commercial and manufacturing centre and is the financial capital of Switzerland. The city is also one of Europe's principal financial and gold-trading hubs.

The Prussian confederation

Languages: German, Austrian, Spanish (Belgium), Dutch, Danish

Religion: Aluminat

Population breakdown: Human 40%, Beastman 30%, Eldren 1%, dwarf 20%, gnome 1%, giant 5%, ogre 3%

Class breakdown: Upper 5%, middle class 20%, and lower class 75%

Literacy: 45% of population is literate

Governmental system: Absolutist monarchy

The Prussian confederation is deemed to be the rising power of the modern world.

Originally countless different, tiny states all have recently been united by the Machiavellian diplomacy of Bismarck, the Prussian chancellor. Blooded by the short wars of conquest against the Austrian Hungarian empire, Denmark and the

Netherlands, the confederation has set its eyes on France and her colonies, and seems ready to seize the opportunity presented by France's civil unrest and overextended troops. Her industrial capacity is rivalling Britain's, but Britain is too concerned with the Russian threat to India to pay much attention to the Prussian threat to France. Besides, most of the German states were allies during the Napoleonic wars, as well as the wars of the eighteenth century, and it cannot be forgotten that Queen Victoria herself is half German and married to a German. The only stain upon this picture was the Morocco crisis of the 1840's where Bismarck dreamed of "Prussia's place in the sun" and sponsored a pro-Prussian revolt against the ruling Berbers. This threatened French interests in Algeria, and brought the two countries to the brink of war, causing Britain to threaten intervention. Whilst British mediators hammered out a treaty guaranteeing Spanish and French trading rights to Morocco, British frigates patrolled Morocco's Atlantic seaboard, ensuring Prussian compliance. Bismarck is no fool, and did not want conflict with Britain, so he was content when the British did not intervene in his war against Denmark and Austria. Still, he dreams of the day when Prussia will become a world power with her own colonial possessions, a dream that

will probably become a reality due to the rapid growth of the Prussian nation ….

The people of this rising empire tend to be of a large build, usually tall with fair hair and blue eyes.

The provinces of the confederation are: Schleswig-Holstein (taken from Denmark), Hanover, Pomerania, East Prussia, Brandenburg, Silesia, Saxony, Brunswick. Nassau, Westphalia and Hesse.

> "the great questions of the day [meaning German unification] will not be settled by speeches and majority decisions ... But by blood and iron. "
>
> **Prince Otto Edward Leopold von Bismarck**

India

Languages: English, Hindi, Urdu. Gujarathi, Bengali, Pushtu, Punjabi,

Religion: Settlers: Aluminat, native: earth goddess paganism, Islam, Sikh

Population breakdown: Human 60%, Beastman 15%, Eldren 10%, dwarf 10%, Halfling 2%, ogre 3%

Class breakdown: Upper 1%, middle class 10%, lower class 54%, slave 35%

Literacy: 20% of population is literate

Governmental system: Constitutional monarchy imposed over absolutist monarchs

India is a country divided, both by religion and by the British. Britain actually allows large amounts of the country to be ruled by native Indian princes, simply because the princes spend so much time fighting that they can't organise an effective rebellion against the British forces, this arrogant ploy could be Britain's downfall in India. Although generally loyal to its European invaders, rebellions do occur simply due to nationalistic feeling. Often such uprisings are brutally and swiftly quelled by force.

India is a mystical country, due to the multifarious religions. India is richly smattered with ruined temples and strange plots. Occasional incursions by Russians and Afghan tribesmen ensure that life is rarely dull in the sub-continent.

The biggest problem at the moment is the sheer arrogance of the white overlords. When they first arrived in the 18th century, the English administrators were tolerant of Indian customs, allowing Indian practices to go unmolested and retained the caste system. The only practices they came down upon were the *Thugee*, a cult who showed their devotion to the goddess Kali by strangling people, and *Suttee*, a tradition whereby a widow was burned on her husband's funeral pyre. As many Indians (especially widows!) welcomed these improvements, there was little tension. British officers loved their Indian troops, often inspiring a loyalty envied by regular army and east India company troops, whilst some east India company officials took Indian wives and even converted to Hinduism and Islam. However, the evangelical movement got a foothold in the early 19th century, and preached that the native religions were at best misguided and at worst evil. At first the company officials were livid about the missionaries, who mainly succeeded in turning the populace against all colonists, but eventually a new generation of nabobs came along and wanted to expand further into Indian Territory. A takeover of Afghanistan was initiated in 1839, with a friendly ruler installed who then "invited" the British to station troops there, but this was unpopular, and the uprising that followed led to the massacre of an entire British column. Then came the Sikh wars from 1846-1848, where Asia's largest and best-trained army only lost because the British subverted most of its high

command. Increasingly, the British have become more blinded by their belief that they are bringing civilisation to the continent, and are oblivious to rumblings from the Indian underclass.

The match that may light the fuse is rumours about the new Enfield rifle, recently issued to Indian troops. A rumour has been spread that it's cartridge has been greased with pig and beef fat. This is problematic, as to Mohammedan's the pig is a dirty animal and therefore must not be eaten, whilst to a Hindu the cow is a sacred animal, and therefore also not be eaten. It is actually untrue, as even the British aren't *that* insensitive (it is actually greased with mutton fat especially for Indian troops), but this rumour, combined with recent administrator's arrogant blunders are spreading discontent like wildfire. It is possible that the rumours were started by Russian *agent provocateurs*, but there is also a prophecy that the British will be expelled from India one hundred years after the battle of Plessey (1768 – in other words, next year!)

Native Indians are of a light build, dusky skinned with fine black hair and dark eyes. Their faces are finely featured- Asian elves are also dusky and dark haired and their racial features are even further refined by the ethnic background.

THE WORLD: 1867
Political Map
GREENLAND
ALASKA
CANADA
U.S.A.
CUBA
MEXICO
GUYANA
BRAZIL
SOUTH AMERICAN FEDERATION
THE IVORY COAST
THE GOLD COAST
TROPIC OF CANCER
TROPIC OF CAPRICORN
THE RUSSIAN EMPIRE
THE OTTOMAN EMPIRE
THE FRENCH COLONIAL REPUBLIC
THE BRITISH EMPIRE

IMPERIAL RUSSIA
EUROPE
CHINA
JAPAN
TIBET
INDIA
BURMA
INNER
AFRICA
INDO-CHINA
THE TRANSVAAL
SOUTH AFRICA
AUSTRALIA
NEW
ZEALAND

EUROPE: 1867

Africa

Languages: English, French, Dutch, and a variety of native tribal tongues

Religion: Settlers: Aluminat, native religion is pagan

Population breakdown: Human 50%, Beastman 20%, Eldren 1%, dwarf 2%, gnome 1%, ogre 5%, Orc 20%, Halfling 1%

Class breakdown: Upper 2%, middle 10%, lower 58%, slave 30%

Literacy: 15% of population is literate

Governmental system: Absolutist monarchies

The coastal areas of Africa have already been colonised by Europeans, the Transvaal is occupied by Dutch settlers; Britain has taken the cape colony, the gold coast and the Ivory Coast. Egypt is affiliated with the Ottoman Empire, parts of Angola, guinea – Bissau and Mozambique are Portuguese occupied, and Algeria has been colonised by the French. Arab traders (especially slave traders) are common in east Africa, and have even taken over the island of Zanzibar

The rest of Africa still belongs to it's true inhabitants, although many have had to flee from their original coastal homes to escape European enslavement.

British missionaries are common in Africa despite the fact that malaria and the occasional tribesmen kill many. Such missionaries are truly brave or absolutely insane depending upon your viewpoint. One of the best points of the missionaries is their role in the abolition of the slave trade, and many of them pass on intelligence of slaver's activities to the royal navy. They often have good relationships with the local tribes and there are a surprising number of converts to the new religion, as they learn to read and write from the missionaries.

European, especially British, explorers are also common in Africa. They seek the mysteries at the heart of the Dark Continent, lost fabulous cities such as Timbuktu, the source of the Nile, King Solomon's mines etc. The most famous is Doctor David Livingstone, a Scottish evangelical Halfling, who quests to find the source of the Nile, but also frequently stops to free slaves from their Arabic captors.

European expansion into deepest Africa has been slowed somewhat by the Orcs. The Orcs can be found throughout southern and internal Africa, and wage war upon the European settlers whenever they can, paying back European cruelty in full, with no mercy. The Orcs have a lot of power, their shamans are accomplished sorcerers, they ride wyverns like an expert jockey and their beasts are bigger and more ferocious than any European beast, and their warriors know no fear of any man. Despite superior Europeans technology, the war with the Orc tribes is surprisingly even.

Southern Africa was first colonised by the Dutch in the 17th century as a way station to her colonies in the East Indies. Later, many Dutch, German and French Huguenot Aluminat settled in the area as farmers. These people became known as the *Boers*, the Dutch word for farmer, and developed their own language that was a mix of the three languages combined with some Bantu and Hottentot words. Fiercely independent, the Boers believed they were gods chosen people who were destined to rule over the lesser races (i.e. the black Hottentot, Bantu and bushmen of the region). They enslaved many of the inhabitants of the region, and were generally ignored by the world until the British gained the cape colony from the Dutch in 1797. At first relations were amicable, but soon the Boers resented the British telling them what to do. The situation came to a head in 1807 with the abolition of the slave trade within Britain's colonies and the Boers felt aggrieved; they hadn't asked to be ruled from London and were damned if they would give up their caffirs. Armed resistance began, and the wily Boer proved a match for the redcoat. Peace was reached, but when the slaves were emancipated in 1833, many of the Boers had had enough and migrated north for new lands. They founded the Orange Free State and the Transvaal to the north of cape colony, where they live in abject poverty, but free from British rule.

Of greatest concern to the British, Boers and Portuguese are the Zulu nation. Forged by Shaka,

a mighty Orc of the Bantu people, he revolutionised warfare amongst the Bantu people by issuing his troops with a new spear, the *assegai*. This is a short bladed stabbing spear, about the size of a roman short sword. The Bantu tribes traditionally fought by hurling spears at each other and literally going home once the spears ran out; the Zulus under Shaka would charge their enemies using the assegai, massacring the opposing Bantu tribes. Shaka also instituted a strict regime for all his men, not dissimilar to the Spartans of ancient Greece where the warriors have to live without female company until they are forty and are subject to regular conditioning trials - such as running over thorny brush with no shoes on. As a result, the warriors who survive are immensely tough and focused, and are noted for their capability of *running* twenty miles and being able to fight a battle at the end of it. Fortunately, relations with the British in cape colony are good; the Zulus accept European missionaries and many are on good speaking terms with the missionaries of the area - even though they have no intention of converting. Relations are worse with the Boers (Dutch colonists in the Transvaal and Orange Free state) as twenty years previously there was a war with the Boers who fled north to avoid British occupation and the Zulus. Although it was a marginal victory for the Boers, it has left bad blood between the two peoples.

Australia & New Zealand

Languages: English, native Maori tribal dialects

Religion: Settlers: Aluminat, natives: pagan

Population breakdown: Human 50%, Beastman 20%, Eldren 7%, dwarf 10%, gnome 1%, ogre 10%, Halfling 2%

Class breakdown: Middle 10%, lower 50%, convict 40%

Literacy: 20% of population is literate

Governmental system: Constitutional monarchy

Australasia was first claimed by Britain in 1789, and as a result only the coast has been colonised; the vast majority of the continent not even explored yet, and the harsh climate of this southern continent made it ideal for it's original purpose as a penal colony. Recently, however, vast mineral deposits have been found and industry is starting up along the coasts.

As per usual for European settlers, the native population is treated with a disregard and contempt that is unrivalled in any other aspect of European society; in Australia many of the native tribesmen are hunted for fun. While it is true that many aborigines attacked the settlements without provocation, the British response has been nothing short of genocide. In New Zealand the natives have declared war on the settlers, and are doing very well with their guerrilla tactics. Unlike Australia, which was colonised for use as a penal colony, New Zealand's colonisation happened almost by accident, as missionaries needed help and the royal navy were dragged into a conflict with the local tribesmen. These tribesmen (the Maoris) were a fierce warrior people who at the time were fighting amongst themselves, with both sides using British supplied guns. It was then discovered that New Zealand had a pleasant climate and was not nearly so harsh as Australia, so a trickle of colonists arrived. However, no-one consulted the Maoris and so the second Maori war was fought, with the Maoris doing surprisingly well against the redcoats.

Native Australians are called aborigines; they are short, of heavy build, with black skin, hair and eyes.

The natives of New Zealand are called Maori, they are short, and dusky, with dark hair and eyes, both cultures make extensive use of ritual tattooing and body painting in complicated and attractive spiral patterns.

China

Languages: Cantonese. Mandarin, Akah, Turkic, Tibetan, Hakah

Religion: Pagan, Buddhism, Taiping Aluminat, Taoism, Confucianism

Population breakdown: Human 40%, Beastman 15%, Eldren 23%, dwarf 10%, gnome 5%, Halfling 2%, ogre 5%

Class breakdown: Upper 5%, middle class 2%, and lower class 93%

Literacy: 20% of population is literate

Governmental system: Absolutist monarchy

A once proud empire, China has been degenerated into a collection of warlords, private empires and European 'protectorates'. China only really exists as a coherent political structure within 30 miles of Peking, where she is ruled by the hated Manchu dynasty, who are seen as foreigners by many of the people, and viewed as traitors for letting western barbarians colonise the coasts. China has been toppled from its position as the primary eastern power by Britain, who's agents have shattered the economy by flooding it with opium, previously one of China's most valuable exports, now rendered worthless by it's sheer quantity.

It is hard to imagine now that once China was the most sophisticated and powerful nation in the world. Many items taken for granted such as paper, gunpowder, sunglasses, matches and silk were first developed in China, often centuries before westerners even had an inkling of their existence. Other exotic items such as parachutes, hand gliders, kites and portable gas cylinders have been common for centuries, yet are still unheard of in Europe. Many scientific discoveries have their origin here too, such as circulation of the blood, endocrinology, immunology and the uniqueness of fingerprints. Magical practitioners of all types are common, and even the mysterious corporeal mediums are prevalent throughout China. So how did it lose it's prestige to become a barely competent power?

China's present problems started well before western dominance. During the 16th century, her rulers, alarmed by the number of foreign traders and missionaries who came in the wake of Marco Polo's great voyage in the 13th century closed China's borders to the outside world. Chinese people were taught that theirs was the only country in the world, the rest was a savage wasteland filled with blood sucking ghosts. In recognition that they needed *some* foreign trade, they

allowed the Portuguese to trade out of Macao. However, she now had no market to trade with, and so commerce gradually withered. In 1798, the British sent a delegate bearing gifts to the emperor, who misread the ambassador's intention and believed the British were giving tribute! This misunderstanding led to more forceful measures, culminating in the opium wars of 1840, where Britain seized Hong Kong to use as a distribution point for opium from India. This led to instability in China, as the son of heaven was humiliated by *barbarians*. Consequently, warlords declared parts of China for their own, as they were not fooled by the official line that there was nothing outside of China's borders, and anyway the ruling Manchu dynasty were generally reviled by the nobility due to the fact that they were foreigners from Manchuria. Men started to cut their pigtails (a symbol of repression forced upon the Chinese people by the Manchu's), Buddhist and Taoist secret societies subverted the tyrannical regime by showing the people a more enlightened path and for a while everything seemed rosy. But the warlords were just as cruel and tyrannical as the Manchu's, whilst the fabric of Chinese society was destroyed by many of it's people's dependency on *British* supplied opium. The final blow came in 1850, when a preacher claimed to have seen the true Aluminat light, started the Taiping Rebellion - a revolution that threatens to destroy the wavering fabric of Chinese society totally, already it has claimed more lives than any other war in history (20-30 *million* dead by 1867!).

Overall, the situation in China is not healthy, and the British and French are looking to further extend their claims to China's massive market. To this end, it is rumoured that British merchants are using evangelical missionaries to smuggle opium and guns to the Aluminat rebels.

China's people are proud with a great heritage, and vastly different customs to those of Europe.

The people of China are short, and of light build, they have fine black- hair, dark eyes and light ochre skin. They are deeply suspicious of foreigners, and most live in abject poverty.

America

Languages: English, native tribal tongues, blood Eldren

Religion: Aluminat, human natives: pagan, blood Eldren: Entropy

Population breakdown: Human 40%, Beastman 15%, Eldren 13%, dwarf 10%, gnome 5%, Halfling 2%, ogre 10%, Orc 5%

Class breakdown: Upper 5%, middle class 20%, lower class 40%, slave 35%

Literacy: 30% of population is literate

Governmental system: Democracy

America is a wild land indeed- still a very young fledgling nation it has very little to do with international issues, being much more concerned with internal problems. The most pressing of these at the moment is the potential secession of the slave states from the union, and potential civil war.

The union is a hodgepodge of former Spanish, French and English colonial possessions and newly conquered territories. With the possible exception of Australia, nowhere else in the world has there been such a widespread slaughter of an indigenous people. The first white men in America were the Spaniards, who occupied what are now Texas, Florida, New Mexico, Nevada, and California. They massacred the population wholesale as they saw them as heathens, often spurred on by the inquisition that relished the opportunity to destroy as many evil devil worshipers as possible. Whilst it is true some of the plainsmen indulged in human sacrifice, many did not and peaceful tribes were killed alongside the warlike. Eventually, the plainsmen fighting back with magic stopped the Spanish conquistadors, and they even lost some ground in Nevada to this counter attack. The next to arrive were the French, who sparsely populated a strip from Louisiana in the south to Quebec in the north, calling it New France. Their conquest was not particularly violent, as they were more likely to trade with the Indians. They even learned from the natives, as they found their style of hit and run warfare to be very effective against rigid formations of troops. So it was the Indians who ushered in the new light infantry tactics later employed by all European armies. However, the final settlement was the English, who dominated the eastern seaboard from the 17th to 18th century. Whilst they also committed acts of genocide in the early days, later on the British government prevented the settlers from expanding westward, creating a buffer zone of friendly tribes between the English and French colonies.

Unfortunately, the wars of the 18th century spread to the colonies, and French, Indian and British colonist alike between 1756-63 committed many atrocities. This war added New France to the British colonies, but the English handled the war badly and the colonists saw the redcoats defeated time and again by the more cunning Indians and French. On top of this, they paid taxes but had no representation, and the buffer zone had no importance. This led to the successful American Revolution, the buffer zone was eaten up and the Indians massacred or sent westwards. The later revolt by Spain's colonies brought Florida into the fold, and then American settlers in Texas rebelled against Mexican rule in 1836, incorporating themselves into the union in 1845. The successful Mexican war 1846-48 brought Nevada, New Mexico, California, Utah and Arizona into the union as territories (not states, but governed by Washington). This is the current state of the union, but America is now expanding westwards, threatening British Canada.

The biggest issue for the moment is not conquest, however, but slavery. From the 16th century until 1833, millions of black slaves were imported from Africa by Spanish, French and English slavers, mostly to work the great plantations of the south. However, following the war of independence, fought with the idea that "all men are created equal", radicals called for the abolition of slavery. This was easy in the northern states, as there were very few slaves who mostly worked domestic tasks, but in the south they made up one third of the population. This led to the threat of secession by the slave states, and finally it was agreed in the 1840's that there would be no new states created, keeping the balance of power between the 11 free states and the 11 slave states. Unfortunately, when Texas joined the union in 1845 for protection against Mexico this tipped the balance in favour of slavery, forcing congress to make a new free state in Kansas to balance it out again, and pledge that slavery would not spread west. Unfortunately today, radicals on both sides have their own agenda, and secession fever is spreading in the south whilst in Kansas a virtual state of war has broken out with slave state Missouri. Armed bands of abolitionists, such as the infamous John Brown, undertake terror tactics against slave owners, and armed pro-slavers fight

back just as hard.

What the Africans think of this is a mystery to most. They have little say if they are slaves (although they are entitled to two thirds of a vote in presidential elections!), and in fact many free Africans in the south own slaves themselves!

On a less military note, settlers are moving steadily west now that improved communications have made safe vast tracts of land right the way up to the west coast. The Pony Express uses young men (and occasionally adult Halflings) to run postal services on horseback all over the country even crossing the continent in around two weeks making fast, reliable communication nation-wide a possibility. A transcontinental telegraph link is also established but has been plagued with technical difficulties.

Western America is frontier country, a lawless zone where people expect to have to fight to keep what is theirs. Gold rushes and claim jumping, cattle rustling, and lynching are all common place, of course not everyone is a criminal or even violent, most are just families of all races trying to eke out a living.

The other major internal problem is the strife between the settlers and the native "savage" Americans. The Native Americans have lived in the Americas for as long as their history recalls, but recently have been brought face to face with 19th century western civilisation. Individual natives are treated as the lowest of the low; even ogres get better treatment in most towns. As a people they are pushed off traditional lands, attacked and culled for no reason other than that they are "savages" and in the way of European settlers.

The unjust treatment of the native human tribes is not helped by native Eldren who see themselves as waging a holy crusade against the lesser races of man (native or settler). No one has ever seen (and stayed sane enough to talk) a plains Eldren settlement; it is assumed that they live in a nomadic fashion like the native human tribes. It is also apparent that they dislike daylight, when travelling they take great pains to wrap themselves in cloth and hide, not even leaving an inch bare to the sun.

Japan

Languages: Japanese

Religion: Pagan, Shintoism, Buddhism

Population breakdown: Human 39%, Beastman 15%, Eldren 20%, dwarf 10%. Gnome 5%, Halfling 1%, ogre 10%

Class breakdown: Upper 5%, peasants 95%

Literacy: 10% of population is literate

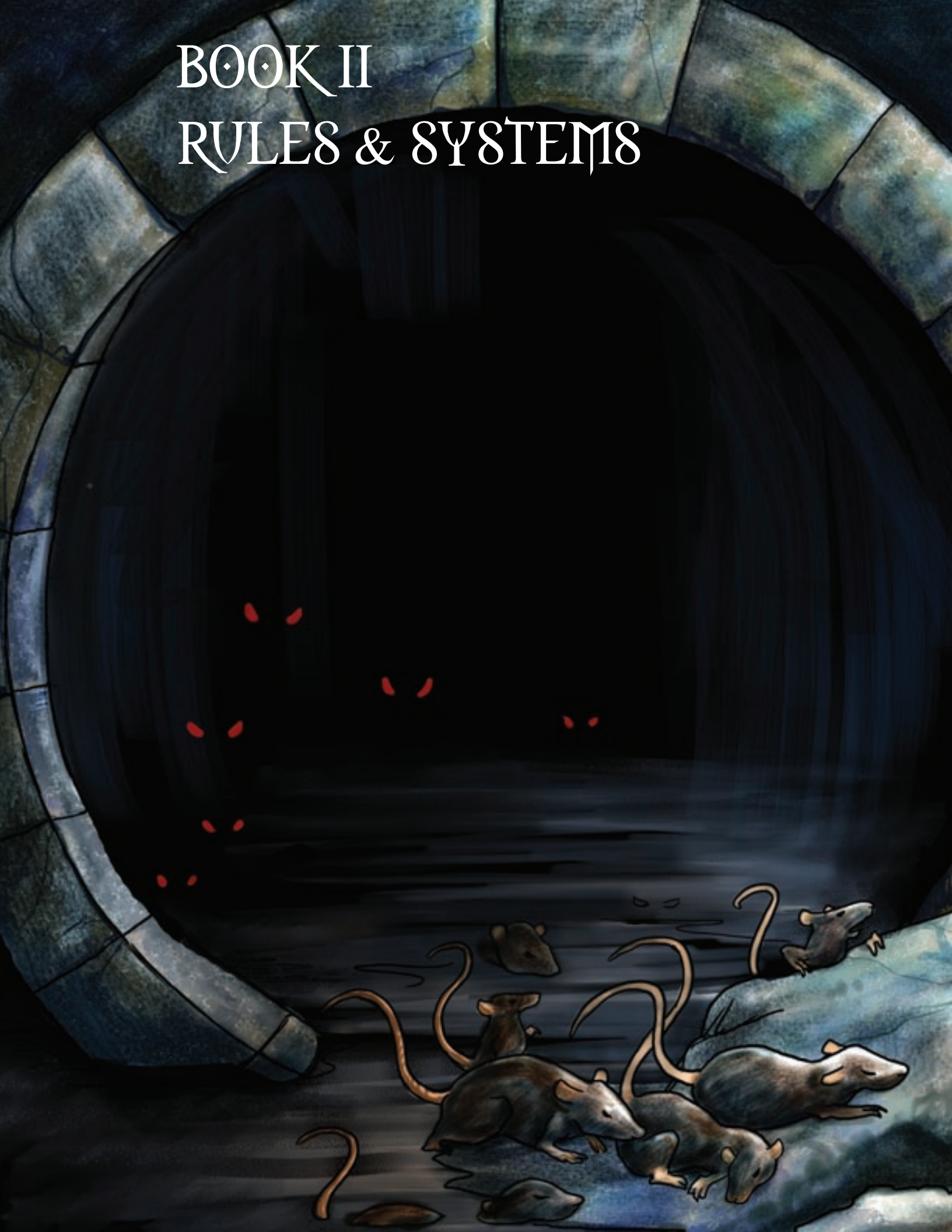
Governmental system: Feudal serfdom

A feudal society with a strict and draconian set of codes and strictures governing everyday life, the most important is possibly bushido, the warriors' code. Japan has a bewildering etiquette code and many foreigners must be wary of what they say and do, in case they cause inadvertent offence.

Japan is seen as a rising power in the Far East, soon to take over the position left open by China's infighting. Both Britain and Holland petition for allegiance with Japan for this very reason. Being more politically astute than the Manchu's, the ruling Tokagawa dynasty have no desire to see Japan go the same way as China, and would rather be allied with Britain than stand against her. Also, they realise that their own expansion plans into China will eventually bring them face to face with Russia, and therefore Britain would be a powerful ally.

The people of Japan are short, and of light build. They have fine black hair and delicate features.

BOOK II
RULES & SYSTEMS



Character Creation

Player characters normally begin among the nameless masses that populate the islands and empires of England and Europe. They could be Dwarven industrialists, Eldren socialites, Halfling wanderers, or a dutiful Ogre.

To a large extent, the nature of the characters depends upon the style of campaign. Revolutionaries from the east end of London are quite out of place in a campaign about colonial oppression. In the same manner a noble Orc warrior would be at a loss in the grime of a European metropolis.

Character creation summary

Step 1: Choose a social class for your character; you may choose from upper class, middle class, or lower (working) class.

Step 2: Choose a race for your character; note any characteristic bonuses or penalties as shown on racial modifiers table.

Step 3: Define basic characteristics. You will have characteristic points (as defined by your social class) to define your character's vital statistics. No characteristic can start at less than 0 for player characters, if you are considering playing a non-Human character bear this in mind when your starting points are assigned.

Step 4: Choose a '***childhood experience***' and a '***past career***' for your character from those allowed by your social class, you have 30 points to spend on the skills these experiences have given your character so far. No skill may start higher than 6 at this time.

Step 5: You now spend 25 '***option points'*** these points can be used to buy or increase skills, talents, abilities, magic, property and equipment. If you require more option points you may take on '***complications'*** for your character.

Step 6: Spend some time to flesh out your character, think about their appearance, ethics, and inner nature.

Step 7: Spend some cash on equipment for your character, everyone starts the game with some money, and again your social class dictates this. Also, any option points you have remaining are turned into cash that you may start the game with.

Social class

The society of England and Europe is split into three levels, upper, middle, and the lower or lower classes; each of these groups has its own ethics, ideals and etiquette.

Social class is so important, that it even affects the character generation process, your choice of social class affects the amount of characteristic points you receive for your character, the past careers he has available, even the options he has available. It is important for characters and game masters to understand the class system of Europe as it will be one of, if not the, most dominating factors in the lives of the characters and non-player characters alike.

The theory is that class status reflected indefinable but substantial differences in breeding. It would be unthinkable for a businessman with humble origins to socialise within the aristocracy, no matter how successful he had been, as his breeding would be considered inferior. Social class controls a European's childhood and defines his career, where he can live, even who he can marry.

Race plays an important role in social class. Beastmen, Ogres and Halflings are all born into and kept in the lower classes. Eldren are usually upper class, but it is known to find middle or low class Eldren. Dwarves and Gnomes are predominantly middle and lower class. Humans fill the ranks of all classes.

It should be noted that some of the countries of Europe have different racial breakdowns to England, and so it is possible to have, for example, a Prussian upper class Beastman, also notable is the relatively high percentage of Eldren across the social classes of France.

We recommend middle and lower class characters, they start with fewer material assets than the upper classes, but they also have greater freedom of movement, birth into the upper classes is a gilded cage of reputation and duty for most.

Social Class & Character Limits

Class	*Characteristics*	*Skills*	*Starting cash (£)*	*Default races*
Upper	28	Any except those marked as 'lower class'	Intellect x 10	Human, Eldren
Middle	32	Any except upper class	Intellect x 5	Human, Dwarf, Gnome, Eldren
Lower	36	Unmarked and lower class only	Intellect x 1	Human, Dwarf, Gnome, Beastman, Ogre, Halfling

Character Races

Race	*Bonuses*	*Penalties*
Men	-	-
Beastmen	+ 1 body	-1 presence
Eldren	+ 2 presence, + 1 dexterity	-1 resolution, -1 body, ***artistic eccentricity, planar empathy***
Dwarves	+ 1 body, + 1 resolution	-1 presence, ***little legs***
Halflings	+ 1 dexterity, + 2 luck	-1 resolution, ***wanderlust***, ***little legs***
Gnomes	+ 2 intellect	-1 body, ***little legs***
Ogres	+ 5 body, ***iron constitution***	-3 presence, -2 intellect, ***blunt wits***

Races

The world of Victoriana is not purely populated by Humanity, across the world dozens of different races carve their fortunes alongside (or against) mankind.

In Europe many of these races have lived together in society since Roman times, and rarely consider themselves different races – simply a part of 'the greater concept of man'.

In rules terms many of the races have capabilities that fall outside the norm in comparison to Humans.

If you choose to play one of these races, simply apply the racial bonuses to your character's characteristics. However you should never have a starting characteristic lower than 0, so think about how you will distribute your starting points to balance the penalties of the race modifiers before you get carried away with writing in extra ***presence*** or ***body***.

Men

Men are the most populous of all the races and account for the vast majority of Europe's population. They vary greatly in build, have many possible hair and eye colours, but they have no special racial abilities. Women are socially bound in England but there is no difference in their attributes, women are certainly as capable as men - society simply refuses them the same opportunities.

Beastmen

Beastmen have faithfully served among the lower classes of England through out history, Beastmen appear next to men on the earliest discovered cave paintings. A Beastman's build varies in the same way as a Human. Their bestial features vary to a degree, although most have a goat or dog-like head and heavy body hair. Variations are common - ratmen, bearmen. Lionmen etc. The bestial appearance should be chosen after the attributes have been rolled. For example a small, dextrous and weak Beastmen might have rat features. For example a large, strong, stupid Beastman may have bull-like features. A Beastman who is both strong and intelligent could well be a lion. Beastmen do have females but they only account for approximately 25% of the Beastman population. It is more common for Beastmen to intermarry and breed with men and Eldren, a practice which society does not view distastefully among the lower classes. Beastmen are often judged by their outward appearance. A rat or weasel would live a lonely shunned life, while a noble lion would be popular and possibly be propositioned often by the other races.

Due to their slightly subservient social position (it

is very rare to find a Beastman above the lower classes and unheard of to find one in the upper class) many are turning to politics such as socialism, bolshevism, communism or plain anarchy in attempts to better their position.

Eldren

The Eldren are a rare and aesthetic race (although those that turn to war often excel), highly valued as artisans throughout the world. Not only creators of beauty, the physical beauty of the Eldren is also legendary; they are tall and slight of build, finely boned and with delicate features. Their skin is pale as finest porcelain, their hair raven black or mahogany with no other variation. Eldren eyes have cat-like pupils and white or pale metallic irises, their ears come to a delicate point at the tip. In high society an Eldren bride is considered quite a prize. The Eldren have lived with, and interbred with the upper echelons of Humanity for all recorded time. (Queen Elizabeth Tudor was an Eldren queen) like Beastmen, the Eldren are rarely considered to be a different race.

Artistic Eccentricity

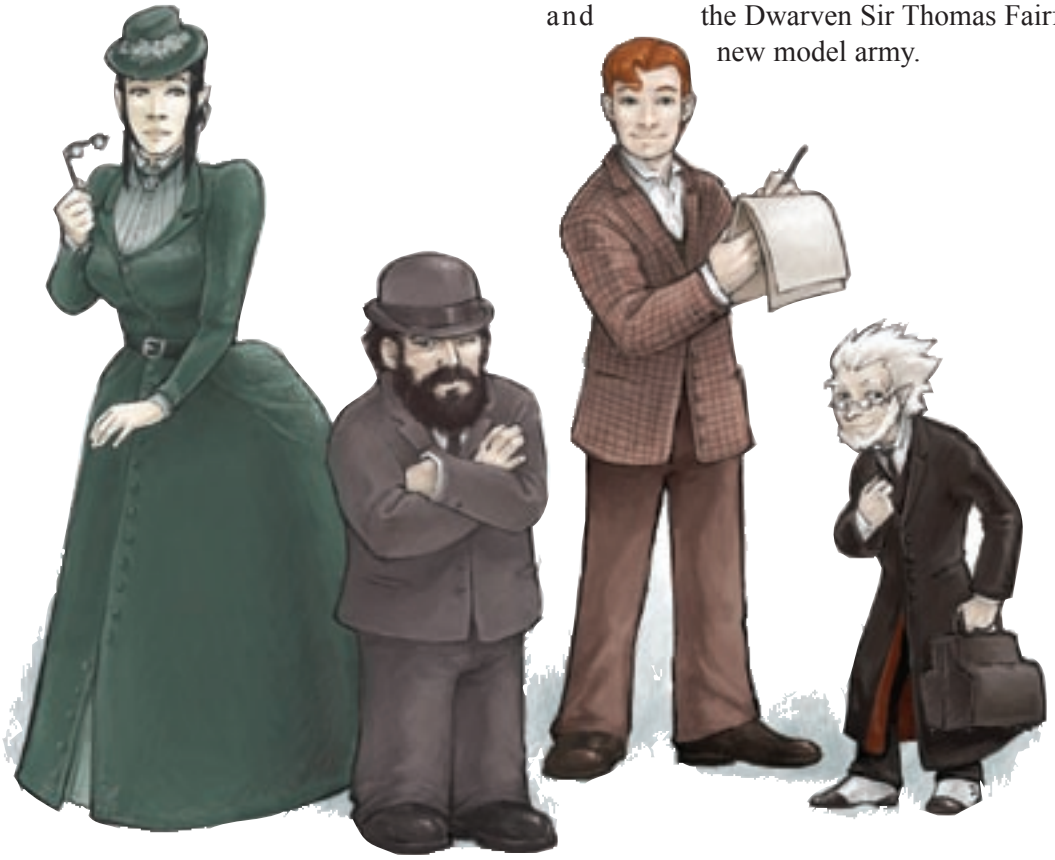
Eldren have a high chance of insanity, or "artistic eccentricity" as it is known, typically this manifests as a minor neurosis or phobia. All Eldren characters must take a mental ***complication*** from the option points section without claiming the bonus points that would normally be associated for the complication.

Planar Empathy

The Eldren have always had an aptitude for sorcery, even in this modern age when such aptitude is frowned on. An Eldren Character pays one less option point for the *medium, faith, thaumaturge* or *conjuror* talents.

Dwarves

A very clannish race, the Dwarves kept their northern cities and large tracts of the land around them under guard from other races. Despite this they have always been peaceably minded to other races, but only really started integrating when Queen Elizabeth asked for their help to defeat the armada. The English civil war strengthened these ties when King Charles the first (again an Eldren monarch) was wiped away by Oliver Cromwell and the Dwarven Sir Thomas Fairfax's new model army.



Dwarves are stocky, and powerfully muscled. They have finely lined faces and the colour of their eyes is always deep and bright. Dwarven hair can be any Human colour; it is coarse and grows thickly on the scalp and race. Dwarves are hard-working industrialists, and make up a large part of the gentry and skilled labour in many towns where mining and building are primary industries. Unsurprisingly after the industrial revolution, large parts of the nouveau riche are Dwarves.

Dwarves suffer from legendary stubbornness. They often harbour bad feelings toward Eldren due to the civil war over two centuries ago.

Little legs

Dwarves are a short race, and as such their legs are much shorter than the average Human (or Eldren or Beastman for that matter). When calculating ***movement speeds*** ½ your scores to represent the disadvantage represented by your little legs.

Halflings

Halflings are a transient people who take great pleasure in food and drink, tall stories and a warm fire. They are short and although they are a slender race, there excesses often leave them portly. They have tough hairy feet and few wear shoes. Hair can be any colour, as can eyes. Halflings mature quickly and have a short life span, they are considered adult at 10 and the oldest recorded Halfling lived until 45. Halflings are all (as a race world-over) afflicted with an almost insane wanderlust. A Halfling is always on the move from birth till death. On the whole Halflings are a cheerful and curious lot, rarely without their noses in somebody else's business or wallet. Halflings have little concern with all this 'society' nonsense; most find it quite amusing, for this reason society places them (as a race) at the bottom of the lower class.

Wanderlust

A Halfling cannot stay in one place for long; after his ***intellect*** in months

passes, he must move on to a new location. If he does not then for every week thereafter then he temporarily loses 1 resolution or 1 intellect until he does. Once on the move again the characteristic scores return at the rate of 1/day. At the gamesmaster's discretion the distance travelled may be of any distance, and locations may be revisited.

Little legs

Halflings are a short race, and as such their legs are much shorter than the average Human (or Eldren or Beastman for that matter). When calculating ***movement speeds*** ½ your scores to represent the disadvantage represented by your little legs.

Gnomes

Gnomes are short wiry Humanoids, easily mistaken for a starved Dwarf. Hair can be any colour as can eyes. Their faces are lined like a man in middle age; a Gnome's eyes are dark and sparkle with intelligence. Gnomes are generally shrewd, intelligent creatures they are at their best when taxing their brains. Accountant, teacher and solicitor are all occupations at which the humble Gnome excels. Being physically frail they shy away from physical work when they can.

Little legs

Gnomes are a short race, and as such their legs are much shorter than the average Human (or Eldren or Beastman for that matter). When calculating ***movement speeds*** ½ your scores to represent the disadvantage represented by your little legs.

Ogres

The Ogre is a Humanoid powerhouse. On average 8 ft. tall and almost as wide, an Ogre is best described as a large slab of pure muscle. Ogres may have any colour hair or eyes; their skin is rough and callused all over. Often the teeth are overdeveloped into tusks (approx. 45%); facial features are always very deep set & crude.

Ogres are dumb, they frequently believe anything they are told as they lack the facility to distinguish lies from truth, this often leads to fanatical (and misplaced) devotion to even obscure causes, a fact that the army plays on with glee. Indeed, Ogres are ruthlessly taken advantage of due to their dubious intelligence and aside from the occasional rabble rousers- nobody (including the Ogres) cares about how they are treated.

Characteristics - What the numbers mean

Here's a handy set of descriptions that can be applied to numbers for each characteristic.

Score	*Description*
0	**Challenged**. Everyday tasks involving this characteristic are difficult. This value is found in children, elderly people, those weakened by illness or infirmity, and in the intellect of most trolls.
1-2	**Everyday**. Many ordinary people around the world are likely to have some characteristics at this value. It's enough to get by on and to do most things (though not very unusual or stressful tasks).
3-4	**Competent**. You are competent at everyday tasks involving this characteristic. Most healthy adults have some characteristics that fall into this range. This is the realm of everyday "heroes" such as policemen, firemen, paramedics, technicians, etc.
5-6	**Heroic**. You are much better than ordinary. A born athlete, a top-notch scientist, an elite soldier might have one or more characteristics in this range. This is the realm of professional mercenaries, top soldiers, special police, scientists, and TV heroes.
7-8	**Incredible, beyond Human**. This is the starting arena of troll strength, Eldren charisma, and gnomish intellect. However, these scores lie beyond the range of everyday Humanity, a character of any race can reach these heights, but it requires coaching, dedication, and experiences that most will never receive. See the ***experience*** section for more.
9-10	**Legendary or infernal**. This is the pinnacle of excellence for Humanity, some races may exceed even this, but any character who displays this level of quality in their basic characteristics will become nothing short of a legend.

Blunt wits

If you choose an Ogre character, you automatically believe anything those characters with a presence score higher than 5 tell you. If there are two high presence characters voicing different commands then they must shout each other down to end your confusion, or the gamesmaster might make you roll ***intellect*** + ***empathy*** to make your own judgement call (heaven help us) on which of the nice people is telling the truth.

Iron constitution

Ogres are renowned for their ability to shrug off wounds and pain. To represent this every Ogre calculates his ***health*** as body x6 rather than the body x5 as used by the other races.

Characteristics

In this section we will progress through the characteristic list providing explanations and formulae for derived characteristics throughout. A starting character is assumed to be between 19-26 years of age and has few skills apart from the basic characteristics. At the start of character generation a player has points (defined by class) to spread about the primary characteristics; these points are spent on a one-for-one basis. A starting characteristic may not be higher than 8 before modifiers for race are applied.

If you are having trouble deciding what counts as a 'good' characteristic percentage, think of a totally average Human as having 2 in every characteristic. Higher is always better than a lower number. Characteristics are numbers that describe your character's ability as compared to everyone else in world of Victoriana.

All people and creatures in the game are described using characteristics; this lets you compare one person to another, which is often important in the game. For instance, a person with a strength characteristic of 3 is stronger than a person with a strength characteristic of 2, but nowhere near as strong as a person with a strength characteristic of 6.

Primary vs. Derived characteristics

There are two kinds of characteristics in Victoriana. Primary characteristics are "bought", using a pool of points that we'll discuss below. A good example of a primary characteristic would be a character's ***body*** characteristic, used to judge how tough he is. Applying a simple mathematical formula to a specific characteristic creates derived characteristics. *A good example of a derived characteristic would be a character's* ***health****, which is figured by multiplying his body by 5.*

The range of Human potential in Victoriana is defined in a range from 0-10, most people have characteristics between 0-6, characteristics over 7 are truly exceptional - some of the races in Victoriana have characteristic modifiers that can take then over this level, or under it.

Primary characteristics are purchased at a ratio of 1 characteristic point for one level of ability. *Example: I want to have a strength of 5. I pay 5 characteristic points.* You must put at least one characteristic points in each characteristic; the maximum level you can buy in any one characteristic at the start of play is 8, which then may be modified by one of the race templates if you choose to play a non-Human.

Characteristics

Body

Your size, strength, toughness, and ability to withstand damage. A high body score could indicate bulging muscles, but could just as easily be described by steel like sinews, or simply an iron constitution.

Health [body x5]: how much damage you can take before you are battered into unconsciousness or killed, calculated as points. On the character sheet health is recorded twice, once for 'health points' and once for 'stun points' (see combat for more). You might also notice that the health and stun point sections are split into layers that carry different modifiers; you have your full body score in each layer of both the health and stun boxes. Fill in the

boxes you don't have.

- **Fortitude: [body]:** how resistant you are to damage; your fortitude is subtracted from any damage you take whether 'stun' or 'lethal'.
- **Constitution [body/3]:** this characteristic determines how fast the character recovers from damage. You get back this many stun points each hour when you rest, and this many hits back for each day of medical attention.
- **Damage bonus [body]:** this characteristic is added to the damage of all unarmed or melee attacks. Damage from weapons is usually a number of dice; your damage bonus is a fixed value. If you had a body of 6, and a sabre doing 5d6 damage you would roll the 5d6 and then add 6 for your body.

Dexterity

Your overall physical competence, as pertains to balancing, leaping, jumping, and general hand-eye coordination. A gymnast or ballerina would have a high dexterity score, but high dexterity could also indicate excellent co-ordination in the case of a marksman or stage magician.

- **Movement speeds:** how far the character runs (at a rate allowing for dodges and evasions), sprints (in a flat-out run), swims, and leaps in 3 seconds.

  Run (Aka combat move)
  [dexterity x 2yds]
  Sprint (Aka non-combat move)
  [dexterity x 3yds]
  Swim
  [dexterity x 1yds]
  Leap
  [dexterity x 1yds]

Intellect

How generally bright you are. This covers more than sheer intelligence, but also cleverness, awareness, perception, and the ability to learn; mental deficiencies don't become apparent until you hit 1.

Initiative: [dexterity + intellect, divide by two]: this characteristic is used to measure a character's reactions in combat. Initiative is used to determine when you move during the course of a combat turn.

Luck

Represents just how lucky you are, a high luck score indicates that you regularly win at cards and are frequently in the right place at the right time. There are no derived characteristics from luck, and no skills associated with it. Your luck score is spent during game play to buy re-rolls of dice. Whenever you roll dice and the results are insufficient, you may spend luck points to re-roll them, but you must take the result of the new roll, or spend even more luck to re-roll again. Your luck score regenerates at the gamesmaster's discretion, typically you will have your full luck at the beginning of each night's play.

Presence

Your ability to impress and influence people through your character and charisma; how well you get along with others; how you interact in social situations. A high presence score can indicate physical attractiveness, pleasant character, or a mixture of both.

Resolution

This represents your force of will, your determination and ability to face danger or stress with courage.

- **Resolve [resolution x5]:** your resolve is a pool of points used to track your remaining force of will. Your resolve can be temporarily reduced by drugs or drunkenness, or by casting magic, or experiencing terrifying situations. Like health points and stun, resolve is split into layers that carry different modifiers; you have your full resolution score in each layer. Fill in the boxes you don't have.

Skills

Where characteristics define what your character's strengths and weaknesses are, skills define what he knows.

Skills use a score system just like characteristics, which is summarised in the table nearby.

What the numbers mean

Here's a handy set of descriptions that can be applied to the scores that represent a characters skills.

Score	*Description*
0	**Challenged** you don't know how to do this task at all.
1-2	**Everyday** you've learned the basics of this task, and can do this thing most of the time, though not very well. You're an apprentice or a beginner.
3-4	**Competent** you are well trained and practiced in this skill, and can perform it well in everyday circumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional.
5-6	**Heroic** you are a master of this skill, and are capable of unusual applications of the skill. You are considered a master craftsman.
7-8	**Incredible** a skill at this level means you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering the realm of fiction, of amazing skill that's not quite impossible!
9 +	**Legendary** a skill at this level puts you in the realm of the greatest practitioners of this skill in history. You are pushing forward the boundaries of the skill and what it can be used for, and have entered the realm of genius and of fiction.

Your characters skills represent his acquired knowledge, the summation of childhood experience, career skills, knowledge picked up from hobbies, and knowledge of the world around him. As your character develops through role-playing you may increase and expand upon his starting skills by spending ***experience points***, reflecting the growth of his knowledge and experience.

Starting Skills

There are no character classes as such in Victoriana. In theory a player is free to apply whatever skill knowledge to his character he wants. However, this is a Victorian era RPG and chosen skills should really reflect the 1800s. We anticipate that many players will be a bit lost when deciding what skills an 1800's character would have. Because of this we have provided a list of '***childhood experiences'*** and '***past occupations'*** for characters of different classes, and in some cases gender.

Regrettably the world of Victoriana, like our own 19th century, is very sexist. If you take a moment to scan over the occupations list you will notice that women have very few choices open to them. If you are playing a female character, you may only choose from experiences and careers marked with a **.

Although a female character may be limited in the choice of occupations available this can be compensated for. Victorian society holds women to be frail, delicate, and ideally both harmless and innocent. Indeed it would not be unfair to say that the role of mother and hostess is the most revered aspect of womanhood to the high and middle class. At the same time a man's hands are quite tied to do anything against a woman. To strike at a woman in any way would be the action of a cowardly beast unworthy of friendship or honour, thus a thoughtful adventuress can use the bigotry of society as a shield, disguise, and as a highly effective weapon.

If you require a female character without the binds of a family to govern her, simply declare the family dead. The character gains her income from a trust fund governed by lawyers. Such an adventuress is free to do as she pleases, although she may still be scorned by society for her actions.

In the slums and the country low/lower class

women had comparatively few social restrictions. They, like their men folk, are simply trying to scrape enough pennies together for the rent and evening meal, often a daunting and unsavoury task in urban areas. Indeed if you review the careers a female character can choose, a majority are criminal occupations, this is simply because the 'lower' class social strata held less prejudice than the upper classes, when every day is a struggle everyone has to pull their weight and bring in an income – whatever the means.

When creating a character you have 30 skill points to spend. You should choose ***a childhood experience***, and ***past career***, choosing from the possible skills in your chosen entries allocate your 30 points.

You do not have to assign points to all the skills listed in an entry, but you cannot assign points to skills that are not listed in your chosen entries.

Childhood Experience

In the middle class most male children go to boarding school, most female children stay at home and attend church school. Some may go straight into industrial apprenticeship, but this would be rare, and probably in a family business.

In the lower classes children were frequently expected to follow in the footsteps of the parents, rural children were farm hands by default as they grew up assisting in the daily chores. Urban children saw far more diverse upbringings. Some worked in the same factories as their parents; others were sent (or even sold) to travelling sweeps, or the military as the family literally could not support them. Others still ran away and reared themselves on the streets, inevitably falling into the gangs of pickpockets and urchins.

So what happened to you?

Apprentice: Arts** (Middle or Lower Class)

As a child you were sent away to study under an artist, maybe a sculptor or painter. Your family had high hopes that you would be a credit to them and excel.

Skills: art (choose), literacy, education, Human perception

Apprentice: Industrial (Middle Class)

As a child you were packaged of to the mills and factories to learn a trade under the watchful eye of a master engineer or craftsman. Most of your time was spent running errands and doing odd jobs, but you did actually learn something of the engineering principles.

Skills: literacy, ad-hoc repair, education

Apprentice: Textiles** (Lower Class)

Your childhood was spent in the textile factories, where your small size got you hazardously employed to dive between the moving looms and spindles to retrieve lost spools. Factory hours were long and you had no time for school.

Skills: dodge!

Boarding School (Middle Class)

You were sent to boarding school; depending on the budget your parents could afford it could have been anything from a filthy prison to an entire campus with a variety of facilities. Naturally the actual quality of education received from school to school varied immensely. Discipline, however, remained draconian

across the board.

Skills: literacy, education, athletics

Cabin boy (lower class)

At an early age you were shipped off to join the navy as a cabin boy, performing odd jobs and cleaning duties for the officers aboard ship. Discipline is extremely draconian on-board navy ships, and you were expected to behave, understand and obey like the rest of the adult crew.

Skills: dodge! small boat pilot

Chimney sweep** (lower class)

As a small child you were sold to a itinerant chimney sweep as an 'apprentice'. In reality you were the chimney sweep's Human brush, forced to climb up chimneys in order to dislodge the soot and dirt that might be blocking them. Getting stuck was a constant threat, but your master was usually on hand with a great big stick to send up the chimney after you and urge you on. Many chimney sweeps were also burglars, returning to a house later on to remove any valuables that caught their eyes on the first visit.

Skills: athletics, appraisal

Church school** (middle class)

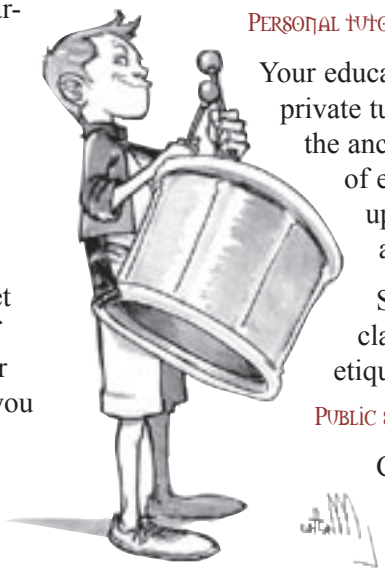
Where male middle class children were sent to boarding school to toughen them up and make men out of them, middle class girls were not meant to be tough. Young girls were sheltered, and led a life of luxury in many ways. They were not expected to learn a trade, and were groomed from an early age for marriage. Education came in the form of church school, several mornings a week to provide a basic literacy and general knowledge.

Skills: literacy, education

Costermonger (lower class)

Your childhood was spent on street corners hawking a wide variety of wares, from ribbons to matches, or flowers. The days were long and you had little time for school.

Skills: bull! trade *(custom skill)*



Drummer boy (lower class)

You were packed off with the army as a drummer boy. Your job as a child was to learn the drum rotes that signalled changes in formation and marching pace. Military discipline is rough & tumble in the 1800's if not quite as extreme as the naval codes.

Skills: art (play drum), brawl

Farm hand** (lower class)

A rural child, your childhood was spent assisting with the daily business of life, herding, harvesting, milking, baking, and churning. With huge masses of the population having left the countryside for the cities there is no time for idle hands if the estate's farms are to be run properly.

Skills: animal care, athletics, speciality: farming, speciality: herding, ride horse, drive carriage

Mud-lark (lower class)

Your childhood was spent scavenging off the river banks and cargo barges while dodging the workhouse authorities.

Skills: hide & sneak, trade

Pick pocket** (lower class)

As a young child you were a runaway, and before long you fell in with a 'swell-gang' of pick-pockets. Your childhood was spent learning how to pick pockets undetected, and running amok through the city streets.

Skills: pick pocket, dodge!

Personal tutor (upper class)**

Your education was facilitated by a series of private tutors in the seclusion and comfort of the ancestral home; this is a favoured form of education for young ladies of the upper class, as it allowed education and control.

Skills: literacy, education, speciality: classical literature, speciality: history, etiquette

Public school (upper class)

Contrary to the name, public schools are very privately funded and

exist purely to educate the future masters of the empire. The educational facilities are the greatest, the discipline is firm, and luxury is standard. Senior students, for example are allowed servants to tend their needs.

Skills: literacy, education, athletics, speciality: classical literature, speciality: history

Stage hand** (lower class)

Your childhood was spent in the theatre assisting with set changes, message running, and line prompting, and even dressing the actors on some occasions.

Skills: fashion, literacy, act

Workhouse poor** (lower class)

Your family was so poor that they were cast into the union workhouses to pay for their debts. Your childhood was spent in dark, cramped prison like conditions while you were worked to the bone to pay for your parents poverty.

Skills: dodge! Bull!

Past career

Adventuress (upper class)**

The adventuress is a lucky lady. She has sought danger and excitement, travelled extensively and formed graphic views on the world, its cultures and politics. Normally this would be considered disgraceful behaviour for a young woman, but the adventuress; through luck, political skill, and determination - has managed to maintain her social place and lead her own life. Her pastimes and anecdotes make her exotic to the minds of society and thus suitors often pursue her.

Skills: bull!, conceal item, pistol shooting, etiquette, sneak, education, charm, horse riding.

Army officer (upper or middle class)

It is tradition for the second son of titled families to be bought a commission in one of her majesty's regiments. Your rank is bought and does not reflect military experience. You should select a suitably pretentious and long winded regimental title such as 'her majesty's 23rd royal hussars'. Most of your time is spent womanising rather than fighting, a spell in a real war would be quite a shock.

Skills: linguistics, military tactics, horse riding, swordplay, seduction, bull!, pistol shooting, gambling

Artisan (middle or lower class)**

You are an artist of some sort. It could be that you are a successful violinist, a music hall singer, an actor, a painter or poet. Whichever art it is, you live from the donations of patrons so that they might further enjoy your works. Regrettably living at the whims of the arts is often lacking in pay.

Skills: art (?), art (?), etiquette, charm, linguistics, general knowledge, act, literacy, bull!

Beggar (lower class)**

As a professional beggar you devote your life to ensnaring money from passers by. Think up the ways (real wounds or false) by which you separate people from their cash. You probably have contacts in organised crime (if you don't do what they say, they'll beat you up).

Skills: conceal item, hide & sneak, bull!, pick lock, act, streetwise

Bodyguard (lower class)

You contract to defend those under threat in return for pay. You've finished your latest job and you're looking for employment. You tolerate people, and academics but basically you're a physically minded person.

Skills: brawl, swordplay, pistol shooting, scrutinise, scan, athletics, Human perception

Bounty hunter (lower or middle class)

The world may seem civilised, but you live underneath that veneer, chasing after the most dangerous criminals, monsters and rogues. Somebody has to keep the land clean until the police get their act together.

Skills: brawl, pistol shooting, legal knowledge, tracking, evaluation, law, Human perception

Businessman (middle class)

You make a living from accounts and agents; documents flow through your fat account books, and you don't really need to travel. Mostly you sit in your warm office and drink scotch.

Skills: business protocol, appraisal, Human perception, accounting, etiquette, legal matters, literacy

Extra money: your character starts with an additional £500 in liquidated assets from a recent business venture.

Cabby/coachman (lower class)

You are a coach driver; typically you work for a coach hire or cab firm and simply drive their vehicles. Maybe one day you will have your own hansom cab and horse team. For now at least, ultimately you often have little money for yourself, but it's an honest living.

Skills: perception, drive carriage, navigate, etiquette, horse riding, and brawl.

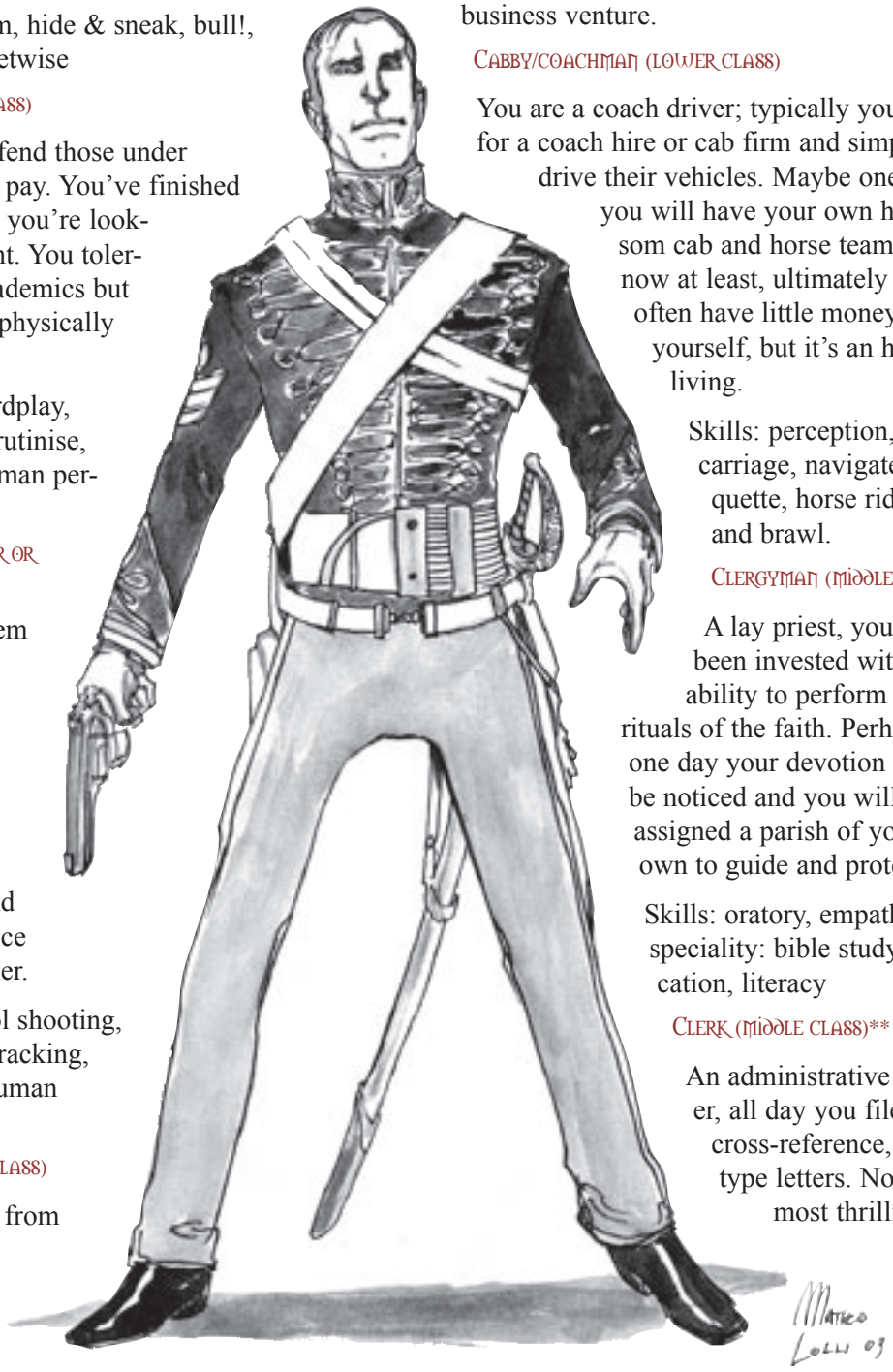
Clergyman (middle class)

A lay priest, you have been invested with the ability to perform the rituals of the faith. Perhaps one day your devotion will be noticed and you will be assigned a parish of your own to guide and protect.

Skills: oratory, empathy, speciality: bible study, education, literacy

Clerk (middle class)**

An administrative worker, all day you file, cross-reference, and type letters. Not the most thrilling



career, but if you stick at it long enough you may be offered an assignment and promotion.

Skills-. Business protocol, accounting, speciality: speed typing, Human perception, legal matters, literacy

Costermonger (lower class)**

You are a street vendor, you own a small cart or stand from which you sell your wares, the margins are low and it takes long days to pay for even a modest rent.

Skills: trade *(custom skill),* oratory, trust, empathy, navigation, literacy

Detective (middle class)

The police are still a new introduction in England, and the idea of plain-clothes detectives is scandalous. Just like their street patrolling counterparts, corruption is commonplace and investigations are rarely anything near thorough. Quick results are valued higher than prolonged investigations.

Skills: brawl, pistol shooting, oratory, legal matters, Human perception, literacy, research

Dockhand (lower class)

You make your living loading and unloading ships in the docks, the work itself isn't exactly riveting, but you (or your peers) can make tidy sidelines from 'misplacing' some of the cargo for river pirates and smugglers to pick up later on.

Skills: perception, small boat pilot, athletics, appraisal, improvised weapons, brawl, dodge!

Engineer (middle class)

An inventor and tinkerer, many institutions pay highly for your skills and improvisational talent.

Skills: science, speciality: military engineering, civil engineer, ad-hoc repairs, speciality: steam engine. Speciality: clockwork motors, photography

Factory worker (lower class)**

You heard that there was plenty of work in the cities, so you came. Little did you know what the conditions would be. You work in a deafening and filthy factory, where you actually come close to death as a result of the machinery around you a couple of times a week. You work 10 hour shifts every day for pittance and when you can't meet the rent (most weeks) you have to sleep on the factory floor.

Skills: dodge!, ad-hoc repair, improvised weapons

Footpad (lower class)

The common criminal, your kind is two a penny in any city. You make your living by mugging, theft, pimping and a thousand other evils.

Skills: brawl, hacking & bashing, sneak & hide, appraisal, improvised weapons.

Gambler (lower or middle class)

You can't help it! At the first sight of a pack of cards you go weak at the knees. Unfortunately your winning streak didn't hold out and you're pretty broke at the moment - but not to worry you'll soon win it all back!

Skills: etiquette, sleight of hand, bull!, scrutinise, appraisal, seduction.

Governor/ess (lower or middle class)**

Someone has to teach the children of England's rich how to read, write and act in society, and that someone is you. You usually teach privately to children aged 4-14, for a wage and accommodation.

Skills: speciality: the natural world, teaching, medicine, oratory, linguistics, education, art (painting), And literacy

Guild associate (upper or middle class)**

A doctor of thaumaturgy, you always had your head in a book while growing up. After years of pestering your parents they agreed to pay for your guild education at one of the great universities, perhaps even Cambridge.. Under the watchful eyes of the guild your magical talents have blossomed. You are fully aware of the guild's duty to seek and quash the vile arts of necromancy and demonology - but sometimes you wonder what it would be like to wield such power...

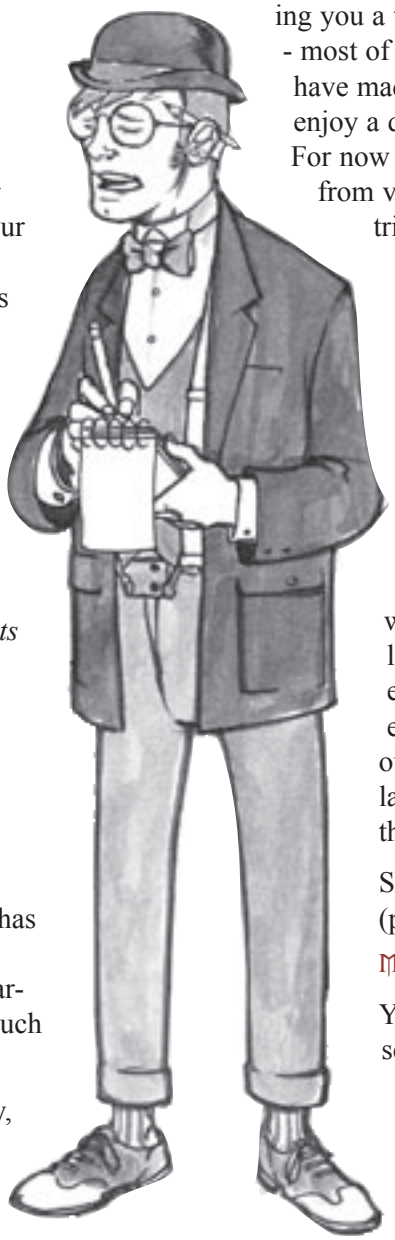
Note: if you want to play a Thaumaturge, you must remember to spend option points on magical ability from the talents section of the next stage, ***option points****.*

Skills: thaumaturgy, science, linguistics, occult lore, astrological lore, concentration.

Highwayman (lower class)

Although the arrival of the train has taken a lot of trade off the roads, there is still enough coach and carriage traffic for a skilled bandit such as you to ply a living.

Skills: pistol shooting, swordplay, horse riding, drive carriage, impress, bull!, improvised weapon, athletics



Journalist (middle class)

The power of the press is starting to flex its muscles, and you are always looking for the latest news, gossip or scandal to sell your agency's newssheet. It's a competitive business so you and your colleagues need to supply the stories for several editions a day.

Skills: empathy, literacy, bull!, photography, art: creative fiction *(custom skill)*, charm & impress.

Itinerant peddler (lower class)

You are an opportunist of the first order. Many people scorn you and despise your ways calling you a thief, tinker, gypsy or vagabond - most of them are right. Someday you will have made enough money to settle down and enjoy a quiet life without dodging the police. For now you are out on the road travelling from village to village liberating and redistributing the wealth.

Skills: drive carriage, bull!, conceal item, sleight of hand, act, trust *(custom skill)*, navigate

Itinerant entertainer (lower class)

You are one of a dying breed, the travelling showman. To many of the villages and small towns that you visit with your act you are the only person that they know who has seen farther than the valley. Someday you will have made enough money to settle down and enjoy a quiet life. For now you are out on the road travelling from village to town to village entertaining the working peoples as best you can.

Skills: drive carriage, bull!, act, art (play flute), impress

Medium (middle class)**

You make a living by organising séances for those with an interest in the uncanny, admittedly your séances are merely acted out, but you do have

some knowledge of the unknown.

Skills: etiquette, occult lore, acting, fashion sense, bull!, astrological lore, sleight of hand, literacy

Note: if you want to play a true medium rather than a charlatan, you must remember to spend option points on at least one medium ability from the talents section of the next stage, ***option points***.

Navvy (lower class)

Navvies are the labour force for the huge engineering projects of the empire, trained in the use of demolition equipment and railroad building, which is where they are most commonly found. Railway construction 'navvy gangs' possess highly prized skills in the rising world of railway construction and are rarely out of work. Navvies have a great reputation for drunkenness, disrespect, violence and lewdness.

Skills: blacksmith, demolitions, brawl, improvised weapon, navigation, athletics, civil engineer

Orderly (lower class)

You are a military butler, you tend to the every need of the officer that you serve. As friend, aide and 'batman.' at the moment you are in your home nation either with your master at his home, maybe he died in combat and you have made your own arrangements, maybe you (or he) were dismissed dishonourably – why?

Skills: etiquette. Brawl, pistol shooting, improvised weapon, trust *(custom skill)*, and drive carriage.

Petty conjurer (lower class)**

You are a magic user, but not an academic of the guild. Rather, you are one of those the guild would suppress. All the abilities you already know are completely self-taught. You are capable of learning spells from journals, but simply have not had access to any yet. You often find it to your advantage not to make your expertise public it often causes mistrust.

Skills: enchanting, Human perception, hide, brawl, occult lore.

Note: if you want to play a 'petty mage', you must remember to spend option points on magical ability from the talents section of the next stage, ***option points***.

Physician (middle class)

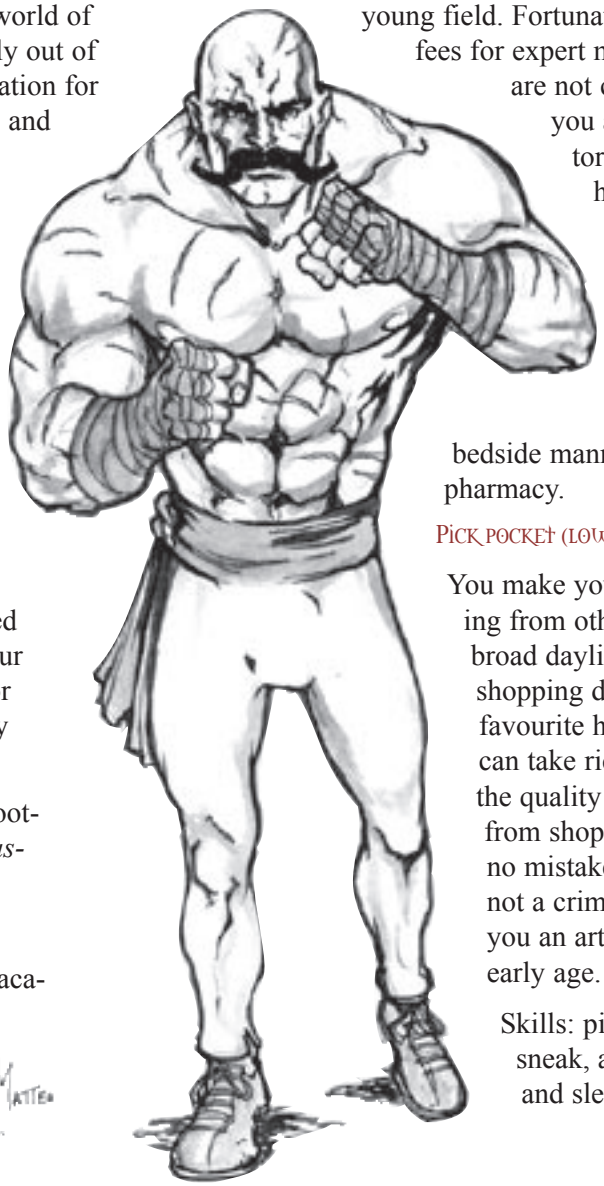
Trained in the science of medicine, you are one of the few who are adept in this still young field. Fortunately for you the fees for expert medical attention are not cheap, whether you are a private doctor or working at a hostel for the less fortunate.

Skills: medicine. Science, Human perception, art (stitching), bedside manner (Aka bull!), pharmacy.

Pick pocket (lower class)**

You make your living by stealing from others, often in broad daylight. The bustling shopping districts are your favourite haunts where you can take rich pickings from the quality as they walk from shop to shop. Make no mistakes, your trade is not a crime, it is an art and you an artist trained from an early age.

Skills: pick pocket, hide & sneak, athletics, appraisal, and sleight of hand



Prize-fighter (lower class)

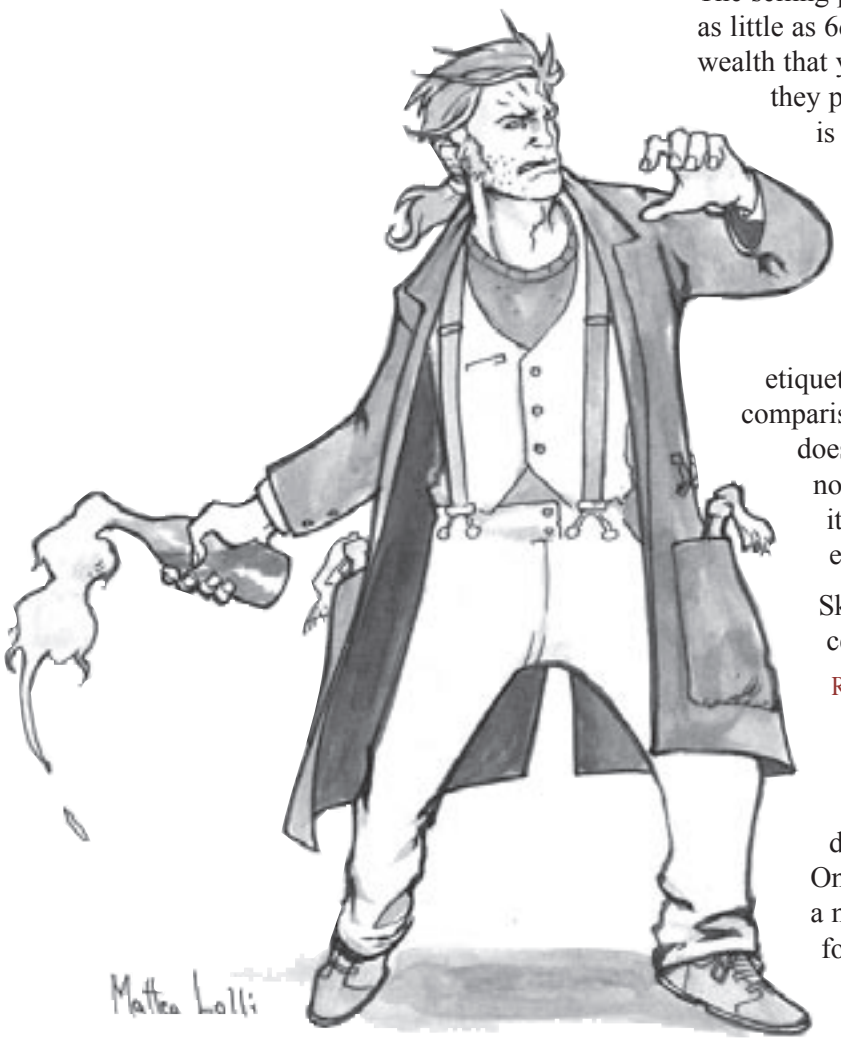
A modern gladiator, your sport of bare-knuckle lighting is becoming illegal in many areas but is still highly popular.

Skills: brawl, improvised weapon, athletics, intimidate, impress

Poacher (lower class)

You prowl forests in search of the local lord's deer, pheasants and other prey. You have to be careful and quiet to avoid the gamekeeper. You see townsmen as foolish loudmouths. You're also a wanderer, and innately curious about anything new in your area.

Skills: athletics, sneak, tracker & scout, rifle marksmanship, archery, perception



Policeman (lower class)

The police are still a new introduction in England, more often than not these officers of the law act just as brutish as the criminals during an investigation. Corruption is commonplace and investigations are rarely anything near thorough. Are you a beat bobby, or a river police officer solely investigating pirates?

Skills: brawl, hacking & bashing, oratory, drive carriage, legal matters, Human perception, literacy

Prostitute (lower class)**

You ply the oldest trade, your body. Trying to survive on your own is difficult in the cities of England money goes fast. Fortunately you can usually earn enough for each night as it comes. The selling price for flesh in the slums can be as little as 6d for an evening. Much of the small wealth that you gain is lifted from one pocket as they pay out of the other. If your ***presence*** is 4 or higher then you can have risen out of the slums and own your own flat to receive your 'gentleman callers'. With a fixed address it is unlikely that you indulge in petty theft, replace the skills scrutinise and pick pocket with seduction and etiquette. A male prostitute is a rarity in comparison to his female counterpart, but he does exist. Victorian society simply cannot deal with the issues of homosexuality, society refuses to acknowledge its existence.

Skills: bull!, pick pocket, impress, conceal item, scrutinise.

Revolutionary (lower or middle class)**

You are a politician, a rabble-rouser, a mob leader, no doubt at some time you have been called all of the derogatory names that society uses. One thing that you have always been is a man of faith and conviction. It is time for change, and you could cause that change.

Skills: conceal item, brawl, oratory, demolitions, speciality: revolution-

ary literature, bull!, pistol shooting, literacy

River Pirate (Lower Class)

You make your living by looting and pillaging shipping along the coasts and rivers. In cities such as London your kind is a plague to commerce. You and your peers have connections among the dockhands who tell you about choice targets in return for a cut of the take.

Skills: perception, small boat pilot, athletics, appraisal, improvised weapons, brawl, dodge! Pistol shooting, swordplay.

Seaman (Lower Class)

A sea faring man born and bred. You make up the crew of the clippers that link the nations of the world in trade. Most of your adult life has been spent on the high seas, sailing to exotic ports across the empire. Maybe you are an officer (petty officer/1st mate/ quartermaster) on your ship.

Skills: athletics, brawl, small boat pilot, sea captain, and navigation.

Servant (Lower Class)**

Practically all upper and middle class households keep at least one servant in retainer, depending on age you could be anything from maid to cook. If you have an intellect of 3 or more then you could be a butler or housekeeper.

Skills: bull! Conceal item. Etiquette, listen, if you are a butler or housekeeper, then you also receive the skill 'stiff upper lip' (Aka trust, *a custom skill*).

Shopkeeper (Lower or Middle Class)**

As a shopkeeper you trade with the public on a daily basis, you probably rent your shop and live above it. What did you sell in your shop? Curiosities? Books? Food? Shoes or clothes? Rags & iron?

Skills: trade *(custom skill)*, business protocol, bull!, accountancy, specialty: (choose subject connected to shop goods)

Smuggler (Lower Class)**

There is a lot of business for those with your skills most things are legal in England but still nobody likes to pay taxes on their cigars, spirits, etc. If it sells, then you provide. Some smugglers even sell slaves, despite its illegality a surprising number of young boys and girls arrive on and leave European shores as slaves.

Skills: small boat pilot, pistol shooting, brawl. Navigate, hide & sneak, athletics, business protocol. Appraisal.

Socialite (Upper Class)**

You are one of the fashionable set. A wallflower or swell. Your days are spent in gentlemen's clubs, afternoon teas, croquet or tennis matches. Your evenings are spent at dances, dinner parties, operas, the theatre anywhere it is presently the right place to be seen.

Bull!, etiquette, drive carriage, horse riding, swordplay, seduction, and speciality: croquet rules. Fashion, dance

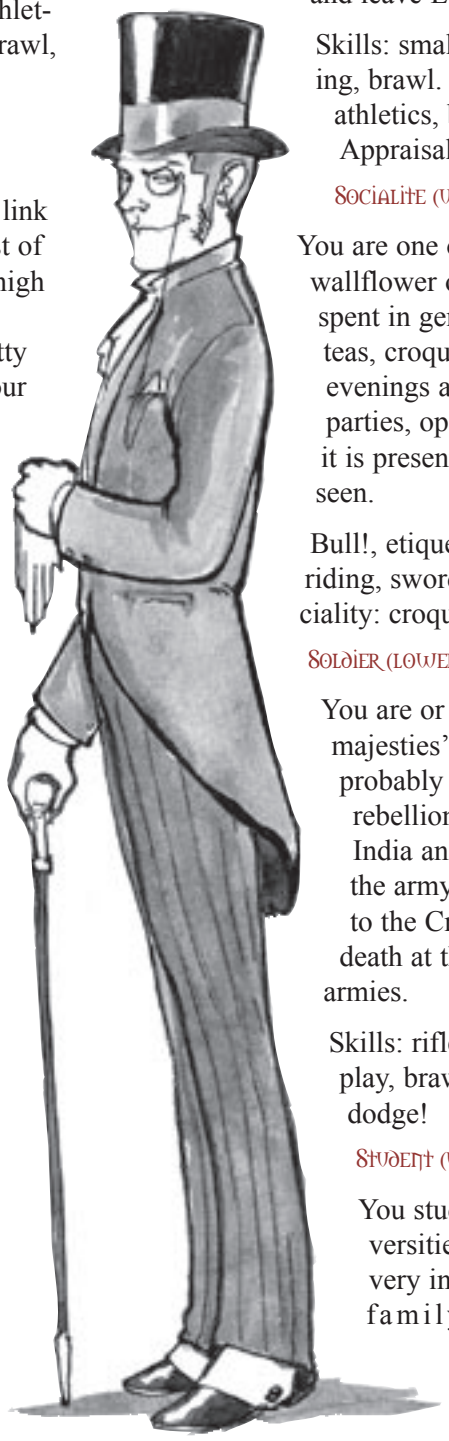
Soldier (Lower Class)

You are or are a soldier in one of her majesties' regimental orders. You probably fought in the first Boer rebellions or in the conquest of India and Africa. If you are still in the army then you could be shipped to the Crimea any day to meet your death at the hands of the Russian armies.

Skills: rifle marksmanship, swordplay, brawl, athletics, linguistics, dodge!

Student (Upper or Middle Class)

You study at one of Europe's universities; this is because you are very intelligent or because your family wish you are



Matteo Loll

and want you out of the way.

Skills: linguistics. Classical literature *(custom skill)*, science. education, Bull!

Thief (upper or middle class)**

You lead a secret life, dilettante by day and by night you steal from others, for others, a mysterious thief for hire. Usually hired with a high fee, you are educated and cultured, and plunder for thrills rather than pure profit, making you very different from the common & opportunistic footpad of the slums.

Skills: bull! Athletics, seduction, sneak, pick lock, scrutinise, swordplay, dodge!, literacy

Tosher (lower class)

The sewers beneath the cities of Europe are vast sprawling affairs, invariably infested with rodents. Armed with knife, nets and possibly a faithful Tosher-hound, it is your job to ensure that the aforementioned rodents do not overrun the city. Not an easy or pleasant job, and to top it all the interesting and provocative aroma that you carry with you has often been the downfall of an otherwise perfect evening.

Skills: brawl, tracker & scout (sewers only), swordplay. Perception, navigation

Woodsman (lower class)

You live a reclusive life by trade and choice, often the subject of bogie-man tales from the local villagers. You have become indifferent to the thoughts and notions of others, retreating instead further into the woods, back into the arms of nature to discover more of her secrets.

Skills: tracker & scout, medicine (natural remedies), swordplay, athletics, sneak

Creating your own experience package

It may well be that the examples provided don't quite fit with the way you envisage your character, well you can design your own past experience package.

Simply choose up to 10 skills from the '***skills divided by class***' table that you can explain your character has gained from childhood and past careers - justify them to the gamesmaster and the group.

Spend 30 points among those skills.

Easy!

Custom Skill List - Middle class

Accounting* (intellect)
Act (presence)
Ad hoc repair* (intellect)
Appraisal (intellect)
Art (specify) (presence)
Athletics (dexterity)
Blacksmith* (intellect)
Brawl (dexterity)
Bribery (presence)
Bull! (presence)
Bureaucracy* (presence)
Business protocol* (intellect)
Charm (presence)
Civil engineer* (intellect)
Conceal item (intellect)
Concentration* (resolution)
Conversation (presence)
Criminology* (intellect)
Cryptography* (intellect)
Dance (dexterity)
Deduction* (intellect)
Demolition* (intellect)
Disguise (intellect)
Dodge! (dexterity)
Drive carriage (intellect)
Education (intellect)
Etiquette (intellect)
First aid (intellect)
Forensic medicine* (intellect)
Forgery* (intellect)
Gambling (intellect)
Hacking & bashing (dexterity)

Custom Skill List - Upper class

Accounting* (intellect)
Act (presence)
Appraisal (intellect)
Archery* (dexterity)
Art (specify) (presence)
Athletics (dexterity)
Brawl (dexterity)
Bribery (presence)
Bull! (presence)
Bureaucracy* (presence)
Business protocol* (intellect)
Charm (presence)
Conceal item (intellect)
Concentration* (resolution)
Conversation (presence)
Dance (dexterity)
Deduction* (intellect)
Disguise (intellect)
Dodge! (dexterity)
Drive carriage (intellect)
Education (intellect)
Etiquette (intellect)
Fashion (presence)
First aid (intellect)
Gambling (intellect)
Hacking & bashing (dexterity)
Hide & sneak (dexterity)
High society (intellect)
Horse riding (intellect)
Human perception (presence)
Impress (presence)
Interrogation* (presence)
Intimidate (presence)
Language* (intellect)
Legal matters* (intellect)
Linguistics (intellect)
Lip reading (intellect)
Literacy (intellect)
Local expert (intellect)
Navigation* (intellect)
Occult lore* (intellect)
Oratory (presence)
Perception (intellect)
Photography (intellect)
Pistol shooting (dexterity)
Research (intellect)
Rifle marksman (dexterity)
Scrutinise (intellect)
Sea captain* (intellect)
Seduction (presence)
Sleight of hand* (dexterity)
Small boat pilot (intellect)
Speciality* (intellect)
Swordplay (dexterity)
Tactics* (intellect)
Teaching (presence)
Thaumaturgy* (resolution)

Hide & sneak (dexterity)
High society (intellect)
Horse riding (intellect)
Human perception (presence)
Impress (presence)
Interrogation* (presence)
Intimidate (presence)
Inventor* (intellect)
Language* (intellect)
Legal matters* (intellect)
Linguistics (intellect)
Lip reading (intellect)
Literacy (intellect)
Local expert (intellect)
Medicine* (intellect)
Military engineer* (intellect)
Navigation* (intellect)
Occult lore* (intellect)
Oratory (presence)
Perception (intellect)
Pharmacy* (intellect)
Photography (intellect)
Pistol shooting (dexterity)
Research (intellect)
Rifle marksman (dexterity)
Science* (intellect)
Scrutinise (intellect)
Sea captain* (intellect)
Seduction (presence)
Sleight of hand* (dexterity)
Small boat pilot (intellect)
Speciality* (intellect)
Streetwise (presence)
Survival (intellect)
Swordplay (dexterity)
Tactics* (intellect)
Teaching (presence)
Thaumaturgy* (resolution)
Throwing (dexterity)
Weapon smith* (intellect)

Custom Skill List - Lower class

Acrobatics* (dexterity)
Act (presence)
Ad hoc repair* (intellect)
Animal handler* (intellect)
Appraisal (intellect)
Art (specify) (presence)
Athletics (dexterity)
Blacksmith* (intellect)
Brawl (dexterity)
Bribery (presence)
Bull! (presence)
Charm (presence)
Conceal item (intellect)
Contortionist* (dexterity)
Dance (dexterity)
Disguise (intellect)
Dodge! (dexterity)
Drive carriage (intellect)
Enchanting* (resolution)
Etiquette (intellect)
Fashion (presence)
First aid (intellect)
Forgery* (intellect)
Gambling (intellect)
Hacking & bashing (dexterity)
Hide & sneak (dexterity)
Horse riding (intellect)
Human perception (presence)
Impress (presence)
Improvised weapon (dexterity)
Interrogation* (presence)
Intimidate (presence)
Linguistics (intellect)
Lip reading (intellect)
Literacy (intellect)
Local expert (intellect)
Mimicry* (presence)
Navigation* (intellect)
Oratory (presence)
Perception (intellect)
Pharmacy* (intellect)
Pick locks* (intellect)
Pick pockets* (dexterity)
Pistol shooting (dexterity)
Research (intellect)
Rifle marksman (dexterity)
Scrutinise (intellect)
Seduction (presence)
Small boat pilot (intellect)
Speciality* (intellect)
Streetwise (presence)
Survival* (intellect)
Swordplay (dexterity)
Teaching (presence)
Throwing (dexterity)
Tracker & scout* (intellect)
Ventriloquist* (presence)
Weapon smith* (intellect)

Option points

The final steps in creating your character are now ahead!

- Option points are a way of raising ***skill scores*** that you didn't have the points to raise as much as you wanted earlier, or even buying new skills to represent your characters hobbies, or personal studies in evenings or weekends.
- ***Talents*** can be bought with option points; talents are knacks or special abilities that your character knows.
- ***Perks & privileges*** can be bought to represent your characters standing and status in the world around him.
- Option points can be spent to buy ***property*** and ***assets*** to begin the game with. These things will still require money to maintain, but their purchase within game time can be incredibly expensive.
- You can buy ***raises*** to your derived characteristics.
- You can buy ***contacts***, who represent peers and colleagues, or who maybe owe you ***favours***
- If you want a ***magic using*** character or ***medium*** you can only buy those abilities with option points.
- After character creation, remaining option points can be converted to money at a £1 to 1 option point basis
- If you are running out of option points, you can garner some more by taking on board some ***complications***

Raising & buying skills

You can spend option points to buy additional skills on a one for one basis. You can also use option points to raise existing skill scores, even beyond six.

These skill purchases represent evenings and weekends spent pursuing the skill in question, only by applying such dedication can skills leap from professional to legendary proficiency.

Raising derived characteristics

It is possible to increase the value of a derived stat beyond its starting value. The chart shows what you get for each 5 option points spent.

+ 2 resolve

+ 1 running speed

+ 1 fortitude

+ 1 constitution

+ 4 health on the ***stun*** track

+ 2 health on the ***lethal*** track

Talents

Talents are an innate ability that cannot normally be learned or taught, such as a bump of direction or the ability to see in the dark. The list of talents below is a general one, gamesmaster's may be creative in adding more to the list. Each one of these talents costs 3 option points each.

The ability to use magic or medium abilities is included here in the talents section, without the appropriate talent a character cannot use magic and any related skills simply relate to study of the phenomena rather than its use. A character may choose 'medium' talents several times, and in conjunction with thaumaturgy or conjuring. However, 'thaumaturgy' and 'petty conjuror' do not mix, mo character can start play with both of these talents – they are mutually exclusive.

It is possible to purchase a magical talent and none of the skills associated with it, this would represent an unknown and previously untapped talent that could then be discovered and explored in game play.

Perks & privileges

Perks are useful items, privileges, or contacts a character has access to in a campaign. Perks can be special licenses or symbols of authority, friends, favours or fringe benefits accruing from a profession. They are purchased with option points just like a talent but the cost can vary as dictated below.

Contacts & favours

Everybody has at least some friends, and the same is true in Victoriana. Contacts are friends, colleagues or social acquaintances that you can turn to for information or aid when stuck. A contact might lend you small amounts of money, give you shelter, share information that will aid you. Aid from a contact is a two-way thing, they are people with agendas, priorities and a living to make as well and they might just as easily call in favours from you. When choosing contacts think about how your character met them, and what makes them friends.

- Every character starts the game with their ***presence*** score in contacts, additional contacts can be bought with option points. Due to the lack of social mobility in Victorian society the contacts you can choose are dictated by social class, choosing contacts from your own class costs one point per contact, but the cost of contacts in different social layers rises swiftly.
- Favours are a cheaper alternative to full contacts, but favours are a 'one shot' option; you can make use of the contact only once, but they must do what you ask (as long as its appropriate). You should think about what indebts this person to you – did you save their life? Or are you blackmailing them? If you choose to take a contact as owing you a favour only, the cost for the contact is halved.

TALENTS

Talent name	*Description*
Acute senses:	One of your five senses (sight, sound, smell, touch, taste) is extremely acute. If the sense is touch, you can read print with your fingertips, feel tumblers moving in a lock, and determine subtle differences in materials by feel. If the sense is smell, you can instantly detect people or substances by scent alone and can track them like a bloodhound. If the sense is sight, you automatically gain a + 1 bonus in all sight related perception checks, and treat all ranged attack modifiers as being 2 points less than normal. If the sense is taste, you can perceive subtle additions to food and detect harmful substances with the barest taste.
Ambidexterity:	You can use tools and weapons with either hand at no penalty (normally -3 for using off-hand).
Animal empathy:	Animals like you; they will never harm or attack you unless severely provoked. You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you ask them to.
Beautiful/ handsome:	You are extremely good looking; people will automatically stop and stare at you when you pass, and you are generally surrounded by admirers. In addition, you automatically have a + 1 bonus to your ***charm & impress, act,*** and ***fashion*** skills.
Blind reaction:	You can counterattack (in hand to hand only) with no negative modifiers for darkness or being obscured (normally -4), even if you can't see or hear your opponent.
Combat sense:	Your reflexes are keyed for danger; you automatically react faster to danger than anyone else; when rolling initiative, you roll 3 dice and keep the 2 highest.
Common sense:	You always look before you leap; the gamesmaster must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. He doesn't have to specify the danger, just that "this might not be a smart idea..."
Direction sense:	You are never lost; always know where north is and can orient yourself easily without any external cues.
Double jointed:	You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles, or nets.
Eidetic memory:	You never forget anything you have read, seen, heard, smelled, or touched.
Faith:	You have a genuine link to a guardian angel in the celestial heavens and you can channel their power to perform miracles via the ***faith*** skill. See the magic & mediums section for more. Note that all faiths have their own guardian angels.

Talent name	*Description*
High pain threshold:	You are especially resistant to pain and shock. When wounded, you will reduce the amount of ***stun*** taken by 2 points each time and the effects of impairing wounds by –2.
Immunity:	You are immune to the effects of one specific poison or disease group (must specify).
Intuition:	You have an uncanny feel for hunches; the gamesmaster will give you a chance to make a perception roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.
Light sleeper:	You wake instantly from even the lightest touch or smallest sound (no perception check required).
Lightning calculator:	You can automatically do calculus in your head without using any aids.
Medium:Channeler	You have a genuine link to other planes and you can communicate beyond the earthly plane via the ***channelling medium*** skill. See the magic & mediums section for more.
Medium:sensate	You have a genuine link to other planes and this link expands your mortal senses via the ***sensate medium*** skill. See the magic & mediums section for more.
Night vision:	You can see in all but absolute darkness.
Perfect pitch:	You always know if something's in tune, and automatically gain a + 3 bonus in any musically related task (singing, playing instruments, etc).
Petty conjuror:	You posses the ability to perform enchantments and you might even command the embodiments of nature. You should review the magic & mediums section for details of how to purchase some starting enchantments with your option points.
Rapid healing:	You heal extremely fast, recovering an extra 3 hits per time unit in addition to your normal healing rate.
Simulate death:	You can lower your heart rate and breathing to such a low level that it is ***extremely difficult*** to tell whether you are dead or not.
Speed reader:	You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).
Thaumaturge:	You posses the ability to alter reality itself through the control of sorcery. You should review the magic & mediums section for details of how to purchase some starting spells with your option points.
Time sense:	You always know what time it is, always know how much time has elapsed between the present and the last time you checked.

PERKS & PRIVILEGES

Perk name*, *(Class & Cost)*, *description

Private club membership (upper/middle, 3) You are a member of a gentleman's club. You have the right to utilise the clubs bar, smoke and games rooms, saunas, overnight rooms, and most importantly you have access to the opinions and advice of other club members. Clubs are fiercely proud of the reputations and standing, and will not tolerate members who might lower that reputation.

Private club membership -elite (upper, 5) You are not only a member of a gentleman's club, but you are one of the highly regarded elite within the club. You have all the rights of 'club membership' above, and in addition you have the power to black ball or approve other members in a vote with the other elite of the club. Other members frequently attempt to gain your favour in order to rise within the clubs social ladder.

Pub regular (lower, 3) You are a regular habitué of a public house or tavern. Your face is familiar to the staff and other patrons, when needed you can get limited credit for your drinking, and might find your familiarity makes other patrons more conducive to talk or deal with you.

Pub regular-landlord's mate (lower, 5) Not only are you a regular in a public house, but also you are good friends with the landlord. When needed you can ask him for the use of a room above the pub to stay in (for short periods). Although sometimes your assistance is required with the removal of unwanted custom.

Union member (middle/lower, 3) Most professions have a 'union', for a modest subscription these organisations can advise of the location of new work contracts to bid for and offer some small support in times of unemployment.

Public carriage license (middle/lower, 3) You have a license from the civic authorities to offer transportation in your carriage in return for pay in accordance with city guidelines. The cab drivers union drives non-license holders out of business swiftly.

Perk name*, *(Class & Cost)*, *description

Medical practitioners license (middle, 3) You are a registered doctor, and as such can legally dispense medical advice, and occasionally might even be called upon by the hospitals or authorities of the area for your professional opinions.

Warrant card (middle/lower, 3) You hold a 'magistrates warrant', which entitles you to pursue, and detain criminals in exchange for pay. Although the police technically deal with urban crime, most rural areas still depend upon 'bounty hunters' such as you to police their citizenry.

Theatre box (upper/middle, 1) You are a regular attendee at a specific theatre or playhouse, and as such have a subscription to a private box which you can attend to view any ongoing production.

Thaumaturgical doctorate (upper/middle, 3) You are registered with and licensed by the guild, to be a practitioner of magic. This option only covers the study and use of thaumaturgy; all other uses of magic are illegal, even for a license holder. As a license holder you are automatically an 'associate' member of the guild and have access to their member libraries, you also receive their newsletters and journals discussing magical theory.

Hero (any, 5) You have been recognised for courage and bravery, either in military action, or in response to a disaster of some kind. People may recognise your name, and your reputation therefore will affect their opinions of you.

Paragon (any, 3) You are locally renowned for your good sense, morals and ethics. People may recognise your face or name, and your reputation therefore will affect their opinions of you.

Blackguard (any, 3) You have been recognised as flaunting societies conventions, and polite society is appalled by your actions - but you and the stories around you nonetheless fascinate many. People may recognise your name, and your reputation therefore will affect their opinions of you, in the case of rebels, criminals or revolutionaries the reputation is favourable.

Contacts & Favours

Cost in Presence or Option Points

Your social class	*Upper*	*Middle*	*Lower*
Upper	1	2	3
Middle	2	1	2
Lower	3	2	1

Sample Contacts

Barmaid	Footpad	Mudlark	Prostitute
Beggar	Guild lecturer	Smuggler	Pub landlord
Cabby	Gutter Quack	Squire	Reclusive inventor
Charity Worker	Gypsy	Pagan priestess	Revolutionary
Costermonger	Industrialist	Pagan woodsman	Rural Squire
Detective	Investor	Physician	Sailor
Dockhand	Labourer	Police sergeant	Servant
Factory worker	Labourer, Ogre	Priest	Soldier
Socialite	Lawyer	Professor	Street urchin

Property & Assets

In this section you can buy some of the larger trappings of a Victorian adventurer's life such as property, transport, or livestock.

Such items are well beyond the starting funds that might be available for characters, even if you turned all your option points into ready cash in character creation.

We also give you the option of buying an income. This income is intended to offset the ongoing costs of property and day to day life, we don't want you to get bogged down recording every shilling and penny that your characters spend on meals each day!

The incomes below reflect part time employment, after all your character is going to be spending significant time adventuring which isn't conducive to full-time employment; so we'll be generous and assume that your character can gain his income from investments (upper and middle class), or from consulting contracts (middle class), or from occasional labour contracts (lower class) and crime.

Incomes are listed with a ***petty cash*** figure in their descriptions, this cash figure is the amount of petty cash a character has available at any given time during the game. Whenever a character wants to buy something, if its cost is less than your income you can have the item without crossing off any money. If the purchase is more than your income you must supply the difference from whatever other fortunes your character has amassed so far during game time.

Social class limits the availability of property and assets, a lower class character cannot start with a 'fashionable Kensington flat', an upper class character cannot start with lodgings at a 'padding-ken'. Even though the ***option points*** costs are similar the two social classes reflect different worlds that will take much dedicated fortune seeking (or ill fortune) to cross. We realise it isn't fair and we sympathise, but then the Victorian world most defiantly isn't fair!

Another point to bear in mind is that most upper class assets are provided by the family, an ill-

PROPERTY & ASSETS

Asset (class & Cost)

Ancestral estate (upper, 5) You live on an ancestral estate, with several of your family (close and extended) and a flock of servants. You do live in pampered luxury, but as a penalty you have little privacy and your time and pastimes are frequently accountable to others. The estate might be rural, and surrounded by the cottages of workers on the estate, or it could be an urban mansion in a private enclosure.

Barge (any, 2) You own a river barge moored locally, the barge could be used for cargo, or you might live upon it – or both. Such lodgings would be cramped for more than two.

Barrow (lower, 3) You own a street barrow; a common sight in streets and markets. Usually hand pushed, it might be horse drawn. You should decide what you sell from yours – food, hot coffee, ribbons, or cloth?

Bolt haven (any, 2) You know a secret place where, by trespassing, you can shelter from harm; it might be an abandoned warehouse, or a dry section of sewer, or a secret entrance into the loft or basement of a large building such as a theatre. Regardless of the location, the space is both free and hidden – but the longer you spend there the more likely your refuge is detected.

Coach (any, 5) You own a coach, you can use it to transport yourself, but it is more likely used to convey others in return for coin. Coaches require two horses (included in the option points cost).

Fashionable city flat (upper/middle, 4) You own a fashionable flat in a wealthy part of a Europen city. You might live there, or it might be a second residence for entertaining others. If you choose an allowance for an income (or choose no income) then the flat is family property, if your income is independent then the flat is truly yours.

Fashionable city villa (upper/middle, 5) You own a fashionable villa (detached house) in a wealthy part of a Europen city or suburb. You might live there, or it might be a second residence for renting to others. If you choose an allowance for an income (or choose no income) then the villa is family property, if your income is independent then the villa is truly yours.

Asset (class & Cost)

Fashionable country villa (upper/middle, 5) You own a fashionable villa (detached house) in the country, such homes are usually quite isolated and with spacious grounds. They are normally used as holiday retreats, or retirement homes rather than everyday residences. If you choose an allowance for an income (or choose no income) then the villa is family property, if your income is independent then the flat is truly yours.

Frendal lizard (any, 3) Originating from India Frendal lizards are a popular exotic pet for the wealthy, they look like dragons of old shrunken to the size of a small dog, and are intelligent enough to be trained like a monkey.

Hansom cab (any, 3) You own a cab; it is used to convey others in return for coin. Cabs require a horse (included in the option points cost).

Horse (any, 2) You own a horse. It could be a riding horse, or a draft horse for pulling a coach/cab/cart/barrow.

Hunting dog (any, 1) You own a hunting dog. Such dogs are highly trained to follow commands such as 'sit', 'stay', 'fetch' and 'kill!' hunting dogs are aggressive and considered very valuable.

Independent income (upper, 5) You have made your own investments and speculations and as a result have an income that you can call your own, rather than relying on handouts from the family. ***Petty cash:*** £1

Irregular income (lower, 1) Your trade is erratic, or maybe you are just unlucky or disorganised. Whatever the cause your fortunes frequently fluctuate and you can never depend on the contents of your purse. ***Petty cash:*** 1 to 6d, roll one dice to see how many pence are in your pocket whenever you want to purchase something.

Meagre income (middle/lower, 3) You have a regular self-generated income and you can meet your regular bills but you don't have much left over for luxury! ***Petty cash:*** 6d

Asset (class & Cost)

Padding ken lodgings (lower, 1) You live in a slum lodgings house, you share a small room with up to ten others, and your bed is sometimes as crude as a pile of dirty straw in a corner. Padding kens are havens of crime and villainy and your privacy and property are never truly safe in such an environment.

Padding ken landlord (lower, 5) You run a slum tenement, it shelters the gutter poor and criminals of the area in exchange for 1d a night. Frequently a haven of extortion, robbery and prostitution, you need to demand money upfront as otherwise your clients invariably leave without paying.

Regular allowance (middle, 3) You have a regular allowance from your family patriarch – typically your father or grandfather. The money is yours to do as you please with in most ways, but wanton waste and extravagance are not tolerated. ***Petty cash:*** 10s

Regular allowance (upper, 3) You have a regular allowance from your family patriarch – typically your father or grandfather. The money is yours to do as you please with. ***Petty cash:*** 14s

Regular income (middle, 5) Your trade or investments provide you with a regular income that you can call your own, rather than relying on handouts from your family. ***Petty cash:*** 12s

Rented court lodgings (lower, 2) In the poorest sections of the city there are warrens between the streets, crammed with ramshackle buildings, you live in just such an area. You have a single room that you call your own; sanitation is poor, usually provided with a communal lavatory and open wash area to provide for the whole court.

Rented terrace house (middle/lower, 3) You live in a terraced house, its small but there's enough rooms for privacy among a family and your own washing amenities.

Asset (class & Cost)

Respectable boarding house (middle, 3) You live in a boarding house, such houses consist of 2-4 self contained flats governed by a communal house keeper and servant staff who cook and clean for all occupants at set times. Typically there are only 1-2 occupants in each flat, usually single professionals or young couples not yet fully on the property ladder.

Shop (lower, 3) You own a small shop in a lower class district; think about what it might sell, food? Furniture? Second-hand clothes? Iron & rags? Do you buy your stock from suppliers or local thieves?

Shop (middle, 5) You own a shop in a respectable or perhaps even a fashionable area. Think about what it might sell; maybe the latest fashions? Imported furniture? Toys and curiosities? Books?

Spacious town house (middle, 5) You own a town house in a respectable area; it is large enough for privacy and entertaining and even has room for servants. Such houses are usually terraced, but in the suburbs it might be semi-detached.

Stable, rank & mews access (any, 1) You have access to a coach & cab company's facilities and drive as a cabby or coachman for them, sometimes you can borrow a vehicle for your self – for a small amount of time anyway.

Tosher hound (any, 3) You have a faithful companion, more loyal and fierce than any man. This faithful ratting terrier is never far from your side, and the highly intelligent dog is a huge asset in the subterranean world below the cities of Europe.

Wardrobe (upper, 1) You have an extensive wardrobe of expensive, fashionable clothes to suit all occasions.

Wardrobe (middle, 1) You have a selection of well-made, respectable clothes for most occasions.

Wardrobe (lower, 1) You have a single set of second hand woollen and canvas clothes and a bundle of spare rags for the winter.

behaved nobleman or woman can find privileges and assets cut off at the gamesmaster's discretion, whereas the lower class characters meagre assets are all gained by personal toil and cannot be curtailed or snatched back by an overbearing parent.

Pooling option points

A group of players may pool their option points to purchase a property. This ruling only applies to property.

Gear, equipment, cash

Any option points you have left at the end of the character generation process are converted into money at a ratio of 1 option point to £1. You can look through the commodities chapter and spend some of it or keep it for use in the game.

The choice is yours!

Complications

Running out of option points?

One way to get more option points when creating a character is to take on a few complications- social, mental, physical, or emotional situations/ problems that define and enhance your character. Taking complications allows you to ***add*** to your characters available option points. You should think about how your character came by these quirks, problems or situations and spend some time to link them into your character's history.

- You may only take 3 complications; only one may be a mental complication.
- Your first complication gives you an extra 5 option points, the second gives you an extra 3 option points, the third complication gives you 2 bonus points.
- Eldren are the sole exception to this in that they must take a mental complication as a racial penalty, and this does not count towards the maximums stated above.

Physical complications

Complication	*Description*
Fits	You fall into convulsive fits that incapacitate you. Stress related, the fits are rare, but you have little warning beforehand.
Glass jaw	You are vulnerable to knocks to the head, and attacks that strike you in the head do double the stun damage that would normally be done by the attack.
Missing limb	You are missing a limb or extremity, it could be a war wound or the result of medical attention. Missing feet or legs will halve your movement speeds.
Partially deaf	You are hard of hearing. Generally, to make a hearing based perception check, you will need to beat a target number 4 points higher than everyone else.
Skin complaint	You suffer from rashes or epidermal infections, as a result all charm & impress difficulties are 4 higher than normal.
Partial blindness	Your eyesight is impaired in some way, it might be an infection, or a missing eye. Regardless in any sight based perception checks and ranged combat rolls, you will need to beat a target number 4 points higher than everyone else.
Speech impairment	Your voice is somehow damaged. When you speak, you can: only whisper, stammer or stutter.

Mental complications

Complication	*Description*
Absent minded	You have strange lapses of memory; you often forget important things, even things that have only just happened.
Alcohol problem	You have a drink problem, whether its cheap gin or expensive champagne that you overindulge in, overindulgence is the key. Every time you are under mental or emotional stress you should roll ***resolution*** or start a drinking binge.
Dyslexia	You see letters and numbers as a jumble, or reversed. The Victorian age does not recognise dyslexia, and if brought up in a literate environment you might be considered mentally 'backward'.
Intolerant	You're bigoted and intolerant of those who are different from you, even by Victorian standards. You need to roll ***presence*** when encountering people from different cultures and social classes or inadvertently offend them with your offensive assumptions and ignorance.
Jealousy	You are jealous to the extreme. Obsessive and watchful of the one you "love". Whenever you observe them socialising you must make an ***intellect*** roll not to invent and assume the worst.
Lecherous	You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments, you should make ***resolution*** rolls to resist your base urges.
Narcissist	You are obsessed with your good looks, and obsessed with the steady creep of age and decay. You must roll ***resolution*** to resist flattery.
Opium addict	You are dependant on the 'black smoke' and if you do not partake on a regular basis you become mentally and emotionally unstable. Every time you are under mental or emotional stress you should roll ***resolution*** or hide from your problems with an obliviating pipe.
Phobia	You have a phobia; an unreasoning fear of some common thing, such as dogs, heights, confined spaces, sounds or colour. When faced with your phobia, you become irrational and must attempt to end the exposure as soon as possible.
Policy of truth	You are honest to a fault, whenever you should lie you must roll your ***resolution*** or the truth comes flooding out.
Rage!	You're just irritable, all the time. When your temper flares you must make a ***resolution*** roll or lose all perspective and burst into a violent outburst.
Shy	You hate dealing with others and will need to make a ***resolution*** roll to overcome your nature in intense social situations.
Stubborn	You just hate to give in-to anyone, and when someone disagrees with you must make a ***resolution*** roll or go to amazing extremes to prove you're right.

Enemies

These are forces that are actively working against you. Enemies are always more powerful than you. But you must choose whether your enemy is a single powerful individual with a burning hatred of you, or a group with numerous members of lesser capabilities individually who simply dislike you.

You might defeat an enemy several times, or return the slights of a group bearing a grudge but such defeats typically only serve to fuel the enmity further.

Examples might be…

A local crime mob

A lone demonologist

A revolutionary cell

A Scotland yard detective

A single criminal mastermind.

A single political or religious fanatic

The local police force

Social complications

Complication	*Description*
Public figure	You are newsworthy and your activities rate an article if a reporter is nearby no matter how unwelcome their intrusion.
Bad rep	People "know" about you. At least, everyone in the area has heard a story or two, even if untrue. When you are mentioned or seen, you are frequently recognized as a traitor or untrustworthy criminal of the direst kind.
Personal habits	People just can't stand you. Maybe it's the bad breath or the nose picking, but they frequently find you annoying.
Foreigner	You're not European, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous.
Distinctive features	You stand out and are noticed in any crowd, attempts to disguise your striking or stunning features are more difficult by 4.
Code of honour	These are the personal rules you will not break, no matter what. A code of honour might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood.
Vow	This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid ring into that distant volcano.
Dependents	These are those who need your protection and help. They could include children, family, or friends.

Complications with property & assets

Asset	*description*
Annoying house mate	You share your property with a house mate, or an unwanted family guest. They constantly have their nose in your business, criticise, borrow thing without asking, don't pay their way – the list of the annoyances could be endless, but for some reason you're stuck with them – why?
Insufficient income	You actually don't earn enough to meet your lifestyle. As you always have a line of debts to pay 10% of all money you do gain in game time goes straight to paying off bar tabs, and gambling debt accrued from your spendthrift lifestyle.
Aggravating landlord	Your landlord hates you; he is looking for any excuse to get you out of his property and is always complaining about something.
Irksome neighbours	Your neighbours dislike you; there are constant complaints about the noise or smells coming from your home. Also your activities are the subject of incessant observation and gossip.
Police harassment	The local police frequently taunt and harass you over trivia, and blame you for things that are obviously nothing to do with you.
Protection racket	Local thugs extract 20% of your petty cash or they will destroy your property or livelihood.
Lawyers	Somehow you are wrapped up in an extensive legal case, the cost of the lawyers drains 40% of your petty cash.
Black sheep	You are a black sheep among your family, profession, or union, there has been some argument, some perceived slight or dishonour around you – real or imagined. Your family watches you closely and will disown you if you embarrass them again.

Finishing touches

Characters are more than scores on a piece of paper; this is why they are called characters and not counters or playing pieces. Who is your character? Why does he seek adventure? What was he before he started to adventure? You should now think about your character's past experiences, his starting assets, contacts and any complications you have chosen and think about what he is doing now. If your character was a mud-lark who ran off to join the army, is he still in the army? Is he on leave – did he leave or was he discharged?

Also think about the following things…

Name

If you haven't done so already choose a name that you find appealing. In the middle and upper class there is a trend toward long-winded "authoritative" Christian names, but this is not at all the majority. Apart from that note, the classes of England use naming that would be given to a child today.

Character appearance

What does the character look like; does he have any distinct features or mannerisms? What clothes does he wear?

Fashion and clothing is a booming business, for those with the money to spare on such extravagance, fashion changes with each season – for those with no money hand me down rags are readily available. Society places great store in presentation, and those who can afford the latest wardrobe and styles are universally well regarded.

Clothes are made from natural fibres, typically wools and cottons among the middle class. For the wealthy, silks, velvets and linens are the norms.

In Europe, it is considered fashionable for men to sport facial whiskers of all styles, the morning suit is the height of fashion; also popular with the middle class is the frock coat. A waistcoat, hat and gloves are essential.

For ladies it is considered beautiful to have porcelain white skin, making the use of make up common. A respectable lady always wears a corset despite the fact that some have suffocated while wearing them. The present ladies evening fashion is for the crinoline dress. For daytime, the bustle dress is fashionable. Whatever the style, a dress always reaches the floor (for a lady's legs or ankle to be revealed is, after all, highly provocative). Finally no respectable character is seen walking without a cane or parasol. In harsh weather both genders don huge woollen or fur greatcoats to protect against the elements.

Colours vary dramatically, but the middle class tends toward sombre black and dark neutral shades, while the opulent and flamboyant upper classes frequently array themselves in a bright variety of hues.

The poor to a man cannot afford fashion, and uniformly dress in a ramshackle variety of rags and used clothes, bleached of colour and distorted in shape. Underclothes and changes of clothes are both luxuries for the lower class.

Birthplace

It will make things a lot easier if everyone is already in the same country. If you really want a character from one of the other countries then discuss it with your games master. You will need to have a reason why the character is abroad (visiting relatives, education at university, stowed away from own country). Also consider how long they can be around for and what funds or resources they have access to while in the campaign nation.

Age

The character's age is at the player's discretion. In our 1800's game world a male is not considered adult or able to vote until 21, yet the age of sexual consent is only 12! Women are expected to marry at 14-16 and considered old maids at 21.

An abundance of children as young as 6 work full time in the mills and factories, this is a typical example of Victorian society's dual values. Typical lifespan varies with class, the upper classes who can afford hygiene and medical care can expect to see their 7th decade before death comes. The lower classes are placed in conditions of such squalor that they rarely last beyond

50 before dying of chronic illness, exposure or exhaustion.

Personality

Everybody has a different view of the world, a different way of dealing with things that come their way. Player characters are not excluded from this. Choose an inner nature for your character from the list on the next page, or if you prefer make up another.

Social Ethics

What rules does your character live by? What is his view of the society around him? The answers to these questions define your character's 'ethics'. The society section contains a small list of social groups and their common ethics, look through them and see where your characters sympathies lie.

Personality Traits

Sample traits	*This person is...*
Paranoid	Everybody is looking at them! Everyone is laughing! The paranoid quite honestly feels that every whisper is a conspiracy', that every laugh is directed at them. There is no pleasing a paranoid.
Energetic	This person throws all of their energy into whatever they are doing, no matter how stupid or trivial. Their all or nothing approach is applied to their love life, work and leisure.
Pessimistic	In this person's eyes everything they do is bound to go wrong, they honestly think that nothing will ever go right for them. Even when they do excel themselves, it is not enough, because they know that no one will notice.
Perfectionist	Every thing that this person does is totally planned and organised. This person can leave nothing to chance; they find nothing more infuriating that a loose end, many often find failure a personal affront.
Sadistic	There is nothing this character likes more than another person's suffering. Often a sadist goes out of his/her way to upset another. Just so they can gloat afterwards.
Loner	This person finds it hard to accept friendship, they will always claim to having no friends and always claim to be alone. They often find themselves yearning for a relationship, but unable to deal with the prospect of sharing time with someone.
Sheep	This person has little use for independent thinking, they are happy to follow the herd in clothes, music and politics, and just don't understand the burning need to stand out that some others possess.
Masochist	These people are not happy unless they are hurting in some way, whether it be physical pain, emotional stress or financial pressure.
Jaded	This person is constantly seeking stimuli and entertainment. They have seen and done practically everything they could think of and now they are searching for new, less boring and passé thrills.
Cynical	This person has seen it, done it, read all about it and to be honest, the whole thing (whatever it is) makes him sick. The cynic's disillusionment with life, society and relationships is usually unbreakable.
Naive	This person has led a sheltered life. They often have poor character judgement and are used by others without realising. Their naiveté is like a shield from baser Human needs and activities. These people only believe the obvious, the possibility of an ulterior motive will not even occur to them.
Bruiser	This person prefers to barge through a situation with physical force. Never pausing for a moment to think about the situation. This person will ridicule those less physically powerful themselves and cannot accept the true power that a physically inferior person might wield.
Devious	This person is sneaky and deceptive in all matters, even when unnecessary. They act as though their life is a dark secret that has to be covered up. Many devious characters are compulsive liars.

PROVISIONS & COMMODITIES

The monetary system

All the countries of Europe use money, some currencies are worth comparatively more than others, but as the focus of this book is England and her empires, we shall supply costs in her currency of pounds sterling.

The currency of England is not an easy one to get to grips with, at its simplest it consists of pounds (£), shillings (s), and pence (d). There are 12 pence to 1 shilling. There are 20 shillings to one pound. When written in combination, the units are laid out thus:

£1.4/6

This is one pound, four shillings, and sixpence.

Pennies, shillings and pounds are not the only coins and notes in circulation in England, following is a complete list of coinage.

Coinage*				
Guinea	=	One pound & one shilling	= (21s)	252d
Pound	=	Two ten bob notes	= (20s)	240d
Ten bob note	=	Four half crowns	= (10s)	120d
Half crown	=	One florin & sixpence	= (2/6)	30d
Florin	=	Two bob	= (2s)	24d
Shilling, or 'bob'	=	Two sixpences	= (1s)	12d
Sixpence	=	Two thrupences	= (6d)	6d
'thrupenny bit' or 'thrupence'	=	Three pennies	= (3d)	3d
Penny	=	Two ha'pennies	= (1d)	1d
Ha'penny	=	Two farthings	= (½d)	0.5d
Farthing			= (¼d)	0.25d

**many of England's populace abhor the French decimal system, as it is too complicated!*

Clothing

Boots	£1.2
Bustle	1d
Cloth hat	10/6
Corset (cloth)	5s
Corset (whalebone)	18s
Crinoline frame	4s
Cuirass armour	£15
Dress	£1
Fashionable evening dress	£16
Fashionable morning suit	£5
Greatcoat	£1.12
Purse	2s
Silk stockings	10d
Leather workers coat	£1
Lined coat	£4
Money belt	1/8
Pair of belt braces	8d
Shirt	3s
Shoes	10s
Silk cravat	7d
Skirt	6s
Soldiers coat	£1.15
Suit	£1.10
Top hat	10s
Trousers	5s

Lodgings and dining

Lavish hotel, per night, per head	16s+
Respectable hotel, per night, per head	10s+
Average hotel, per night, per room	6s+
Slums lodging house, per night, per bed	1d+
Modest house, monthly rent	£30
Flat, rent per month	£10
Restaurant lunch	4s
Restaurant dinner	8s
Pound of beef	10d
Street vendors snacks (hot chestnuts, jellied eels etc)	½d
Loaf of bread.	1d

Medical provisions

Bandages (12)	1d
Cocaine (1 dose)	£1
Laudanum (bottle of 100 drops)	6d
Medical care, daily medical treatment by physician	£1
Medical care, first aid	1d
Medical care, guild healer, per spell	£10+
Medical care, poor ward access per day	2d
Medical valise (diagnosis kit)	12s
Pure alcohol, quart	7d
Surgeons knife & saw set	8s

Transportation

Bicycle, penny farthing	£7
Cab fare, per mile	6d
Cart (3 seat carriage with cargo bay)	£12
Cart horse	£12
Channel ferry passage	10s
Coach (6 seat carriage)	£40
Fine race horse	£30 +
Horse saddle & tack	£2.12
Open top trap (2 seat carriage)	£20
Postage, letter	1d
Postage, parcel	1s
Racing wyvern	£180
Riding horse	£20
Rowboat	£10
Sea voyage, transatlantic, first class	£35
Sea voyage, transatlantic, steerage	£7
Sea voyage, Asia, first class	£12
Sea voyage, Asia, steerage	£.5
Telegram, 12 words	6d
Tram journey, urban, per district	2d
Train journey, per county passed	1s
Wyvern saddle & tack	£6.l0s

Entertainment

Absinthe, bottle	10s
Beer, mug of	2 l/2d
Courtesan, one visit	L0s+
Fine wine, bottle	6s
Gin, bottle	3d
Music hall show	4d
Opium (1 pipe)	2/6
Prostitute, for one favour	6d+
West end opera, box subscription, per year	£400
West end theatre show, box	£4
West end theatre show, seated	L0s
Whiskey, bottle	4d

Tools

Chain. 4 foot	L0s
Crowbar	1/5
Glass cutter	4d
Hand drill	8/10
Padlock	10d
Rope, 4 feet	6d
Spade	2/7
Tool kit (basic tools)	£2.16
Clockwork mechanism repair kit	16s

Ammunition

Elephant gun shells (10)	£1. 6s
High cal. Pistol shells (20)	17s
Hvy rifle shells (20)	18s
Hvy. Shotgun cartridges (20)	16s
Lead (for 3 musket shots)	4s
Light shotgun cartridges (20)	12s
Low cal. Pistol shells (20)	12s
Med. Cal. Pistol shells (20)	14s
Med. Rifle (lever) shells (20)	16s
Med. Shotgun cartridges (20)	14s
Musket ball mould	12s
Musket cartridges (20)	6s
Percussion caps (50)	10s
Powder (for 30 musket shots)	3s

Miscellaneous equipment

Backpack	4/10
Bottle of ink	10d
Box camera	£3
Cheap gold ring	£1
Cigarettes (20)	2d
Dark lantern	4s
Photo developing kit	18s
Fake moustache & beard	4s
Fountain pen	4s
Grease paints, box of	4s.
Magnifying glass	12s
Make-up kit	10s.
Microscope	£3
Musical pocket watch	£2.4
Officer's camping kit	£3.2
Opera glasses	£2.14
Packet of camera slates	6s
Pet Frendal lizard	£8.5
Pipe	1/3
Playing cards	4d.
Silver crucifix / pendant	£.2
Silver pocket watch	£1.1
Small animal trap	5d.
Soap	1/6
Spy glass	17s.
Tent. 7x7x7 feet	13/8
Tin of tobacco	6d
Typewriter	£2.4
Umbrella	3s
Walking cane	2s
Wooden matches, box	1d

Miss Marianne van der Rynn 'the raven'

Marianne is Dutch by birth, but spent her childhood in London with only vague recollections of her deceased parents. At the age of 6 Marianne was unleashed upon the streets where she was swiftly initiated into a circle of pickpockets. Marianne has ever pursued the profitable currents of crime & vice; she dabbles in theft, blackmail, assault, and prostitution. Marianne has become well known across the London rookeries for her Eldren looks and cold heart.

Now, at the age of 18, Marianne is cold, without compassion. Any sense of love or mercy has been long washed away by the slums during an all too short childhood leaving her sharp-minded, shrewd and sometimes callous.

Characteristics: dexterity 7, body 5, intellect 6, presence 9, resolution 5, and luck 4

Race & social class: Eldren, lower class

Social ethics: anarchistic

Personality: a loner; Marianne feels that to trust someone makes you vulnerable to them, and so doggedly refuses close relationships.

Childhood experience: pickpocket

Past career: Criminatrix (custom)

Skills: pickpocket +4, dodge! +6, appraisal +2, bribery +2, bull! +5, conceal item +2, charm +5, hide & sneak +4, swordplay +6, streetwise +4, perception +4, literacy +1, linguistics +1

Talents, perks & privileges: beautiful, intuition, pub regular, blackguard

Property & assets: bolt haven, rented court lodgings, wardrobe, and irregular income

Complications: opium addict, distinctive features (that high presence really does stand out), police harassment

Weapons & accoutrements: 2x stiletto (2d6 lethal), corset (av 4), fur greatcoat (av 4), 2 doses of opium, cigarettes, opera glasses, dark lantern, and a make-up kit. Marianne has 10/4 in ready cash at the start of play.

Mr Jacob Lusk 'Lusk'

Jacob is a bitter & twisted creature. Born a ratman he has received the roughest treatment from all around him. His whole life has been a procession of jibes and beatings, until the day he hit back at a squire and made himself an outlaw. He swore that he'd make his name something to be feared by those who beat him and the helpless masses around him, and took up the beliefs of extremist bolshevism. Now Jacob can be found all over London organising marches, bombings, smear campaigns, sabotage, jail & workhouse breaks, and anything he can do to get back at the establishment that has damned him.

Characteristics: dexterity 7, body 8, intellect 6, presence 4, resolution 6, luck 5

Race & social class: Beastman (rat), lower class

Social ethics: Bolshevik

Personality: energetic: Jacob throws everything into his plans; once he starts on a course he will exhaust himself until an outcome of his choosing is resolved.

Childhood experience: mud lark

Past career: revolutionary

Skills: hide & sneak +3, conceal item +5, brawl +7, oratory +6, demolitions +3, bull! +6, pistol shooting +6, literacy +1, speciality: revolutionary literature +4

Talents, perks & privileges: rapid healing, acute sense of smell, blackguard

Property & assets: barge, irregular income

Complications: rage!

Weapons & accoutrements: knuckledusters, greatcoat (av 4), Mariette 0.36 pepperbox, 2 sticks of dynamite. Jacob has £3.7/2 in ready cash.

Sergeant Jack London 'Indian Jack'

Jack is a soldier, a veteran rifleman recently returned from active duty in Afghanistan. His early retirement was forced when he received a jezzail shot in the leg that shattered his left shin. One field amputation later, and Jack was sailing for home.

Although from a middle class family, jacks disability and meagre half-pay has slowly dragged him down into the slums – the only accommodation he can afford. Jack is shocked on a daily basis by the terrible conditions around him and often assists the various charitable ventures and reformists who venture into the area.

Jack takes his past vocation seriously, and considers himself a defender of the weak – he rarely starts fights, but he takes pleasure in finishing them quickly.

Characteristics: dexterity 7, body 8, intellect 5, presence 5, resolution 5, luck 3

Race & social class: Human, middle class

Social ethics: jack considers himself a good Christian and his ethics are a mixture of Anglican and chartist

Personality: perfectionist, jack cannot stand rashness & rushing. Perhaps he worries he'll loose his other leg.

Childhood experience: boarding school

Past career: soldier (95th Pennine royal guard)

Skills: literacy +3, education +4, athletics +3, linguistics +6, rifle marksman +8, swordplay +6, brawl +8, dodge! +6, etiquette +2, speciality: anecdotes from India +2

Talents, perks & privileges: combat sense, high pain threshold, paragon

Property & assets: meagre income (half-pay from the army, a compensation for his wound), respectable boarding house, wardrobe

Complications: peg leg (missing limb, Jack's old war wound).

Weapons & accoutrements: soldiers coat (av 4), greatcoat (av 4), musical pocket watch, pipe, Enfield rifled musket, Ghurkha knife (a vicious souvenir from his colonial tours, counts as a cleaver), 20 rifle cartridges, 30 percussion caps. Jack starts play with £15 in ready cash.

Mr Arthur Wescot 'the crime doctor'

Even as a small child, Arthur possessed a keen intellect and a love of logical puzzles. Unfortunately his parents could never afford the level of education that might have catapulted him into a profession, so Jacob contented himself with reading everything he could, whenever he could, and applying his powers of observation and reason to the everyday world around him. When his parents died of cholera several years ago Arthur inherited their small east London shop front, which he speedily reopened as a 'rare book and curiosity' shop. Arthur opens the shop several days a week, catering to collectors, eccentrics and intellectuals alike. He spends the rest of his time as a private detective utilising his amazing intellect to solve crimes and conundrums alike.

Characteristics: dexterity 4, body 3, intellect 10, presence 4, resolution 7, luck 5

Race & social class: Gnome, middle class

Social ethics: middle class with Anglican leanings

Personality: cynical, Arthur's cases have show him so much dishonesty and villainy that he now tends to expect the worst of people.

Childhood experience: boarding school

Past career: amateur detective (custom)

Skills: literacy +4, education +6, bureaucracy +3, conversation +4, criminology +3, cryptography +2, deduction +4, etiquette +2, research +3, legal matters +3, linguistics +2, perception +6, scrutinise +5, pistol shooting +3

Talents, perks & privileges: eidetic memory, speed reader

Property & assets: shop (low class area, sells books & curiosities), wardrobe, meagre income

Complications: stubborn, enemy (criminal mastermind)

Weapons & accoutrements: lined vest (av 6), Adams 0.36 revolver, pocket watch. Arthur starts play with a personal fortune of £39.10/6.

Mrs Sophia Degrange 'Mrs Degrange'

Born to West Country gentry, Sophia was a private and troubled youth, plagued by visions and bizarre dreams. Her parents became frantic, with her frequent 'invisible friends' and night terrors; they despaired of ever marrying her. She quickly learnt not to try and explain the apparitions she saw, or the portents she felt. Eventually her parents found a prospective husband considerate enough to overlook their daughter's oddities, and the marriage was arranged.

Unfortunately Mr Degrange turned out to be a wife beater, sadist, and a drunkard. Recently, after several years of desperately unhappy marriage locked away with only ghosts and her brutal husband for company, Mr Degrange died quite spectacularly. One Friday evening he returned from his club, drunk as usual, and proceeded to beat her, when her ghostly confidants rose up to protect her and frightened him (quite literally) to death.

Sophia is now free to live in a manner of her own choosing, safe in the knowledge that as a widow she will not be expected to remarry, but her new life has complications of its own. Degranges distant family have begun a law suit to reclaim his legacy from her by claiming that she is insane, and she still has no idea why the restless spirits chose to answer her screams that night, or what they might want in return…

Characteristics: dexterity 4, body 4, intellect 5, presence 8, resolution 4, luck 3

Race & social class: Eldren, upper class

Social ethics: Sophia sympathises with the chartists, but she hides it well.

Personality: loner, Sophia's distressing experiences have made her wary of others.

Childhood experience: private tutor

Past career: secret medium (custom)

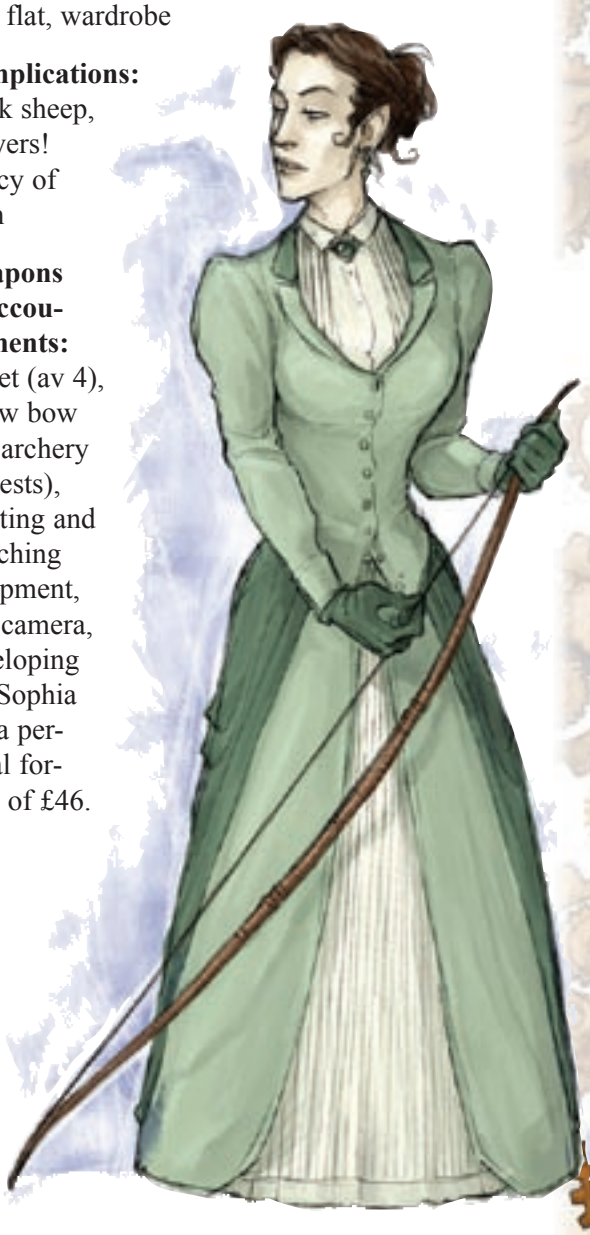
Skills: literacy +3, education +3, etiquette +5, archery +3, art: painting +3, charm +4, conversation +6, occult lore +3, channelling +3, sensate +6

Talents, perks & privileges: medium (sensate: sixth sense), medium (channelling: see supernatural)

Property & assets: independent income, fashionable flat, wardrobe

Complications: black sheep, lawyers! Policy of truth

Weapons & accoutrements: corset (av 4), a yew bow (for archery contests), painting and sketching equipment, box camera, developing kit. Sophia has a personal fortune of £46.



Mr Lawrence Holmewood 'Doctor Holmewood'

Lawrence is third son to lord Holmewood, and grew up with the finest private tutors among the family's estates in Kent. His family were dismissive of his acceptance into the guild university at Cambridge, and unconcerned with his emergence as an associate. Despite his accomplishments, Lawrence is merely a third son, and will never inherit the seat of the family fortunes where others might be happy to idle away at the expense of the family, Lawrence is constantly looking for investments and adventures that will help to carve out a name for himself, and hopefully gain some respect.

Characteristics: dexterity 4, body 4, intellect 6, presence 4, resolution 7, luck 3

Race & social class: Human, upper class

Social ethics: Lawrence had a traditional upper class upbringing, but nonetheless, he sees great wisdom in the free traders theories.

Personality: masochist? Lawrence could just sit back and live a life of riley, but that's obviously just too easy…

Childhood experience: public school

Past career: guild associate

Skills: literacy +4, education +4, thaumaturgy +6, science +2, athletics +2, linguistics +2, occult lore +6, concentration +3, research +3, speciality: astrological lore +3, swordplay +2

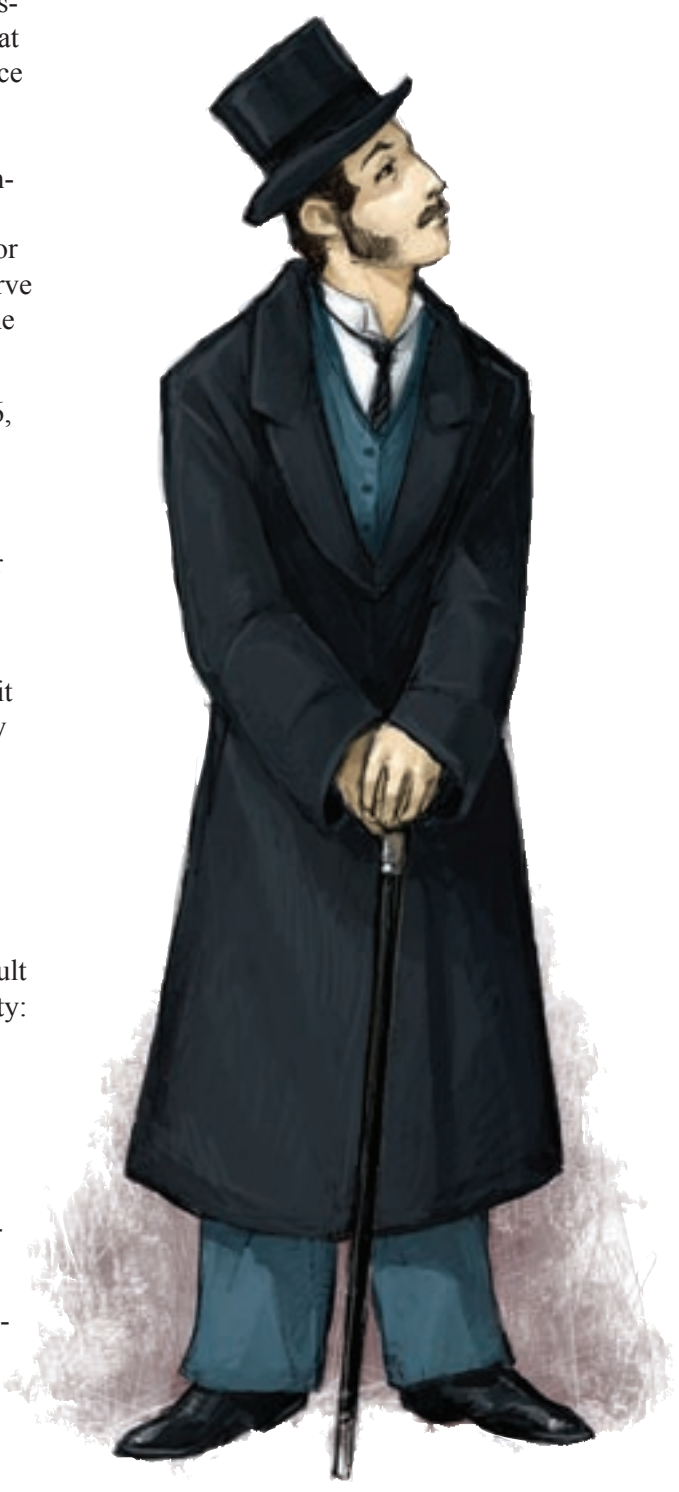
Talents, perks & privileges: Thaumaturge, gentleman's club membership, Thaumaturgical doctorate.

Property & assets: regular allowance, fashionable flat

Complications: glass jaw, code of honour (gentleman)

Weapons & accoutrements: lined coat (av 8), sword cane

Spells: choose spells up to a total resolve cost of 7.



SKILLS

Each skill is listed with a 'default' attribute, that attribute that is most commonly used for the skill. It is hard to foresee an attack roll using any attribute other than dexterity, so dexterity is the default for melee skills, and so on. The skill list is not at all complete; skills may be added ad infinitum.

Using skills

Whenever your character tries to do something (called taking an action), there's always the question of whether he'll succeed or fail. Sometimes the task is so easy that it's obvious; for instance, taking a step forward without falling down. In those cases you'll just tell the gamesmaster what you're doing, and no die roll is needed.

But if you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm, walking might be very difficult indeed. That's where task resolution comes in. All tasks in Victoriana are resolved with the same formula: take the relevant ***characteristic*** and add to it the relevant ***skill***, then add the result of an ***action roll*** to create an '***action total'***. Compare your total to the difficulty of the task. If you equal or exceed the difficulty value, you succeed!

Which characteristic do I use?

In general, common sense should tell you which characteristic to use for a particular task, or the gamesmaster of your campaign can decide if there's a dispute. However, the following guidelines will usually apply in almost any case:

The most important thing is to look at the type of task you're trying to perform first. This will determine the most applicable characteristic upon which to base your skill. One side effect of this method is that you may often find the same skill being combined with different characteristics, depending on circumstances and the way in which you want to use that skill. For example, if you're playing a piece of music and trying to make it technically perfect, you might use your technique characteristic in combination with your ***performance*** skill. But if you were trying to sway an audience to tears with the beauty of your playing, you could use your personality characteristic in combination with your ***performance*** skill instead. Each uses the same skill, but each choice stresses very different aspects of using that skill!

Usually common sense will tell you what characteristic to use:

- ***Intellect*** for memory recall, problem solving, manipulating tools & instruments
- ***Resolution*** for the ability to face danger, fear, stress
- ***Presence*** for interactions with others.
- ***Dexterity*** for fighting, dodging, athletics, driving, running, and swimming
- ***Body*** for using physical power, resisting pain, disease, shock

...or the gamesmaster can decide if it's in dispute.

*Your **(characteristic + skill) + 3 dice** in an **action roll***

*Vs. The **difficulty of the task***

Which skill do I use?

The gamesmaster will usually decide which skill fits the task best. Example: when attacking with an edged weapon, use the ***swordplay*** skill, or ***unarmed*** if you're using your fists. If driving a coach, use your driving skill instead, and so on.

The overriding rule here is that the gamesmaster will always be the final arbiter of what skill should be used to make an attempt at a task. Beyond that, common sense is the best guideline. If you're using a weapon, your skill choice may be pretty simple; use the skill that describes the weapon best. But if it's an interpersonal issue, you may be able to convince your gamesmaster to give you a lot more leeway; maybe your ***charm & impress*** skill may be far more useful in convincing the gang leader to release the hostages than your ***intimidate***, especially if you can call upon a little known gangland code that requires he honour your request!

Action rolls

This type of roll is made when your character is trying to do something, perhaps he is deciphering a secret code, or trying to control a careening wagon – or perhaps he's just trying to whack an opponent really hard.

- To accomplish this you roll 3d, and add all the results together, this dice total is added to your characters relevant characteristic and skill values to give a final ***action total.***
- If this action total is above the target number set by the gamesmaster you succeeded in the action.
- When you roll your action dice you may roll all sixes, if so then rejoice! This is known as a ***special success***. In combat attacks this generally means that you double the damage done, in other action rolls the gamesmaster will tell you how your special success manifests.
- Adversely if your dice roll comes up with three 1's then the attempt automatically failed, this is known as a ***foul failure***.

Example: Mad Eric is fending off a footpad; it's his turn to attack. He's using a sword cane, so we add his dexterity 3 and swordplay 4 for a total of 7; the gamesmaster tells Mike (Eric's player) that he will need to beat a difficulty of 22 to hit the thug. Mike makes his action roll and the dice come up with a 2,4, and a 6. That's a total of 19 – Eric Misses!

Effect and damage rolls

Effect rolls follow some action rolls; usually they represent damage done by weapons, or define the effects of a spell.

- You usually roll a set amount of effect dice and add the results together, just like a ***action roll***. The difference to ***action roll***s is that there are no skill or characteristic bonuses to effect rolls
- Once rolled add the results together, this is the ***effect total***, or ***damage roll*** as it is often known.

How difficult is it?

The ***difficulty*** is a number you must roll equal or higher than with your combined ***action total***. Difficulty values come in two flavours: unopposed and opposed.

Unopposed

When attempting a task involving non-living objects or an ability, the gamesmaster, based on how tough he thinks the task is, gives the difficulty value to you. These difficulties are static and are your target number for success. Some example difficulties are given in the table below.

Opposed

When attempting a task against another character, such as attacking someone, the difficulty is determined by the result of an action roll by the character opposing you. In combat, for example, your target number for an attack is the action total of the defenders attempt to dodge.

When you don't have a skill

Sometimes, you just don't have a skill to use. In

DIFFICULTY TABLE

Its …difficult	*Difficulty*
Easy	10
Average	14
Exasperating	18
Really	22
Very	26
Extremely	30
Ridiculously	34
Impossibly	38
Million to one	42

these cases you don't get a skill to add to your characteristic. You just don't know anything about what you have to do, and you're totally relying on a characteristic and dumb luck.

- To further reflect just how difficult ignorance can become, if you don't have an applicable skill then the difficulty for the task (opposed or unopposed) is increased by 4.
- Sometimes a roll will require a ***speciality*** skill, if you do not have the speciality skill specified by the gamesmaster, you cannot roll at all.

Defaulting to skills

Sometimes a character does not posses the skill you asked for, but does possess a skill that overlaps, or is very similar. In these circumstances you may allow defaulting.

- When a character defaults to a skill, the standard –4 modifier for no skill still applied, but it applies to the ***characteristic*** + ***the defaulted skill***, rather than characteristic alone.
- A character may only default to a skill based from the same characteristic by default, and common sense dictates which of those skills are viable.

For example: the pick pocket roll could default to sleight of hand, but not pick lock, or dance. As another example concocting a chemical compound might require pharmacy, but a character with science could default – whereas it would be unreasonable to expect to default to criminology or first aid!

Trying again & improving your chances

If you fail an ***action roll***, you can't try again until your chances of success have improved for some reason; you took longer, used a better tool, made a complementary skill check, or the source of a penalty being nullified.

Besides the basic ways of using skills, there are a few other variations that can improve your chances.

Complementary skills

A complementary skill check is where the use of one skill directly affects the use of a subsequent skill. For example, if you were a singer and needed to sway a crowd, a very good ***art: singing*** check would make the swaying (*charm & impress*) a lot easier. As a rule of thumb:

- A good roll in one skill may have a bonus effect on the subsequent use of a related skill. This bonus will be in a ratio of + 1 additional bonus point for every 4 points the related skill succeeded by.

  *Example: Sue wants to convince Bob to go out with her (**charm & impress**). Sue's not taking any chances, and so spends time preparing herself to make a lasting impression. She makes a complementary **presence** + **fashion** roll with an action total of 16. 16 divided by 4 yields a bonus of + 4 to her **charm & impress**.*

- As a rule, this bonus will usually only affect a subsequent attempt once. One really high ***fashion*** roll won't allow Sue to convince Bob to marry her; it just helps get her the date. The rest is up to fate.

As a rule, this bonus should only involve the interaction of one skill attempt on one other skill attempt.

Taking extra time

Taking extra time can also give you a bonus to your ***action roll***. For every level on the time table used beyond the amount of time the gamesmaster assigns to the task, add + 2 to the ***action roll***. Example: the gamesmaster says a task will take 1 minute. If the character takes 5 minutes to perform the task, he gets a + 2 bonus to the ***action roll***.

The time table
1 round = 3 seconds
20 rounds = 1 minute
5 minutes
20 minutes
1 hour
6 hours
1 day

Common knowledge & specialities

Every skill is falls into one of two categories: it is '***common knowledge'*** or it is a '***speciality'***. Skills that are considered common knowledge are pre-printed on the character sheet in the back of the book. When we say a skill is common knowledge, your character does not automatically get a rating in that skill, rather it denotes that he can make a roll on characteristic alone. Also when improving skills with experience any character can improve a common knowledge skill with study – no tutor is required, see experience for more.

Specialities are not pre-printed on the character sheet, and are marked with an asterisk in the skill list. Specialities represent knowledge that is uncommon, secret or otherwise harder to acquire. If a roll requires a speciality skill that you do not possess, you may not make a roll at all.

Skills

Each skill is listed with a 'default' attribute, that attribute that is most commonly used for the skill. It is hard to foresee an attack roll using any attribute other than dexterity, so dexterity is the default for melee skills, and so on. The specialities skill list is not at all complete; specialities may be added ad infinitum, but be wary of becoming too specific!

Skill list

For ease of reference here we provide you with a concise list of the current skills, without class limits.

Common knowledge

Act (presence)
Appraisal (intellect)
Art (specify) (presence)
Athletics (dexterity)
Brawl (dexterity)
Bribery (presence)
Bull! (presence)
Channelling medium (presence)
Charm (presence)
Conceal item (intellect)
Conversation (presence)
Disguise (intellect)
Dodge! (dexterity)
Drive carriage (intellect)
Education (intellect)
Etiquette (intellect)
Fashion (presence)
First aid (intellect)
Gambling (intellect)
Hacking & bashing (dexterity)
Hide & sneak (dexterity)
High society (intellect)
Horse riding (dexterity)
Human perception (presence)
Impress (presence)
Improvised weapon (dexterity)
Intimidate (presence)
Linguistics (intellect)
Literacy (intellect)
Local expert (intellect)
Oratory (presence)
Perception (intellect)
Photography (intellect)
Pistol shooting (dexterity)
Research (intellect)
Rifle marksman (dexterity)
Scrutinise (intellect)
Seduction (presence)
Sensate medium (presence)
Small boat pilot (intellect)
Streetwise (presence)
Swordplay (dexterity)
Teaching (presence)
Throwing (dexterity)

Specialities

Accounting (intellect)
Acrobatics (dexterity)
Ad hoc repair (intellect)
Animal handler (intellect)
Archery (dexterity)
Blacksmith (intellect)
Bureaucracy (presence)
Business protocol (intellect)
Channelling medium (presence)
Civil engineer (intellect)
Concentration (resolution)
Contortionist (dexterity)
Corporeal medium (resolution)
Criminology (intellect)
Cryptography (intellect)
Dance (dexterity)
Deduction (intellect)
Demolition (intellect)
Demonology (resolution)
Enchanting (resolution)
Faith (resolution)
Forensic medicine (intellect)
Forgery (intellect)
Hide & sneak (dexterity)
High society (intellect)
Interrogation (presence)
Inventor (intellect)
Legal matters (intellect)
Lip reading (intellect)
Medicine (intellect)
Military engineer (intellect)
Mimicry (presence)
Navigation (intellect)
Necromancy (resolution)
Occult lore (intellect)
Pharmacy (intellect)
Pick locks (intellect)
Pick pockets (dexterity)
Science (intellect)
Sea captain (intellect)
Sensate medium (presence)
Sleight of hand (dexterity)
Speciality (intellect)
Survival (intellect)
Tactics (intellect)
Thaumaturgy (resolution)
Tracker & scout (intellect)
Ventriloquist (presence)
Weaponsmith (intellect)

The complete skill list

Accounting* (intellect)

The character with this skill is expert at figures, cost efficiency, planning cut backs and basically being annoying.

Acrobatics* (dexterity)

The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight.

Act (presence)

Proficiency with character acting, useful for impressing a paying crowd or in impersonating a third party in an attempt at trickery. Someone who is skilled in this can fake moods or emotions, use disguise skill to accurately imitate costume and appearance.

Ad hoc repair* (intellect)

This skill is used to make hasty repair to a device or construction with the materials at hand. Repairing a steam engine with rubber bands and paper is a staggering example of an ad hoc repair.

Animal handler* (intellect)

The skills of animal handling, training, and care as applicable.

Appraisal (intellect)

A successful appraisal grants a good estimate of an item's worth. Whether it's cut emerald, looted tribal artefacts or the depreciated worth of a tea clipper. With success, the character understands the value and significance of an item. With a failure, the character pays too much, sells too low, or otherwise misinterprets evidence of worth.

Archery* (dexterity)

Used to attack with missile weapons such as bows and catapults. Commonly used by young ladies in the fashionable ladies sport of archery.

Art (specify) (presence)

There is an amazing possible number of art skills one for each art in fact. Painting, sculpting, singing, playing an instrument. Each of these examples is a separate art skill. Acting and deceiving, are separate skills and not classed as art.

Athletics (dexterity)

The application of running, jumping, swimming and climbing all fall under the heading of athletics

Blacksmith* (intellect)

A facility with the manipulation and grafting of metals. Useful for maintaining weapons and vehicles.

Brawl (dexterity)

Used to hit an opponent while brawling.

Bribery (presence)

A character with this skill knows when to bribe someone, how to approach him, and how much to offer.

Bull! (presence)

Proficiency with lies and verbal deceit. For example, bull! Might be used to persuade police that the knife in the corpse is not yours, despite the monogrammed hilt. The art of bull! does not attribute a proficiency with character acting, only with glib mistruth.

Bureaucracy* (presence)

The governmental and corporate institution has its customs, mannerisms, do's and don'ts that formulate what is supposedly proper and polite. This skill displays an understanding of the way this social machine works and the ability to manipulate others with red tape.

Business protocol* (intellect)

A character's knowledge of the business world, stocks, shares, bonds, laws of supply and demand, employee management, accounting, procurement, sales, marketing. Also may be used to judge the profitability of a business venture.

Charm (presence)

The development and application of appearing socially desirable, the ability to establish a rapport or sense of cameraderie between the user and the target. Charm is a manipulation of social appeal; it invokes feelings of friendship and loyalty. A successful use of charm produces a favourable response in the target.

Civil engineer* (intellect)

This skill is used to design and oversee construction of houses, bridges, dams, aqueducts and other non military construction. The extra structural integrity required for an engine of war is achieved with the military engineer skill.

Conceal item (intellect)

Allows the visual covering up, secreting, or masking of an object or objects, perhaps with debris, cloth, or other intervening or illusion promoting materials, perhaps by making a secret panel or false compartment. Success protects an item from detection, failure causes the item to be just as noticeable in some way.

Concentration* (resolution)

the abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and mental powers.

Contortionist* (dexterity)

The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces.

Conversation (presence)

This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information.

Criminology* (intellect)

You know how to look for clues, examine evidence, examine records, search through files, and so on. Criminology is in its infancy in Victoriana, there is still no real ballistics testing, and although there is fingerprint dusting, it is still a juvenile technique and the subject of much ridicule.

Cryptography* (intellect)

The ability to solve simple ciphers and encrypt or decode messages.

Dance* (dexterity)

The knowledge of ballroom dance styles, useful for dinners and state occasions, but admittedly of little use to anyone but a seducer or dilettante socialite.

Deduction* (intellect)

This is the art of taking inconclusive evidence and leaping to an unobvious yet logical (if improbable) conclusion. This skill should be used sparingly.

Demolition* (intellect)

This skill grants a basic knowledge of how to treat explosives, detonators, fuse wires. In short how to build and disarm bombs, mines, and mining charges. Demolition can also be used to safely dispose of explosives.

Disguise (intellect)

The user changes posture and costume. Theatrical make up may help. Dim lighting definitely helps. Lower the chance for differences in sex, age, size or ethnic origin. Human perception or scrutinise skills might lead an observer to suspect something amiss. Failing a disguise roll, onlookers notice uncharacteristic behaviour. A fouled disguise roll is bad news as the characters moustache falls off into his coffee at the most inopportune time. To mimic personal habits and speech use the acting skill.

Dodge! (dexterity)

Basic skill at getting out of the way of someone who is trying to hit you. This skill is used when you are actively trying to avoid being hit in ranged or melee combat.

Drive carriage (intellect)

Carriages, coaches, carts, traps or dog carts and sleds. If it has wheels, skis or runners you can pilot it using this generic skill.

Education (intellect)

General knowledge, such as math, history, science, trivia, or current events of the 1867 game world, customs and races. Also includes historical knowledge.

Enchanting* (resolution)

This skill is used for the casting of. And learning of petty magic spells. Further definition may be found in the magic section of this book.

Etiquette (intellect)

Knowledge of the do's and don'ts that European society depends upon. Each class has a distinct set of customs designed to flummox cross class interlopers, the etiquette of your own class is standard difficulty, and the etiquette of others is usually ***exasperating.***

Fashion (presence)

A grasp of fashion, wardrobe, and personal grooming. The ability to look devastating, all of the time. A character with this skill knows how to show off clothes and look his best. Also used to predict the next wave of fashions from the continent and start the trend, rather than follow it.

Faith* (presence)

The skill used by mediums attuned to the planes of order to draw forth favours from their guardian angels, and effect miracles of faith upon the world. See the section entitled mediums for more precise details.

First aid (intellect)

This skill enables the character to stop bleeding, repair damage, and generally keep someone alive.

Forensic medicine* (intellect)

This skill lets the character make inferences from a corpse about the cause of death, how long the corpse has been dead, and so forth.

Forgery* (intellect)

The ability to create false documents, identification, currency, and so forth

Gambling (intellect)

The ability to win gambling games that require some skill, such as blackjack, poker, and more exotic games. A character may also use this skill to cheat

Hacking & bashing (dexterity)

Covers skill in maces, clubs, flails and any weapon designated blunt in the weapon charts. Used to hit and parry melee and unarmed attacks. A parry is considered a hasty action.

Hide & sneak (dexterity)

Otherwise known as moving quietly. This covers the reduction of noise made by a character, and his chance of hiding from the sight of others.

High society (intellect)

The knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and

how to mingle with royalty and other VIPs.

Horse riding (intellect)

The ability to know one end of a horse from another, gel on the right way around, make jumps and trick riding with 'skill'.

Human perception (presence)

Is the guy with the blunderbuss aimed at your groin bluffing, or is he for real? Use of the Human perception skill allows a character to perceive the emotional state and / or intentions of those around him by observing body language, and behaviour.

Impress (presence)

The development and application of appearing physically desirable, of putting oneself up for show, fully robed or otherwise. Impress is a show of physical power or agility (faked if necessary) that leaves the viewers awed or otherwise 'impressed'. A successful use of impress produces a favourable response in the target.

Improvised weapon (dexterity)

This skill is used when applying a domestic item as a melee or missile weapon. This skill covers the use of frying pans, pots. Plates, cutlery, chair legs, tables (as shields) and so on as weapons this skill holds an amazing degree of versatility compared to other weapon skills. As such there is a stipulation on its use: the improvised weapon must be found at the combat scene and not carried with the character as a typical weapon might.

Interrogation* (presence)

The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information.

Languages

Location	*Major Languages*
Austro-Hungary	German, Croatian, Serb, Russian
America	English, Native American*, Spanish, French
Australia	English, Aborigine*
Belgium	Dutch, French
Dutch Netherlands	Dutch, French
England	English., Irish, Welsh, Scottish
France	French
India	Urdu, Hindi, English
Italy	Italian
Independant German States	German, Dutch
Ottoman Empire	Croatian, Russian, Arabic
Portugal	Portugese, Spanish
Prussia	German
Russia	Russian
Spain	Spanish, Arabic
Switzerland	French, German, Italian

** Denotes tribal culture with many different languages within one linguistic group*

Intimidate (presence)

The skill of making somebody tell you what you want to hear through violence, threats and fear.

Inventor* (intellect)

This skill enables the character to design and construct new devices. To use inventor, the character needs the complementary science skills in the field he is working in.

Language (specify)* (Intellect)

With this skill a character is reasonably fluent in speaking another language. If the chaacter has the Literacy Skill, then it is assumed that he can read and write in the secondary language as well. Without the Literacy skill the language skill is limited to the spoken word. Every nation of Europe has its own unique language, and many have several disticnt dialects as well, check the nearby list.

The Language Speciality should be bought for each language to be learnt - characters who do not have time to dedicate to language study frequently rely on basic lingusitics (below).

Legal matters* (intellect)

Represents a character's chance of knowing a pertinent law. Precedent, legal manoeuvre, or court procedure.

Linguistics (intellect)

While the Language skill covers fluent lingual communication, Linguistics covers the most rudimentary communication. If a character does not know a common language with his intended conversation partners, a character can try to understand and be understood by another sentient using this abstract skill. Linguistics covers the mish mash of foriegn tourist phrases that a character might have picked up from others, sign language, and speaking english very slowly and very loudly.

Lip reading* (intellect)

This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly.

Literacy (intellect)

The character ability to read the written word, and write legibly and fluently. With no skill points in literacy the character can just about write his own name and stumble through a newspaper if he keeps his finger under the words as he goes along and reads aloud with + 1 or higher the character can read and write his own language without trouble, but requires the language skill for competancy in a second or third language.

Local expert (intellect)

Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment.

Medicine* (intellect)

Represents a character's knowledge of the application of medicine. Used primarily to diagnose medical problems and the subsequent treatment including any necessary surgery.

Military engineer* (intellect)

Used for the manufacture and maintenance of military fortifications such as sand bag defences and digging defensive trenches. May also be used to maintain engines of war such as cannon.

Mimicry* (presence)

The ability to perfectly imitate someone else's voice.

Navigation* (intellect)

Allows the user to recognise and use semaphore beacons and markers. Also to gain bearings and find his or her way in storms, clear weather, in day, or at night. Those of higher skill are familiar with the astronomi-

cal tables, charts and instruments.

Occult lore* (intellect)

A knowledge of occult superstitions and traditions. Although Europe itself has a deep and rich occult background, most Victoriana occultists find the fashionable pursuit of Egyptology to be more interesting.

Oratory (presence)

Successful orators sway crowds to particular moods and actions. To use this skill, the orator must be addressing a group or crowd: for a handful of people, charm or bull! Instead a successful oration certainly convinces those in attendance for days, with excellent success this could even by months or years before the shadow of doubt falls. A foul failure causes the crowd to mock or throw rotten garbage at the character.

Perception (intellect)

The skill of observing your environment. Note that perception is not applied to the observance of hidden items and persons, such application is the province of the scrutinise skill.

Pharmacy* (intellect)

A knowledge of Herbalism, rudimentary pharmacy and basic chemical formulae. Used to create medical remedies.

Photography (intellect)

Photography is a new art in the 1800's and considered a great novelty. Photographs are a privilege of the wealthy, the camera, slates and flashes amount to expensive equipment. Photographs are not a common sight in newspapers of the 1800s, the dot printing method has not yet been developed and most texts and papers still use artists' engravings. Note that this skill is also used to create magic lantern / cinematography presentations as both these mediums are basically stop motion photography.

Pick locks* (intellect)

The art of fouling up other peoples' locks and breaking in to places you should not really be.

Pick pockets* (dexterity)

The noble art of picking pockets and cutting purses. Not to be confused with sleight of hand which deals with stage tricks and visual deception.

Pistol shooting (dexterity)

Used for small single handed firearms designated as pistol skill use in the weapon lists.

Research (intellect)

Skills in using libraries and records, as well as uncovering information from obscure or uncommon sources.

Rifle marksman (dexterity)

Used for two handed rifled and stocked firearms designated as rifle skill use in the weapon lists.

Science* (intellect)

A knowledge of the intricate theories represented by the infant schools of scientific thought. Knowledge of physics. Biology, chemistry is included in this skill.

Scrutinise (intellect)

This skill is applied exclusively to the detection of hidden or false items concealed weapons, forged papers and hair pieces are all detectable with this skill.

Sea captain* (intellect)

Sail boats, clippers, schooners, steam vessels. Generally used to pilot large deep sea ships with crew / capacity of 10 or more.

Seduction (presence)

The ability to gain the intimate trust of others by manipulating them through sexual attraction or

favours.

Sleight of hand* (dexterity)

This skill covers a conjurer's tricks. Complex card tricks, illusions with mirrors, panning coins and other small objects, a skill known by all good thieves and stage magicians.

Small boat pilot (intellect)

Covers small sail craft such as those commonly found on rivers or for coastal fishing as a general rule this skill is appropriate for craft with an optimum crew of 9 or less.

Speciality* (intellect)

Any one field of knowledge: stamps, gardening, bay city police department, paranormal law, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area

Channelling medium (presence)

The skill used by mediums to exercise the extraordinary channelling abilities. See the section entitled mediums for more concise details.

Sensate medium (presence)

The skill used by sensate mediums to exercise their extraordinary senses. See the section entitled mediums for more concise details.

Streetwise (presence)

The skill used to keep face and make successful communications in a diverse street culture such as the seamy side of most European cities. With this skill you know how to find the black market, talk to thugs, gain information, and so on. This skill may also be used as an abstracted information gathering skill allowing a character to gain information from his contacts.

Survival* (intellect)

This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on.

Swordplay (dexterity)

The skill of the sword master, knifeman, or axe man. Used to hit and parry melee and unarmed attacks with any weapon designated 'swordplay' in the weapon list. A parry is considered a hasty action.

Tactics* (intellect)

The ability to fight effectively and efficiently. A character with this skill is an expert at combat, and usually knows what must be done to win a battle.

Teaching (presence)

The ability to impart information or skills to other.

Thaumaturgy* (resolution)

Used for the casting of, and learning of Thaumaturgical spells. Further definition may be found in the magic section of this book.

Throwing (dexterity)

The art of lobbing aerodynamically shaped objects (such as throwing knives and manufactured bombs) and less aerodynamic objects (such as bricks and Molotov cocktails).

Tracker & scout* (intellect)

Covers a comprehensive database of tracking techniques, allowing the character to follow tracks possibly quite old, to recognise creatures from their prints and spoors.

Ventriloquist* (presence)

The character can make his voice sound as if it's coming from somewhere other than himself.

Weapon smith* (intellect)

The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, other) must be specified when this skill is purchased.

Combat

Its perhaps inevitable that your characters will face the perils of combat sooner or later. Whether it's brawling with footpads and cultists in the dark hearts of European cities, or as part of the empires vast armies, pushing forward the light of civilisation across the globe.

Combats are organised in rounds. Each round represents roughly three seconds (the amount of time it takes to say 'one, two, three, four'), and a lot can happen in 3 seconds of pitched battle. Each round, every player (who isn't unconscious or otherwise out of the fight) gets to do something, but who goes first? This is decided by determining an ***initiative order***.

Initiative

At the beginning of each round, each character rolls 2 dice and adds their ***initiative*** characteristic in an ***action roll***. The character with the highest total acts first for that round (they are also allowed to hold their action and act later in the round). The character with the next highest total acts next and so on. Roll an additional die to break ties; high number goes first.

Once your turn comes up in the round, you can start taking ***actions***. Actions are basically things you can do within the span of a few seconds, like use a weapon, or even start an action that may stretch over several rounds (like picking a lock).

How many actions can I take?

The amount of actions you can take in a round is limited by your initiative order. When you take more than one action, your actions are spread out across the round; each action you take is 4 points slower in the ***initiative order*** than the last. Once you get to initiative order 0 you can no longer take actions, it is time for the next round and for a new initiative order to be determined.

For example: I roll an initiative of 15, I could potentially take 4 actions, at initiative orders 15, 11, 7, and 3.

However, the more you try to achieve in a round, the more your concentration is divided and your abilities will suffer accordingly. Every action you take after the first carries an accumulative penalty of –4 to ***all*** of your ***action rolls*** and to any ***defence rolls*** that

What can I do as an action?

You can do one thing with each action. In its simplest terms if there is a dice roll required it counts as an action. This could include:

Combat Actions...

- Draw a weapon
- Make a single melee attack
- Make a single ranged attack
- Throw a stone or bomb
- Move up to your full combat movement

Non-combat actions...

- Make a small speech to ***intimidate*** or ***impress***
- Perform an ***athletics*** feat, such as leaping, or breaking down a door.
- Cast a spell
- Command an embodiment
- Invoke a demon
- Maintaining a spell with a ***concentration*** roll
- Untying a captive
- Opening a closed but unlocked door
- Get up after being knocked prone

Each one of these things would be considered a single action.

you may need to make in the whole round.

You must state how many actions you intend to take at the beginning of a round when you roll initiative, you cannot decide you need to take more actions half way through a round, it is too late.

Example: mad Eric is fighting three crazed cultists. It is a new round and he rolls initiative, he goes at 18, the cultists go at 12. Mike decides that Eric is going to attack two of the cultists and then attempt to leap out of a window, that's 3 actions. All of Eric's action and defence rolls will be at –12. In initiative order, Eric takes his first attack at 18, his second at 14, the cultists go at 12, and Eric (if he's still standing) then leaps out of the window at initiative order 10.

Sometimes the gamesmaster will tell you that an action will take more than one round to complete, this assumes that you are only taking one action each round. You can attempt to rush such tasks using the above rule, but your chances of success can be significantly reduced depending on just how much you rush!

Example: picking a lock would normally take 4 rounds; you can attempt to rush it in one round by taking 4 actions, but the –16 modifier to your roll will significantly reduce your chances of success.

Free actions

These are things you can do automatically, without spending any of your possible actions in a round. An example would be speaking short sentences, or rolling to resist the effects of a drug or poison.

Holding actions

Allows you to interrupt another player's actions during their initiative order. Holding actions is best used when you want to wait until an opportunity exposes itself. To 'hold an action', you must announce, when your part of the round comes up, that you are planning to wait. The important word to include in this announcement is until, stating what condition must be met before you will act. An example might be, "I wait until bob moves." or "I wait until I can

see the whites of his eyes." if the conditions of your statement are not met, you must stand there, waiting, until the next round. When the specified condition has been met, you can elect to interrupt someone else's action immediately; after all, this is what you have been waiting for. An example would be: "I wait until my opponent pops his head up from behind the wall, then I'll shoot." the moment your opponent pops up to shot at you (his action), you could then interrupt and fire. You need not roll to interrupt; it's automatic. This can also be used to cover an opponent i.e.; hold a ready weapon on him-you interrupt his action (bang!) If he attempts to escape.

Performing actions

In Victoriana, each player can perform several actions each round, but what kind of actions can you perform when your chance comes up? And how do they all work together? The following sections discuss ***actions*** a character can perform, each explained along with some common options, variations and associated subjects.

Movement

Distance in Victoriana is measured in yards. Movement is the distance a character or vehicle can move in a round -this value is derived from your ***dexterity*** characteristic. As a rule, we are only interested in figurative movement in Victoriana; the raw ***running speed*** score compared to another to see which is faster overall. This is best for simple speed decisions.

- Although characters have a derived ***running speed***, vehicles in Victoriana are listed with a ***combat movement***, which is the same thing.
- To get speeds in miles per hour, multiply the running speed or combat movement of the character or object by 2 *example: with a non combat move of 18, I run at 36 mph.*
- In Victoriana, vehicles accelerate or decelerate at a generic rate of 10 ***combat move*** per round.
- You may not move (or shoot) through any solid person, object or thing (see illustration above).
- The type of terrain you cross over will slow your movement. Terrain is rated as easy, rough and very rough and will reduce your overall speed.

Melee & hand-to-hand attacks

Melee represents up close and personal duels and brawls, opponents might be using swords, clubs, chair legs, frying pans, fists, feet, and perhaps even skill.

Can i reach out and smack 'em?

As a general rule melee range is considered to be 4yds, the typical reach of an adult arm and a sword. If you want to start a fight you have to be at least this close.

Making the attack

An opposed action roll between the attacker and defender represents melee combat.

- **The attacker** combines his ***dexterity***, an appropriate ***weapon skill*** and an ***action roll***. He may also have to add or subtract certain ***modifiers*** from this action total to determine the final outcome.
- **The defender** combines his ***dexterity***, his ***dodge!*** Skill and the result of an ***action roll***, the defender might also have modifiers to his roll before obtaining a final total.
- The final totals are compared, if the attacker has the higher score then he hit, and should roll damage, if the defender has the highest total then he evaded the attack – this time. In the event of a tie, the defender always evades.

Melee weapon characteristics

All melee weapons are defined by a handful of key ratings, they are described below.

Rating	*Example*	*Description*
Skill:	Swordplay	The skill used to make an attack with the weapon
Accuracy:	+ 1	A modifier to the attack roll, accuracy accounts for balance, quality, and relative reach.
Damage:	5 lethal	The basic damage of the weapon, in dice. Damage is either ***lethal*** or ***stun***, see the ***damage*** section for more information.
Cost:	£1.10	The cost to purchase the weapon during the course of play.

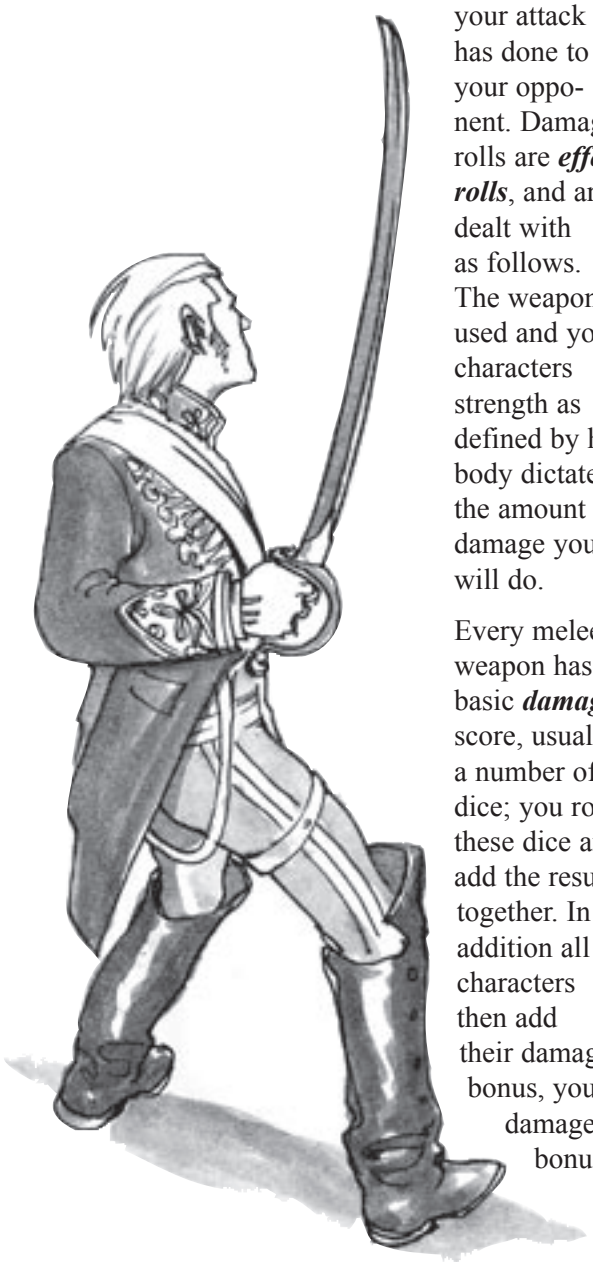
Optional rules for Melee Combat & brawling

Option	*Description*
Charge	Usually moving is an action, and moving into combat will frequently give the first strike to the enemy, this problem is overcome by ***charging***. When you charge you move up to your full running speed and make an attack in the same action. However your rolls are modified as if you had taken two actions, and your first defence roll after your charge is at an additional –2.
Parry	If you are holding a melee weapon in which you are skilled it may be that your ***weapon skill*** is higher than your skill in ***dodge!*** You may substitute weapon skill for dodge whenever you wish in melee engagements at no penalty or modifier, but you cannot parry ranged attacks.
Choke hold	A two handed ***brawl*** manoeuvre (unless you're an Ogre, in which case you use one hand). Once a successful choke hold is established, the choker will do 2 dice of lethal damage each round until the choke is broken by the victim with a successful ***escape*** roll.
Disarm	On a successful attack roll, you have a chance to knock something from the opponent's hand at no penalty. The attacker gets a ***body + weapon action roll*** versus the defender's ***body + weapon action roll***; if the attacker wins, the defender drops the weapon.
Draw & attack	By declaring this action at the start of the first round of an engagement, you are effectively trying to "fast draw" on your opponents. This haste can give you a much-needed advantage in ***initiative*** as it grants a + 3 bonus, but imposes a -3 penalty on your first attack.
Entangle	This allows the character to use any entangling type of attack (whips, nets, tentacles, etc) to immobilize an opponent. The attack is made using the skill for that weapon against the target's defence roll. An entangled character must act as though a grab has been made; he can't move or attack until he ***escapes***.
Grapple	Use this action to get a grip on an opponent, a weapon, or item. A successful grapple allows the attacker to hold, pin, choke or throw his opponent. Use an opposed skill check to see if you can break out of a grapple (use ***body + unarmed***); the attacker suffers -2 to his roll. When grappled, both grappler and defender are -3 versus all other attacks. The grappler can choose to do his ***body*** score in damage dice to the defender each turn until the defender ***escapes***.
Escape	This is the action of freeing yourself from physical holds, chokes, entanglements or simple traps (like snares or nets). This requires a separate roll using your ***body + athletics*** or ***unarmed*** against the holder's ***unarmed*** skill plus their body. If pitted against a trap, you will use your ***body + athletics*** against a difficulty value set by the gamesmaster. On a successful roll, you are free of the hold and may move again.
Haymaker	Brawl only; you throw caution to the wind and put everything into a single full-out physical move (a swing, punch or blow). This gives you a damage bonus of + 3 dice, but imposes a -3 penalty to hit (because you're not worrying about keeping your balance or aiming, etc.).
Lunge	Only used with weapons using the ***swordplay*** skill; the lunge allows you to strike at an extended reach. This is reflected by a + 2 accuracy for the attack. You may only lunge once in a round, and if you fail your subsequent attack will be at -2
Sweep/trip	You put out a foot and send him sprawling. On a successful attack roll, the defender is knocked to the ground. He will take no damage, but will be -2 to his next attack, you will gain + 2 on your next.

*Example: an attacking character with a **dexterity** characteristic of 5, a **hacking & bashing** skill of 6, and a die roll of 6 has a attack total of 17. A -2 mod for using an improvised weapon brings this down to 15. The defender, a character with **dexterity** of 4, a **dodge!** Skill of 6 and a die roll of 3 has a defence value of 13. The two rolls are compared; as the attack total is greater than the defence value, the attack hit!*

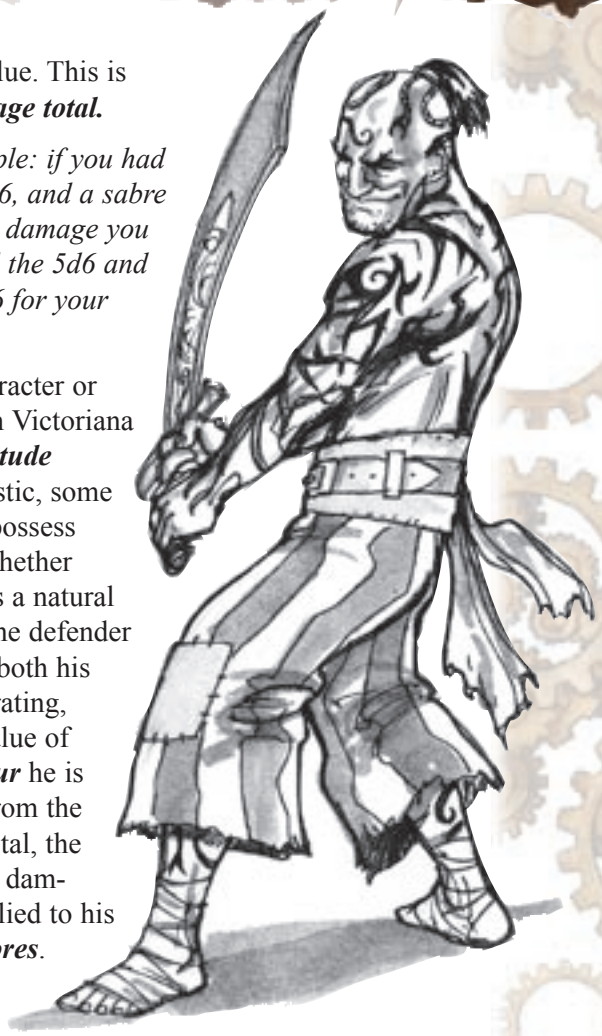
Determining damage

Once you have made a successful attack the next step is to determine the amount of damage your attack has done to your opponent. Damage rolls are ***effect rolls***, and are dealt with as follows. The weapon used and your characters strength as defined by his body dictate the amount of damage you will do.



Every melee weapon has a basic ***damage*** score, usually a number of dice; you roll these dice and add the results together. In addition all characters then add their damage bonus, your damage bonus is a fixed value. This is your ***damage total.***

For example: if you had a body of 6, and a sabre doing 5d6 damage you would roll the 5d6 and then add 6 for your body.



Every character or creature in Victoriana has a ***fortitude*** characteristic, some will also possess armour, whether worn or as a natural feature. The defender ***subtracts*** both his ***fortitude*** rating, and the value of any ***armour*** he is wearing from the damage total, the remaining damage is applied to his ***health scores***. There is more information on the health scores and how they are depleted in the '***damage'*** section of the dramatic systems chapter**.**

Ranged combat

Firearms are the great equaliser, with firearms your personal strength becomes unimportant and it is possible for even a humble Gnome to fell a mighty Ogre.

Muzzle loading muskets, pistols, and rifles still comprise the majority of military firearms in the world of Victoriana, but methodically these arms are being replaced with newer 'cased cartridge' bolt or hammer action weapons. Indeed, for those with money to invest there is a staggering array of new innovations to try, from multi barrelled pepperbox pistols to magazine fed repeating rifles, and even hand cranked 'gatling' weaponry.

Making the Attack

Unlike melee combat, ranged combat is an unopposed action roll by the attacker against a target number defined by range and possibly a modifier from ***all out dodge!*** Attempts.

- **The attacker** combines his ***dexterity***, the appropriate ***weapon skill*** and an ***action roll***. He may also have to add or subtract certain ***modifiers*** from this action total to determine the final outcome.
- The action total is compared to the ***difficulty*** as defined by the range if you equal or exceed the difficulty of the shot you hit and roll damage.

A wide range of modifiers can affect the difficulty of a shot, and you should familiarise yourself with the modifiers section.

*Example: Klaus is attempting to shoot an opponent with a revolver, he has a **dexterity** characteristic of 5, and a **pistol shooting** skill of 2, the gamesmaster states that his target is at close range, and therefore the target number is 14. Klaus will need to roll 7 or higher in his action roll to successfully hit.*

*Another example: Klaus is attempting to shoot another opponent with his revolver, he still has a **dexterity** characteristic of 5, and a **pistol shooting** skill of 2, the gamesmaster states that is target is at close range, and therefore the target number is 14. However, the target is running away into the fog as Klaus makes his shot. The modifiers for a running target and obscuring fog add + 6 to the difficulty making a difficulty number of 20. Klaus will need to roll 13 or higher in his action roll in order to successfully hit.*

Rates of Fire

Rate of fire (or ROF) is how many times the attack can be "shot" in a 3 second round. ROF represents the design of the weapons firing mechanism, and how easy (or cumbersome) it is to operate. Most ranged weapons have an ROF of 1 or 2, but others may have the capacity for ***volley*** or ***gatling*** fire with ROF upto 20, such capabilities are noted in the weapon descriptions. Whatever the ROF of a weapon, each shot is still a single action, and the action roll and initiative modifiers associated with multiple actions apply.

Spreadfire

Some weapons, such as blunderbusses and shotguns fire a barrage of tiny pellets and shrapnel

Range & Difficulty to Hit

Range	*Difficulty*
Point blank (4yds or less)	10
Close (10yds or less)	14
Medium (50yds or less)	18
Long (out to listed range of weapon)	22
Extreme (beyond listed range)	26, + 2 per + 100yds

instead of a single solid bullet. The advantage to this is that the pellets or debris being fired spread out in a cone from the mouth of the weapon, allowing an area to be targeted with a single attack rather than a single point. Such weapons tend to have a high accuracy, representing the spread of fire, but have a low range.

- When making an attack with a 'spreading' weapon you may nominate your target as an area, one yard across, anywhere in the ***close range*** distance bracket. Any characters or items in the cone between you and the target area (and not protected by cover or other targets) are hit for the full damage rolled.
- Spreading weapons can be devastating against close-knit groups of opponents, and are also favoured for easier hunting.

Volleys

Volleying weapons have more than one barrel, and allow more than one barrel to be fired at once in a single attack. This is not 'autofire' as we know it in the 20th century, but a simple choice of 'how many barrels is the target going to get'. Volley fire weapons fire the selected amount of barrels in a single attack, and at a single target.

- When you choose to volley fire a weapon you do additional damage based on the amount of barrels that you fired. For each barrel after the first that you fire the damage for the attack is increased by 50% of the basic damage of the weapon.
- However, when volley firing you also suffer a -2 modifier to hit per barrel fired, due to additional recoil.

Example: Chris has a shotgun with a base damage of 4, 2 barrels and volley fire capability. Chris decides to give his target 'both barrels'. He succeeds in his roll to hit, and comes to calculate damage. The base damage is 4, plus an additional 2 dice of damage for the second barrel, making a total of 6 dice damage.

Gatling Fire

Gatling weapons are the latest firearms innovation. Gatling weapons always use cased ammunition, and use a crank to push a belt, magazine or cylinder, repeatedly presenting new rounds into the firing chamber. Gatling weapons have a major advantage over volleying weapons as they are able to continue firing while being turned, allowing multiple targets across an area to be hit, as well as simply filling a single target full of holes.

Gatling fire can be used in several ways.

- ***Burst:*** a burst is a limited gatling attack, usually 3 shots. Since the weapon isn't bucking around as much, there is no attack penalty. Make an attack roll; if the defender fails his roll, he takes 1d6/2 bullets.
- ***Hosing them down:*** when using autofire against a single target, a normal attack is made. For every 2 points the attacker's ***attack total*** exceeded the ***difficulty*** of the shot, one additional round hits the

Optional Rules for Ranged Combat

Option	*Description*
Hurried reloads	The reload times assume you are taking time and care when reloading a firearm. However, in the middle of a fire fight you may prefer speed over caution. When rushing a reload you spend actions to reload the weapon, you can spend as many actions as your initiative total allows, using the normal rules and modifiers for multiple actions. To represent the act of reloading you make an ***easy action roll*** using ***dexterity + weapon skill***. A failure indicates that the action was wasted; success means that you managed to fit into a single action what would normally have taken a full 3-second round. When you make this action roll, any ones that come up on the dice represent wasted ammunition that fumbles from your fingers in your haste.
Fast draw	By declaring this action at the start of the first round of an engagement, you are trying to "fast draw" on your opponents, by unholstering and shooting from the hip instead of the normal aiming position. This haste can give you a much-needed advantage in ***initiative*** as it grants a + 3 bonus, but imposes a -3 penalty on your first attack due to lack of recoil control.
Aiming	This action allows you to improve your chances to hit with a ranged weapon. Each round taken aiming adds + 1 to your attack, up to three rounds total. Aiming assumes a steady, braced position, no movement, and a clear chance to track your target.
Brace for it!	When using volley or gatling fire it can be advantageous to brace yourself against a solid wall, or other inanimate support. Bracing yourself against a solid object can halve the penalty to hit from firing volleys and gatling fire.

Ranged Weapon Characteristics

All ranged weapons are defined by a handful of key ratings, they are described below.

Rating	*Examples*	*Description*
Skill:	Pistol shooting	The skill used to make an attack with the weapon
Accuracy:	+ 1	A modifier to the attack roll, accuracy accounts for balance, quality, and of course, accuracy of aim.
Damage:	5 lethal	The basic damage of the weapon, in dice. Damage is either ***lethal*** or ***stun***, see the ***damage*** section for more information.
Rate of fire:	2	How many shots can be made with the weapon in a single round.
Range:	50	The range of the weapon, used to determine the difficulty to hit.
Shots:	6 (1)	Unlike melee weapons, most ranged attacks have a limited number of shots (arrows, bullets, etc) before needing to be reloaded. The number in brackets indicates the ***rounds*** required to reload 1 shot into the weapon, you can rush reload times, see the ***optional rules***.
Special modes	Spread, gatling	Describes whether the weapon is capable of one of the special firing modes, weapons with spread fire ***always*** fire in a spread.
Cost:	£4.2/6	The cost to purchase the weapon during the course of play.

target, up to the maximum number of shots fired. The catch? There's a 1 point attack penalty for every 5 shots fired during a round as the accumulating recoil causes the weapon to buck around in increasing strength.

- ***Multiple targets:*** a gatling attack can also be directed against several targets at once. The attack must be directed into an area called a fire zone, and the width (in yards) of the fire zone must be specified at the time of the attack. The total ROF of the attack is divided by the total number of yards in the fire zone (round down), and this becomes the total number of rounds that can possibly hit a target in that zone. A single attack roll is made against the difficulty determined by the range (but may be modified by all out dodges) and the attack roll is modified by the total number of rounds fired (-1 per 5 shots). For every 2 points the attack roll succeeds against a given target one round hits, up to the maximum number of shots fired into that yard of the fire zone.

Archery

Archery attacks use all the rules for ranged combat as described with only a few limitations. Bows cannot be shot from the hip, and hurrying reload times works slightly differently due to the simplicity of the process. When hurrying with a bow you simply turn the normal round to reload into an action and apply the multiple action modifiers. This allows you to fire in the first action, reload in the second, and fire again in the third. There is no roll needed for the reload, but using that example, both shots made will be at –8 from taking two additional actions in the round.

- Crossbows use all the rules for ranged combat with no changes.

Dodging Ranged Attacks

Ranged combat rolls are unopposed because in reality you cannot dodge a bullet or arrow – they travel far too fast for the eyes and brain to co-ordinate movement in order to evade.

However, we do allow characters that have already declared an ***all out dodge!*** To apply their complementary action roll's bonus as an increase to the difficulty of shots directed at them.

Determining Damage

Once you have made a successful attack the next step is to determine the amount of damage your attack has done to your opponent. Damage rolls are ***effect rolls***, and are dealt with as follows. The weapon used dictates the amount of damage you will do. Few people died from gunshots in this era, most died from infections in the wound days or weeks later.

- Once you have determined the amount of damage dice to be rolled, roll them and add the results together, this is your ***damage total.***

- Every character or creature in Victoriana has a ***fortitude*** characteristic, some will also possess armour, whether worn or as a natural feature. The defender ***subtracts*** both his ***fortitude*** rating, and the rating of any ***armour*** he is wearing from the damage total, the rest is applied to his ***health scores***. There is more information on the health scores and how they are depleted in the '***damage'*** section of the dramatic systems chapter.

For example: Klaus' revolver has a damage score of 4, he rolls 4 dice for damage.

Throwing Stuff

Thrown weapons can include grenades, knives, bottles, mugs, chairs and tables. In order to be thrown the object must be liftable by the character, and may be thrown using the character's athletics skill.

- Improvised, non-aerodynamic objects can be thrown at -4 penalty. Due to their large size and strength, Ogres can frequently hurl whole tables and doors at their opponents. If the character is throwing something larger than 4 square yards (roughly 2x2), it can be treated as an area attack.

If the character fails the attack roll, the centre of the attack shifts 1yd for every 1 point the attack roll was missed by, up to a maximum of 1/2 the

total range to the target. Roll 1d6 and multiply by two to see which 'clock face' direction the attack scatters, assuming that 12 o'clock is directly behind the target. Then roll 1d6 to determine how many meters/yards the round fell in that direction.

All out dodge

Use this action to make yourself harder to hit. As your first action you declare an ***all out dodge***, and in your initiative order for the first action you make a ***complementary*** roll on ***dexterity + dodge!*** With a difficulty of 14. The result of this complementary roll is added to each of your automatic defence rolls for that round. See ***complementary skills*** in the skills section for more information.

Taking cover

If you don't want to waste an action racing around to facilitate an all out dodge, you can try to take cover. By using the environment around you such as trees, walls, and even furniture, you can reduce your opponent's chances of hitting you in ranged combat, see the ***modifiers*** section for examples. You cannot take cover from the environment in melee combat; you and your opponent are too closely engaged to be able to do so, but you can use portable items such as furniture as improvised shields if your gamesmaster allows.

Diving for cover

This variant of ***all out dodge*** can be used to avoid sudden and unexpected area effect attacks such as explosions and some spells. You make an ***action roll*** using ***athletics*** against a difficulty based on the distance (base of 14 for 1yd + 1 difficulty for every extra 1yd). If the roll is failed, you didn't dodge fast and/or far enough and were caught by the attack effects. Diving for cover is usually a free action and once performed is the last action of the round for that character as he then picks himself up from the debris. However a character with enough foresight (or paranoia) can specify ***diving for cover*** as an action (just in case), and characters who do so may then continue to act in the round as normal.

Modifiers

Combat modifiers take into account the conditions of the battle. Modifiers are always applied to action rolls, not target numbers. In the case of an opposed roll, the modifiers are still only applied to the attacking roll – the defenders roll is unmodified. The sole exceptions to this rule are

COMMON ATTACK MODIFIERS

Line of sight and cover (you can see…)	*Modifier*
Half of the target	-1
Head and shoulders of the target	-2
Head of the target only	-4
Target is behind someone else	-6

Situation (you are…)	*Modifier*
Attacking a moving target	-2
Attacking a small target (1 foot or smaller)	-4
Attacking a tiny target (bull's-eye, 1-3")	-6
Blinded by light, or dust	-6
Doing more than one thing in a round	-4 per additional action
Ganging up on an opponent	+ 1 per ally fighting same opponent
Making an aimed attack to the a limb (arm, leg)	-3
Making an aimed attack to the extremities (hands, feet)	-6
Making an aimed attack to the head	-4
Making an aimed attack to the stomach	-4
Making an aimed attack to the torso	-1
Not strong enough to use the weapon properly	-2 per ***body*** point below min.
Running (in the action directly preceding this action)	-2
Stunned	-5
Using an improvised weapon (rock, bottle, small girder)	-2
Using your off-hand	-3
Wounded	-1 to -5

Environment (there is…)	*Modifier*
Background distractions, sudden loud noises or bright lights	-2
Broken ground, bad footing (melee & athletics modifier)	-2
Dreadful visibility (fog, thick smoke)	-6
No visibility (thick fog at night, interior of coal cellar)	-8
Poor visibility (rain, mist, smoke, dusk, gas lit streets)	-4
Temperature extremes, hot or cold	-4

wound penalties and multiple action penalties, which are applied to all rolls.

Modifiers are grouped into several categories.

- **Line of sight:** how clearly can you see the target, what's in the way? Line of sight deals with whether anything's between you and your target.
- **Situation:** what are you doing? Are you strong enough to lift the weapon, are you trying to hit a small target? Situation modifiers deal with you, your circumstances and what you are trying to do.
- **Environment:** how does the environment affect what you are doing? Can you see clearly, is the floor slippery or uneven, is the temperature numbingly cold?

Surprise! It's an ambush!

An attack that surprises the target, such as an ambush or a backstab, gives the attacker a + 5 modifier for that attack (but no initiative bonus).

To lay an ambush requires the following conditions: the opponent is unaware of your location and intention to attack. He may only detect you with a successful perception roll. The opponent's attention is distracted or focused on another situation, such as another attack or a difficult task.

Typically you will only be able to surprise an opponent once, in your first attack of the engagement.

Explosions

Attacks that strike an area rather than a character (bombs, grenades, gas and other effects) are known as ***area effect*** attacks. The area affected depends on the damage dice of the attack being used, typically this is a 1 yard radius per damage dice of the weapon, and will always be described as part of its description or construction.

The outcome of area effect attacks is determined by each defender in the area defending against a single attack total by ***diving for cover***; those who fail take damage.

Ground zero of an explosion or area effect takes the full damage of the attack, characters take 2 less points of damage for every yard they are away from the centre of the attack. Character who are outside the area of effect, take no damage at all.

Armour

So how do you avoid getting knocked out or killed? Every character has a ***fortitude*** characteristic that helps reduce the amounts of damage you take from attacks, but when faced with concerted efforts to snuff out your existence, it frequently just isn't enough! The first and best way to avoid

harm is to just stay out of the way; use your skills and characteristics to ward off the attack. But if that doesn't work, you've still got another option, armour.

As the ranged weapons race has progressed over the centuries, armour has fallen by the wayside. Medieval plate armour was (and still is) an excellent defence against melee weapons, but the advent of firearms brought the usefulness of such weapons to a grinding halt. In order to protect against bullets effectively armour had to be made so thick that it just couldn't be worn. As a result heavy armour such plate mail hasn't been used for more than 200 years, in an age of firearms ***definitely*** being able to get out of the way is considered much better than ***maybe*** having thick enough armour! Even so, there are plenty of protective armours and clothing a cautious adventurer can utilise to assist in prolonging his lifespan, even if he can't guarantee it.

Armour is defined as anything that gets between you and that damage first; clothing, armour plates, scales; even magical energy and enchantments that deflect or absorb damage. All armours have an ***armour value*** that is subtracted on a point for point basis from damage along with your ***fortitude*** before the damage actually gets taken from your ***hits*** or ***stun***.

Common Armour Descriptions

Soft leather: this leather is usually a jerkin covering the arms and torso, or an apron covering the torso and legs. Regardless, it is made from soft hide as thick as belt leather and may be padded at points with even more layers.

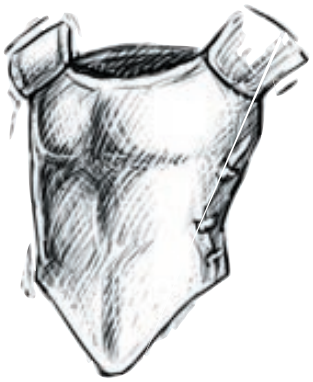
Lined coat: the lined coat is protective and very expensive. Made of soft leather and light metal mesh enclosed in woollen coat cloth, it is favoured by middle and upper class gentlemen who don't like to take a chance with ruffians, while at the same time not looking out of place. The sweeping lines of the coat usually fall to a gentleman's shins; the high collar reaches the hat brim. Lined coats are also available for ladies, and have been made in a 'heavy evening cloak' for both genders.

Soldiers coat: the soldier's coat consists of several layers of thick padded cloth, occasionally reinforced with leather to resist wear and stress. Soldier's coats are always vividly coloured to suit the regiment (or officer) the coat was made for.

Greatcoat: the civilian version of a soldier's coat, not intended as armour, but made of thick cloths and falling to the shins, offering some protection.

Cavalry cuirass: the heaviest armour in use by the military forces of Europa. Two body-moulded steel plates cover the torso, front and back. Additional steel guards defend the forearms and shins. The helmet is always of padded steel. Cuirass is extremely heavy and not something that anyone would want to spend more time than necessary in, indeed, many cavalrymen refuse to wear it when it is issued.

Corset, whalebone: an expensive but otherwise normally made ladies corset, reinforced with strips of whalebone rather than cloth, to further enhance a lady's figure and posture.



The Dagger is undoubtedly the most common urban weapon. Small, concealable, and found in every home.

The Cosh or Life Preserver is another popular urban weapon. It rarely sees military use, but it has become a standard weapon for the criminal who does not enjoy killing those unfortunates who happen upon his crimes.

Weapon descriptions

Bayonets & knives: most bayonets by the 1850's are akin to short swords, which can be fitted over the muzzle of a rifle. The muzzle grip is shaped to allow use as a knife.

Catapult: the kid's favourite, but nevertheless deadly in the right hands.

Knuckle-duster: brass knuckles. Can be fitted to any hilted sword for an extra £2.

Crossbow: more sophisticated than the bow, the cross bow is somewhat akin to the rifle, the crossbow is considered a barbaric and unsporting weapon.

Foil: shorter, more delicate form of rapier, a foil has practically no cutting edge and a much sharper point. The foil is not a combat weapon, but is a sporting weapon for competition sparring.

Garrotte: can be weighted or knotted scarf/ stocking, cheese-cutter or piano wire. The garrotte is swung across the throat and pulled, to constrict the airway causing suffocation. A victim may attempt to attack back but such a task is always difficult at least.

Keg of gunpowder: a large barrel of gunpowder as used in the operation of all firearms and military artillery, and often in the construction of bombs. This barrel has a length of fuse wire leading directly to its contents. A keg of gunpowder has an area of effect and causes incendiary damage.

Lance: anachronistic weapon of 8 to 9 ft in length used by wyvern riders and recently reissued to British light cavalry. Can only be used in mounted charge, but the butt can be used as a large club.

Large club: any large, two handed wooden object such as a cricket bal or table leg. No known armourer makes 'clubs', this weapon covers a wide range of improvised attacks.

Life preserver: favourite of footpads, the life preserver is approx. 18" of either sand or gravel-filled leather. Although commonly used to perform knockout attacks, the life preserver may be quite deadly if applied -with force.

Meat cleaver: axe-like implement used by butchers, or by less delicate thugs for splitting heads.

Metal shod staff: large, walking staff" between 5 and 8 ft long.

Military pike: the pike is 18' long , used to protect riflemen and artillery from cavalry attack on the field of battle. In a personal combat situation the pikes length makes it a useless weapon.

Molotov cocktail: as devised by Russian revolutionary Sergi Molotov. An infusion of oil and alcohol, usually contained in a bottle with a rag

The Sabre is the standard military blade of Europe and is issued to the officers and cavalry of every European army.

For the gentleman who wishes to be prepared for the worst, yet to be discrete - the sword cane offers a good defence. The blade is lighter than a sabre and it lacks a hand guard, but when sheathed it is indistinguishable from a normal cane.

stuffed in the neck as a fuse. A Molotov cocktail causes incendiary damage.

Rapier. Traditional swashbuckling weapon. Usually 2 1/2 to 3 ft in length.

Sabre: a curved, light cavalry sword used by infantry and cavalrymen.

Small club: small wooden hand-weapon such as a billy club. Walking cane or part of a chair.

Spear: 5 to 6 ft of metal tipped wood. Usually used by or looted from African or American natives.

Stick of dynamite: a modern explosive. Different makes use various gunpowder / chemical mixtures -the explosive effect is invariably the same. Usually lit by a fuse wire. Old dynamite may be set off by knocking it. Only a cruel gamesmaster does that to a character though. Dynamite has an area of effect.

Switch blade: small, pocket knife. The blade is concealed within the hilt until flicked open, making a much smaller weapon to conceal until used- can make surprise attack on a successful Body roll.

Sword cane: 2 ft foil concealed within a walking cane (counts as surprise attack upon successful dexterity check).

Whip: leather whip approximately 3 yards long. Can be used to entangle opponents up to 2 yards away.

Yew bow: traditional. English-style yew bow used by ladies of the upper class in fashionable archery tournaments.

Firearm s

Guns during the middle Victorian period are a mixed bunch. Armies are still basically equipped in the same manner as they were in the Napoleonic wars, and military planners seem tosee little need to change. However, the need to kill more people quicker and more accurately has always been a motivating factor behind weapons design, and therefore new methods are constantly being inspired by the industrial revolution to make firearms more efficient and quicker firing.

The first innovation was the *percussion cap* during the late 18th century. Before this time, a musket or pistol had a charge of black powder and a ball rammed down the barrel, held in place by paper wadding, and this was ignited by a charge of powder in the weapon's pan being struck by a flint. There was a hole in between the pan and barrel, and when the flint ignited the powder, this propelled the bullet forwards. The problem with this was if the pan was wet, the flint would not spark and the poor infantryman had to face a very

The Brown Bess Musket
Standard Issue for the British Army, and copied widely across the globe.

The Baker Rifle
The British Army's Rifled musket is renowned for it's accuracy.

Spencer 1867 Repeater
The Spencer rifle with it's 'lever action' magazine is at the pinnacle of firearms innovation.

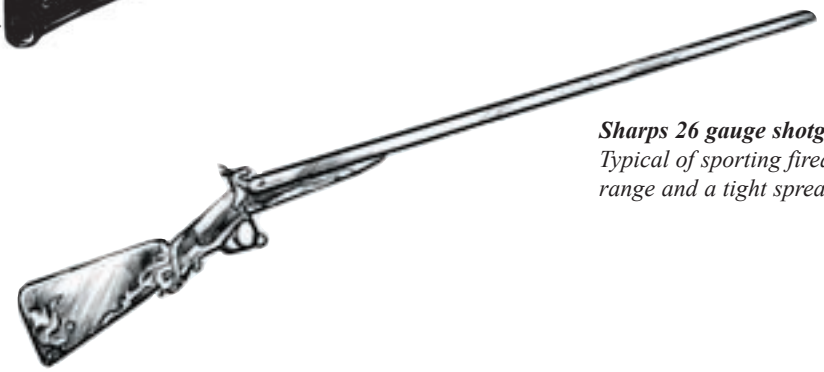
annoyed tribesman or cavalryman with a weapon which would not fire. So it was preferable to fight a battle in a nice dry climate with little sand or dirt to foul up the pan. The percussion cap got around this problem by filling a small copper cap with mercury and replacing the pan with a small nipple. The cap was placed on the nipple and voila! The gun would fire every time and the rampaging enemy could be shot nine times out of ten. The only problem with this is that it takes a great deal of care to ensure the cap is on the nipple rather than pouring the powder into the pan any old how. By the 1840's, most modern armies have replaced their flintlock guns with percussion locks.

The second innovation was *rifling*. A rifled barrel has seven grooves at the bottom which grip the bullet and cause it to spin in flight, thus improving it's accuracy over long distances. The previous weapons, called *smoothbore* did not have this feature. The main problem is that a rifle takes longer to reload, as the ramrod needed to twist the bullet into the grooves, losing vital seconds in a battle. The concept of a rifled barrel is not new, as fowling pieces used by hunters in the 17th century used rifled barrels, and many of the colonial militias in 18th century America used the more accurate hunting rifles rather than muskets. However, many armies (the British army included) still use muskets (such as the brown Bess musket) as the standard long arm, reserving the rifle for elite units, such as the British Rifle Brigades.

During the quest for more firepower for the average citizen came the concept of the revolver. This allowed multiple shots in a handgun, sparing the settler the pain of having his head split by a tomahawk while feverishly trying to reload his single shot pistol. The Americans lead the way in revolver design, using the percussion cap principle on a revolving cylinder. Unlike modern revolvers which are loaded by slotting a brass cartridge into the chamber, a percussion revolver has a two part cylinder with the caps resting on a ring of nipples and a paper cartridge inserted into the cylinder. The hammer is cocked by the user's thumb, and it strikes the percussion cap that in turn ignites the charge. When empty, the loader under the barrel clears the detritus from the barrel so a new cartridge can be loaded. By the 1850's designs such as the British Tranter and Adams exist which are double action, allowing the trigger to cock and fire the revolver in one motion, allowing faster firing time.

The pepperbox pistol evolved at the same time as the revolver, pioneered by the firepower over accuracy British. This was a revolving series of barrels based upon the earlier volley gun designs of the eighteenth century that mounted multiple barrels onto a standard musket, allowing all to

The Revolving Blunderbuss
The blunderbuss is a simple weapon to load and fire, but woefully inaccurate. This design has six barrels each of which must be individually loaded.



Sharps 26 gauge shotgun
Typical of sporting firearms the sharps shotgun carries a good range and a tight spread.

The Volley Gun
Origionally desined for clearing the decks of enemy ships in naval boarding actions the destructive might of the volley gun cannot be disputed. Normally mounted on the deck rails of naval vessels, the recoil from the barrels is so great that it is rarely issued to infantry outside of Ogre Grenadier units.

be fired at once. The precision tools of the nineteenth century allow for greater tolerance of the action, thus allowing barrels to revolve and fire independently of each other (the volley gun fires all barrels at once, thus generating horrendous recoil which often broke all but the strongest man's shoulder). However, whilst a pepperbox pistol fires faster than a single action revolver as it does not require cocking, it is less reliable as it's firing mechanism is exposed to the elements, and furthermore the individual barrels are not rifled, thus reducing accuracy. The main advantage is that they are far easier to manufacture, and thus correspondingly cheaper.

The latest innovation has been the *rim fire* or *pin fire* cartridge. Here the bullet, charge and detonator are all contained in a single brass cartridge, which is loaded into the breach of the weapon, significantly reducing reload times. The Belgian engineer leFraux, who made a revolver in 7mm pin fire in 1831, pioneered the pin fire cartridge. This was not popular as it was unreliable and less accurate than the percussion cap colt and made few sales. However, Dreyse of Germany made a single shot bolt action rifle in 1841 using a needle fire cartridge which was adopted by the Prussian army in 1847. Other armies have not adopted the cartridge, as each cartridge needed to be made by a machine that thus costs money, whilst the soldiers themselves can make a traditional paper cartridge. Also, most high commands felt that the average soldier would only waste ammunition by firing it faster, thus costing them more money! The quest for faster firing rifles led to innovators such as Spencer inventing a magazine fed, lever action rifle, which allowed a continuous hail of lead. Others modified revolving handguns by

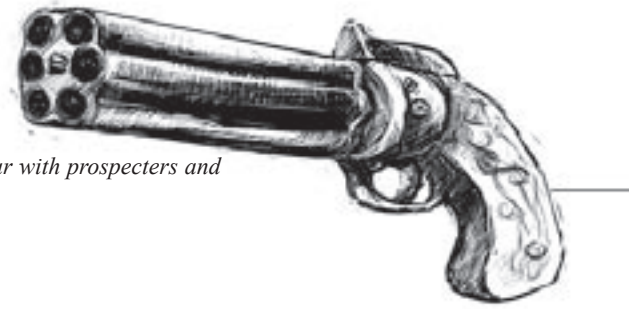
Sharps Derringer
A tiny two shot pistol designed to be hidden in a pocket or boot, or a ladie's purse.

Lefraux, 7mm Revolver
A sturdy and compact light revolver.

Tranter, 0.44 Revolver
The Tranter company of Birmingham are reknowned for superior quality.

Adams 0.36 Revolver
Fast becoming the sidearm of choice for British Officers with the freedom of choice.

Mariette 0.36 Pepperbox
A reliable and sturdy design, the Mariette sets a standard for pepperbox pistol design.



Apache 12mm Pepperbox
This American design packs a heavy punch and is popular with prospecters and settlers across the frontiers.

adding a shoulder stock and elongating the barrel to make quick firing, but essentially unreliable carbines.

Shotguns are mostly converted rifles with a smoothbore barrel, firing different sorts of shot. However, the Italian company of berretta use a double-barrelled rifle in the newly designated twelve bore to make a shotgun specifically designed for that role. Here, the charge is a basic percussion cap for both barrels, with a paper cartridge filled with several round balls to spread hot death over a wide area. The American cavalry favours these, as they can pour fire into an infantry square from close range.

It has probably been noted that the majority of modern guns are made in Britain, America and Belgium. This is because these are heavily industrialised countries that can churn out thousands of identical guns to a waiting market. In France and Germany, gun making tends to be a cottage industry still, with the emphasis placed on long arms manufactured for rural citizenry and the military rather than for handguns made for pioneers, settlers and gunfighters. The rest of the world tends to rely on British imports and American colt type revolvers manufactured locally under licence (provided the facilities exist).

Armour

Type	*Armour value*	*Dexterity penalty*	*Cost*
Soft leather	4	-	£1
Lined coat	8	-1	£4
Soldiers coat	5	-	£1.15
Corset, lined	6	-1	£2.4
Lined vest	6	-	£2
Greatcoat	4	-	£1.12
Cavalry cuirass	12	-3	£15
Corset	4	-1	18s

Melee weapons

Type	*Skill*	*Accuracy*	*Damage*	*Cost*
Bayonet	Swordplay	-	2 lethal	4d
Fencing foil	Swordplay	+ 1	2 lethal	15s
Frying pan	Improvised	-	3 stun	3d
Garrotte	Speciality: garrotte	-	Asphyxiation	3s
Hatchet	Hack & bash	-	3 lethal	1s
Kick	Unarmed	-	2 stun	-
Knuckle duster	Unarmed	-	2 stun	5s
Large club	Hack & bash	-	5 stun	4s
Life preserver	Hack & bash	-	4 stun	7s
Meat cleaver	Hack & bash	-	3 lethal	4d
Metal staff	Hack & bash	+ 1	4 lethal	4s
Military pike	Hack & bash	+ 2	5 lethal	3s
Net	Speciality: net throwing	-	Entangle	1s
Punch	Unarmed	-	1 stun	-
Rapier	Swordplay	+ 1	4 lethal	£1.2
Rifle + bayonet	Swordplay	+ 1	4 lethal	-
Sabre	Swordplay	+ 1	5 lethal	10s
Sledgehammer	Hack & bash	+ 1	6 lethal	6s
Small club	Hack & bash	-	3 stun	1s
Spear (tribal)	Swordplay	+ 1	4 lethal	4s
Switchblade	Swordplay	-	2 lethal	1/5
Sword cane	Swordplay	+ 1	3 lethal	£2
Whip	Speciality: whip	-	1 lethal + entangle	8s
Wood axe	Hack & bash	+ 1	5 lethal	3/2

ARCHERY & CURIOSITIES

Weapon	Skill	*Acc*	*Damage*	*ROF*	*Range*	*Shots*	*Special modes*		*Cost*
Bow, tribal	Archery	-	5 lethal	-	120	1 (1)	Archery	N	£1.2/6
Bow, yew	Archery	+ 1	3 lethal	-	100	1 (1)	Archery	N	10s
Crossbow, hunting	Rifle marks.	+ 1	4 lethal	1	150	1 (4)	-	N	16s
Crossbow, repeating	Rifle marks.	-	3 lethal	2	120	3 (6)	-	N	£2
Sling	Archery	-	2 stun	-	10	1 (-)	Archery	P	1s
Throwing knives	Athletics	-	2 lethal	-	20	- (-)	Throwing	P	6s

MUZZLE LOADING WEAPONS

Weapon	Skill	*Acc*	*Damage*	*ROF*	*Range*	*Shots*	*Special modes*	*Conc.*	*Cost*
Baker rifle	Rifle marks.	+1	5 lethal	1	200	1 (6)	-	N	£3.4
Blunderbuss	Rifle marks.	+2	3 lethal	1	16	1 (4)	Spread	N	£1.2
Blunderbuss pistol	Pistol shooting	+1	2 lethal	1	8	1 (4)	Spread	J	10s
Brown Bess musket	Rifle marks.	-1	4 lethal	1	80	1 (4)	-	N	£1
Crocket rifle	Rifle marks.	+2	1 lethal	1	200	1 (6)	-	N	£3
Enfield rifled musket	Rifle marks.	+2	5 lethal	1	200	1 (6)	-	N	£3.10
Flintlock pistol	Pistol shooting	-	3 lethal	1	20	1 (6)	-	J	16s
Flintlock pistol, #1842	Pistol shooting	+1	2 lethal	1	40	1 (6)	-	J	£1.12
Mississippi rifle #1841	Rifle marks.	-	6 lethal	1	200	1 (6)	-	N	£3
Pennsylvania rifle	Rifle marks.	+1	4 lethal	1	200	1 (6)	-	N	£3
Revolving blunderbuss	Rifle marks.	+2	3 lethal	1	16	6 (4)	Spread	N	£2
Volley rifle	Rifle marks.	-	3 lethal	1	80	8 (6)	Volley 8	N	£6
Volleying blunderbuss	Rifle marks.	+ 2	3 lethal	1	16	3 (4)	Volley 3, spread	N	£3

Pepperboxes & revolvers

Weapon	*Type & mechanism*	Skill	*Acc*	*Damage*	*ROF*	*Range*	*Shots*	*Modes*	*Conc.*	*Cost*
Adams 1855	Revolver, cap	Pistol shooting	-	4 lethal	2	60	5 (5)	-	J	£7.10
Adams, 0.36	Revolver, cap	Pistol shooting	+1	3 lethal	2	60	5 (5)	-	J	£7.10
Allen & thurber, 0.36	Pepperbox, cap	Pistol shooting	-	3 lethal	2	30	6 (5)	-	J	£3
Apache 12mm	Pepperbox, pin fire	Pistol shooting	-	4 lethal	3	30	6 (1)	-	L	£4
Apache 7mm pepperbox	Pepperbox, pin fire	Pistol shooting	-	2 lethal	3	30	6 (1)	-	J	£3.10
Apache 9mm	Pepperbox, pin fire	Pistol shooting	-	3 lethal	3	30	6 (1)	-	J	£3.14
Barnsley, 128 bore	Pepperbox, cap	Pistol shooting	-	2 lethal	2	30	5 (5)	-	J	£2.15
Colt #1851, 0.36 cal	Revolver, cap	Pistol shooting	-	3 lethal	1	60	6 (5)	-	J	£5
Colt #1851, 0.44 cal	Revolver, cap	Pistol shooting	-	4 lethal	1	60	6 (5)	-	J	£6
Colt 1849 pocket pistol	Revolver, cap	Pistol shooting	+ 1	2 lethal	1	60	5 (5)	-	J	£4
Ethan Allen, 0.30	Revolver, cap	Pistol shooting	-1	2 lethal	1	60	5 (5)	-	J	£3.2
Ethan Allen, 0.30 cal	Pepperbox, cap	Pistol shooting	-1	2 lethal	2	30	8 (5)	-	J	£2.6
Le mat percussion pistol	Revolver, cap	Pistol shooting	+ 1	3 lethal	2	90	9 (1)	-	L	£10
shell:	Breach, cap	Pistol shooting	+ 1	4 lethal	1	30	1 (1)	Spread	L	-
LeFraux, 12mm	Revolver, pin fire	Pistol shooting	-2	4 lethal	2	60	10 (1)	-	L	£12
LeFraux, 7mm	Revolver, pin fire	Pistol shooting	-1	2 lethal	2	60	6 (1)	-	J	£5
LeFraux, 9mm	Revolver, pin fire	Pistol shooting	-1	3 lethal	2	60	6 (1)	-	J	£8
Mariette, 0.36	Pepperbox, cap	Pistol shooting	+1	3 lethal	2	30	6 (5)	-	L	£4.4
Parkerfield, 0.36	Pepperbox, cap	Pistol shooting	-	3 lethal	2	30	6 (5)	-	J	£3
Starr #1855, 0.36 cal	Revolver, cap	Pistol shooting	-1	3 lethal	2	60	6 (5)	-	J	£4.2
Tranter, 0.44	Revolver, cap	Pistol shooting	+1	4 lethal	2	60	5 (5)	-	J	£8.2
Volleying pepperbox	Pepperbox, cap	Pistol shooting	-	2 lethal	1	40	6 (5)	Volley 6	L	£4.2/6

Breach, break & magazine loading weapons

Weapon	*Type & mechanism*	*Skill*	*Acc*	*Damage*	*ROF*	*Range*	*Shots*	*Modes*	*Conc.*	*Cost*
Beretta 12 bore shotgun	Shotgun, cap	Rifle marks.	+ 2	5 lethal	2	30	2 (5)	Volley 2, spread	N	£6
Colt dragoon carbine 1851	Cylinder, cap	Rifle marks.	-1	5 lethal	1	120	6 (1)	-	L	£6
Dreyse needle gun	Rifle, pin fire	Rifle marks.	+1	6 lethal	1	200	1 (1)	-	N	£6
Elephant gun	Rifle, cap	Rifle marks.	-1	8 lethal	1	80	1 (1)	-	N	£12
Gatling gun	Belt fed, pin fire	Rifle marks.	-	4 lethal	20	200	Belt (1)	Gatling	N	£28
Moore 10 bore shotgun	Shotgun, cap	Rifle marks.	+ 2	6 lethal	2	40	2 (5)	Volley 2, spread	N	£8
Needle rifle	Rifle, pin fire	Rifle marks.	+ 1	6 lethal	1	120	1 (1)	-	N	£6
Sharps #1853, 0.50 cal	Rifle, pin fire	Rifle marks.	+2	6 lethal	1	200	1 (2)	-	N	£6
Sharps 26 gauge shotgun	Shotgun, cap	Rifle marks.	+ 2	4 lethal	1	30	1 (5)	Spread	N	£4
Sharps derringer	Derringer, cap	Pistol shooting	-1	2 lethal	2	16	2 (4)	Volley 2	P	£4.10
Spencer 1867 repeater carbine	Magazine, pin fire	Rifle marks.	+1	5 lethal	2	120	7 (1)	-	L	£10
Vest derringer	Break, cap	Pistol shooting	-1	2 lethal	1	16	1 (4)	-	P	£3

Explosives

Weapon	*Skill*	*Acc*	*Damage*	*Range*	*Special*	*Cost*
Keg of gunpowder	Demolitions	-	42		Area effect	£24
Molotov cocktail	Athletics	-1	4	(thrown)	Area effect, fire	5d
Stick of dynamite	Athletics	-1	12	(thrown)	Area effect	10/6

Other Dramatic Systems

The passing of time

Game masters typically mix scales of movement and time. For instance, a fight happens in rounds of approx 3 seconds each, with participants acting in strict initiative order. A turn of combat with several participants may be resolved in a few turns, about 10 seconds - the same combat might take up to 20 minutes of real time to play out.

Combats are an example of a common phenomenon, for game time and real time to pass at the same rate is very rare - indeed it may be impossible.

If you were to walk down a road looking for the mad beggar who attacked you, the process would be fairly swift. Visual data is sent immediately to the brain and the mind acts on the data, the beggar is found or not. For a character to do the same thing, the player states the intention to search for the beggar, he rolls dice to stalk stealthily between the other pedestrians. He rolls dice for his character's attempts to scrutinise the crowd for the beggar's face. Knowing some players, this process is likely to drag on until the gamesmaster refuses to allow further action rolls. In short, the search takes significantly longer simply due to the process of orally describing a scenario rather than the instant eye-brain data collection of physically seeing the street.

The examples of combat and search above show how game time events pass quicker than real time enacting of them. This is not always the case. By the same process of description an eight week Atlantic voyage can be described as 'the voyage across the Atlantic passes without problem and you arrive safely in new-York' several seconds of real time.

In game, time is important for tracking the progress of actions or processes, other than that, fudge it!

The environment

Guns and swords aren't the only thing that can hurt you. The world is full of potential dangers; falls, illness, drowning, even being hit by lightning. All of this falls under the heading of the environment: shock, poison/drugs, burns, disease & asphyxiation. Each of these are effects of the environment that harm you through accumulation; shock and poison by continual damage to your ***body*** or ***resolution***, asphyxiation through accumulated lack of air.

Electricity and fire are always ranked by intensity of the effect (gm's decision), with damage occurring each round you are exposed to the source.

Environmental intensities

Type	*Mild*	*Intense*	*Deadly*
Damage	*1-4 dice*	*5-10 dice*	*11-20 dice*
Electricity	Battery	Generator	Lightning bolt
Illness	Measles	Cholera	Plague
Drug	Alcohol	Opium	Cocaine
Poison	Belladonna	Arsenic	Stonefish venom
Fire	Wood fire	Gas fire	Chemical fire

- ***Poisons & drugs*** are ranked by the power of the drug or poison. Damage effects occur each minute, not round. A drug or poison need not be fatal; anaesthesia and narcotics also work by accumulation; "damage" is subtracted from a characters ***resolve*** or ***stun***, when all resolve or stun is gone the character is under the full effects of the drug.
- ***Illness*** takes place over days, weeks or even months (gm's choice). Illness always affects a characters health in some way, but the effects can be extremely varied.
- ***Asphyxiation & drowning*** does 3 dice of damage per round, taken from your stun points. Sitting quietly, you can hold your breath up to 4 rounds for every point of constitution (a tough character could hold his breath for about two and a half minutes). If activity, such as swimming or running is required, this falls to 2 rounds per point.

Falling

For every yard (or part thereof) that a character falls, the character takes one dice of damage. Apply the dice as a single damage roll upon contact with the ground. As a simple benchmark, assume that each storey of a building is 2 yards high.

- When a character makes a leap, he may roll athletics to halve the damage done when landing. This represents rolling or tumbling with impact.

For example: let us assume we are leaping from a building with 3 storeys, jumping from a ground floor window incurs no damage, but jumping from the 1st floor bedroom window incurs 2d6, jumping from the 2nd floor incurs 4d6, and jumping from the roof would incur 6d6.

Lifting, Throwing and Strength Feats

One action that doesn't fall into the realm of the everyday in Fuzion are feats of strength. This is one place where reality must compromise with fiction, as in reality there are no ogres!

Feats of Strength and Lifting are a type of Action. However, the resolution of this action is a little different than most. In a Strength Feat action, you'll

Strength Feat Difficulties

Difficulty	*To Lift a:*	*To Bend or Break*	*To Throw a ball:*
2	Heavy bag of groceries	Balsa wood	5 yds
5	Child	Thin ply board	10 yds
7	Adult female	Wood boards	40 yds
9	Adult male	Copper pipe	80 yds
11		Iron	110 yds
13	Street Vendors cart	Prison bars	300 yds
15	Horse	Steel	600 yds
17	Hansom Cab	Street Lamps	1 mile
19	Coach	Hardened steel	2 miles
21	Elephant		4 miles

roll only 1D6 and add your Body Characteristic against a difficulty set by the GM, some sample difficulties are listed above.

Example: Sir Larry has a Body of 4. He can easily pick up his son (a roll of 1 out of 6), his wife (3 out of 6) but can barely lift his buddy (5 out of 6). On the other hand, Big Joe the Ogre has a Body of 14. He doesn't event think about lifting grown men of their feet, and isn't overly concerned about lifting horses or bending steel pipes (3 out of 6)!

Chases and Driving

Chases are an excellent tool for drama, and so deserve a little attention in their own right. A chase begins when one party flees and another party then pursues. A chase might involve participants on foot, horseback, in coaches, on wyverns, using magical flight, or might even involve steam engines. Exact distances aren't as important as tracking the relative distances between participants

When a chase ensues the first thing to determine is the distance between the participants from the starting distance table. As the participants conduct the chase they will move between these distance bands until either the target is caught, or the pursuer is lost.

Once the starting distance is determined, a chase runs in 3 second rounds, as a combat, we assume that participants will be running/riding/driving as their default action and each round the participants roll to see if either party gained ground. This roll is made right after initiative, outside of the usual initiative order and before any other actions are resolved. Participants may indulge in multiple actions if they choose and the multi action modifier applies to their chase roll as well as any other actions they make.

Chase Scene Distance Brackets

Distance	***Definition***	***Example Circumstance***
Rolling in the dirt	> 0 yds	In Melee combat
Side by Side	> 4yds	In Conversation
Close by	> 10yds	Across the Street
Far ahead	> 20 yds	Next Street
Lost 'em	> 30 yds	Several Streets away

- Participants on foot roll ***Running Distance + Athletics skill + 3d6***
- Participants on riding beasts roll ***The Steeds Running or Flying Distance + Riding skill + 3d6***
- Participants in Coaches roll ***Their Vehicles Speed + Relevant Vehicle skill + 3d6***
- Participants flying magically roll ***Their Flying speed + Flight + 3d6***

Compare the rolls of both parties, if either party has beaten the other's roll by 6 or more then they have gained a distance bracket in their favour. When the distance bracket has closed to 'rolling in the dirt' the pursuer may choose to tackle the target and does just that with a melee attack using the grapple rules. Once this is done the chase is over. If the target of the chase wins out enough distance brackets to end up in the 'Lost 'em' category then he has successfully lost all pursuit.

There are other ways for a chase to finish, its also possible for a chase to be cut short due to injury. If participants take multiple actions in order to take pot-shots at the opposition then wounds might slow a character or even cause them to surrender.

Disease

As briefly explained in the players guide ***Illness*** takes place over days, weeks or even months (gm's choice). Illness always affects a characters health in some way, but the effects can be extremely varied. To represent the variety of effects that illnesses can have upon the body each illness is described as attacking Health or Stun. A non fatal illness such as flu would attack stun, a fatal illness such as Dysentery or Cholera is described as attacking health directly. Finally all illnesses are listed with a speed and lifespan, the speed dictates how often damage rolls are made from the effects of the disease, and the lifespan dictates how many damage rolls might be made before the disease has run its natural course.

Drugs

As briefly explained in the Players guide ***Poisons & drugs*** are ranked by the power of the drug or poison. Damage effects occur each minute, not round. A drug or poison need not be fatal; anaesthesia and narcotics also work by accumulation. 'Damage' is subtracted from a characters ***resolve***

Diseases

Illness	*Vector*	*Intensity*	*Speed & Lifespan*	*Effects*
Cholera	Dirty Water	***1d lethal***	Hourly (72)	Fever, advanced dehydration leading to death
Syphilis	Blood, Intercourse	1d ***lethal***	Daily (forever)	madness, then death
Dysentery		***1d lethal***	Hourly (72)	dioreahea, then death
Diphtheria		3d ***lethal***	Daily (7)	Airways fill with mucus, eventually suffocating victim
Flu	Contact	***2d Stun***	Daily (7)	Congestion, headaches, lethargy
measles		***1d lethal***	Daily (14)	sores
Small Pox		2d ***lethal***	Daily (14)	sores, fever
Black Death	Contact	***10d lethal***	Daily (30)	sores & fever, death

Drugs

Drug	*Vector*	*Intensity (max)*	*Speed & Lifespan*	*Effects*
Opium	Inhaled	***6d resolve***	N/A	Hallucinations, lethargy
Heroine	Injected	8d resolve	N/A	Hallucinations, lethargy
Cocaine	Injected	***10d resolve***	N/A	Hallucinations, lethargy
Choral Hydrate	Ingested	4d resolve	hourly	unconsciousness
Laudanum	Ingested	4d resolve	N/A	Opium derivative
Belladonna	Ingested	***2d lethal***	Minute	death
Arsenic	Ingested	***5d lethal***	Minute	death
Stonefish venom	Ingested	***10 lethal***	Minute	death
Morphine	Injected	8d resolve	N/A	Painkiller, mild euphoric, induces sleep

or ***stun***, some guidelines follow.

- Narcotic drugs do 'damage' which is deducted from resolve. When resolve reaches the -4 modifier the user is considered under the full effects of the drug (the resolve modifier reflecting the degree of insensibility). Should the effect roll of the drug be greater than the user's resolve then overflow the damage into stun. Narcotics are listed with a damage code that is typical of a single dose, should a user take more than one dose simply multiply appropriately.

- Anaesthetics attack a character's stun directly, when all stun is depleted the character is unconscious; the rules for collateral damage are not applied to stun damage caused by anaesthetics. Anaesthetics have a 'speed' characteristic that dictates how fast a dose of the anaesthetic can bring an average human to unconsciousness and a 'lifespan' which dictates the total amount of damage rolls that might be made as a result of a single dose.

- Poisons attack a character's health directly; their final effect if left unchecked is debilitation and death. The damages below reflect a single dose, large enough to kill an average human. Given that all poisons have the same ultimate effect, the big difference is the speed in which they accomplish their tasks. To represent this all poisons have a 'speed' characteristic which note how often damage is applied and a lifespan which denotes the total amount of damage rolls that might be made as a result of a single dose.

Coming Down

It's fine to know how quickly your character gets high or knocked out by drugs, but sometimes it's important to know how fast he recovers from his drugged state. For simplicity we assume that the character will be under the full effects of a drug for one hour, after that time the normal rules for recovery of stun and resolve apply.

Healing the Effects of Disease and Poisons

Any physician or clinic can attempt to diagnose and treat disease, by making a medicine roll to

diagnose the patient. This is typically at an average difficulty, but might rise as high as very difficult for rare diseases. Once the nature of the Illness has been discerned the physician can attempt a cure.

In the case of illnesses that attack stun, a successful medicine roll halves the stun damage for the time period being treated (usually daily).

For potentially fatal illnesses attacking health, a successful medicine roll transfers the damage from health to stun for that roll. The rules for collateral damage still apply.

For those who can afford the services of a Guild healer the use of the cure spell can quash most known diseases and subdue most altered states.

Treating the effects of poisons is somewhat more difficult. If the doctor is aware of the nature of the poison that was used then he can proceed to apply an antidote – use the rules for curing diseases above. However, often the physician will not know what poison was used, and he is faced with a process of trial and error that can be potentially devastating to the patient. In such circumstances the physician must make a very difficult medicine roll with a base time of one hour to diagnose the type of poison used. Often the patient is dead before the nature of the poison can be determined.

Damage

So far, we've been concentrating on how to do things in Victoriana, and we've already talked about how to do damage. Now, we're going to tackle stuff you won't want to do; like how to get hurt, knocked out, or even killed. In short, ***taking damage.***

But what is the damage taken from? That's where hits and stun come into play. In Victoriana, all things have ***hits*** or ***health*** points that represent how much lethal damage they can take. Generally a character can take as much lethal damage as his body characteristic x5.

Living things also take ***stun damage***; a measure of how much damage they can take before they pass out from pain and shock.

Damaging people

There are two kinds of damage that you can take from an attack; ***stun damage*** and ***lethal damage***. Stun damage is damage that creates pain and shock, but not serious injury. It's blunt, bludgeoning damage such as that done by hands, feet, heads (or if you have them, tails, tentacles and other blunt body parts) and wooden clubs. As a general rule, if it isn't sharp or very heavy, it does stun damage.

Stun damage is always subtracted from your character's ***stun damage track***, after being reduced by your character's fortitude and armour. When stun points are at 0, your body will react by shutting off the pain and passing out. Once at zero stun points you are effectively knocked out, but will regain consciousness once you have recovered enough stun to put you back over 0 again.

Lethal damage, on the other hand, is serious injury that can maim or kill. Anytime a weapon designated as 'lethal' hits you, you will take lethal damage. Lethal weapons tend to be those capable of puncturing, slicing, rending and ripping as well as very heavy objects.

Lethal damage is always subtracted from your character's ***lethal damage track***, after being reduced by your character's fortitude and armour. When this is reduced to zero, your character is more than just unconscious, you are dying. You will lose 1 additional hit (in shock and blood loss) every 4 rounds until you receive first aid - when you lose 2 x your body characteristic, you are dead.

Collateral damage

Sometimes a stunning blow is powerful enough that a small amount of lethal damage is also done. When marking off stun damage, for every 5 stun that penetrate fortitude and armour also mark off 1 point of lethal damage.

When you have lost all of your stun points, any subsequent stun damage you take will continue to convert into lethal damage at the 1/5th rate, reducing your remaining hits - if you're beaten senseless and the beating continues, you could

well be beaten to death!

Since lethal damage also causes a fair amount of pain and shock, when you take lethal damage you mark off the amount of damage taken from both the lethal damage track ***and*** the stun damage track.

Stunned

If you take more than 1/2 of your total stun in one attack, you are ***stunned***. A stunned character is at -5 to his next action roll, and any defence rolls you need to make in the meantime.

Wound Penalties

Whenever your lethal or stun damage tracks have been reduced enough, you will become impaired. As you mark off boxes on your damage tracks the highest penalty currently marked off on either track is applied to all action and defence rolls.

Knockback (Optional)

Sometimes a character can inflict such a mighty blow that the force of the attack knocks the target back. To determine the amount of distance a character is knocked back, subtract the ***body characteristic*** of the targeted character from the total ***damage dice*** that were rolled in the attack. For every damage dice remaining, the target is sent reeling one foot straight back from the impact.

Damaging Objects

Its possible to destroy almost any object with enough effort. Most objects aren't alive and so the damage they can take is recorded as ***hits*** instead of health. You can't stun an inanimate object. Therefore, objects have no equivalent to stun damage, only ***hits***.

Generally speaking wooden and cloth structures are easier to smash apart than metals, and so their hits are reduced the same whether the damage being done is stun or lethal. Metal objects however ignore stun damage and can only be destroyed by lethal damage.

Medicine & Recovering

Whenever a character is hit by a weapon, drowns, falls, suffocates or otherwise falls foul of his environment he takes damage. As discussed above, damage is deducted from a character's damage tracks on the character sheet. But once

Typical Object Hits

The Great Outdoors	*Hits*	*Structures*	*Hits*
Brush (per yd)	5	Glass (per yd)	5
Rocks (per yd)	30	Wooden Fence (per yd)	10-15
Tree, Street Lamp	80	Sheetrock Wall (per yd)	5-10
Lamp Post	40	Brick Wall (per yd)	30
Manhole Cover	30	Concrete Wall (per yd)	50
		Metal Wall (per yd)	70
		Metal Lock	5
		Wood Door	5
		Metal Door	30
		Vault Door	-
		Furniture	15-20
		Machinery (per yd)	30-50

damaged, how can you recover?

Recovering stun damage

Your ***constitution*** characteristic determines how fast your character recovers stun points. He gets back this many stun points each hour he rests.

Once you're knocked out, you may stay that way for only a few moments or for a long time. Unconscious characters regain their stun points at a rate of 1 per turn until they are once again conscious, and their normal recovery rate applies again.

Recovering resolve

Your ***resolution*** characteristic determines how fast your character recovers resolve points. He gets back this many resolve each hour he rests.

Characters who possess the concentration skill, may meditate to regain resolve. Meditation takes a hour, make a ***resolution + concentration*** roll with a difficulty of 18, apply any modifiers that are applicable (see ***modifiers*** in the combat chapter). Every point you roll higher than the target number is recovered resolve.

Recovery from lethal damage

Your ***constitution*** characteristic also determines how fast you recover from lethal damage. For every 24 hours you spend resting with medical care, you will recover as many hits as your ***constitution*** score. Medical care is defined as regular care and monitoring by a character with the ***physician*** skill, this could be another character if they have the time to spare, or it may be the staff of a local hospital.

Most ill or wounded characters in Victoriana will recover in their own homes with regular visits from their doctors, and perhaps an on-site nurse if the wounds or illness is serious. Of course, the poor might well be living in an unhygienic abode which could cause complications in its own right, and so most hospitals do have 'poor wards' where the lower classes can go to heal effectively before returning to their work. Poor wards are usually manned by students and nurses rather than professional qualified staff, and there are frequent

tales about patients going missing in the middle of the night. Your constitution recovery rate is halved (round up) when recovering in a poor ward.

Unfortunately medical care is expensive, and your character might not even be able to afford the poor ward. If this is so, you will heal much slower. If you are trying to heal lethal damage without full medical care then you can rely on the use of ***first aid*** to ensure sanitation and treatment of the wounds. This will allow you to heal at a quarter (round down) of your usual rate, and nullify the risk of infections to a reasonable degree.

If you cannot afford medical care, and do not even know anyone with knowledge of first aid, you will slowly die from blood loss and wound infections. It is probably preferable to pawn some possessions to raise some money and gain treatment in the poor ward.

Example: I have taken 30 lethal damage. My ***constitution*** *is 7. With full medical care I will be back to full health in 5 days. If relying on the poor wards I would be back to full health in 8 days, if relying on first aid I would need 30 days to recover the damage.*

Death

Saving a dying character is still possible. Another character, making a successful ***intellect*** plus ***physician*** or ***first aid*** action roll can stabilize you at any point beyond 0. The difficulty for this task is 2x the number of hits beyond 0.

Example: Lazarus is now at -7 hits. Stabilising him would require a medical ***action roll*** *against a difficulty of 14 (2 x 7).*

Experience

Sooner or later, you will want to improve your skills, characteristics or powers from the levels at which you purchased them at. This is achieved with the accumulation and subsequent spending of experience points (known as Xp). Experience is allocated by the gamesmaster at the end of an adventure, and reflects the hardships you overcame, during the course of the story – after all experience is the best teacher.

The gamesmaster will tell you exactly how many experience points you receive at the end of an adventure, normally this will be between one and six points. These points represent your success in the adventure, and how well you role-played. When they are awarded you may spend them straight away, or save them for a later date.

Saving experience points warrants no further explanation, but spending them does. We will now look at what you can buy with experience points.

Buying stuff with your points

So the gamesmaster just dumped a whole load of points on you-great! But how do you use them? Much like real currency, all option points need to be cashed in to buy or improve skills, powers and characteristics

Raising skills

Raising skills is possibly the most common use of experience points, when you wish to raise a skill ask your gamesmaster first. If he feels that you have used the skill a lot, then he will allow you to increase the skill immediately. However if he feels that the skill has not been used enough to warrant an increase he might require you to ***study*** or ***practice*** before allowing the raise. Regardless of whether the raise is immediate or requires study, the cost is the same.

Xp cost: the new level of the skill. *Example: to raise a skill from 3 to 4 would require 4 experience points. To raise from 6 to 7 would cost 7 experience.*

Buying new skills

Buying new skills always requires study or practice. There is no limit to the amount of skills a character can possess, but a character who spreads his Xp among many skills will take much longer to become an expert in any field.

Xp cost: 2 points for the first level of the new skill, for subsequent raises see ***raising skills*** above.

Characteristics

Characters can also raise their characteristics, ask your gamesmaster first. If he feels that you have used the characteristic a lot, then he will allow you to increase it immediatel. However, once again, if he feels that it has not been used enough to warrant an increase he might require you to ***practice*** before allowing the raise. Regardless of whether the raise is immediate or requires study, the cost is the same.

Xp cost: the new level multiplied by 2, plus the permission of the gamesmaster.

Example: to improve your dexterity from 5 to 6 would require 12 experience points and your gamesmaster's agreement.

Derived characteristics

Your gamesmaster may allow you to raise your derived characteristics with Xp. By doing this you might raise your stun points without raising your body (and constitution, lethal damage points, fortitude etc). If you choose to do this you may not raise a derived characteristic beyond 150% (x1.5) of the normal level as defined by the parent characteristic.

For example: I have a body of 5, I would normally have 25 stun points, if I buy additional stun points with Xp, my stun points can go above 25 upto 150% which is 37. By spending 5 Xp my stun damage would rise to 29, by spending another 5 Xp, it could rise to 33, but if I spent another 5 Xp it would rise to a total of 37, my upper limit.

For 5 Xp, you can increase your derived stats by choosing one of the following:

+ 1 running speed

+ 1 fortitude

+ 1 constitution

+ 4 ***stun damage*** points

+ 2 ***lethal damage*** points

+ 4 ***resolve***

Spells & Enchantments

When a magic using character wishes to learn new spells, or a medium wishes to raise his abilities, they must pay for the raise in experience points as well as any financial costs for the reference books needed to study. Learning spells is covered within the ***magic & mediums*** chapter.

Additional medium abilities have a fixed cost of 6 Xp each. There is no training or prerequisites (other than being a medium). Alternatively mediums can pay 6 Xp on an existing ability and reduce its difficulty by 4. Difficulty reductions can only be made twice for any single ability.

Buying off complications

If you took a complication during character generation, you may wish to buy it off during play. This costs 10 Xp for each complication, regardless of the option points you gained in character generation.

Study & practice (optional rule)

If you want to raise a skill or characteristic that your character does not often use, or at least has not used for some time, the gamesmaster might rule that you need to study or practice before the raise can be allowed.

Study

Simply put you get a 'how-to' book and start reading. Study is the hardest method, you have no idea of where to begin and no one to correct your mistakes.

- **Common knowledge:** study and self tutoring can be applied to common knowledge skills as often as you like, and upto the maximum rating of 10. In general, it takes about 1 month of study to justify 1 point of skill.
- **Speciality skills:** as above, but you can only improve specialities to a rating of 3.
- **Characteristics:** study cannot raise characteristics, only practice can raise those.

Practice

Practice means actually doing something, under controlled conditions, and with a teacher present to correct your mistakes. Practice is always superior to book learning.

- **Common knowledge:** the teacher must have a higher level of skill than the student and must have the time to teach (how long this takes is up to the gamesmaster). But even the most knowledgeable teachers may not be any good at transferring their knowledge; that's where the skill of teaching comes in. The teacher averages his skill in the subject to be taught with his teaching skill; he may then teach the student up to that level of skill. A week of dedicated practice is equivalent to a month of study.
- **Speciality skills:** when a skilled tutor is present to provide the knowledge, speciality skills are raised just as quickly as common knowledge – 1 week for 1 rating point.
- **Characteristics:** practice is just as applicable to characteristics as it is to skills. To practice for presence you might attend elocution lessons, for body you might embark on a workout regime.

Magic & Mediums

Once the lands of Europe were rich with magic, practically every village had its healer, every court its wizard, and nothing was impossible to them. Magic was power. The ebb & flow of magic swirled freely through the land. But it was not to last. The thirty year war ended the common use of magic and left Europe in ruins. The Aluminat's armies had quite successfully scoured the face of Europe of any trace of magic, and had indeed destroyed most. All that remained was the guild and handfuls of renegade conjurers and witches.

The guild

The guild started as a branch of the Aluminat church. They were witch hunters; in the years after the thirty year war they were feared throughout Europe, as they burned and tortured the innocent & guilty alike to extract their confessions. When the war was finished and the witch-hunts over, they split away from their parent organisation (the inquisition) to set up a circle of wizards so that those who used magic could be registered, listed and taught only what the guild wanted to teach. In theory they would regulate the use of magic in a civil way, while the inquisition would root out any unregistered renegades. One thing that it is certain that the guild did not cater for was that the presence and power of magic would wane after the war.

Today the guild is little more than a society of greedy merchants. The inquisition has - to the best knowledge - been disbanded, and without that watch guard the guild expanded. Now the guild has universities and faculties in most of the premiere cities of Europe. They dispense their sacred trust of lore to those with money, hiring out as tutors, advisors, navigators, healers and as engineers.

It has been a long time since the guild hunted a witch. In this modem age they simply look down at non-guild sorcerers as pathetic amateurs, conjurers & charlatans- the guild's magic, although without a doubt still the most potent in the civilised world, is a shadow of its former self. Most of the guilds recent research has revolved around maintaining the power of magic, the very force that their founders tried to still.

The rarest of gifts

It must be stressed that magical ability is a rarity in Victoriana. Although those with the ability to learn magic are rare enough, society itself halts and harnesses such power. Magic after all, is the power of pure Entropy – the ability to reshape reality.

During the Thirty Years War all discovered traces of magic where eliminated or passed into the guild's care. During the contemporary Victoriana setting, thaumaturgical knowledge may (officially) only be learnt from the guild. The guild further limits the availability of magic with a high price tag. Even those with the money to pursue the magical arts must find time and dedication as Thaumaturgical study is highly taxing. So much so that the guild offers two qualifications of knowledge, bachelor of thaumaturgy for those who can grasp the theory of magic but not the practice, and doctor of thaumaturgy for the fully capable magi.

Throughout the sphere of European influence the guild has some 60,000 fellows, only 30% of which are doctors of thaumaturgy. These figures cannot account for unlicensed practitioners or petty magicians.

Unlicensed practitioners are those who pursue the magical arts by- their own means without guild supervision or qualification. Such learning is usually either from rare books which survived the Thirty Years War or from stolen guild journals (not available to non-guild fellows). As the practice of

magic is illegal without a guild qualification & license, such dabblers do not make themselves publicly known to be counted. Demonologists or necromancers also need to study from ancient texts; any more than the basic precepts of such knowledge is highly illegal, and any who pursue such knowledge (licensed or otherwise) never admit to it.

Petty magic is the province of 'primitive' cultures and individuals. In its most rudimentary form petty magic is simply faith. The guild does investigate petty magic effects where possible, but it is a field where their knowledge fails them. They cannot comprehend where the energy comes from to power such spells without thaumaturgical knowledge. As an institution the guild defames petty magic as charlatanry.

Magic & the Law

As has already been noted only those educated and licensed by the guild may legally use magic in Europe. Due to the rarity of magic clashes with the law are rare. When such an occurrence does turn up, such as an assault by a fire-bolt the police inform the guild who despatch an advisor to the police investigators.

All rumours of demonology or necromancy are processed to the guild as are petty magic (rarely recognised by a layman anyway). The suppression of demonological and necromantic lore is a prime concern for the guild and one of their founding principles. Fortunately such meddlers are rare, it can be assumed that simply due to the rarity of appropriate texts that there are no more than 10 practising demonologists in Europe. Necromancers may be slightly more common as their knowledge comes from extensive research rather than diabolical lore – this is what the guild believes, anyway.

Mediums

Mediums are those characters that at birth had a gift. Like sorcerers (although not as powerful) they have a connection to the flow of magical energy from the ether that grants them strange visions and intuitions. Many learn how to control this connection to a certain extent, which is represented by the medium abilities in the players guide.

There are three types of medium; sensate, channelling, and corporeal (discussed below). Sensate mediums are attuned to the magical energies of the natural world; channelling mediums are attuned to the Entropy of the ether or the shadows of the labyrinth, while corporeal mediums might draw their power from any of the three. There is no reason why a character cannot choose abilities from different medium lists and develop multiple medium skills, and it is quite possible for a medium to also be a magic user.

To be a Medium...

To be a medium, a character must select the talent ***medium –sensate, medium – channelling,***

or ***faith*** at least once during the options phase of character creation. Each purchase of the talent grants you an ability from the corresponding abilities list. To gain access to more than one ability, simply pay for the talent again and choose another ability.

Once you purchase the talent once, you gain access to the ***sensate medium, channelling medium,*** or ***faith*** skills; you should assign points to these skills from your option points.

Without points in the medium skills, no medium abilities may be actively used. The character has no control over his or her abilities, and the gamesmaster governs when they take effect.

Becoming a Medium in Play

It is possible for an established character to experience an epiphany that opens his senses to the paranormal and transforms him into a medium. The gamesmaster determines this possibility, and if the character wants to raise the spirit trance skill then training is required. The character must spend education time ***practicing*** with another true medium.

This is all the help that a starting medium can get; such an amateur medium can only ever be adept with one sensate or channelling ability. All other uses of the medium abilities are impossible. A character with such acquired medium powers cannot ever gain more medium abilities in the manner of a born medium (starting character).

Mediums, those who claim psychic sensitivity & the power of communication with the dead are a fashionable diversion in Victorian England. Most of these mediums are charlatans & hucksters. The attributed powers of a medium truly do exist in a few, but these few are rarely found performing for fashionable society.

Most true mediums are gifted at birth with their special gift. Few ever achieve such vision with later life. As a child, a medium is often estranged from others, hypersensitive, emotionally frail and often uncannily aware of others. The first thing a true medium learns is not to show how they perceive the world around them. Ridicule or fear is the only consistent response to such admissions.

Within game terms mediums are those who have an innate sensitivity to the supernatural. A medium's powers are not spell knowledge, although a medium may also pursue arcane knowledge. Mediums powers come from a intrinsic connection with the unseen flows of magical energy that course across the world. In many ways mediums are true 'petty mages'. They have a connection to the flow of magic, but do not have the control over it that a full-fledged sorcerer commands.

Mediums' powers are not an exact and controllable science, but are a highly developed sense of intuition & holistic awareness. The information gained from a medium's senses is frequently inaccurate, or presented as abstract images and notions that must then be deciphered - fragmented visions, impressions of smell or sound, tantalising clues that may assist, but are unlikely to solve a problem on their own.

Using Abilities

When you wish to use a ability, you make an action roll using ***presence*** and the appropriate medium skill. The standard difficulties are listed in the ability lists. These may be affected by environmental modifiers, and by penalties from wounds and weariness.

The concentration involved in using a medium ability is tiring, and this is represented by the expenditure of ***resolve.*** Each use of a medium ability costs 2 resolve per round that it is maintained.

Aluminat Faith

In a world where magic is real the absence of miracles might seem strange, but the Aluminat faith is one of blind Order and Order opposes the chaos of magic and sorcery, and so the faithful of the Aluminat have little response to their prayers.

However a few mediums do have a link through the ether to the domain of Order. As discussed in *the eternal struggle* later on, these planes are distant and corrupt, but there some higher powers encouraged by (or perhaps healed by) the true ethics of the Anglicans, and thus in visions the angels of order direct them; when Anglicans pray, those prayers might be answered.

In order for prayers to be answered the medium must be of Anglican Aluminat ethics. The faith of the dominant Aluminat sects is a faith in dogma, politics and stricture, not faith in heaven. It is equally possible that a character might be an adherent to Anglican ethics without being of the Aluminat faith; such a persons prayers are just as valid. True faith isn't a matter of scripture and dogma, its a question of personal ethics.

Praying for a miracle is done with the speciality skill ***faith***. Praying for a miracle costs 5 resolve, and can only be attempted once per act. ***Foul failure*** while praying brings a tarnished angel to admonish the 'heretic'.

Sensate Abilities

Sensates have a strong connection to the natural world, and their gifts reflect their super sensitive nature allowing them to see what others do not.

Ability	*Difficulty*	*Description*
Aura reading	14	A successful ***medium + presence*** roll allows the medium to gauge the mood, temper & intentions of the observed person. Aura reading is only applied to individuals, not to groups. One aura reading can be conducted with one action.
Glimpse	26	By using this power the medium is hit with a powerful and vivid vision of an event that is due to happen. The medium has little control over what he sees (you cant try to see the outcome of this years grand national), but you can be confident that it is imminent, certainly within the next week.
Know recent events	22	A successful ***action roll*** grants knowledge of recent events occurring around the person or object being studied. The nature of the knowledge gleaned from such an observation is often incomplete and fragmented, often, information is only trivial and not of obvious use.
Magic sense	18	The games master makes this roll whenever the character comes within 10 yards of a spell effect; focus, magical artefact or sorcerer. Magical creatures such as demons are not detected by this ability. With success the character is aware of a tingling sensation down the spine, warning the character of magical presence. An excellent success might yield information concerning the nature of the magical presence.
Psychometry	22	The ability to gain information concerning an individual from their personal effects. Information accessible usually relates to the individual's present welfare or location, but information about the recent well being and transitions of the items owner may also be gleaned.
Sense the supernatural	14	The medium can sense supernatural beings such as demons, ghosts and the invisible within 10 yards. Exact location cannot be discerned, although a good idea of direction is furnished.
Sixth sense	14	An uncanny & instinctive knowledge of events around the corner. With use of this ability a medium may finish the sentences of others. Also sixth sense may be used to avoid the effects of a surprise attack. In such an instance the games master rolls the dice for the player without informing him. With success the medium is not surprised and may act normally.

Channelling abilities

Channelling mediums have a strong connection with other planes; their dreams and visions are filled with alien landscapes and bizarre visions of the labyrinth, and the worlds beyond the pale.

Ability	*Difficulty*	*Description*
Aura reading	14	A successful ***medium + presence*** roll allows the medium to gauge the mood, temper & intentions of the observed person. Aura reading is only applied to individuals, not to groups. One aura reading could be conducted with one action.
Know historical events	26	This ability allows the medium to contact spirits who saw the past at a first hand perspective, and relive those events as if present at the time. This ability is impossible to fully control, some the medium is viewing events through a distorted lens, some events leave stronger impressions than others; always when a medium uses this ability, the exact events and nature of the vision are at the gamesmaster's discretion. Note that this ability only relates to events of antiquity.
Magic sense	18	The games master makes this roll whenever the character comes within 10 yards of a spell effect, focus, magical artefact or sorcerer. Magical creatures such as demons are not detected by this ability. With success the character is aware of a tingling sensation down the spine, warning the character of magical presence. An excellent success might yield information concerning the nature of the magical presence.
Séance	22	Summons a spirit to temporarily possess and speak through the medium. With success an individual spirit or ghost may be brought forth at request. Such a spirit may be questioned on the welfare of other dead souls, or on events during their life. Séances do not cost ***resolve*** per round as other abilities, but cost ***4 resolve*** per question asked during the séance.
See the supernatural	18	The medium sees spirits such as possessing demons as if fully manifest, demons between hosts seem as nebulous clouds. Ghosts and invisible creatures are also seen with this ability.
Sixth sense	18	An uncanny & instinctive knowledge of events around the comer. With use of this ability a medium may finish the sentences of others. Also sixth sense may be used to avoid the effects of a surprise attack. In such an instance the games master rolls the dice for the player without informing him. With success the medium is not surprised and may act normally.

Seances

The process of a séance is a beacon to the demons of the pale court. A foul failure when using this ability causes possession of the medium by one of these beings. If alone then the medium is overwhelmed completely by the invading presence; most mediums prefer to conduct a séance in the company of others, which provides some security. Each person joined in a circle of hands with a medium at a séance adds + 1 to the medium's ***resolution*** in the possession contest, if the circle of hands is broken then the bonus becomes non-effective.

Miracles of Faith

Ability	*Difficulty*	*Description*
Becalm	***24***	The medium can call upon the heavens to halt a battle, if successful then the heavens answer with a portent, perhaps even an angelic vision, indicating that the fighting stop. All combat participants must roll resolution (18) or stop fighting and gaze in wonder.
Glimpse	26	The medium is hit with a powerful and vivid vision of an event that is due to happen. The medium has little control over what he sees (you cant try to see the outcome of this years grand national), but you can be confident that it is imminent, certainly within the next week.
Grace	***14***	Use of this ability allows the medium to dispel the restless dead and demons from their hosts; roll ***resolution+faith*** vs. ***Resolution*** roll.
Guardian angel	18	The medium has personal visions of a guardian angel that forewarns them of surprise attacks and upcoming dangers. In such an instance the games master rolls the dice for the player without informing him.
Heal	***18***	The medium can call upon the mercy of heaven to heal a deadly wound or disease. Success causes the target to begin healing at their normal rate. This prayer is not answered if a wound can be healed naturally.
Magic sense	18	The games master makes this roll whenever the character comes within 10 yards of a spell effect; focus, magical relic or sorcerer. Magical creatures such as demons are not detected by this ability. With success the character is aware of a tingling sensation down the spine, warning the character of magical presence. An excellent success might yield information concerning the nature of the magical presence.
Saints candour	***14***	A successful ***presence+faith*** roll allows the medium to gauge the mood, temper & intentions of the observed person. A single insight can be gained with one action.
Saints sight	18	The medium sees spirits such as possessing demons as if fully manifest, demons between hosts seem as nebulous clouds. Ghosts and invisible creatures are also seen with this ability.

Sorcery

There are several ways of using sorcery in Victoriana, firstly it is important to clarify the basics, primarily how the character uses magic.

A character must have the talent ***Thaumaturge*** or ***petty conjuror***. The talent represents a birthright and natural ability to control the shifting tides of magical energy.

In addition the character must have one of the appropriate skills to his school; ***conjuring*** for petty mages, ***thaumaturgy*** for Thaumaturgists. Without the appropriate skill, spells of that school cannot be cast.

Colleges of Magic

There are several schools of magic, each holding its own philosophy and moral stance on the use of magic, and each being a separate 'sorcery skill'. Below, the primary schools are detailed with an ethical short-list such as that found in the society section.

Thaumaturgy

The dominant school of Europe is ***thaumaturgy***, the study and control of etheric energy - spell casting. Thaumaturges invest long research, and hard work to channels etheric energies through the sorcerer and his spell towards the target, usually with immediate and devastating results.

- **Where does magic come from?** Magic ability comes from long hours of research and training
- **Why it is here?** Magic is a manipulation of cosmic radiation, blah, blah, blah…
- **Who can use it?** Only the guild trained can achieve skill at magic with safety
- **How powerful is magic?** Magic can be jolly powerful indeed
- **What about the other colleges?** So-called natural magicians are frauds with nothing more than petty parlour tricks
- **What about religion?** Full belief in the Aluminat church, no time for heathens
- **What about mundane peoples?** Why? What's wrong with them?
- **Is magic dangerous?** Not any more, the guild stopped all that hundreds of years ago, aren't we clever.

Petty Magic

Many of its users believe that petty magic is a gift from the earth goddess. Guild theologists scoff at such claims as it is of course ludicrous to attribute life to the earth itself. Despite these claims shamans and pagans across the world draw real power from the manipulation of natural magic, typically through an item that is enchanted to become the 'focus' of the magical working – this process is known as petty conjuring, or more accurately, ***enchanting***.

Enchantments have rituals that take hours to cast and require many components, but once enchanted the focus stays enchanted until used.

- **Where does magic come from?** A force of nature that may be tapped by those who remember the old ways
- **Why it is here?** A gift from the goddess
- **Who can use it?** Anyone with self-confidence and a keen mind
- **How powerful is magic?** How powerful do you want it?
- **What about the other colleges?** They are ambitious, dangerous and ignorant
- **What about religion?** Religion has done more harm than good, old ways are often better than the present.
- **What about mundane peoples?** What is the difference between them and me?
- **Is magic dangerous?** Like a gun, magic is only evil in the wrong hands.

Resolve

Every character has a resolve pool, when a character casts a spell or summons an entity a characters resolve is temporarily depleted. This represents the taxing strain of commanding the

forces of nature. The lower a characters resolve becomes, the wearier he becomes and the higher the penalty applied to his actions.

Recovering resolve

Your ***resolution*** characteristic determines how fast your character recovers resolve points. He gets back this many resolve each hour he rests.

Characters who possess the concentration skill, may meditate to regain resolve. Meditation takes a hour, make a ***resolution + concentration*** roll with a difficulty of 18, apply any modifiers that are applicable (see ***modifiers*** in the combat chapter). Every point you roll higher than the target number is recovered resolve.

Learning spells

Spell magic is jealously guarded; few practitioners pass such knowledge on. Tribal shaman will rarely take on more than one apprentice (their successor), the guild will set exams and extract money, independent civilised sorcerers may take apprentices on as house slaves. The only really effective way to discover power through spells is to find them yourself.

- The guild charge £10 per ***resolve cost*** of the desired spell; there is always a record of which spells a character acquires through the guild. The guild will only supply their journals to those registered and licensed by themselves.
- Petty magicians pass lore through word of mouth, or alternatively a spell might be found contained in runes or inscriptions on historic sites. Such sites should be truly ancient such as Stonehenge, or the sphinx. Frequently enchanters receive tuition in dreams, where the knowledge is a gift from the gods themselves.
- Demonology and necromancy spells must be learnt from dusty books- hundreds of years old- and thought long lost. Finding such a book of spells and lore is a major event for such a practitioner.

Spells & experience

Resolve cost of the spell / ritual	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	*11*	*12*
Difficulty to learn	18	22	26	30	34	38	42	46	50	54	60	64
Time to learn (xd6 days)	1	2	3	4	5	6	7	8	9	10	11	12
Option point cost for new pc	1	2	3	4	5	6	-	-	-	-	-	-
Xp cost to learn	2	4	6	8	10	12	14	16	18	20	22	24

Whether self taught or not the procedure for learning a new spell is the same. It takes time and costs experience points.

- The player rolls ***intellect + (relevant sorcery skill)*** versus a difficulty defined in the preceding table to understand a new spell.
- The process of unravelling a new spell's workings is not simple, it requires study and meditations over the spell's mystical formula, and this takes a dice of days per resolve cost of the spell.
- If the roll failed, the time is wasted, understanding of the spell still escapes the character - the character may try again at any time.
- If the roll succeeds the character now understands the spell, but you must still pay experience points before using it in play. Once the experience cost is paid the spell is added to the characters spell list and may be used.

Libraries

A quick review of the experience costs reveals that learning sorcery is both time consuming and expensive in terms of experience. Although there is no shortcut around the high experience cost of learning powerful spells, a decent occult library can significantly ease the difficulty of learning new spells.

During the course of play, your character may purchase or discover scrolls and books on sorcery; such books may carry a rating, determined by your gamesmaster. When you possess a library of books with ratings the highest rated book you possess for the field of study in question is applied as a modifier to your roll.

Grimoires & Textbooks

Grimoire	*Rating*	*Date*	*Value*	*Subject*	*Type*
The golden bough	0	1862	£10	Thaumaturgy	Guild textbook
Bolsters Thaumaturgical primer	1	1867	£20	Thaumaturgy	Guild textbook
Grimwalds compendium of Thaumaturgical fundamentals	2	1842	£30	Thaumaturgy	Guild textbook
The snow queen	2	1451	£1200	Demonology	Ancient knowledge
Vanderwaals advanced thaumaturgy	3	1798	£120	Thaumaturgy	Guild textbook
The red tome Ancient knowledge	3	1631	£1000	Thaumaturgy, demonology	
Chaosium malificarum	4	1310	£6000	Demonology	Ancient knowledge
Invericus	4	1200	£8000	Thaumaturgy, necromancy	Ancient knowledge
Vanweldens planar thaumaturgy	5	1818	£300	Thaumaturgy	Guild textbook
Revelations of the grave	4	1742	£3000	Necromancy	Ancient knowledge
Malleus angelicus	5	1460	£600	Demonology	Ancient knowledge
Dr Dees Thaumaturgical principles	7	1802	£600	Thaumaturgy	Guild textbook
The brilliant tapestry	7	1382	£9000	Demonology	Ancient knowledge
The book of the dead	10	?	?	Necromancy	Ancient knowledge

In Victoriana there's two types of magical grimoire ***guild textbooks*** and ***ancient knowledge***. Guild textbooks are produced in sizable numbers for its members and associates, and can be bought (or stolen) from the guild. Ancient knowledge is unique due to its age, it has to be found and the search for it should be an adventure in its own right.

On the previous page is a list of sample grimoires, with rating, date of publication, and a market value to magicians or collectors - even for mundane adventurers the pursuit of magical knowledge can be most profitable.

Limits to spell casting

Regardless of your school, all spell casting has some common limits.

- Every spell cast eats away at your character's ***resolve.*** When resolve is depleted no spells may be cast until it has regenerated.
- Every spell has a difficulty to cast, this is usually a set number, but might be an opposed roll. Special instructions on any rolls for the effects of the spell are included in the descriptions.
- No sorcery lasts forever, spells are either ***instant***, or they have a ***duration***. Durations are always based on your character's ***resolution***, the spell descriptions will note whether this is in rounds, minutes or hours.

We allow the spell using character to wander around without lugging his library with him. If your character has learnt a spell he can use it at any time he has the resolve to do so.

We assume that a spell casting character has a modicum of intelligence, so he does not need to swot up every night to remember all his spells. Although such a revision process seems reasonable for a spell caster of ***intellect 3*** (mr average) or lower, it would be cruel to enforce this on any character other than an Ogre.

Enchanting

Petty magic rituals are long, arduous, and sometimes dangerous. They have no immediate effect. During the ritual casting a mundane item is enchanted, this item is infused with the power of the cast spell. To activate the spell effect this enchanted item is manipulated in a certain way. Upon activation the spell effect occurs and any damage /effects are rolled for. It is possible for a petty magician to spend a month of seclusion casting rituals, and to then emerge with a sack full of magical "focuses' that may be used at any time, and by anyone.

- As the character performs the ritual, the player makes a ***resolution + enchanting*** action roll against the difficulty of the ritual, noted in brackets next to the resolve cost.

- Success indicates that the ritual has been has completed with the desired effect. The ***resolve*** cost of the ritual is applied. The focus is noted on the character sheet as a piece of equipment along with any notes necessary for its effect when finally used.
- Failure indicates that the ritual failed. The ***resolve*** is wasted with no further ill effects. Foul failure; not only did the ritual fail, but the caster loses double the amount of ***resolve*** that would normally have been used. The ritual may be recast, as long there is ***resolve*** to fuel it.
- Once cast the focus is dormant until it is activated as dictated in the spell description, only one use of a spell can be instilled into a focus at one time.
- To activate a focus, a physical action must be initiated, usually taking one action. Also additional ***resolve*** must be expended to awaken the magic of the focus. The exact ***resolve*** cost to "awaken" a focus is listed with the spell description.
- Anyone can expend ***resolve*** to awaken a focus- otherwise capable of magic or not, the only criteria being that they are aware of and have belief in the magic that fuels the focus.

Of all the magical traditions in this section, petty magic is the most under-rated and little known. Its semi-religious pagan rituals hold little appeal for educated sorcerers, leaving the style as the almost exclusive magical method of pagans and nature worshippers. Tribal shamans the world over use variants of petty magic as do the few surviving European pagans.

Thaumaturgy

Spells are cast during the initiative count of a round, along with all other actions. After a spell is begun, the caster can do nothing else during until the spell is complete - if he does so the spell is spoiled and must be started from scratch again.

Spells take time to cast, and this is dictated by the ***resolve cost*** of the spell. All thaumaturgy spells take ***resolve cost -1*** actions to cast, with a minimum of 1 action. *For example: the spell 'darkness of ages' has a resolve cost of 2 and takes 1 action to cast, 'Ectoplasmic bonds' has a cost of 4 and therefore takes 3 actions to cast. 'botheration' has a cost of 1, but still takes 1 action to cast, as 1 action is the minimum.*

So if a character is attempting to rush a casting by taking multiple actions in one turn, then the modifiers for multiple actions apply. The actual rolls for a spell are not made until the final action of casting. *For example: action 1 -arcane uttering, action 2 - arcane gestures, action 3 - spell cast, make all rolls*

- If concentration is broken, the ***resolve*** spent on the spell is lost. Loss of concentration occurs if the character is wounded, or a loud noise or unexpected blow during the casting could also jar concentration.
- The player rolls ***resolution + thaumaturgy*** skill to see if the spell has the desired effect. Spells usually have a set difficulty written in brackets next to the resolve cost.
- Some spells are cast with an opposed test, in such cases the target may roll as a defence against the effects (typically ***resolution + concentration)***. If the target rolls higher than the casters action roll, the target takes no (or at least lesser) effect from the spell.
- Thaumaturgy spell casting is normally obvious. If a spell caster wishes to be discrete, he should make a ***dexterity + sleight of hand*** roll. Success indicates that the preparations for the spell were successfully hidden.

Forbidden Lore

In Europe necromancy and demonology are considered highly illegal and invariably diabolical. Since the Thirty Years War their practice is all but extinct, fragments of knowledge in battered old tomes are found occasionally as reminders of darker times. For those with the inclination there is a hideous journey of rediscovery.

Meanwhile those enchanters who most embody the virtues of their pagan gods have the potential

to become mighty invokers, commanding the very embodiments of nature.

These rules are presented here as they are most likely to be used as abilities for villains, but there is no reason why player characters cannot learn these skills, cast these spells, or perform these Summonings, and their introduction can provide an interesting sub plot for a magic using character as they are tempted by the power that is offered.

Demonology

At its most simplistic demonology is a series of advancements on thaumaturgy focusing on the movement and understanding of the planes beyond earth, and how the inhabitants of those planes can be summoned to, or dispelled from, earth. Demonology offers power, and quickly – but many practitioners discover too late that with magic there's no such thing as a free ride.

- **Where does magic come from?** Chaos. To believe otherwise is folly.
- **Why it is here?** At the whims of our lady of chaos.
- **Who can use it?** Any with the wit and balls.
- **How powerful is magic?** The most powerful thing in the world.
- **What about the other colleges?** Ignorant buffoons one and all!
- **What about religion?** Pah! Damn them all to their respective hells, none dare admit the truth of Entropy.
- **What about mundane peoples?** Hah, hah, hah, haaaa... (maniacal grin)
- **Is magic dangerous?** Magic is incredibly dangerous for the ignorant… and those who cross me.

Necromancy

Like demonology, necromancy is a specialised set of thaumic advancements, this time into death & the undead. Those who follow the necromantic road frequently believe themselves to be superior, beyond the abilities of others – after all they have unlocked the secrets of life and death, how many can claim such mastery?

- **Where does magic come from?** From study and perseverance.
- **Why it is here?** Magic is a manipulation of cosmic radiation, blah, blah. Blah, semi-scientific jargon speak.
- **Who can use it?** Any with the intelligence.
- **How powerful is magic?** Magic is potentially quite powerful.
- **What about the other colleges?** Demonologists seek the wrong power, yours is greater. Petty & guild mages are no match.
- **What about religion?** Fiddlesticks to them.
- **What about mundane peoples?** They are very useful in my studies, obviously.
- **Is magic dangerous?** Only in the hands of amateurs and charlatans.

Demonology

Demonology spells are few, but powerful. Those who study demonology are generally disturbed, if not at the outset, then soon by their findings. The true hazards of demonology are twofold. Firstly, by virtue of its nature the study of demonology exposes the student to the chaotic demons of the pale who hunger to feed upon the innocent souls of earth. Secondly, demonology attracts the arrogant and cruel looking for a shortcut to power; many of those who study demonology have no morals about the bargains they make with demons to acquire power for themselves.

Demonologists have access to some specialised spells, which follow the same rules as those for thaumaturgy. The specific rules for demonologists relate, of course, to the summoning and commanding of demons.

When a demonologist commands a demon, the demon obeys through necessity - demons loathe being ordered by mortals. Any commanded demon is guaranteed to attempt escape and exact revenge upon the summoner. The only exception

is if Paline sends a demon to a demonologist as a servant, then such loathing is replaced with jealousy.

Demons are fickle allies at the best of times. Even the most devoutly decadent agents of Paline fall foul of the games demons play with the mortals about them. Demons are highly intelligent, and with access to a skilled or knowledgeable host can be great adversaries. The demons of the pale host seek only one thing, entertainment. However a demon's ideal entertainment is warped. Emotional torture, enslavement, physical torture, depravity and debauchery form the cornerstones of demonic entertainment.

Summoning & Commanding Demons

Summoning demons requires the use of a new speciality skill ***demonology***; this skill is used both for casting demonology spells and for summoning.

When a demonologist summons a demon, he haggles and eventually contracts with the demon for its services. The more powerful the demon, or tiresome the task, the more a demon will want in return.

Once an agreement is completed the demon allows itself to be contracted to the mortal world. Once manifest the demon is bound to perform the sorcerer's commands until the tasks outlined in the contract are complete. No more, no less. Demons are adept at wriggling through clauses and gaps in contracts; they are generally keen to come to earth – but would rather stay on their own terms.

Summoning

To summon and contract with a demon, first the character must gather the materials needed for the ritual; the character then performs the ritual. This should be role-played, as it is a significant game event.

At the climax of the ritual an ***intellect + demonology*** roll is made against the difficulty of the summoning. With success the demon appears and the contract is termed and haggled upon, with each party stating what they wish from the other.

With failure, there is simply no demon, but with foul failure the demonologists invocations have attracted a servitor of the void.

Contracting

A ***resolution*** + ***demonology*** roll is made by the player. The gamesmaster rolls ***resolution*** + ***demonology*** (or *mental competance*)for the demon. This roll is opposed, if the player succeeds then the demon is bound to the contract. If the demon wins then it is free to do as it pleases, usually it starts by ruining the summoner. The player records his success margin, this number is called the ***control margin*** and is used for opposed rolls against the demon when it (inevitably) attempts to turn in the future.

When the contract is completed, a demon is pulled back to it's own plane, and most demons will fight this. The demon rolls its ***resolution only*** (or 1/2 its ***mental competance***) in an ***action roll***. The demon must generate a total higher than ***10 + the control margin***. With success, the demon is free to stay on the mortal plane at it's own leisure, otherwise it returns to it's place at the pale court.

Breaking the contract

Either the demon or the summoner may break a demonological contract. If either party refuses or fails to perform its tasks then the contract is considered broken. Regardless of which party breaks the contract then the demon rolls ***resolution*** (or 1/2 its ***mental competance***) against a difficulty of ***10+ the control margin***, with success it is free to travel the mortal world, with failure it remains in bondage to the demonologist or returns to the pale depending on who broke the contract.

Powerful demons may allow themselves to be summoned and then attempt to break the contract. With success the demon may return to the pale court or stay upon the mortal plane. If it fails then the demon leaves the host, returning to the pale court.

The corruption of chaos

Studying demonology might be considered interesting, but its practice is resolutely bad. Whenever a character uses demonology, he soils his soul. Even if the spell was cast for a just cause, the effect upon the caster's body and soul

Demonology corruption table

Resolve spent	*Effects*
100	Skin becomes unnaturally pale, like fine porcelain
300	Hair turns red, often unnaturally scarlet.
600	Eyes emanate a soft glow making a glance seem like a stare ***–1 presence***
1,000	Sorcerer develops erratic (chaotic) emotional and social behaviour. ***–2 presence***
2,000	Paline grants the sorcerer the knowledge of the ritual to summon one of her own daughters. The daughter encourages all depravities and persecutes all virtue. This is often the turning point for a demonologist, either he embraces the pale and progresses, or the daughter deems him timid and destroys him.
4,000	Sorcerer appears to have no face, merely a blank mask. All senses remain intact, but the sorcerer will never eat again, now relying on injected chemical infusions for life. ***–4 presence***
6,000	The sorcerer has become a demon prince, worthy of the pale lady's favour. To get here the sorcerer has already proved himself to the daughter, now he leaves the earth to entertain the unholy queen. The character is now an NPC.

is the same.

Gamesmasters should keep a record of the ***resolve*** spent upon demonological pursuits by a character and compare them to the table above.

Demonic possession

Only the most powerful demons can form their own body on the Order-starched plane of Victoriana, most must use that of another like a parasite. When the body dies the demon must find another within ***resolution*** (or 1/2 its ***mental competance***) rounds or be forced back to its plane.

To enter into the mind of another the demon engages with the target in a ***resolution+concentration*** or ***mental competance*** vs. ***resolution+concentration*** opposed action roll. This test can be retried until the demon succeeds or is forced back to the pale court (see below).

Once occupying a body the demon is not necessarily in control. It is aware of the host's every thought and sensation all the time, and the host is aware that there is something in his head and hears whispering voices if the demon tries to communicate.

The demon may try and take over at any time; this is accomplished by another ***resolution+concentration*** vs. ***resolution+concentration*** opposed action roll. If the host wins the demon cannot attempt to take over again for an amount of hours equal to the hosts ***resolution.*** However, if the demon wins, then the demon has control of the body for its ***resolution*** in hours, at which point another opposed roll can be made. While the demon is in control, the host is fully aware, looking on as if a passenger in his own body, but unable to act. If at any point in a series of opposed rolls over control of a body the demon or host rolls a foul, then that party's consciousness is permanently dispelled beyond the pale.

When a demon takes control of the body, the body may contort to allow the demon use of its abilities. An opposed roll for each attribute should be made, matching the demon to the host. Success for the demon shows that the body has

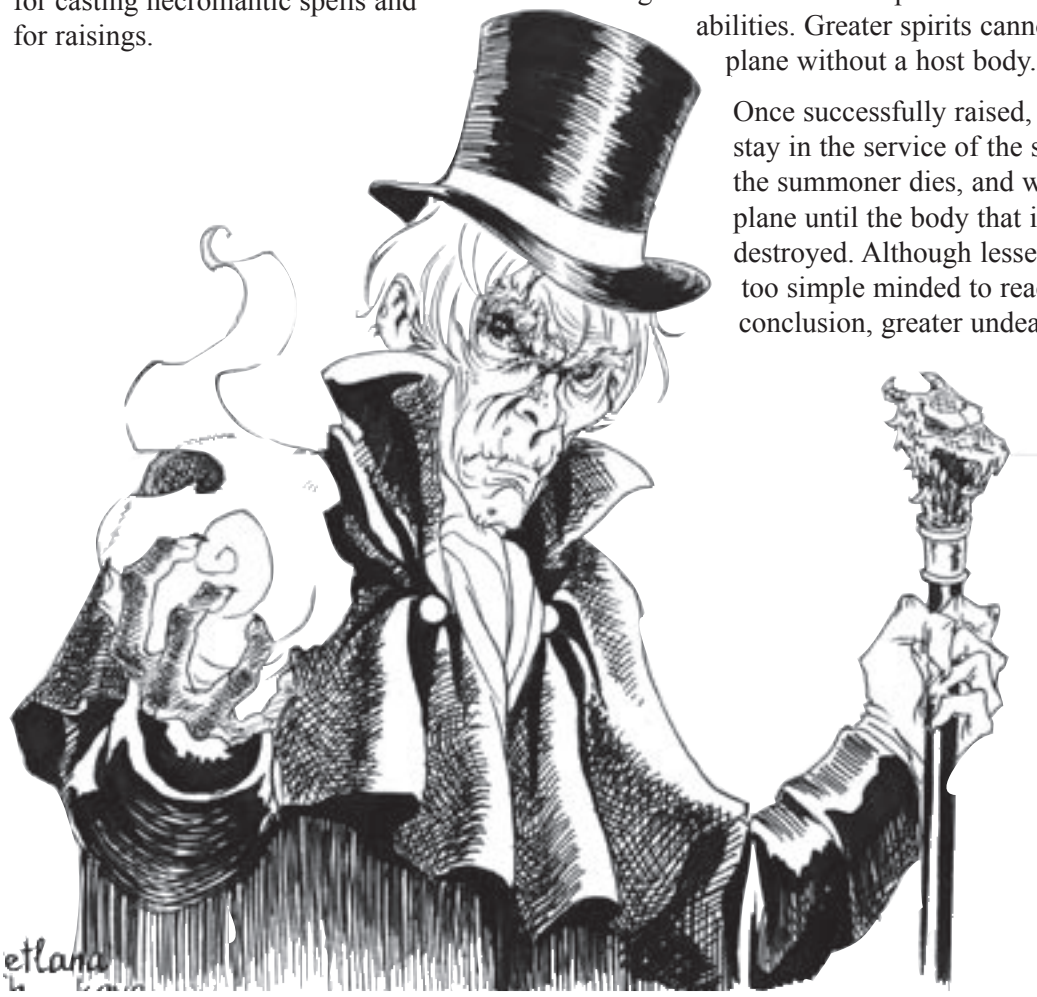
contorted to resemble the demon's own form - use the demon's attribute. Success for the caster shows that the host's body could not be twisted this time. Upon the host regaining control of his body any changed attributes may not change back, another attribute contest ensues.

Unsurprisingly, few hosts emerge from a possession fully sane.

Necromancy

The spirits of the dead observe the mortal world with envy and greed, coveting that which they once had. Because of this lust, summoning the dead is very quick, the summoner simply casts the appropriate spell (lesser or greater) which channels the spirits through the sorcerer and into the body that is to be the host.

The study of death requires the use of a new speciality skill ***necromancy***; this skill is used both for casting necromantic spells and for raisings.



What are undead?

The undead are restless spirits, called back from beyond the grave to reinhabit the corpses of people or animals that have died. There are two types of restless spirit, 'lesser' and 'greater'.

Lesser undead: Lesser spirits are slow, stupid, insensate and hateful spirits jealous of the life around them. If they are not controlled they will destroy everything in sight including each other. Lesser spirits cannot exist on this plane without a host body.

Greater undead: Greater spirits are much more intelligent than their lesser brethren, they are usually summoned as leaders of lesser undead because of this. They too are consumed with a hate for the living, but the blundering violence of the lesser undead is replaced with a cold calculating mind that revels in cruel delights. Many greater undead have spells and almost demonic abilities. Greater spirits cannot exist on this plane without a host body.

Once successfully raised, the undead stay in the service of the summoner until the summoner dies, and will stay on this plane until the body that it occupies is destroyed. Although lesser undead are too simple minded to reach the obvious conclusion, greater undead often hatch elaborate plots to murder their summoner so they may then walk the earth freely. Necromancers powerful enough to summon the greater restless are usually savvy enough to realise this, and bind these spirits with ***geas*** to prevent such treachery.

Corruption points

There is a side effect to using necromancy. The very process of channelling the dead spirits to the host bodies has a corrupting effect upon the sorcerer's body and mind. For every necromancy spell cast (except rest) the sorcerer gains corruption points equal to the ***resolve*** cost of the spell. For each lesser undead raised (note every undead - not every casting - every undead raised) the sorcerer gains 5 corruption point, for every greater undead raised the sorcerer gains 40 corruption points.

Every time the spell ***rest*** is cast the sorcerer loses corruption points. For every lesser undead put to rest the caster loses 5 points. For every greater undead put to rest the sorcerer loses 10 corruption points. For every unsuccessful casting of rest the caster loses 1 point.

In the case of PC sorcerers there is a way back from this dark path. If the sorcerer renounces the practice of necromancy in the name of a god or goddess, forgets all his / her necromancy spells, burns his necromantic journals and vows never to use them again, the sorcerer has a chance of his vow being heard. If the gamesmaster deems this vow to be in good faith the character immediately loses 100 corruption points and loses another 5 for every lesser undead destroyed, 20 for every greater undead destroyed, 30 for every necromancer destroyed, and 80 for every Litche destroyed- should he ever take up necromancy again, or use a necromantic spell of any sort, then he regains 100 corruption points, loses 2 ***resolution*** and may never appeal to the deity again for any purpose.

The strength of the dead

The lesser undead are treated as ***supporting cast***, greater undead are always ***character villains***. In both cases the competence / characteristics of the undead are used for all mental or social characteristics and all skill ratings, while the host body provides physical characteristics – this is only really important in the case of greater undead, in the case of lesser undead supporting cast ***competence*** ratings are used.

Lesser undead

Typically lesser undead animating human corpses have a ***competence*** of 8 which reflects their crude senses and shambling forms, gamesmaster's may wish to vary ***physical competence*** between 6 and 12 to represent the corpses of different races.

Lesser undead are unaffected by pain, they can fight until their health is totally depleted at no penalty. When their health is gone, they collapse, and the restless spirit driving

Corruption levels

Points	*Effects*
200	The sorcerer's eyes become dull, and appear lifeless –1 ***presence***
600	The sorcerer's skin becomes drawn and cadaverous –2 ***presence***
1,000	Sorcerer appears emaciated, skeletal –3 ***presence***
2,000	The sorcerer's constitution weakens. –1 ***body***
3,000	Body starts to rot, constantly emitting a foul smell. –4 ***presence*** –2 ***body***
6,000	The passage of necromantic energy coursing through the sorcerers body finally snuffs out his life, the sorcerer has become a Litche, he is now an NPC

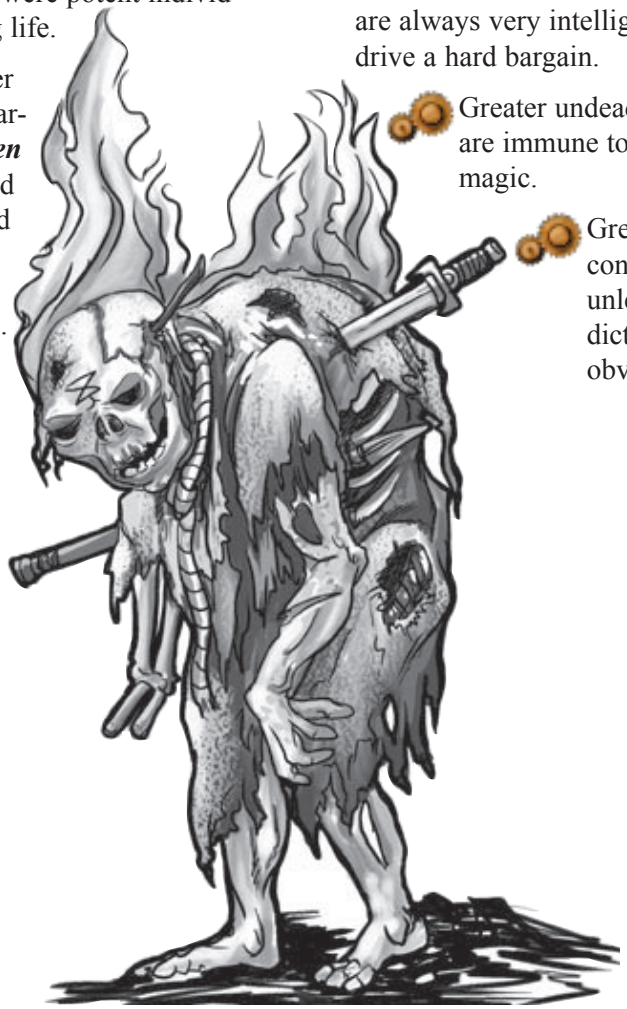
the body on is forced back to the realm of the dead.

- Lesser undead have fragmented memories and very basic (and twisted) emotions, and so can theoretically be beguiled and persuaded into a course of action by someone other than their summoner/leader. The difficulty for such a task is ***ridiculous*** at least.
- Lesser undead need no sleep and are immune to any related form of magic.
- Lesser undead are considered flammable, unless circumstance dictates that this is obviously not the case.

Greater Undead

Greater undead are character villains in their own right. Normally they are a threat equal to the necromancer who summoned them if not greater. It takes an exceptional individual to resist the final sleep, and all greater undead were potent individuals in their own right during life.

- When creating a greater undead, allocate 24 characteristic points ***between intellect, resolution*** and ***luck***. Use the ***body***, and ***dexterity*** of the corpse they inhabit. ***Presence*** is that of the corpse –5.
- Allocate upto 100 skill points among skills, the undead have had a long time to perfect their trades and their focus areas (combat skills for warriors, etc) should be at rating 8 or higher. All greater undead have one to three necromancer spells as 'natural abilities' and an effective ***necromancy*** skill of 10 to use them.
- Greater undead are unaffected by pain, they can fight until their health is totally depleted at no penalty. When their health is gone, they collapse, and the restless spirit driving the body on is forced back to the realm of the dead.
- Greater undead are fully sentient. They have memories and a full range of twisted emotions, and can be beguiled and persuaded into a course of action, reasoned with and threatened by someone other than their summoner / leader. Greater undead are always very intelligent, and will usually drive a hard bargain.
- Greater undead need no sleep and are immune to any related form of magic.
- Greater undead are considered flammable, unless circumstance dictates that this is obviously not the case.

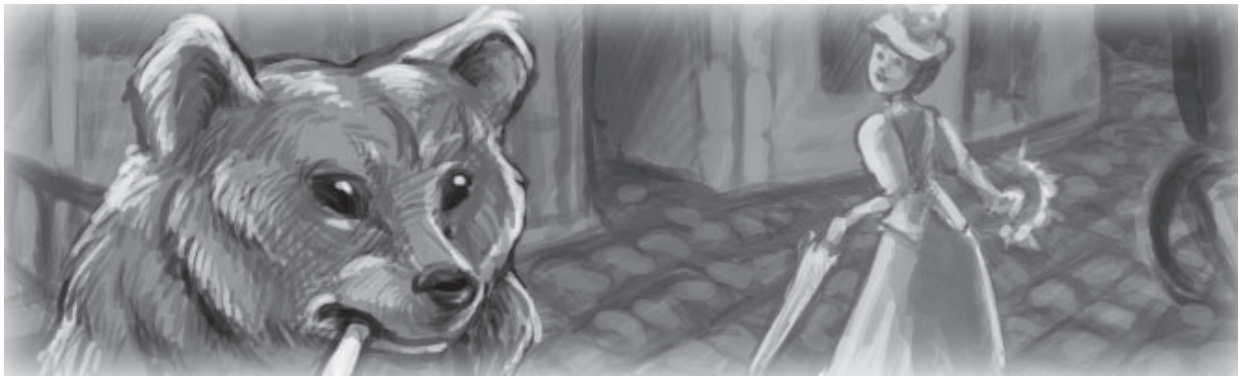


Enchantment Rituals

Animal companion

Ritual resolve: 4 (22)
Ritual length: 2 hrs
Activation range: na
Activation resolve: na
Duration: *

This ritual enchants a living animal, granting additional intelligence & durability. The enchanter must gather herbs to prepare a magical concoction, and coax the animal to drink it. This spell increases the ***intellect*** and ***body*** of the animal by 2. The spell creates a bond of friendship, although there will be no compulsion to stay with the enchanter if the animal is being badly treated. Also, the enchanter and the companion animal are able to communicate telepathically. The enchantment lasts for 1 year and 1 day, after this time the spell must be cast again.



Befuddle

Ritual resolve: 2 (20)
Ritual length: 2 hrs
Activation range: touch
Activation resolve: 1
Duration: rounds

The focus must be doused 9 times in a mixture of herbs while the spell is cast. Touching the item to the bare flesh of the target activates the enchantment. Enchanter rolls ***resolution + enchanting***, the target rolls ***resolution + concentration***. Success by the enchanter causes the target to become disoriented and confused, apply a –6 penalty to all action rolls. Success by the target results in no effect at all. The range is touch of the item to flesh; the item may be thrown, or fired from a catapult.

Cat nimble

Ritual resolve: 3 (21)
Ritual length: 1 hr
Activation range: self
Activation resolve: 1
Duration: rounds

To enact this ritual the enchanter must play act hunting for mice, as if he were a cat. During the ritual the focus must be carried or worn, at the finish of the ritual the focus is imbued.

Once activated, the focus grants the activator the dexterity and grace of a cat (+ ***4 dexterity***).

Cloak of shadows

Ritual resolve: 2 (20)

Ritual length: 1 hr

Activation range: touch

Activation resolve: 1

Duration: minutes

The focus must be cloth and is sprinkled with powdered cobwebs; ripping the cloth activates the item. The item and anything enclosed (such as a man within a coat) become semi-transparent, blending with surroundings and becoming easier to hide. Increase the effective ***hide & sneak*** or ***conceal item*** of the activator by + 4.

Create Heartstone

Ritual resolve: 4 (22)

Ritual length: 4 hrs

Activation range: self

Activation resolve: na

Duration: *

This ritual creates a Heartstone. Heartstones focus natural magic and using a Heartstone while performing rituals halves all ritual times. In addition Heartstones can store ***resolve*** for later use. The enchanter chooses his focus (usually a stone) and spends the ritual time personalising and enchanting it, and during the process transferring up to 10 ***resolve*** into the item. This resolve stays within the item and may be called upon at a later date.

Edge sharp

Ritual resolve: 2 (20)

Ritual length: 3 hrs

Activation range: touch

Activation resolve: 1

Duration: *

This ritual makes a mundane item into a weapon, or increases the effectiveness of an existing weapon. During the ritual the item that is to be affected must be prayed over at dawn. To activate, simply attack with the focus as a weapon, it will do 2 dice of lethal damage as well as any normal damage rolled for the weapon type. The enchantment is normally cast on melee weapons and only lasts for 3 successful attacks, and cannot be placed on bullets or arrows, but may be placed on 3 thrown items or catapult shots for one use each.

Far leap

Ritual resolve: 3 (21)

Ritual length: 3 hrs

Activation range: self

Activation resolve: 1

Duration: rounds

The enchanter strings the focus to a kite, which is then flown at sunset.

Once activated the enchantment enables the leaping of huge distances with little effort. From a standing start the activator may jump up to his ***running movement*** across or up, and land with no exertion.

Fury

Ritual resolve: 2 (20)
Ritual length: 1 hr
Activation range: sight
Activation resolve: 1
Duration: minutes

To enact this ritual the enchanter must rage at the heavens in a pitched argument for a whole hour while wearing or carrying a focus. At the end of the hour the focus is imbued.

Once activated the enchantment causes the target to burst into an uncontrollable outburst of anger and hatred. All of his slightest dislikes and annoyances become ferocious hatreds. Roll ***resolution + enchanting*** vs. ***Resolution + concentration.*** With success for the caster the target must attack the objects of his fury during the spells duration. However, if the target succeeds in the roll then they remain in control despite the fury.

Hailstorm

Ritual resolve: 3 (21)
Ritual length: 4 hrs
Activation range: sight
Activation resolve: 2
Duration: instant

The enchanter must collect dew from the grass and wet the focus with it, while singing an ancient dirge. The enchanter must make a successful ***presence + art: singing*** roll as well as ***resolution + enchanting*** for the ritual to succeed. Once activated a howling torrent of huge hailstones descends from the sky (or ceiling) onto the target for 6 dice of stun damage at ground zero, and losing 1 dice of damage for each meter radius out.

Healing poultice

Ritual resolve: 4 (22)
Ritual length: 1 hr
Activation range: touch
Activation resolve: 1
Duration: instant

The herbs for the focus (the poultice) must be correctly gathered and prepared. The poultice is activated when applied to a wound and has only one use. It immediately restores 2d6 health and stun, up to maximum. May treat the same wound as mundane medical aid and be effective, and more than one poultice can be applied at a time.

Liken shape

Ritual resolve: 8 (26)
Ritual length: 6 hrs
Activation range: self
Activation resolve: 3
Duration: hours

Lets the activator assume the form of a natural animal. The activator temporarily takes on the new shape and corresponding attacks for the duration of the spell. The spell also grants a limited communication with other animals of the same kind. An animal's skill 'knowledge' is not inherited with the form.

The enchanter must make a necklace of bones gathered from a corpse of the animal he intends to impersonate. The enchanter is not allowed to kill the creature himself. Donning the necklace allows the animal form to be adopted for the enchanters ***resolution*** in hours - not necessarily at the same time.

Living vines

Ritual resolve: 6 (24)

Ritual length: 3 hrs

Activation range: thrown

Activation resolve: 4

Duration: minutes

During the ritual the enchanter collects acorns and berries from the ground, and paints them with bark resin.

To activate the enchantment the activator simply throws the seeds to the ground, which then erupts into thick, entangling vines and creepers. The vines cover ***resolution*** square feet, and hinder enemies but not allies. Treat the vines as an entangling weapon that must be escaped with ***dexterity*** + ***athletics*** vs. the enchanters ***resolution*** + ***enchanting***.

Ocean's gift

Ritual resolve: 1 (18)

Ritual length: 10 mins

Activation range: self

Activation resolve: 1

Duration: minutes

During the ritual the enchanter must totally immerse himself in the sea, and while doing so take something from beneath the waves, such as a shell. Subsequently breaking this underwater object activates the effect. The enchantment allows the activator to breathe normally for the duration as long as a piece of the broken focus is clasped in the activator's hand. If the broken item is lost, the enchantment is broken.

Pebble shine

Ritual resolve: 1 (18)

Ritual length: 1 hr

Activation range: touch

Activation resolve: 1

Duration: hours

The focus is a pebble; it must be danced around in the light of sunrise. Subsequent activation causes the focus to glow with enough light to fully illuminate a 20ft radius. If the enchanter wishes, he or she can hold the pebble and move it about. Activation is caused by rubbing the pebble three times, and duration is ***resolution*** in hours of activation. May be turned on and off to conserve time.

Stone sight

Ritual resolve: 6 (24)

Ritual length: 2 hrs

Activation range: touch

Activation resolve: 4

Duration: hours

Uses two small stones as focuses, during the ritual they are painstaking painted to resemble eyes.

The enchantment allows the activator to see through the first focus by holding the second to his forehead- the activator can see from all directions of the object by turning his head as if he were at the location of the first focus in person.

Power of Decay

Ritual resolve: 6 (24)

Ritual length: 6 hrs

Activation range: touch

Activation resolve: 2

Duration: instant

This ritual requires the enchanter to collect decaying animal & plant matter; mould it into the shape of a man and burn it slowly. The enchanter then keeps the ash. Throwing the ash in the air and pointing at the target activates the enchantment.

The enchantment only affects inanimate objects and speeds the passage of time, aging things by 2d6 abstract units. Following is a list of examples of what can be accomplished by different amounts of units: to rust a sword or gun to uselessness – 10 units, to totally dissolve clothes - 5, or to completely rot wooden beams – 8. Range is touch – of the ash to the target, a bag of ash could be thrown to increase range.

Rainguard

Ritual resolve: 1 (18)

Ritual length: 20 mins

Activation range: self

Activation resolve: 1

Duration: hours

This spell once activated keeps the activator dry even in the fiercest downpour. It offers no protection against water-based spells, and the duration is the enchanters ***resolution*** as hours of rainfall.

The enchanter must gather rainwater in a copper container, then soak the focus (usually clothing) in the water; the enchantment is activated whenever the item contacts rainwater.

Sleep

Ritual resolve: 4 (22)

Ritual length: 1 hr

Activation range: touch

Activation resolve: 2

Duration: hours

The enchanter stays awake from dusk till dawn singing to the focus. The focus activates when it touches flesh. The focus makes an opposed roll with the target, it uses the enchanters ***resolution*** + ***enchanting*** vs. the ***resolution*** + ***concentration*** of the target.

If the enchantment is successful, then the target falls asleep, if not the target will still feel exhausted (-5). A target will not necessarily be aware that he is under attack, he will simply feel tired. The duration is ***resolution*** in hours, and relates to the hours of sleep that the focus can induce. Voluntary targets aware of the spell need not make the opposed roll.

Stone Cloth

Ritual resolve: 3 (20)

Ritual length: 3 hrs

Activation range: self

Activation resolve: 1

Duration: weeks

The enchanter must grind up sandstone into powder and cover the focus (typically clothes) with the dust; the enchanter must also stick a large pin into the item. The focus is activated when this pin is removed (1 action). The spell toughens the focus with an armour value of 6, which is added with any previous armour value of the item and other armours worn. A stone cloth enchantment lasts for ***resolution*** in weeks, or until the dust is washed off.

Botheration

Resolve cost: 1 (18)

Range: touch

Duration: rounds

Once cast the target must be touched, and a opposed roll between ***resolution*** **+** ***thaumaturgy*** and ***resolution*** **+** ***concentration*** ensues. If successful the target becomes totally confused. A bothered target cannot concentrate on even simple tasks, represented by a –6 action roll modifier.

Darkness of Ages

Resolve cost: 2 (22)

Range: 20 yds

Duration: minutes

Creates a billowing black cloud of absolute darkness. From outside the spells 5 yard radius the cloud appears to be thick roiling smoke. From within there is absolute darkness, with no suggestion of smoke or a gas of any kind.

Ectoplasmic Bonds

Resolve cost: 4 (24)

Range: 40 yds

Duration: hours

Tendrils of Ectoplasmic slime materialise to ensnare the target of this spell. The bonds may stick a target to a surface such as a wall, floor or ceiling.

Breaking free from the slime requires a ***body*** **+** ***athletics*** (32) roll. Winning breaks free, losing remains entangled. After 2 hours the slime starts to lose coherence, and the difficulty drops by 4 each half hour from that point until the end of the duration.

Farspeech

Resolve cost: 1 (20)

Range: sight

Duration: instant

This spell allows whispered conversation to be passed as far as the eye can see. As long as the target can be seen they can hear the caster's words. This spell does not grant two-way communications.

Etheric bolt

Resolve cost: 4 (24)

Range: 20 yds

Duration: instant

Upon completion of the spell, an etheric bolt of green energy forms around the casters hand, which may then be fired with ***dexterity + thaumaturgy*** in the same manner as mundane ranged attacks. The bolt does 4 dice of lethal damage. Etheric bolt is not resisted with ***resolution***; the rules for dodging ranged attacks apply. One casting provides one bolt.

Etheric bludgeon

Resolve cost: 2 (22)

Range: 20 yds

Duration: instant

Upon completion of the spell, a pale bolt of energy forms around the casters hand, which may then be fired with ***dexterity + thaumaturgy*** in the same manner as mundane ranged attacks. The bolt does 4 dice of stun damage. The bolt is not resisted with ***resolution***; the rules for dodging ranged attacks apply. One casting provides one bolt.

Firespark

Resolve cost: 1 (20)

Range: self

Duration: instant

A small gas flame appears from the finger or thumb of the caster. The flame lasts several seconds and is sufficient to light a pipe, cigarette, lamp, candle or fire.

Etheric barrage

Resolve cost: 6* (26)

Range: 100 yds

Duration: rounds

This spell channels energy around the sorcerer and then through him into a seething stream of fire, which may then be fired with ***dexterity + thaumaturgy*** in the same manner as mundane ranged attacks. The caster can throw any amount of barrages from one casting, but each bolt after the first costs an additional 2 resolve. Should the Thaumaturge foul with any roll when using this spell, the caster will suffer a full strength barrage hit himself.

Each barrage does 6 dice of lethal damage. Barrages are not resisted with ***resolution***; the rules for dodging ranged attacks apply. One casting provides unlimited bolts for the duration.

Flight of the Wyvern

Resolve cost: 3 (22)

Range: self

Duration: minutes

The caster can command ethereal forces to counterbalance the forces of gravity, thereby granting the power of flight. The caster gains a flying combat speed of 16 yards/round. As the air is not a native element to mankind, flight is slow and unsteady at first, with manoeuvres relying on ***intellect*** alone. Frequent flyers however, may study the ***speciality: flight*** skill.

Levitate

Resolve cost: 2 (20)

Range: 10 yds

Duration: rounds

The caster can command ethereal forces to counterbalance the forces of gravity, allowing the levitation of himself, or other persons and objects. No object may be raised higher that 6 yards from the ground, and no more objects than the casters ***intellect*** may be raised at one time. Levitation simply moves objects upwards; it confers no further movement ability.

Gaslight

Resolve cost: 1 (18)

Range: 4 yds

Duration: minutes

Creates a small ball of light in the caster's hand. The light has the power of a good gas lamp and illuminates approx 5 yards radius. The ball can float and may be mentally directed by the caster to any position within range.

Groom

Resolve cost: 1 (18)

Range: self

Duration: instant

This spell washes, refreshes, oils and combs hair, trims the moustache, even dusts down and presses the caster's clothes. Observers will see the caster improving in appearance as if tended to by invisible hands, with creases and folds in clothing ironing out while still worn.

Hair of the dog

Resolve cost: 2 (26)

Range: touch

Duration: hours

The caster must incant the formula to this spell loudly in Latin, upon completion all the targets hangover symptoms are gone. The spell expels headache, dizziness, lethargy, curried eyes, and bowel trouble. Note that none of the above symptoms can be dispelled unless they are symptoms of a hangover.

Heal

Resolve cost: 4 (22)

Range: touch

Duration: instant

This spell instantly knits flesh and dispels infection, healing 4d6 health. The application of this spell has made the guild renowned as miracle healers. Diseases cannot be treated with ***heal***, they must be treated with ***cure***

Cure

Resolve cost: 6 (26)

Range: touch

Duration: instant

This spell instantly cleanses the target of any resident diseases or infections that might be afflicting them. Poisons and physical wounds cannot be treated with ***cure***.

Instant beauty

Resolve cost: 2 (22)

Range: touch

Duration: hours

Increases the desirability of the recipient. No discernible change occurs, but others find the recipient attractive anyway, possibly being puzzled as to why. ***Presence*** increases by 2 for the duration.

Magic tobacconist

Resolve cost: 1 (18)

Range: self

Duration: instant

Allows the caster to magically produce a fine cigar or cigarette. Alternatively the spell might be used to magically fill a pipe bowl.

Power of steam

Resolve cost: 3 (22)

Range: touch

Duration: minutes

The caster may confer the motive power of a steam train into a vehicle. When travelling in such a manner multi hued steam pours from the vehicle, often obscuring sight (-2 to driving rolls).

If applied to a person, their running speed is doubled and they gain +2 ***body***. However, they also go bright red as magical steam gushes from ears, mouth, nose and through the seams of clothing. Living creatures take 1d6 stun each minute as a result of the unnatural exertions the body undergoes in this state.

Scholar's guard

Resolve cost: 1 (20)

Range: touch

Duration: hours

The caster traces an imaginary perimeter with pointed finger. The perimeter may be up to 3 yards radius. Anything stepping through the perimeter sets off a magical alarm. The nature of the highly audible alarm is left to the caster.

Second sight

Resolve cost: 2 (20)

Range: self

Duration: rounds

Allows the caster to see supernatural effects clearly. Such phenomena include: possessing demons appear as if fully manifested through second sight. Spells effects appear as glowing energy and their nature may be discerned with ***scrutinise*** rolls. Creatures such as ghosts are always visible through second sight. While second sight is active, mundane sight is dim and darkened - all perception tests relating to the mundane world are at –4 modifier.

Spyglass eyes

Resolve cost: 1 (20)

Range: self

Duration: minutes

Allows the caster to see with up to x20 magnification, as if using a powerful spyglass. The spyglass effect may be turned on or off during the duration.

Steely skin

Resolve cost: 5 (24)

Range: touch

Duration: minutes

The spell weaves an invisible shroud of magical energy about the recipient, granting an armour value of 10, which is added to any other armour worn.

The emperor's new spell

Resolve cost: 4 (24)

Range: self

Duration: minutes

Renders the caster totally invisible to normal sight. Some creatures and use of second sight spell will detect the caster. The spell will only render the body invisible, clothes and items are not invisible unless swallowed or otherwise enclosed in a body cavity.

True door

Resolve cost: 2 (20)

Range: touch

Duration: hours

This spell is cast upon a portal such as a door, window, box lid or other such scalable opening. The magic of the spell permeates the material of the portal and knits it together with strong, magic glue. The portal can no longer be opened normally, and must be forced.

Curse of Entropy

Resolve cost: 6 (opp)

Range: touch

Duration: *

Causes the victim to become deformed and demonic in appearance. The nature of the deformation cannot be chosen unless a special success is made when casting the spell.

The abnormality is usually unpleasant to behold, possibly reducing the victim's ***presence***. The curse may be regressed with a casting of ***quiet.***

Demonic dominion

Resolve cost: 8 (opp)

Range: touch

Duration: *

The casting of this spell destroys the mind of the victim, reducing ***intellect*** & ***resolution*** by ld6 each. The effects are permanent and cumulative, taking the victim closer to gibbering lunacy with each casting. The purpose of the spell is to reduce a prospective hosts resistance to demonic possession.

Ether ribbons

Resolve cost: 2 (18)

Range: 10 yds

Duration: minutes

Creates ethereal sinews of shadow that entwine around a victim, grabbing them with an effective ***body*** of 18. In addition the demonic strands have a life of their own; tickling, pricking and probing where decency forbids.

Ethereal cloak

Resolve cost: 6 (24)

Range: cloak

Duration: minutes

The spell makes the caster and his apparel incorporeal, he is unaffected by and unable to affect the mundane world, and able to walk through solid objects. The caster is still visible, as a ghostly imprint on the retina as he passes.

Fade

Resolve cost: 8 (opp)

Range: 10 yds

Duration: instant

This spell causes one victim to fade from existence, becoming increasingly transparent until he is gone. There is no half effect for this spell. If the victim rolls better than the caster the spell is a failure, if the caster wins then the victim fades. The whole process takes several seconds, allowing a fading character a single round of hasty actions before finally disappearing. The victim has actually been sent to the pale court, directly to the Pale queen's feet -never to return.

Quiet

Resolve cost: 4 (opp)

Range: touch

Duration: *

This invocation forces a demon from a host and back beyond the pale. If cast against a manifest demon, imp or messenger, they too are immediately compelled to return to their home plane. The spell is cast as a ***resolution+concentration*** vs. ***resolution+concentration*** opposed action roll.

The lady's audience

Resolve cost: 3 (18)

Range: self

Duration: minutes

Often this invocation is disguised as a less auspicious spell, in order to better capture innocents.

The spell transports the caster to the Pale court itself, with immediate introduction into the presence of the Pale queen thrown in. There is no way of ensuring safety against such power, make sure you have something interesting to say or do for the duration of your stay.

The revelation of all

Resolve cost: 4 (opp)

Range: 10 yds

Duration: instant

This spell reveals the true beauty of Entropy and the glory of the planes to the victim, but in about 2 seconds flat. The result is a coma that lasts for as long as the gamesmaster decides, typically 1d6 days, but possibly for life. The shock of the revelations often turns the victim's hair white.

Whispering colours

Resolve cost: 4 (opp)

Range: touch

Duration: days

The victim is exposed to chaotic emanations that appear to the victim as shimmering unearthly colours, the energy is invisible to others. The energy causes insanity and catatonia for as long as it is present. Every 12 hours the victim may make a ***resolution + concentration*** (28) roll. Success for the victim dismisses the effect immediately.

Summonings

These invocations contain the key phrases that open a pathway of communication to the other planes. The phrases are complex and laborious, detailing the particular requirements for the demon or creature being summoned, and the devotion of the caster to the lady of chaos. Rituals take varying amounts of time, corresponding to the power of the entity being summoned, and require a copious supply of incense and ritual ornamentation. Summonings frequently require a living, sentient offering to serve as host or as a sacrifice to the summoned being.

Summon circle 1 demon

Ritual resolve: 6 (22)

Ritual length: 1 hr

Ritual needs: a live captive, to be offered up as host.

Success in this invocation summons a demon from beyond the 1st Pale to possess the provided host, usually with a flash of flame that incinerates clothing & bindings alike without even singing the demons new body. These demons are usually summoned as familiars by demonologists who lack mortal servants.

Fleeting Messenger

Ritual resolve: 6 (18)

Ritual length: 1 hr

Ritual needs: one bird or bat

The ritual to summon this creature requires one bird or bat. The ritual summons a small demonic gargoyle-like demon to possess the mortal creature. The messenger will deliver one written message for the summoner, like a carrier pigeon. The messenger demon has an unerring sense of direction and a homing ability, to follow even a moving target. Flickering between the planes for speed, the messenger always delivers on the 11th hour from summoning. A messenger delivers one message to anywhere in the world and then disappears.

Summon Circle 2 Demon

Ritual resolve: 6 (24)

Ritual length: 2 hrs

Ritual needs: a live captive, to be offered up as sacrifice, and a mastiff to be offered as host.

Success in this invocation brings a demon from beyond the 2nd Pale to possess the provided host. Once in control the demon will then proceed to satisfy its appetites with the sacrifice. These demons are savage guardians and are usually summoned as protectors or killers. Their appetites are both insatiable and deplorable.

Summon Circle 3 Demon

Ritual resolve: 7 (26)

Ritual length: 3 hrs

Ritual needs: two live captives, one to be offered as a sacrifice; the other, female and virtuous, to be offered up as host.

Success brings a demon from beyond the 3rd Pale to possess the provided host. These demons are usually summoned as courtiers or concubines, and they have a burning passion for inflicting mental cruelty.

Summon Circle 4 Demon

Ritual resolve: 8 (28)

Ritual length: 6 hrs

Ritual needs: a live female of pure virtue to be offered up as a bride.

Success brings a demon from beyond the 4th pale, these demons are the mighty generals of the lady's court and have no need to possess, they are strong enough to manifest fully when summoned. Once the demons contract is fulfilled it returns to the pale with its bride.

Summon Imp

Ritual resolve: 4 (18)

Ritual length: 1 hr

Ritual needs: none

This ritual summons an imp from the labyrinth that mirrors the Earthly plane. Summoning imps does not require an offering of any kind; imps are too weak willed to bargain for contract terms.

The malicious imps make truly awful servants, but are easily commanded. The labyrinth is close enough for imps to be able to manifest without a host despite their lack of ***resolution***.

Summon Paline's daughter

Ritual resolve: 10 (32)

Ritual length: 12 hrs

Ritual needs: eight live children, either gender, but with virtue intact, to be offered up as slaves.

The phrases of this invocation are complex and laborious, detailing the depravity of the caster and his worthiness of admission into the ranks of the ladies favoured. The ritual itself may take varying time to complete. Success brings one of Paline's daughters forth from the Pale court. Paline's daughters do not need to possess; they are able to manifest fully in the mortal world- a sorcerer can opt not to draw a contract with a daughter. The sorcerer who does not attempt to bind the daughter is guaranteed a demonic companion until he finds the limit of his depravities. At such time, the daughter will drive him insane and slaughter him - a true devotee of the Pale queen has no limits.

Necromancy spells

Anathema

Resolve cost: 8 (32)

Range: worldwide

Duration: *

This potent curse is a complex but swift ritual, accomplished by handing or posting the victim a single raven feather. When the victim receiving the feather sees it for the first time, the curse comes into effect. The victim's top 20 most loved items, persons, or institutions are destroyed, killed, or suffer shattering blows to reputation in that order. Persons and objects on the hit list all suffer a bout of terminal bad luck with mysterious accidents causing 10 dice damage each. Victims may resist the 'accidents' with luck points. Institutions and the effects of a blow to their reputation are left for the gamesmaster's discretion. Each item on the top 20 list is subject to one attack from one cast from the curse.

Death's cold touch

Resolve cost: 4 (32)

Range: touch

Duration: rounds

Once cast the necromancer's hands become cadaverous, and radiate cold. Anything touched ages, the extent of the ageing is dependant upon the amount of rounds in contact. With 1 round cloth dissolves into dust- with two, wood becomes weak and fragile. With three a young man becomes an elderly cripple. With four, metal devices such as locks, guns and swords turn to flakes and chunks of rust.

Death's lingering stench

Resolve cost: 3 (26)

Range: 20 yds

Duration: instant

Creates a poisonous cloud of stinking gas around the caster, the gas has a radius of ***resolution*** in yards, and an ***intensity*** of 8, the caster is immune to the vapour. The vapour is resisted as a poison.

Dust

Resolve cost: 1 (18)

Range: touch

Duration: instant

Rots inanimate matter to dust at the touch, each casting rots one cubic foot of matter. Dust has no effect on living flesh.

Geas

Resolve cost: 6 (opp)

Range: *

Duration: minutes

The geas is a means of controlling a greater restless spirit. The geas forces compliance, much like the contracts of demonology. By casting a geas over a spirit before summoning it, the necromancer can ensure the creature cannot directly act against him.

Life Drain

Resolve cost: 8 (26)

Range: touch

Duration: instant

Firstly the necromancer procures a live humanoid victim. He binds them to his ritual operating table, and he concocts a magical infusion to keep them alive and conscious through the ordeal to come. Next, using a sharpened bone knife, he flays the victim alive and rearranges the internal organs into sigils of great power that draw the victim's life energy into the eyes. Lastly the eyes are removed, finally killing the victim. The eyes are pickled until use. To use the eyes, any magic user eats them and gains that victim's ***resolution*** as extra ***resolve***. The extra ***resolve*** last until used and does not regenerate.

Marsh Lights

Resolve cost: 2 (18)

Range: sight

Duration: minutes

Creates ***resolution*** amount of small, nebulous glowing orbs. Each orb produces light equivalent to a gas lamp. The orbs may be controlled by the caster, and directed to go anywhere. The orbs may only be controlled while in sight. Sending orbs out of sight reverts them to their own habits until back in sight. Left to their whims the orbs try to find a treacherous piece of terrain (quicksand, sheer cliff) and float about it, to encourage others to their doom.

Oracle of Night

Resolve cost: 8 (26)

Range: *

Duration: minutes

The souls of the future dead, or oracle of night, are a potent source of premonitory information to a necromancer. The future dead may be questioned on matters present and to come. The ritual of the oracle is involved and lengthy. The caster needs an Eldren skull of at least 1000 years age, the eye sockets must each be filled with a ruby (£4 per ruby). When performing the ritual the skull must be soaked in fresh blood, each pint of which gives the oracle 10% accuracy (max. 80% accuracy) to answer any question concerning the future or present. Once created a single jewelled skull will last indefinitely, blood however, must always be fresh and warm.

Raise greater undead

Resolve cost: 8 (26)

Range: touch

Duration: *

This spell reanimates a corpse with a touch; one casting reanimates one corpse with a greater undead spirit. The undead will respond to the necromancers every spoken instruction, although it may not like it.

Foul failure while summoning greater spirits causes a greater spirit to 'appear', and possess the caster's live body - killing it in the process. If the player can hold this attack off until he or someone else can cast *rest,* then the character will survive: if he fails, the spirit stays in the caster's body retaining all the caster's memories and abilities. .

Raise lesser undead

Resolve cost: 4 (22)

Range: 10 yds

Duration: *

This spell reanimates a corpse with a touch, one casting can reanimate up to ***resolution*** amount of corpses as lesser undead. The undead will respond to the necromancers every spoken instruction as best their intelligence will allow.

Rest

Resolve cost: 4 (opp)

Range: 4 yds

Duration: instant

This spell can put a dead spirit to rest. By succeeding in an opposed ***resolution*** vs. ***Resolution,*** roll the caster can force a dead spirit to leave the host body and return to its home in the netherworld.

Séance

Resolve cost: 4 (18)

Range: self

Duration: minutes

The caster attempts to communicate with specific spirits from the netherworld. With success, the spirit requested is found, but information gleaned may be nebulous, unrelated or meaningless. With a special success the information gleaned is relevant to the questions and accurate. With failure, nothing useful comes of the attempt. A foul failure calls the attention of the void. The dead may only be questioned concerning matters of the past.

Seize Undead

Resolve cost: 6 (opp)

Range: sight

Duration: instant

Allows the necromancer to seize control of already raised undead, or enslave an independent undead. Once cast the caster must engage in an opposed ***resolution*** vs. ***Resolution*** contest with the undead or their controller. The caster only needs one success to seize control of his ***resolution*** amount of undead, the loser of the contest takes 2 dice of ***stun*** damage & loses 3 ***resolve*** (regenerated normally). Once controlled the undead follow their new controller until they are once more enslaved or he dies. Independent undead such as vampires do not give in so easily and can resist the caster's demands once a day with the same ***resolution*** vs. ***Resolution*** contest.

Vampire's Lust

Resolve cost: 8 (opp)

Range: 10 yds

Duration: hours

The caster's eyes and voice become captivating. The ***victim*** must succeed in an opposed ***resolution*** vs. ***resolution*** test or be overcome. With success the spell causes an unnatural obsession for the caster in the victim. Note that this is not a charm spell; the victim may loathe the caster but finds himself amorously compelled to do as the caster whims in any endeavour - amorous or murderous. Specifically the victim cannot bring himself to directly harm the caster; also they must obey any orders given by the caster.

Warp Dead

Resolve cost: 10 (32)

Range: touch

Duration: *

The caster permanently endows an undead target with an unnatural attribute. Gamesmasters must supervise and approve the nature of such an attribute; examples are batwings, fiery breath, or a hypnotic gaze. Once cast upon the undead treat this attribute as a skill that can rise with experience, but never above 10.

Relics

Magic items or relics are a staple of fantasy role-playing; many players will place their characters in deadly peril to gain the power of an relic. Relics are usually ancient survivors from the past, when magic was stronger. It is possible to create new relics, although this is the province of truly great sorcery, there are possibly only a handful of the guild that could create such an item. Sometimes the gods may favour a character with an relic as a reward for faith, or as bait for their souls.

To use an relic no spell-casting or resolve expenditure is needed. The object functions without limit to its duration, regardless of the user's nature. An relic can be stolen, sold, or given away, and still work it's magical effect.

A relics power is only limited by the games master devising it. Relics are meant to be devastatingly powerful; they are one off survivors of time. Most relics have a purpose; they were made for a reason. As long as they do what they were made for, relics can do anything else the gamesmaster chooses.

For our European game most relics found will be Celtic items from European archaeology sites, looted African tribal items, or (most of all) Egyptian relics robbed from the Pyramids.

When a relic comes into a character's possession, let the item's properties be discovered gradually. There is more fun to be had in the mystery of gradual discovery than simply saying 'okay Ron, Lord Harry has found a bright blade it does this...'

Bright blades

A beautiful sword hilt, finely craned in pale silver, it will not corrode or age-when found and when not in use the weapon is just that - a hilt. When in the presence (within 9 yards) of a unearthly or unnatural being such as a demon or vampire, a blade of shimmering, shifting colours appears, bright enough to light up an entire room. This blade will damage an unnatural/unearthly being without leaving a physical trace; the blade can also parry attacks from such a being. This weapon can be useful for dispatching possessing demons as it will not harm the physical host. The blade does 4d6 lethal damage to spirits and demons, with a further 2d6 against demons of Paline's court. Bright blades do no damage at all to physical opponents. The bright blades hilt, the only physical part of it is indestructible by mortal means. A bright blade hilt may only be destroyed by being given to Paline herself, so she might kiss it - her kiss destroys the hilt. Once destroyed the weapon is useless and cannot be reformed.

Horn of the hunt

A long and curved antique huntsman's horn carved from some strange animals horn. Sounding the horn summons forth the dark hunt, a hideous collection of twisted, demonic riders. Once summoned the hunt appears on the near horizon - sounds it's horns and mercilessly hunts down one person, until eventually catching and then slaughtering them. Treat the awesome power of the hunt as a abstract entity, with a ***competence*** of 24. As a non-corporeal entity physical attacks are useless against the hunt. When using physical combat against the hunt roll as normal, if the hunt wins in hand to hand combat the victim takes 6d6 lethal points of damage. If the victim wins, make it look like you crossed off some hit points, or have a rider crumple – only to reform before the victims' eyes. The truth is that attacks always fails against the power of the hunt - why didn't we say that in the first place? Ah, now you see what your players will feel like... Bright blades

might be effective against the ethereal riders, but there are as many riders and hounds as are needed to overpower the fool who stands to fight.

Really the only way to escape the hunt is to find the horn and blow it, this sets the hunt onto the initial summoner. This in itself is no mean feat.

The horn can only be blown on the longest night of the year. The hunt cannot pass flowing water, and only appears by night. Should the prey survive till dawn, the respite only lasts until the next evening when the hunt once again rises. If the victim cannot gain the horn and blow it on the longest night, he must try to evade the hunt for a whole year – until the next solstice.

Masks of shadow

There are three types of mask. The first appears to be a fine china mask such as those worn at masquerade balls, but when worn the mask seems to disappear and alters the appearance, build, voice, bearing, even gender of the character to that of someone else, presumably long dead. The mask can only be removed by the person who put it on.

The second kind of mask appears to be a mask of bronze beaten into the visage of some grotesque demonic form. Donning the mask likewise alters the appearance of the wearer to that of a hideous shambling mound, this grotesque visage can only be dispelled by a Thaumaturge or invoker on a ***thaumaturgy*** or ***invocation*** roll (26)

The third version appears to be a mask of glass, donning the mask makes the wearer invisible to all. The only ways to see the wearer are through a spirit lens, or with medium abilities. This mask can also only be removed by the wearer.

Pale seer's stone

A white stone shot with glassy streaks, usually worked into a piece of jewellery. If worn while asleep this stone grants the user visions of the future (see medium power 'glimpse'). In addition while worn the wearer can always see a few seconds ahead of himself and so cannot be surprised, and is able to finish sentences for those he is talking to (see medium power 'sixth sense').

Amorous ring of companionship

A silver ring fashioned as naked, entwined figures. The wearer of this ring has the ability to completely captivate and fascinate anyone that they wish. Those targeted must contest their ***resolution*** against the rings '***competence'*** of 18. Those who succeed are not beguiled and are not aware that an attempt was made, those who fail are enslaved to the wearer of the ring, compliant to his/her every whim no matter how foul or despicable. They, too, are unaware that they have been charmed. The wearer may enslave up to 9 people at any one time in this manner. This item is a favourite gift from Paline.

Speech stone

A palm sized piece of red jade, this flat stone allows the user to understand and converse in any language that he hears while the stone is held in one hand.

Spirit lens

A large shard of strangely tinted glass, through which the world may be seen as through the spell witch sight. Also things are magnified, all sight related perception tests are increased by 30% and, while worn, the glasses allow sight in the dark as if it were day. Often this glass is found crafted into a pair of spectacles or a monocle.

The mirror of the void

Should someone with a ***presence*** of 6 or higher gaze into this mirror for more than three times a servitor demon appears and tries to rip the users face off. Causing more than 20 damage on the user entails a success, reduce ***presence*** to 0. This item is a favourite gift to ambitious sorcerors from the tarnished angels of the void.

BOOK III
GAMESMASTERS

The Supporting Cast

No one can predict the future accurately, and no gamesmaster can totally predetermine what players will want to do. One of the groovy things about an RPG is the free roaming nature of the game - your imagination really is your limit, both for locations and situations. To add weight to any situation you dream up, we have provided a supporting cast (also called 'non-player characters') for you to use in those unexpected situations.

When dealing with the general citizenry of the world we utilise very streamlined characteristics, after all you don't want to be referring to a full character sheet for all 4 million inhabitants of London – do you?

Supporting cast characters are defined by the following characteristics. For the vast majority of passing encounters with pedestrians and ruffians, these characteristics are sufficient.

- **Mental & physical competence:** The competence ratings give you a quick number to use in lieu of ***characteristic+skill*** when making action rolls for combat, common knowledge and any specialities the NPC may possess. This allows you to check one number and make an action roll. Exceptions and specifics are noted below as skill and combat 'picks'.
- **Health:** The NPCs health is summarised here as [health/fortitude]. NPCs have stun points equal to their health just like PCs. Fortitude for NPCs is written as a total of fortitude

Competence Ratings

Rating	*Description*
1-2	**Challenged**, this cast member is physically disabled or enfeebled. Mentally they might be a lunatic, and are certainly uneducated.
3-4	**Everyday** most pedestrians fall into this category, there is nothing remarkable about this person, physically they are healthy, but not fit. Mentally they are of average ability but poorly educated.
6-8	**Competent** this cast member is still pedestrian, but displays some noteworthy ability in the rated area. Physically they are healthy and reasonably fit, mentally they are either highly intelligent but uneducated or of average intelligence with a fair education.
9-14	**Very competent** this cast member displays a highly developed physical capability, intellect or an excellent education.
15-18	**Incredible** this cast member is in excellent health and is exceptionally fit. Intellectually in today's world they would qualify for mensa, and their education is well rounded (either from school or private pursuits)
18-20	**Legendary** this is the realm of Bruce Lee or Albert Einstein, Careful thought should be given to the introduction of supporting cast members with ratings at this level; if they are this good – why are they supporting cast?

and any armour that might also reduce damage.

Skill picks: Here we list some specific areas of knowledge where the NPC is either better or worse than their competence ratings would suggest. For example an Ogre may have a average ***physical competence***, but here their outstanding strength would be noted. All skill picks are listed as a ***characteristic+skill*** total, just add dice.

Combat picks: Here we list a typical attack option for the character type, again all numbers are totals, just add dice to hit, and then roll for damage.

Competence ratings?

Competence ratings follow the same scales as player characters characteristics and skills. When assigning a competence rating refer to the chart below to discern the ability level that your cast member lies at. Remember that the competence rating is equal to a lead character's ***characteristic+skill***, if it becomes important to know the value of a characteristic or skill alone then simply halve the competence rating.

Pedestrians

The vast majority of the population in Victoriana are not gutter running rebels and criminals, nor are they sorcerers or mediums. Below are some sample pedestrian characteristics, these numbers reflect a normal, everyday person. Even starting gutter runners are exceptional compared to the public at large.

Indeed if the players are the lead characters, with a supporting cast around them, then the pedestrians are the nameless extras.

The numbers in brackets in this table give you a quick conversion figure for changing the race of a pedestrian or one of our existing supporting cast members 'on the fly'.

The character villain

Streamlined figures for pedestrians and supporting cast are all well and good, but when it comes down to the crunch, and the characters have penetrated the conspiracy, or solved the crime – there is usually a mastermind behind it. These villains are usually a match for the players, and frequently more than a match for one of your characters alone. The same villain can return again and again to foil (and be foiled by) your characters.

Such villains are known as character villains, and the simplicity of the supporting cast does them no justice. Character villains should have motivations and goals just like your characters. Once they have met a couple of times your characters will want to know more about the villain that they keep crossing and his previous experiences will become important.

Character villains might start out as supporting cast, and grow in ability alongside the lead characters, thwarting the characters time and time again before finally meeting their end at the end of a campaign in a dramatic 'big fight'.

Character villains will typically possess characteristics and skills just like PCs, but you may prefer to keep the simplicity of the competence ratings. If you do so, you should make a couple of additions – a true character villain will have ***Luck*** at least equal to your luckiest player character, they will also have talents, contacts, perks, property, assets, complications and so on.

When generating a character villain, bear in mind how many PCs is this villain going to be facing. As gamesmaster you're not constrained by points and limits so make sure that your villain is up to scratch and is a challenge for the players. This doesn't mean that every villain needs to be a combat juggernaut, if your villain is going to be a mastermind behind the scenes, then he may well be easy to overcome in personal combat, but getting to him through the thugs and villains he has hired for protection (or the demons he has summoned) might be another story!

Pedestrian Competency

Race	*Physical Competance*	*Mental Competance*	*Health*	*Special*
Men	6 (+0)	6 (+0)	15/3 (+0/+0)	-
Beastmen	8 (+2)	4 (-2)	20/4 (+5/+1)	-
Eldren	6 (+0)	6 (+0)	15/3 (+0/+0)	Artistic eccentricity
Dwarves	8 (+2)	6 (+0)	20/4 (+5/+1)	Little legs
Halflings	6 (+0)	6 (+0)	15/3 (+0/+0)	Wanderlust, little legs
Gnomes	4 (-2)	10 (+4)	10/2 (-5/-1)	Little legs
Ogres	11 (+5)	2 (-4)	65/6 (+50/+3)	Blunt wits, iron constitution

Supporting Cast, Society

Aluminat priest

A reverend priest of the holy Aluminat. This tall, dour man can be enough to strike the fear of God into the blackest heart. He is often found in his church or within the parish of that church, tending to his middle class parishioners.

Mental competence: 10

Physical competence: 8

Health: 20/4

Skill picks: Preaching (12), conversation (12), make congregation feel really small (16), induce guilt (16), theology (12)

Combat picks: Punch (4) doing 1d+4 stun

Butler/doorman

A reservoir of cool reserve and pompous manners, the butler is often accused of thinking above his station due to his habit of wearing clean clothes. For his part, he likes where he lives and enjoys running the house - he has a lifestyle that he could never afford himself, and is thankful of it.

Mental competence: 8

Physical competence: 8

Health: 20/4

Skill picks: Etiquette (14), look dignified (12), listen at keyhole (14)

Combat picks: Punch (4) doing 1d+4 stun

Doctor

A professional physician, he trained hard through school and university to gain his doctorate. Now thanks to his education and the profession that it has secured he can afford the finer things in life. A genuinely caring fellow, one has to be in his line of work. He is definitely a good friend to have, and is rarely attacked, despite his wealth, due to his work.

Mental competence:	14
Physical competence:	8
Health:	20/8 inc greatcoat
Skill picks:	Medicine 14, biology 12, pharmacy 12, research 12, bedside manner (Aka bull!) 12
Combat picks:	Walking stick (6) for 3d+4 stun

Dwarven engineer

Short, stocky, bristly, stubborn and glaring up at you now, daring you to look down at him. He designed the mine that brought so much prosperity to this valley, and now is lord of his own mining town. He has only one problem - his neighbours - nasty gentry, many are less wealthy than him, but still they have a heritage and titles while he is simply Mr. Mine designer. He's tried shooting them, but even that doesn't gain any respect.

Mental competence:	14
Physical competence:	10
Health:	25/13 inc lined coat
Skill picks:	Science (14), mining machinery (16), geology (14), etiquette (10)
Combat picks:	Sword cane (10) for 3d+5 lethal, derringer (12) for 2d lethal

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Fashionable gentleman

He is rich, dashing, witty, and at all the right places, at all the right times. He dresses in a fashionable morning suit at all times. Born into the upper class, he has a highly inflated opinion of himself and enough money to ram down the neck of anyone who disagrees. He is also an almost compulsive womaniser, with several mistresses and always room for another.

Mental competence:	12
Physical competence:	8
Health:	20/12 inc lined coat
Skill picks:	Fashion (16), bull! (16), seduction (14), ride (12), drive carriage (12), etiquette (16), be dashing and handsome and make the girls swoon (16)
Combat picks:	Sword cane (14) for 3d+4 lethal

Fashionable lady

Her family is rich. She is witty, dignified and quite the most dazzling woman you have ever seen, probably due to her Eldren blood. Born to the upper classes, she knows that she is superior to you and if you desire her, she will torment you as sport for as long as you let her. She could well be a worshipper of Paline, and as such a real problem with her position to hide behind.

Mental competence: 14

Physical competence: 6

Health: 15/7 inc corset

Skill picks: Bull (16), charm (18), fashion (18), archery (12), ride (12), seduction (12), make you do anything for her (18), thaumaturgy? (12), demonology? (8).

Combat picks: Derringer (12) for 2d lethal, etheric bolt (12) for 4d lethal

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Guild lecturer

A sorcerer of experience and high standing, he knows many people and is invited to many social functions. His high lifestyle has made him somewhat lazy and indulgent. He is ideally suited as a sponsor for characters - sending them on missions to recover items & rare flora / fauna.

Mental competence: 16

Physical competence: 6

Health: 15/7 inc greatcoat

Skill picks: Thaumaturgy (16), occult (18), chemistry (16), medicine (14), astronomy (16), research (16), linguistics (16)

Combat picks: Walking stick (6) for 3d+3 stun, etheric bolt (16) for 4d lethal, etheric bludgeon (16) for 4d stun, power of steam (16), heal (16)

Lawyer

He is predatory, rakish, and appears distinctly devious by nature. He has studied and connived his way up to his present position in the judicial structure. Nothing is too low or villainous for this ambitious young rake to advance his career. He is quite capable of making the most intellectual man appear a complete buffoon in the courtroom, and has made many enemies by doing just that. He always carries a life preserver for self-defence.

Mental competence: 14

Physical competence: 8

Health: 20/8 inc greatcoat

Skill picks: Legal matters (16), bull! (16), charm (10), oratory (16), be very, very arrogant (16). Cowardice (14)

Combat picks: Walking stick (8) for 3d+4 stun

Police constable

He is poorly trained for the most part, and often indecisive if alone. Properly led and accompanied by his peers he can be a threat to any character. Many of the infant police force are ill disciplined and corrupt, how honest is this officer?

Mental competence:	8
Physical competence:	12
Health:	30/10 inc thick uniform coat
Skill picks:	Ask embarrassing questions (12), dodge (14), perception (14), drive carriage (12), etiquette (10)
Combat picks:	Truncheon (14) for 3d+6 stun

Police sergeant

He's large, grizzled, red in the face and popular with other constables and locals. He is bloody minded and pompous. He makes an irritating opponent the police sergeant is well suited to the role of hindrance in a campaign. He's been around a long time-probably in the army, so he thinks that he's heard it all before, and won't believe a word of it

Mental competence:	10
Physical competence:	12
Health:	30/10 inc thick uniform coat
Skill picks:	Ask embarrassing questions (14), dodge (14), perception (14), drive carriage (12), etiquette (12)
Combat picks:	Truncheon (14) for 3d+4 stun

Professor

A thin gangly gnome. He always dresses like a scarecrow and is often a subject of ridicule along with his harebrained inventions, not that he cares - he is too busy with his latest machine.

Mental competence:	18
Physical competence:	4
Health:	10/4 inc greatcoat
Skill picks:	Astronomy (18), clockwork mechanisms (20), steam technology (20), science (18), locksmith (18), be really bloody clever all the bloody time (20)
Combat picks:	All out dodge! (8)

Courtesan

The courtesan is as much escort as prostitute. Gentlemen pay highly for her conversation and company more frequently than for physical favours. She is educated and cultured and could provide much valuable information to the right listeners…

Mental competence: 12

Physical competence: 8

Health: 20/8 inc corset

Skill picks: Bull (14), charm (16), fashion (14), ride (12), seduction (12)

Combat picks: Room furnishings thrown as improvised weapons (8) for 3d stun, all out dodge (12)

Supporting Cast, The Rookery

Charity Worker

A middle class young lady. Very religious; it is her Anglican belief in the verses of the Aluminat that drive her to try and improve the lives of those born less fortunate than herself. She has an unexplainable naive trust in all those she meets, so much so that few would dream of soiling it. She can be a useful friend for characters who require a hostel bed for the night, or who cannot afford a doctor

Mental competence: 10

Physical competence: 8

Health: 20/8 inc. Corset

Skill picks: Be modest (12), be civil (12), etiquette (16), sing (10), first aid (14), medicine (8)

Combat picks: All out dodge (12), pray for miracle (4)

Factory Worker

He/she works all day (6am to 8pm) to make an honest living. The smoke and noise within the factories are horrendous. Everyday they get home filthy and deaf wondering why they bother. Uneducated and living in squalor, they sometimes think it seems as though they will never escape the grime and corruption of the city, and quite right they are too.

Mental competence: 6

Physical competence: 6

Health: 15/3

Skill picks: Operate factory machinery (10), accept things the way they are (14), dream about a better life (10), economise (10)

Combat picks: Punch (6) for 1d+3 stun

Hired thugs

Footpads, thieves, hired muscle, pimps. Basically a common criminal who will turn his hand to anything that seems to pay while requiring little thought, and few scruples.

Mental competence:	6
Physical competence:	10
Health:	25/9 inc greatcoat
Skill picks:	Look dodgy (12), hide & sneak (12), streetwise (12)
Combat picks:	Garrotte (10) causing asphyxiation; dagger (12) for 2d+5 lethal, life preserver (12) for 4d+5 stun

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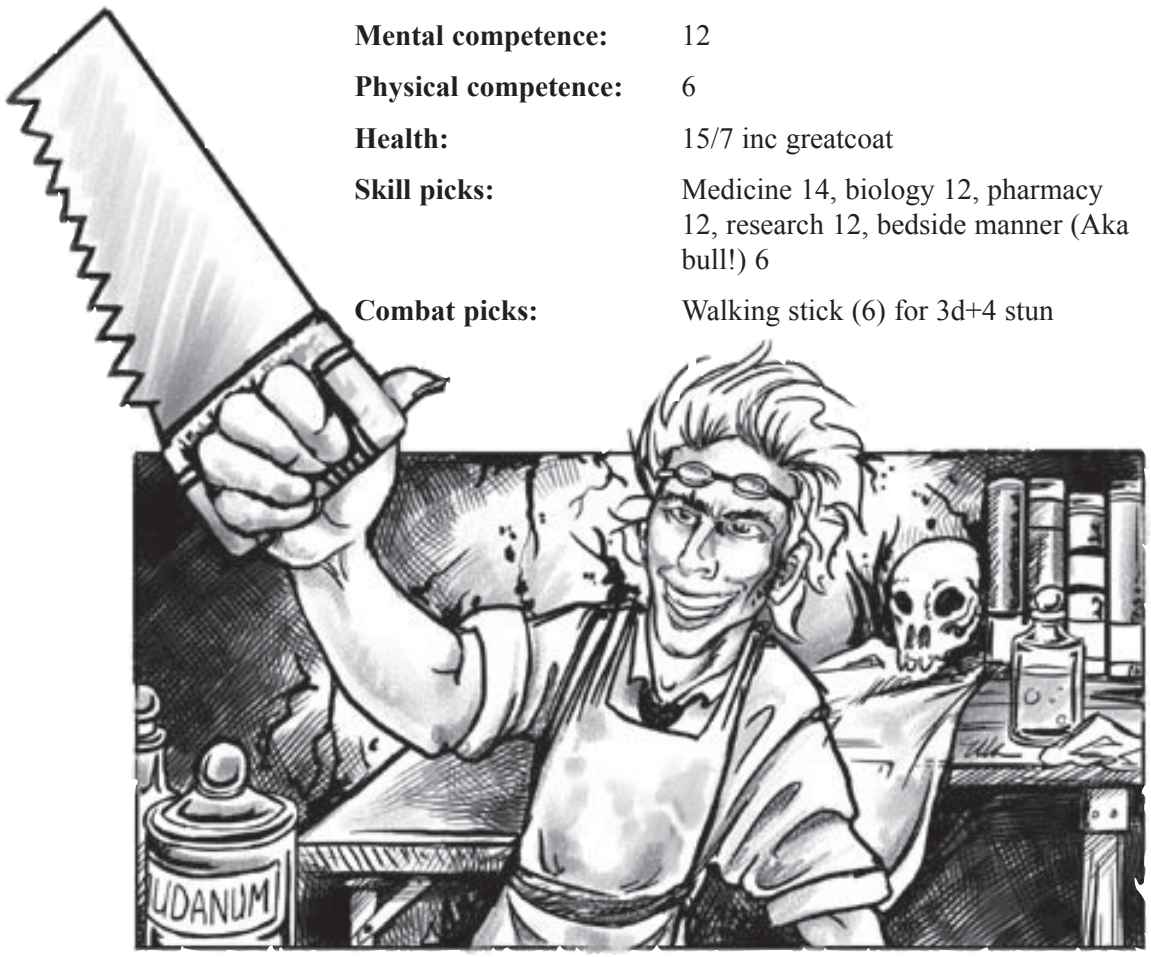
Gutter Quack



Mental competence:	12
Physical competence:	6
Health:	15/7 inc greatcoat
Skill picks:	Medicine 14, biology 12, pharmacy 12, research 12, bedside manner (Aka bull!) 6
Combat picks:	Walking stick (6) for 3d+4 stun

He was a professional physician, until the alcohol problem turned into a laudanum habit and the royal society of physicians found out. The gutter quack is a bitter, cynical man. He left many principles behind him when he fell from professional grace, but for many in the rookery his shaking hands and opium glazed eyes are the best medical attention they can afford, and the best discretion that can be bought.

Prostitute

A working girl, plying the oldest trade, probably because she cant survive on her day job. She might not be the most beautiful girl in the world but she'll be who you want for the night (well, up to a limit). She usually charges 6d for her services and takes the rest without asking - she has to make a living, and don't assume she likes her life in the slums.

Mental competence:	8
Physical competence:	8
Health:	20/8 inc corset
Skill picks:	Bull (14), charm (12), trade (12), pick pocket (12), streetwise (14)
Combat picks:	Improvised weapons (8) for 3d+4 stun, all out dodge (12)

Revolutionary

This Beastman has a broody cast to his character. He glowers at anyone who may be a scapegoat or example for his cause. He has many friends and even more enemies; the authorities would lock him up, but there would probably be a riot. He and his revolutionary brothers make friends (comrades) and enemies (bourgeoisie filth) for life.

Mental competence:	12
Physical competence:	10
Health:	25/9 inc greatcoat
Skill picks:	Oratory (12), hide & sneak (12), conceal item (14), streetwise (12)
Combat picks:	Heavy walking stick (14) for 5d+5 stun; switchblade (14) for 2d+5 lethal

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Street Urchin

A scruffy young tearaway, this child is often found with his friends, bumping into you and then departing with great haste clutching your wallet - laughing with the rest of his gang all the way. If you can impress him then his hero worship can be most useful as such children often know the streets and goings on in any town better than any man.

Mental competence:	12
Physical competence:	6
Health:	15/3
Skill picks:	Hide & sneak (14). Pick pocket (14), streetwise (12), bull! (14), act as though butter wouldn't melt in his mouth (12)
Combat picks:	Sling (16) for 2d stun

Supporting Cast, The Country

Gypsy

He is small, colourful and cheeky. He tells fortunes, he sings, dances, sells what you want - never what you need- this cheeky Halfling would certainly sell you his grandmother for 6d if he was sure you'd never find her. Gypsies usually travel in bands of 5-25. Their wagons are all loaded with the trinkets and tools of their trades

Mental competence:	12
Physical competence:	8
Health:	20/8 inc leather coat
Skill picks:	Bull! (14), drive carriage (12), scare superstitious villagers (12), sleight of hand (10), palm reading (12), human perception (10)
Combat picks:	Walking staff (14) for 3d+4 stun

Labourer, Ogre

He or she has worked these fields and this land all his/her born life, it is his life. He knows that God, and the Queen, and even little baby Justas are all watching all the time, and that they want him to look after the cows - the squire told him, so it must be true. So, ever dutiful, the ogre works on day and night. He has never left the estate in all his years - the Queen wants him to stay (the squire told him). His deep-set and lined face seems morose and stern. His tusks lending a misleadingly evil cast, softened only by the way he sucks his thumb. He is too stupid to be anything but honest.

Mental competence:	4
Physical competence:	16
Health:	66/11
Skill picks:	Be confused (16), be really stupid in front of strangers (12), be superstitious (20), laugh for no apparent reason (12)
Combat picks:	Fists like bricks (10) for 1d+11 stun, improvised masonry (10) for 6d+11 lethal

Local squire

The landed gentry, bored and naturally malicious, he drinks, whores, torments, and gambles far too much. He is lord of the local estate. All of the people on the estate defer to him in all matters, with the only exception being travellers and gypsies on the way through. He makes an excellent patron for characters, as they investigate strange occurrences or hunt trolls upon his estate. His personality can also make him an interesting opponent. He always carries a musket in case he sees some sport or a poacher in the act.

Mental competence:	10
Physical competence:	8
Health:	20/8 inc greatcoat
Skill picks:	Gambling (12), letch (14), etiquette (12)
Combat picks:	Walking cane (10) for 3d+4 stun, brown Bess musket (12) for 5d lethal

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Reclusive inventor

He is tall, dark and dashing. His eyes glint with a brilliant intelligence unsullied by convention, scruples, or God's laws. His family's money has bought him his retreat, and day and night he toils in it trying to combine sorcery with science. Nobody is sure what his experiments are, maybe he is an innocent artificer, or a foul demonologist or necromancer - the choice is yours...

Mental competence:	16
Physical competence:	8
Health:	20/12 inc lined coat
Skill picks:	Science (16), thaumaturgy (14). Demonology or necromancy (10), pharmacy (14), medicine (12), strange gaze (12), insane laughter (as if on cue) (16)
Combat picks:	Scalpel (14) for 2d+4 lethal, also any thaumaturgy spells and a smattering of demonology or necromancy.

Labourer

He or she has worked these fields and this land all his/her born life; it is his life. He has never left the estate in all his years-he is too busy and too poor to afford the train. He is tall, morose, a little inbred, but goes to the church every Sunday and stays honest.

Mental competence:	6
Physical competence:	12
Health:	30/6
Skill picks:	Country lore (12), operate threshing machine (12), ham act as really stupid in front of strangers (10), be superstitious (14)
Combat picks:	Brawl (14) for 1d+6 stun, hoe or rake (12) for 3d+6 stun

Wise woman

She is ancient, yet there is an elemental spark in her eyes. She is small and withered with white hair. She dresses in ragged skirts and shawls, with natural jewellery of plant leaves and berries. She always has cryptic advice for every occasion, ready and waiting for those with time to listen.

Mental competence:	16
Physical competence:	10
Health:	25/11 inc ‘stone cloth’ enchantment
Skill picks:	Enchanting (16), invoking (10), legends of the old ways (14), natural lore (18), Herbalism (16), astrology (16), human perception (16), cryptic statements and omens (18)
Combat picks:	Spells: a wide selection of enchantments and focuses ready for each, possibly some invoking knowledge as well

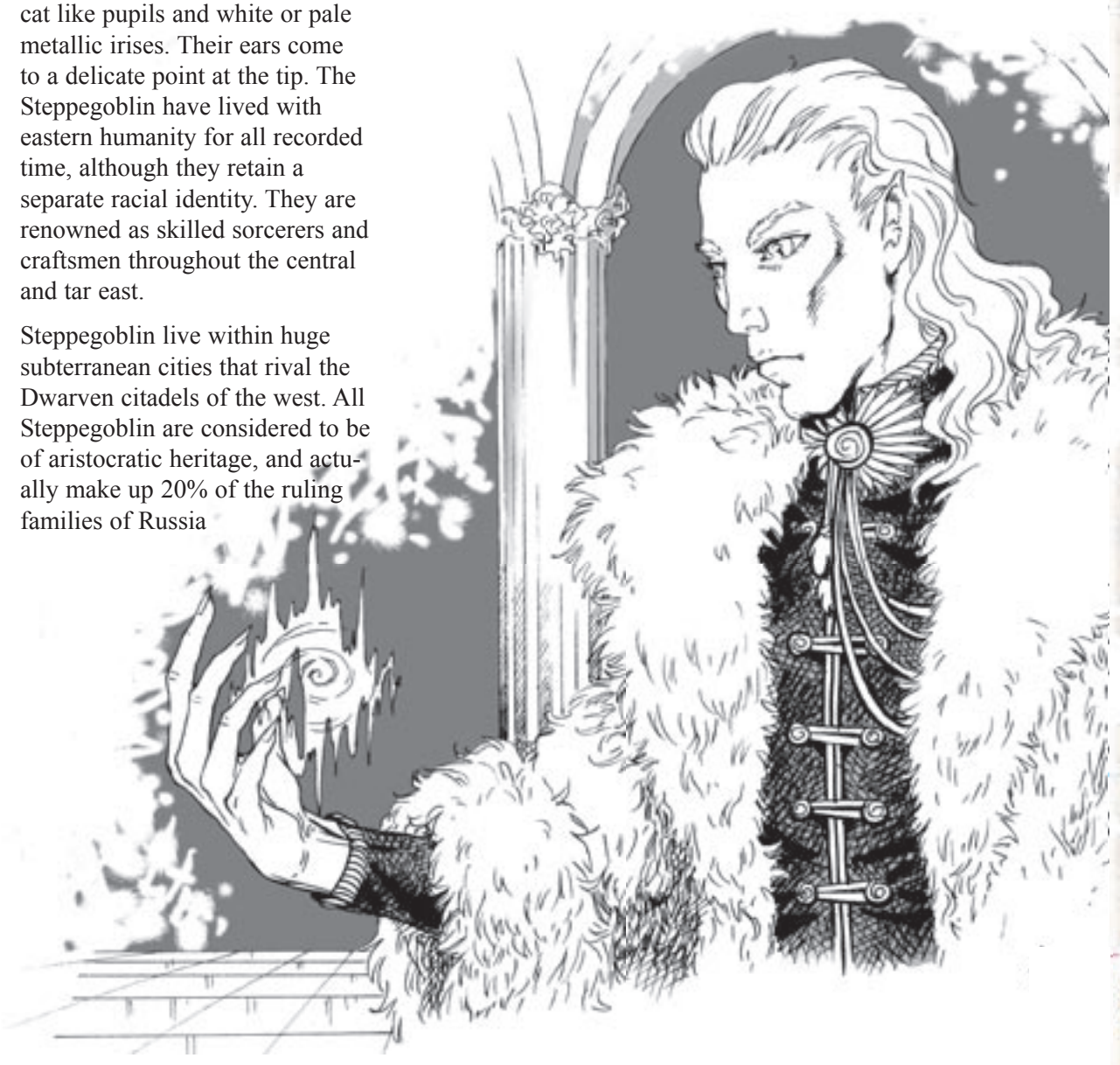
Supporting Cast, Outsiders

Steppegoblin

The Steppegoblin are a small and intelligent race, living only in the frozen mountain steppes of Russia and the east. They are tall and slight of build, heavily boned and with strong features. Their skin is pale like finest porcelain. Hair is fine and the shade of spun silver with no other variation. Steppegoblin eyes have cat like pupils and white or pale metallic irises. Their ears come to a delicate point at the tip. The Steppegoblin have lived with eastern humanity for all recorded time, although they retain a separate racial identity. They are renowned as skilled sorcerers and craftsmen throughout the central and tar east.

Steppegoblin live within huge subterranean cities that rival the Dwarven citadels of the west. All Steppegoblin are considered to be of aristocratic heritage, and actually make up 20% of the ruling families of Russia

Mental competence:	12
Physical competence:	8
Health:	20/12 inc lined coat
Skill picks:	Fashion (16), bull! (16), seduction (14), ride (12), drive carriage (12), etiquette (16), thaumaturgy (14)
Combat picks:	Sword (14) for 5d+4 lethal



Giant, mountain

Mental competence: 4

Physical competence: 20

Health: 100/10

Skill picks: Be confused (16), be really stupid in front of strangers (12), be superstitious (20)

Combat picks: Fists like carriages (10) for 4d+20 stun

Giants are huge. Ugly and barbaric humanoids from the mountains of northern Europe. At one point they were almost extinct, thanks to the giant slayers of Prussia and Austria. At full maturity adult giants have been recorded at 30 feet high, although most giants average at a height of 20 feet.

Giants are not startlingly intelligent, but are not as stupid as Ogres. They have their own communities in the mountains, and have a bloody and historical feud with the mountain dwarves of the area; this feud has even made its way to the battlefield on several occasions. Giants use enormous clubs, nets and swords in battle. Giants on active service in the army are sometimes issued with a specially built field cannon sized sidearm.

Giants have an ogre-like faith in the Aluminat; their resistance to magic is attributed to this faith. Any spell, demonic ability or relic ability that requires an opposed roll is conducted with a bonus of +2 to the giant's relevant attribute.

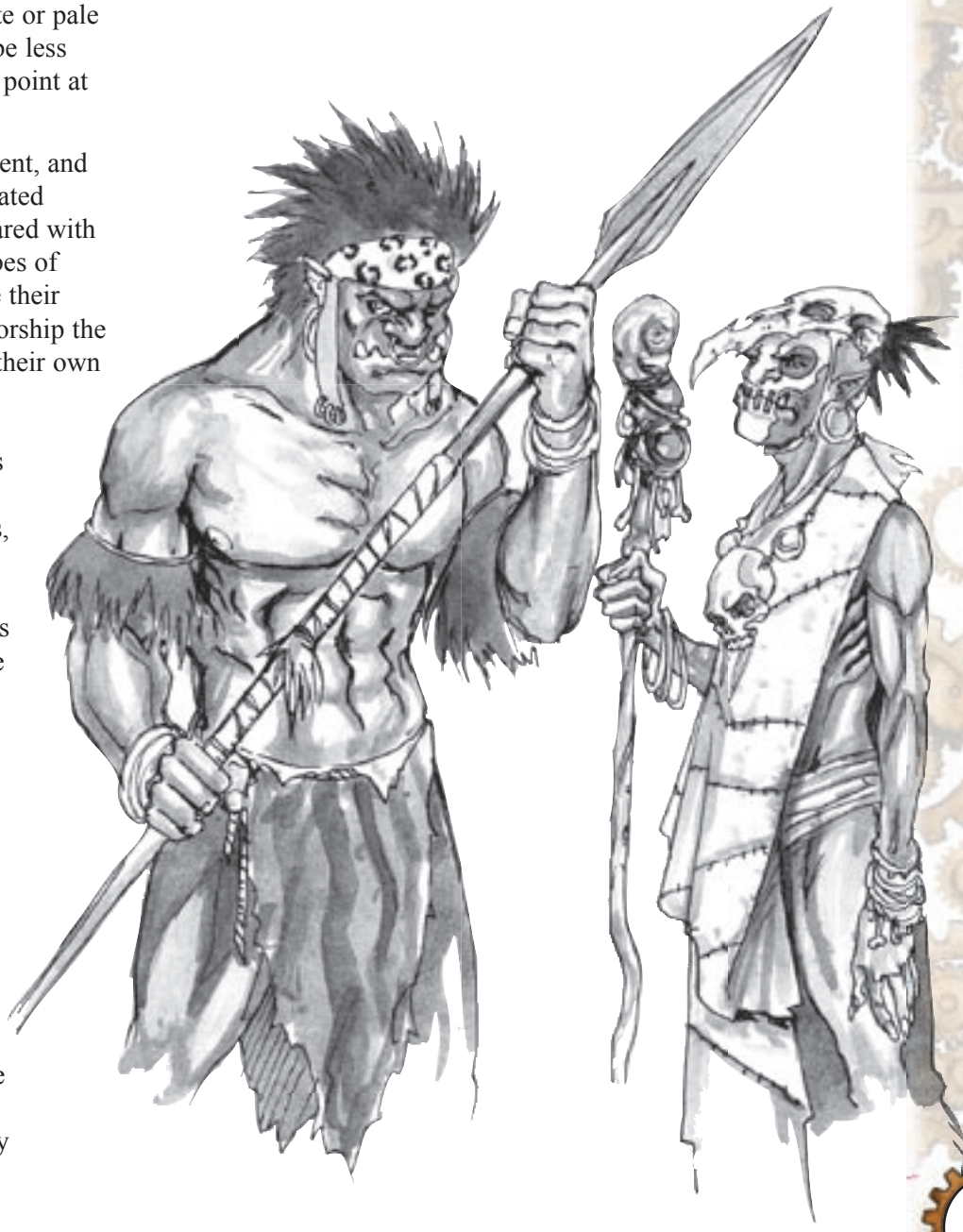
Orc, African warriors

Orcs arc a rugged, well built species of humanoids. Orcs generally live in rough country such as mountains and deserts. They are tall with an immense build, strongly boned yet with delicate features. Their skin is thick, callused and as black as coal, their hair raven black or in very rare instances, silver. Orc eyes have cat like pupils and white or pale metallic irises; their lobe less ears come to a delicate point at the tip.

Orcs are highly intelligent, and have a highly sophisticated tribal culture that is shared with many of the human tribes of the continent. Orcs like their human counterparts, worship the earth goddess through their own primitive mythology. This religion appears to the European settlers to be little more than animal masks and idols, the workings of filthy heathens. Due to these fundamental differences in opinion, the Orcs are fighting an active war against the European settlers.

The statistics below are for an adult Orc, such warriors can be found hampering the European slavers and settlers at every turn. Orc children are sold as slaves when caught, and so Orcs can also be found occasionally in Europe, and extensively throughout America.

Mental competence:	8
Physical competence:	12
Health:	30/16 inc enchanted war paint
Skill picks:	Survival (12), trapper & scout (14), athletics (14), hide & sneak (12)
Combat picks:	Orc spear (14) for 5d+6 lethal



Supporting Cast, The Bestiary

There is a fair selection of creatures for use in most situations. Useful though it is the list is certainly not complete. In play there will be creatures that you want characteristics for that aren't supplied so feel free to make your own up using these as a guideline. For the beasts of this section ***mental competence*** is used to define perception and cunning, and not education or sentient intellect.

Natural Beasts

Beast	***Mental***	***Physical***	Health	***Combat picks***
Ape	6	14	35/7	Brawl (14) for 2d+7
Bear	8	14	35/7	Brawl (14) for 2d+7
Cattle	4	12	30/6	Charge (10) for 2d+6
Deer	8	8	20/4	Dodge! (12)
Dog, hunting	6	6	15/3	Bite (12) for 1d+3
Dog, Tosher	12	4	10/2	Bite (16) for 1d+2
Frendal lizard*	12	4	10/4	Bite (8) for 2d+2
Hawk	16	2	5/1	Rake (12) for 1d+1
Horse	4	10	25/5	Kick (10) for 2d+5
Marsh troll*	8	16	40/16	Brawl (12) for 2d+8, spew acid (8) for intensity 4
Monkey	12	4	10/2	Brawl (8) for 1d+2
Oceanic serpent*	6	20	100/20	Bite (12) for 4d+10, tail lash (10) for 6d+10
Rattus rex*	12	10	25/5	Bite (12) for 2d+5
Swarm of rats*	8	8	20/4	Flurry of tiny rodent bites (8) for 1d+4
Unicorn*	8	10	25/5	Impale (14) for 4d+5, kick (12) for 2d+5
Wolf	8	8	20/4	Bite (10) for 2d+4
Wyvern*	12	18	68/19	Bite (14) for 4d+9, claws (14) for 2d+9, tail stinger (14) with intensity 4

Frendal lizard

Frendal lizards are native to China, and have been exported all over the globe as pets and messenger beasts. Frendal lizards are small serpentine reptiles. They have a pair of functioning wings, and four legs each with a highly manipulative claw. Frendal lizards have long snouts full of needle like teeth and large expressive eyes.

Frendal lizards can breathe fire. This is actually Frendal lizard indigestion, but the little puffs of multicoloured flame are entertaining to most. Frendal lizards are highly intelligent and easily trained.

Marsh troll

Marsh trolls are huge deformed humanoid creatures with rough, diseased, flabby green hides, hairy shoulders and arms, and long claws. They dwell in marshes and fens throughout Europe and usually make their dens underground in the soft, watery peat of the marsh. Marsh trolls are nocturnal and carnivorous. An average marsh troll stands 10 feet tall

Although of a vaguely humanoid form trolls are not believed to be intelligent. They have a keen sense of smell. Trolls have the ability to regenerate; they heal 5 hits at the end of each round unless the troll is dead. Damage done by fire does not regenerate in this manner. A troll's favourite hunting tactic is to lie in wait buried in the peat, until its prey is above it and then to fly up from the peat below, clawing and retching digestive acid.

Oceanic serpent

Sea serpents are colossal marine reptiles. They are carnivorous, and occasionally attack ships. The characteristics below are for a serpent around 50 ft long and 6 ft thick at the broadest. They are usually found far from shore. The sea serpent can attack ships in two ways. It can lurch onto a ships deck and attack sailors directly, or larger serpents can even wrap around a ship and crush it into driftwood.

Rattus rex

Rattus rex are huge, about the size of a large bulldog. These giant rats are actually native to South America- but several years ago a group of these rats escaped from London zoo, down into the sewers, and so now England has its own breed of giant, intelligent rat.

Swarm of sewer rats

Rats are one of the oldest occupants of Europe, and wherever there is a city there will be rats. The major races of Europe were almost wiped out by disease carrying rats in the bubonic plague outbreak of the 16th century, and understandably hold a grudge against the little rodents, a grudge fuelled by the recent dangers of cholera contagion. A swarm of rats as determined here consists of between 15-30 individual rodents.

Unicorn

The unicorn is a rare and mystical cloven-hoofed beast with a horse-like body and head, a long, rather leonine tail. A single spiral horn springs from the centre of the forehead- unicorns are always white.

Popular legend describes unicorns as beautiful and graceful creatures that are the embodiment of love and innocence. Unicorns appear in forests throughout Europe, where they prey on unwary folk by luring them to a secluded spot and goring them before feeding.

Fortunately for scholarly characters, a successful occult skill roll imparts knowledge of the unicorn's diet. Unicorns are carnivorous.

Wyvern

Wyverns are believed to be the animal remnants of the dragon races that so occupy European mythology. They have two legs, two wings, no forelimbs and a serpentine body that ends with a long tail that ends in a venomous sting. The tail is highly prehensile and can reach around the wyvern to the front or sides to hit an enemy. These beasts are huge. A typical male specimen being 13-14 yards long in total, but with a body length of only 3 yards. Giant wyverns are not specific to any terrain type, but wild specimens are rare in western Europe, where they are only found in racing or cavalry stables, such 'domesticated' beasts usually have their stingers clipped. Wyverns are carnivorous, in the wild they often attack things as large as boats, and a hungry wyvern has carried people off deck. The Orcs of Southern Africa use giant wyverns as battle beasts, as do the French and Russian cavalry.

Supporting Cast, Monsters

Eloim

Mental competence: 16

Physical competence: 14

Health: 35/20 inc magical protections.

Skill picks: Education (16), History (16), Occult Lore (16), Thaumaturgy (14), Demonology (14), Charm (20), Impress (20),

Combat picks: Sword (16) for 5d6+6 lethal damage

At the turn of the age of reason, during the thirty-year war, there was a rebellion against the emergence of dogma on the planes of Order. The rebellion was put down and the rebels cast from heaven, fallen to earth. The Eloim are the scattered remnants of these fallen angels, doomed to walk the earth until the final struggle.

When they were cast down the Eloim were cursed, and as a result they lost their wings, and became half-mortal. They do not feel the passing of time as a natural creature would; instead the burden of ages travels with them as a constant weight. They are also cursed with a constant hunger for life, which urges them to hunt the mortals they pleaded for, and distances them from mortal solace in their exile.

Many of the Eloim have long since gone mad, and have been claimed by Entropy while making bargains to ease their misery, but a few still remain. The Czarina is the most prominent (although the world at large is ignorant of her heritage), the other remaining Eloim prefer anonymity as wanderers, constantly on the move so that others do not notice their perpetual youth.

An encounter with one of the wandering Eloim should be wreathed in mystery and danger; these sad wanderers are pawns in a larger game between Entropy and Order that will inevitably be

What makes a monster?

Philosophical debate on the nature of evil aside, this section of our bestiary deals with those beings who prefer to remain secret – many of these beings are thought long extinct, wiped out in the purges of the church long ago. Others cannot exist on the earthly plane without being summoned. There is no global conspiracy or communication network between these beings, but they all understand the need for secrecy in a world hostile to their very nature.

dangerous for any mortal drawn in.

- All Eloim are immortal. They do not suffer from aging and are immune to disease. They are sterile and may not issue offspring.
- All Eloim regenerate 1d6 Health and Stun every 10 rounds. They can only be truly killed by decapitation and burning.
- All Eloim suffer from a permanent loss of ***Resolve*** (1d6 per day), which they regain by feeding on the emotions of others. To feed the Eloim must engage a mortal in a heightened emotional state, be it fear, hate, admiration or love. While the mortal is in this state the Eloim can drain 1d6 ***resolve*** each hour. For every point of ***resolve*** the Eloim drains, the victim looses 1 stun; the rules for collateral damage apply.
- Should their ***resolve*** drop to 0 they enter a frenzied, bestial state and immediately attack those around them, draining ***resolve*** via the fear and terror caused by their assaults.
- All Eloim, as angels on earth, have an instinctual aptitude for magic and may cast any spell or enchantment from any list.
- When introducing an Eloim into the game, think about their ethics – are they still faithful to their belief in harmonious Order? Have they accepted Dogma? Have they been corrupted by Entropy? Have they gone mad?

Embodiments of Earth

Embodiments of earth are crude and bulky. They

Embodiments of Nature

Embodiments (or elementals) are manifestations of pure natural force. There are four common forms of embodiment, one for each of the primary natural forces: air, water, fire and earth. Each embodiment possesses limited powers relating to its elemental field of origin. Although only the four primary embodiments are listed, there are doubtless others for lesser or more specific natural forces. Examples of lesser embodiments might be decay, night, light, growth; some gamesmaster's might allow embodiments of races and creatures giving embodiments of humanity or felines. Orcs, Eldren and Steppegoblin cannot have embodiments in this manner.

All embodiments follow the basic rules listed below.

Embodiments only manifest on the earthly plane as a result of an invocation from a mortal sorcerer, or by the bidding of the old gods. There are no spells for summoning embodiments in these rules - that level of magic is far beyond the scope of beginning characters.

- All embodiments have competence ratings just like other supporting cast members; the level of these ratings depends greatly upon the original summoner's ability and the amount of the embodying element in the area.
- All embodiments have and use abilities that are defined as skill knowledge. The exact details of the abilities depend upon the elemental field of the embodiment.
- Embodiments are not affected by wound penalties, are unaffected by stun damage and cannot fall unconscious.
- All embodiments are capable of elementary communication with their summoner, however only embodiments of air or water are able to communicate with others.

appear as a hulk of whatever earthly material they where summoned from (mud, rock, masonry). Embodiments of earth may...

- Fill a hole, replacing either missing floor or wall. The replacement section is flat, glossy and seamless.
- Strike at a target designated by the caster. The embodiment attacks with ***physical competence***, and the fists do 2d6 plus damage bonus *for example: an embodiment with a competence of 14 has a brawl skill total of (14) and does 2d6+7 damage.*
- Suffocate or entangle a target designated by the caster. The embodiment engulfs the target. To entangle use the elementals ***physical competence*** vs. the targets ***body+brawl*** (or ***Dexterity+dodge***). To suffocate use the asphyxiation rules.
- Get in the way. Elemental becomes amorphous, spreading to block doors, windows, railway lines, roads and other limited movement planes.
- Dig and tunnel, an embodiment may excavate its ***physical competence*** level in cubic feet each turn.

Embodiments of Air

Appears as a small cloud or a miniature tempest, depending upon power. An embodiment of air can communicate verbally; an embodiments voice is like echoing whispers caught in the wind. Embodiments of air can...

- Make a knockdown attack upon a target of the casters choosing. The attack uses ***physical competence***.
- Supply lift to a falling / jumping character or item. This slows the descent and prevents the harmful effects of hitting the ground at speed.
- Assist a character in flight. An embodiment can lift an amount of 'body points' equal to its ***physical competence***. The distance travelled can be up

to ***mental competence*** in miles.

Embodiments of Fire

A fiery humanoid varying in size and intensity appears. Fire embodiments always appear in the male gender.

- Like any fire. Embodiments may ignite any flammable materials by touch.
- The fire may attempt a scorch attack. The attack uses ***mental competence***. The attack causes half ***physical competence*** in dice of damage and ignites all surrounding flammable items.
- The embodiment may also engulf a target in fire, with an intensity equal to half its ***physical competence***. While engulfed the target is considered entangled and must break free to escape the burning damage.

Embodiments of Water

A watery humanoid appears. The scalp hair is a foaming cascade of water, the skin a translucent ocean green. Water embodiments always appear in the female gender. Height and build vary with the power of the embodiment, but water embodiments are usually of fair countenance.

- The water can drown a target designated by the caster, use the asphyxiation rules.
- The water can support a character drowning in normal water, bearing him to the surface and supporting him.
- The caster can be allowed the ability to breathe underwater & be unaffected by the pressures of ocean deeps. The immunity lasts for minutes equal to the embodiments ***physical competence***
- Water is the element of illusion. Water embodiments can create realistic illusions that affect all the senses. To disbelieve such an illusion, roll ***intellect+concentration*** vs. the embodiments ***mental competence***.
- The water can wash a character / item, the item is washed sparkling clean and is left feeling invigorated.

Ghost

Mental competence: 6-20

Health: -

Skill picks:

Combat picks: Frighten

Ghosts are spirits of the dead; specifically those sentient beings that have died of violence or in want, and are unable to rest. Ghosts are usually tied to a specific site, such as a building, and can only move up to their ***Competence*** in yards away from it. Ghosts can become visible at will, and scare intruders with an opposed ½ ***competence vs. resolution*** test. If the ghost wins the opponent temporarily loses 2d6 ***resolve***. Once a target reaches zero ***resolve***, he must flee with all speed. Lost ***resolve*** regenerate as normal. If the ghost loses the opposed roll, then the target cannot be attacked again for 24 hours. Entities are frequently insane and malignant from centuries of constant awareness and exposure to the ether, however recently formed ghosts may be communicative and might bargain with characters to lay itself to rest properly. Ghosts have no attributes other than ***mental competence.***

Some ghosts can be put to rest by a casting of the spell ***rest***, others require a task to be accomplished or revenge to be taken, before they can know peace.

There is no reason why a ghost cannot use spell knowledge, as long as no material components are needed.

Ghouls

Mental competence: 8

Physical competence: 12

Health: 30/6

Skill picks: Tracker (12), perception (14), scrutinise via hearing (12) hide & sneak (10).

Combat picks: Any humanoid attacks, plus a bite attack (10) for 2d6+6

Ghouls are demonic monsters that feed on the dead. They look like walking corpses that have stepped from a week-old grave. Any armour they possess is looted from graves or victims, and they usually fight with only tooth and claw. Ghouls are sentient, and can sometimes be found serving necromancers or other unscrupulous employers who are willing to pay in flesh.

Ghouls use a blood-chilling howl in combat. When a ghoul howls, match its ***mental competence*** against the ***resolution+concentration*** of each non-ghoul in earshot. If a victim is overcome, he becomes terrified (-6) until all howling stops. If an adventurer resists the howls effects, he must try again on the next round- after 5 rounds of howling a character may be considered immune to the noise for this confrontation.

Imps

Mental competence:	6
Physical competence:	6
Health:	15/3
Skill picks:	Bull! (10)
Combat picks:	Spear or short hooked sword (8) for 3d6+3 lethal damage, dodge! (12)

The imps are the amoral denizens of the labyrinth that lies in the shadow of the earthly plane. The labyrinth lies between the planes of earth and the ascending planes of Entropy,. The labyrinth has always been essentially chaotic in nature, easily shaped by the dreams and nightmares of earth. A 'prince' rules the labyrinth from a glittering ivory tower. P olitics in the labyrinth are brutal and simplistic – the strong rule, the weak get squished.

Its chaotic and malicious denizens (for the most part, unwittingly) mimic and mock the plane of earth in a parody of earthly life. Indeed life in the labyrinth could be imagined as a twisted 'cartoon image' of life on earth. Imps are short and scrawny, varying between 1 and 3 feet tall. They have greenish skin, and sharp, exaggerated features and beady red eyes. They dress in a bizarre mixture of exaggerated historical styles and their 'religion' such as it is focuses on the worship of 'the lady' – mainly just in case she ever appeared to punish them for not doing so. Imps delight in mischief and malice and have an instinctual fascination with fighting, gorging, drinking, and fornicating, frequently falling into cackling hysterics over fatal accidents and the misfortunes of others.

The labyrinth and its population of imps (also known as 'goblins', 'boggarts', 'gremlins' or 'felkins') features prominently in earthly folklore, with many old stories about babies stolen away in the night for the goblin prince, and the 'gremlins' that delight in the misfortunes of honest men and women. At the same time young imps listen in wonder to stories about the 'land of the giants' where the streets are lined with filth, where beer & women are cheap, and the weapons are BIG.

Imps are sometimes summoned from the labyrinth, and sometimes even accidentally find their own way into earthly reality.

Litche

Mental competence:	20
Physical competence:	14
Health:	35/7 (immune to non magical attacks)
Skill picks:	Thaumaturgy +120, necromancy +80, demonology +5, occult lore +80, science! +35, medicine +3, astronomy +5, the natural world +5, library use +4.
Combat picks:	Sword (16) for 5d6+7

Litches are undead necromancers that became so corrupt in life that in death they have been denied rest, and are now undead themselves. Litches appear as rotting and shredded corpses, sometimes little more than skeletons. They often wear once fine clothes, now fallen to the rot of passing time. Litches are filled with a hate of the living, as they are a constant reminder of times past. Litches are always very powerful sorcerers.

Notes: a Litche is likely to have at least one magical item or relic. Also a Litche is likely to have a retinue of 2d6 lesser undead and several greater undead under his direct control.

Spells: a Litche is likely to have an extensive library of spell journals, a Litche can have any spell knowledge convenient immediately available for casting.

Lycanthropes

Mental competence:	-2
Physical competence:	+10
Health bonus (animal):	+25/+10 (immune to normal weapons)
Skill bonuses (animal):	Perception +4, sneak +3, tracker & scout +2. Brawl (tooth & claw) +4. All other skills are performed at -6 difficulty.
Combat picks:	Bite for 3d6, and claw for 2d6.

Lycanthropes are men & women that can change into the form of an animal. On nights of the full moon, lycanthropes ***must*** change to beast form.

In animal form, lycanthropes are immune to most damage, which simply bounces off. Only magic, fire, or pure metals such as silver will harm them: for example a sabre or catapult stone with edge sharp cast upon it will inflict the magical damage from the edge sharp; the sword itself will do nothing - the lycanthropes has its natural armour to defend against this magical damage. Poison will affect a lycanthrope, if the skin of the creature is penetrated, or the poison is ingested. Lycanthropes need oxygen, as do most other living things, and can be asphyxiated or drowned.

Any race can be a lycanthrope; the above characteristics give only bonuses to an existing profile. Different

races would use the same rules but a different animal, for example an ogre could well turn to a bear, an elf to a big cat, a dwarf to a wild boar. The characteristics show the changes when in animal form, whatever the animal may be.

Notes: the bite of a lycanthrope transmits the shape changing ability if the attack causes 10 damage or more. Lycanthropes wishing to create another lycanthrope must then make an ***intellect*** roll to override animal instinct, and not continue to kill & eat the victim.

Demon of the 1st circle pale

Mental competence: 10

Physical competence: 10

Health: 25/5

Skill picks: Linguistics (8), bull! (7), occult lore (6), demonology (6), thaumaturgy (11), hide & sneak (7)

Combat picks: Sharp little nails like knives (10) for 1d6+5

Pale demons

All demons of the pale court share the following things in common

- All demons of the court have a need to perform and encourage all things base or decadent. Nothing is too low or disgusting for the denizens of the court.
- All demons of the court are immune to normal weapons. Of mortal arms, only weapons of silver can harm such demons. This invulnerability is not passed onto a host while a demon is in control. Magical spells have full effect against demons (which have a resolution (mental competence) roll to resist the effects) and their hosts.
- All demons have a number of demonology / thaumaturgy spells equal to their circle. When demons use these spells the amount of casting actions is always one (1).
- To truly be rid of a demon, it must be stopped from possessing another host until it is forced to return to the Pale court. Attacking a demon without harming the possibly innocent host body is exceedingly difficult; all attacks to a demon are applied to the host. The relic bright blades are possibly the only way to defeat a demon and leave the host unharmed.

In its own form it is usually a small humanoid 6" to 2ft in height and of perfectly scaled proportions. When possessed the host may shrink to this height. Many sorcerers will use these demons as retinue in preference to paid servants. Demons of the 1st circle are sometimes referred to as familiars.

Demon of the 2nd Circle Pale

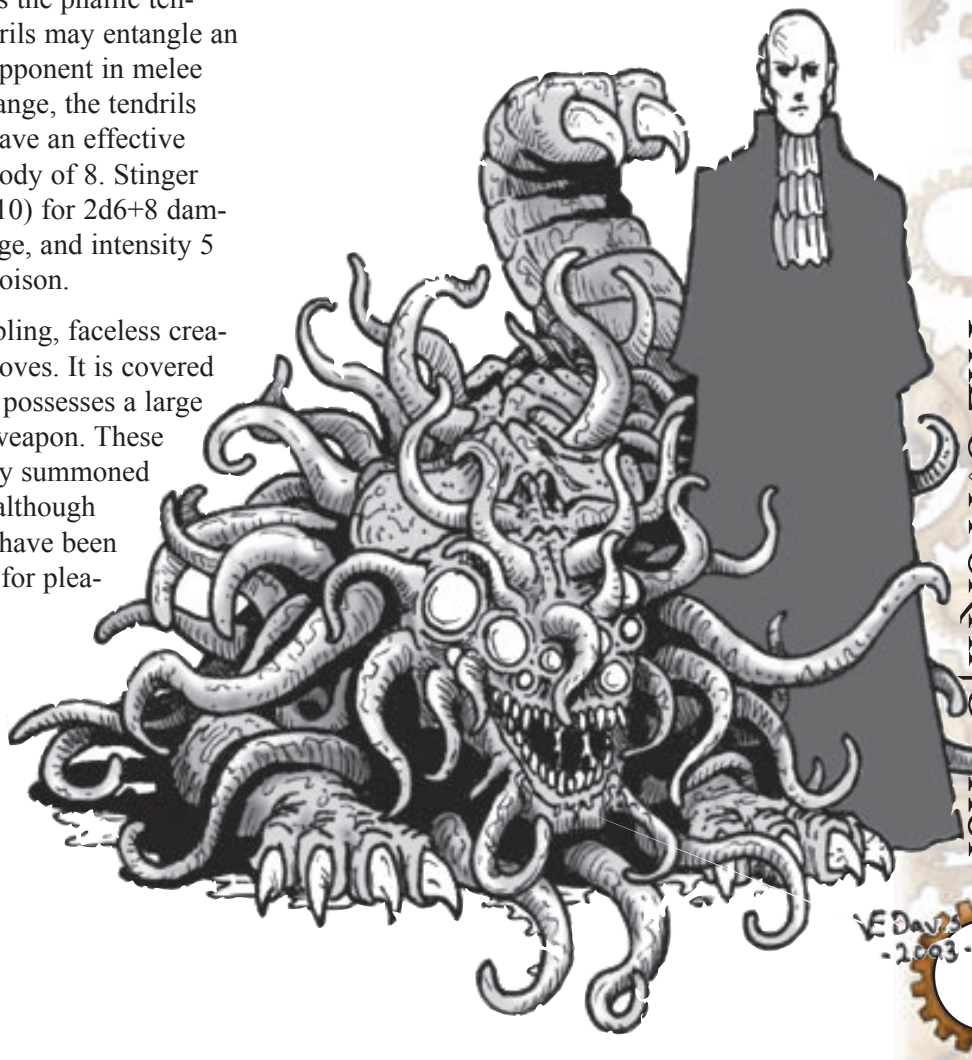
Mental competence:	4
Physical competence:	16
Health:	40/12 inc a layer of oozing slime
Skill picks:	Gibber (8), sense of smell (12), provide a liberal coating of rancid slime (10).
Combat picks:	Smother (16) for 2d6+8; entangle (12) as the phallic tendrils may entangle an opponent in melee range, the tendrils have an effective body of 8. Stinger (10) for 2d6+8 damage, and intensity 5 poison.

In its natural form this shambling, faceless creature exudes foul ooze as it moves. It is covered in large phallic tentacles and possesses a large scorpion-like stinger for a weapon. These demons are most commonly summoned as guardian creatures, although devoted demonologists have been known to summon purely for pleasure.

Demon of the 3rd Circle Pale

Mental competence:	14
Physical competence:	8
Health:	20/4
Skill picks:	Carnal knowledge (16), demonology (14), thaumaturgy (12), charm (16), seduction (16), etiquette (16).
Combat picks:	Nails like knives (16) for 1d6+4

In its native form the 3rd circle demon appears as an attractive Eldren, the illusion of normality is spoiled by vivid scarlet hair and a long, slim prehensile tail. The demons of this circle are sometimes called Paline's whores and are usually summoned as amorous companions.



Demon of the 4th circle pale

Mental competence: 14

Physical competence: 18

Health: 54/14 inc aura of pale fire

Skill picks: Impress (16), linguistics (14), intimidate (20), dark & immoral delights (16), etiquette (12).

Combat picks: Brawl (18) for 1d6+10; gore with horns (12) for 2d6+10; entangle with tail (10)

Huge bat-like wings and bull-like horns adorn this nightmare vison of a 'classic' demon. The entire body shimmers with a pale white fire that is cold to the touch. Hell red eyes peer down from an impressive 10 ft height. The demons of the 4th circle are the only members of the host to appear in a (disproportionately) male humanoid form and are referred to as Paline's generals.

Paline's daughters, courtiers of the 5th circle

Mental competence: 18

Physical competence: 18

Health: 45/9

Skill picks: Demonology (20), thaumaturgy (20), linguistics (20), unearthly pleasures (20), etiquette (20)

Combat picks: Demon sabre (20) for 5d6+10; whip (20) for 1d6+10 and which may entangle.

These are fearful demons, the personal retinue and playthings of Paline, lady of Entropy.

They appear as beautiful, faceless Eldren women, with porcelain white skin and vivid scarlet hair. Any illusion of mortality is ruined by the lack of facial details - eyes, nose, and mouth are lacking. When summoned daughters always appear naked. These servitors of Paline serve many functions, from leading the orgies of her cultists to fighting her battles and delivering her messages. Many sorcerers try to summon these daughters of darkness as protectors or concubines, most get more than they asked for, and invariably find themselves begging for Paline's mercy.

The daughters of Paline may ***induce lust*** which requires a ***resolution+concentration*** (24) roll to resist. They can also assume the facial details of any humanoid female at whim, and can deliver an enchanted kiss. The kiss causes euphoria for 1 hour during which time the target can do nothing but grin idiotically and comply. The kiss may be resisted with ***resolution+concentration*** (18). A daughter may summon a demonic sword and whip for her use instantly and at any time.

Servitors of the Void, Tarnished Angels

Mental competence:	18
Physical competence:	18
Health:	50/20 metal construct
Skill picks:	Dogma (20), human perception (20), science (14)
Combat picks:	Holy sword (20) for 8d6+10, lacerate (16) a powerful blast of metal or stone shards engulfs the target for 6d6 damage

Popular belief defines the servitors as the servants of some Entropy power, far away in the ether. In truth they are the now mad and twisted servants of the Aluminat.

Their visage is as twisted and corrupt as the dogma they represent. Wreathed in smoke and wrapped in hooded robes, their flayed faces spread over burnt, mechanical bodies, brazen clashing wings of metal, they clutch a huge two handed broadsword to their chest.

The servitors actively seek out magic users, spell items and magical objects and destroy them. They cannot tolerate the disruption to order that such things cause. Servitors are not usually summoned, they normally appear as a result of ***foul failure*** in another magical summoning operation.

Servitors never possess they always manifest fully. Servitors have been known to make bargains with noisy sorcerers: namely that if the sorcerer delivers information pertaining to the location of two other sorcerers, he will be allowed a reprieve. Many sorcerers have learnt to dread the opening line of "We are righteous, We bring serenity".

Tarnished angels

The servants of Order are rare upon the earthly plane, even more than the demons of the pale. Their corrupt dogma is one of hierarchy and non-intervention – the place of the host of heaven is in heaven – not on earth.

Summoning aid from the planes of Order is infrequent, earthly dogma teaches the faithful to accept their fates, and not to expect intervention from their distant lords. Even so those with no comprehension as to why their plea for heavenly aid has called an avenging 'demon' rather than the angel they prayed for sometimes summon the servants of Order.

- Angels do not possess hosts. They always manifest fully.
- Angels do not take stun damage and cannot fall unconscious.
- They are immune to any attack or power that uses ***presence*** or magic in an attempt to charm or beguile them.
- Can regenerate 10 health each round.

The anglican host, guardian angels

Mental competence:	16
Physical competence:	16
Health:	40/15 holy armour
Skill picks:	Faith (18), human perception (16), science (10), enchanting (10)
Combat picks:	Holy sword (18) for 6d6+10, spell effect: rest (16), spell effect: quiet (16)

Not all of the servants of Order are corrupt. A few have escaped the madness of dogma and still nurture the principles of harmony, and regard purity of soul more than blind obedience to order. These angels appear clad in white hooded robes and polished armour, their wings of white feathers and shine with a bright holy light. They, too, wield great broadswords, which shine like mirrors in the sun.

These guardian angels are weak compared to their dogmatic brethren, and need the channel of a faithful medium to call upon them (see ***Magic: Aluminat faith***).

Vampires

Mental competence: +2

Physical competence: +6

Health: +20/+4

Skill picks: Skills: a vampire has a possibly vast skill repertoire. All skills from life, and any skills picked up during undeath (possibly centuries). Vampires are innately magical, and gain +1 in thaumaturgy, demonology & necromancy upon arising from the grave. Spell knowledge is not automatically gained, but many vampires have had centuries to acquire spells.

Combat picks: Vampires are intelligent humanoids, and may brawl or use any humanoid weapons, they also have a bite which can do 1d6 damage + blood drain.

The creation of a vampire is a strange process, and surrounded by much superstition. In truth, some individuals are born different in a subtle way; their difference does not show in body or character but is a resurgence of an ancient bloodline. Indeed, most of these 'Nosferatu' are completely unaware of their nature. Most Nosferatu die and are buried and their existence is at an end. However, some are discovered during mortal life by an awakened vampire who senses their potential. If killed by the awakened vampire's kiss then the Nosferatu wakes from mortal death as a fully fledged vampire.

Vampires are pale, graceful and sensual entities, they cast no reflection. Their shadows seem to live a twisted life of its own. Vampires can begin as any of the sentient races. These attributes are not complete. They are the modifiers that should be applied to a character or NPC upon entering the vampire state.

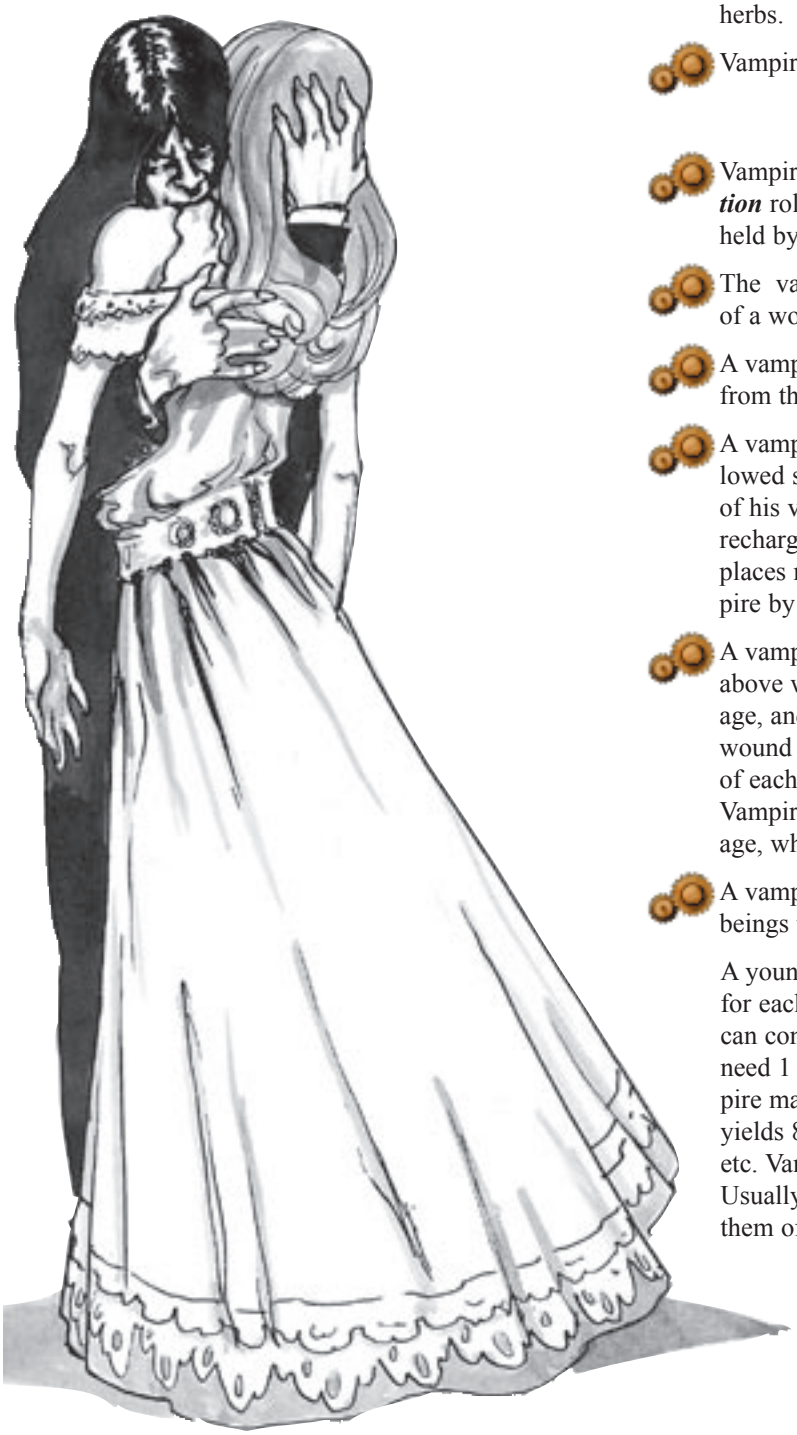
Vampires depend upon the blood of sentient creatures for sustenance. The blood of animals is impotent in comparison, and will not sate the vampires hunger.

A vampire is a nocturnal creature; this is when its powers are strongest. Like all nocturnal creatures it may also go about its business by day, although its powers are weak. When creating a vampire, choose three of the powers below, they may only be utilised during the night.

Vampire powers

- ***Call:*** the vampire may call enthralled victims to him across great distances. This call may be issued at any time. But must be made from the vampires home soil (static, or a box of).
- ***Control rodents & packs:*** a vampire may control the meaner things of life, such as the rat and the wolf. Whole packs or swarms of such animals may be summoned and commanded by a vampire with little effort (requires no actions).
- ***Cause plague:*** a powerful vampire may be able to spread plague as a cover for his murders. This ability is reserved for extremely powerful vampires.
- ***Enthral:*** the vampire may instil an unnatural attraction in a mortal target. The vampire may attempt to enthral one target each night. There is no limit to the possible amount of enthralled victims. To enthral the vampire must overcome the target in an opposed ***Resolution*** roll. With success the target is enthralled. An enthralled target seems detached, dreamy and subject to a great lethargy.
- ***Sense & awaken Nosferatu:*** as already noted not every one becomes a vampire if killed by a vampire. Only some individuals possess the necessary condition to begin. A vampire knows such individuals on sight, and may awaken them to vampirism by killing them with the blood dram of it's kiss, and then feeding them with vampiric blood in their death throes.
- ***Turn to wolf:*** the vampire may appear as a large, wild hound or wolf. There is no change to characteristics or intelligence while in this

form. Manipulative hands are lost, and the form carries a most ferocious bite (3d6). The vampire may also assume a bat form; this form is smaller, less conspicuous and allows flight. Finally the vampire may also assume the form of a vapour, difficult to see without strong light and impossible to strike at without magic.



Vampire Weaknesses

A vampire has many powers, some incredibly powerful, but even so the vampire must still conform to some of natures laws which supply it with weaknesses.

- Wholesome herbs such as garlic or wild rose repel a vampire; a vampire must make a difficult ***resolution*** roll to bypass the smells of such herbs.
- Vampires do not cast reflections in mirrors.
- Vampires must make a ***resolution*** vs. ***resolution*** roll to advance in the face of a holy symbol held by a believer.
- The vampire may be paralysed by the insertion of a wooden or iron stake through the heart.
- A vampire may be slain by severing the head from the body, and burning both sections.
- A vampire must rest regularly in the unhallowed soil of his homeland, or the resting place of his vampire children to recuperate fully and recharge his array of powers. Such earth and places may be cleansed, and spoilt for the vampire by exorcism.
- A vampire can only be truly banned by the above ways. All other attacks might do damage, and cause inconvenience through pain and wound effects, but they heal quickly. At the end of each turn a vampire may heal 4d6 health. Vampires are inconvenienced by magical damage, which they regenerate at half rate.
- A vampire must drink the blood of sentient beings to survive.

  A young vampire needs 1 pint of fresh blood for each day of existence. Older vampires can control their hunger better and may only need 1 pint per week or even month. A vampire may store blood in its body, a kill which yields 8 pints of blood will supply for 8 days etc. Vampires rarely kill. It attracts attention. Usually they select several victims and drain them of a little each in turn.

Running the Game

Victoriana takes a broad cross section of events across the globe between the dates 1838 - 1898; we did this to create a slightly more interesting world within our game year of 1867. We do not intend this to be a historically accurate game, games masters do not have to have a "concise history of the world' by them all the time! If you wish to pursue more historically accurate role-playing, all the rules you need are within this book, you are simply missing out on source material for your game.

The easiest way to see Victoriana is as an alternative reality, parallel to our world, a reality where our legends are real, where our monsters exist. We based the game in the real world, but it is a fantasy world. Please, do as you will with it! Depose the Hapsburgs, have the Martians invade, fly to the moon - have fun!

The rules for Victoriana are relatively compact, but cover a lot of topics., and the one thing those rules don't tell you? How to run a game.

In truth there is no definitive advice on how best to run a game, every gamesmaster has a diffeent style, every gaming group has different preferences in the stories they tell together, and although we can't give you a difinative set of instructions, we can give you some tips.

Atmosphere

A good ambience is very important to a game of Victoriana; the games master should draw the players into his adventure with his description of what goes on around the characters.

When describing an event, don't say 'the man in the coat that you've been following walks over the road and then runs off.

Say 'you see the dark figure you've been shadowing, he looks about as he leaves the shadows and for a moment stares at you. His spectacles glint like silver, and he darts off again pushing through the crowded street to get away - maybe he's seen you, what'll you do?'

Simply by using a bit of vocabulary the effect of a simple statement can be completely changed. Remember this when speaking for NPCs, those of the upper and middle class have a huge vocabulary available (especially women who perforce spent much time reading) whereas the working class have a relatively limited vocabulary.

Another way to induce an atmosphere is the game weather. Reserve sunny days and beautiful sunsets for the end of a tough adventure. The usual weather should be snow. Wind, rain. Hail. Sleet, and fog for effect, it is much more atmospheric to lose a foe as his shape disappears like a ghost in the fog, than it is to simply lose sight of him.

Following are some possible styles of play.

Ghost Stories

There should be plenty of chill fog (or sea mist) in a good Victorian ghost story. A good way to set players on edge is to describe their surroundings differently, even if it's a place they know well, lending a surreal or analogical style to a narrative. To play a ghost story well, all the players and the gamesmaster need to want to play a ghost story for its own sake, there is rarely any benefit or system reward, but the role-playing rewards are an experience rarely found. Ghost stories can be played with almost any variety of characters, but are usually limited in settings to old houses or grimy old places.

Golden Age of Empire

This style of play is best suited to upper-class characters, these being the only char-

acters able to experience and enjoy the riches of the Empire. Such a game usually focuses on the honour of a gentleman, the virtues of a lady, the might of the nation, and the constant fight against nihilists and socialists. Such a campaign will usually ridicule and ham down the foes of the Empire as 'Johnny foreigner' or 'bloody colonials'. The settings for a GAE theme are usually the halls of the mighty, parliaments, royal chambers, and stately halls. GAE theme often borders onto farce.

Farce

Victorian farce is usually (almost exclusively) innuendo. Players and gamesmaster's opting for this style of play should be seriously into sarcasm and double-entendres. The background atmosphere is not terribly demanding, although for the campaign to support itself the gamesmaster must have an ability to flesh out even minor NPCs into full blown relics of extremity and ridicule at an instant's notice.

Grim reality

This is one of our favoured styles of play. The grim reality setting focuses on the squalor and degradation of Victorian life for the proletariat rather than the pleasant image generated by the middle class for our following generations. Working class characters are best suited to a game about the grim reality, continuing themes are earning the night's lodgings and keeping out of the workhouse. The attraction of this theme lies in the apparent hopelessness of the characters situation. Life will always be a struggle for them, simply because they were born poor. Grim reality characters can expect little or no help from their social 'betters'. Often they can expect to become scapegoats for crime or more often to be cheap labour for the factories. Frequent settings are crumbling and rank slums, overcrowded lodging houses, smoky pubs and smog smothered streets and alleys. The sum emphasis of a grim campaign is in proving time-upon-time that the working classes are bred like cattle, kept in conditions worse than pigs, uneducated and treated like worms, on purpose. Grim reality is all about what happens when the worm turns.

Fairy tale

A Victorian fairy tale inevitably has fairies all over it; the sun shines and the plants sing, Britannia presumptuously rules the waves and anybody who would think of playing a Victorian fairy tale really needs a doctor to check their head for missing marbles.

Dickensian

Charles Dickens is possibly the best-known Victorian author to the inhabitants of the 20th century. Dickens works are characterised by sprawling narratives and strangely named characters such as Mr Hubbell, Cuddle, Muddle, and Bubble. Where Dickens's strength lay was in his power of caricature. He would portray the most villainous or comical characters almost totally through their description. Before the character even speaks, a reader can be sure of that person's place in the plot.

Dickens' contemporary fame however, came from his portrayal of the world about him, he was unafraid to write about the slums and social ills of his time in his work, and was an incredibly active social reformer.

Moorcockian

This is our other favoured style of play; the classic Moorcock theme is of an immense metaphysical struggle between amoral powers of law and chaos. This is a theme that already exists in Victoriana, and can easily take centre stage. As most Moorcock fans will know, the battle between law and chaos need not always be physical or obvious. In Victoriana, the war of the balance is subtle. Law is represented by society, science and Aluminat faith. Chaos is weak; it is represented by magic and art. Law seeks to destroy chaos by bringing the world under the grinding wheels of society and science. Chaos in its relatively weak state fights back with social revolution and, sometimes, with the demonic assembly of the pale court. This does not mean that all revolutionaries are chaos worshippers. Chaos is not necessarily a religion in Victoriana. What it does mean is that revolutionaries often unknowingly work for chaos. The same principles also apply to demonologists, the worship of Paline as a pleasure goddess does not necessarily denote conscious allegiance to chaos as well as to Paline.

When playing out the Moorcockian battle eternal in Victoriana, we feel that chaos should be represented as the 'good' side. It is important to realise the social ills of law's model society, and also to realise the difference between conceptual chaos and the demons of the bestiary - nobody is saying that the demons are the good guys!

Turning the tables

When writing Victoriana we intended scenarios to be based more around social injustice, revolution, evil plots and with occasional dark, ancient threats. We feel there can be as much fun had from starting your militant suffrage movement, hoisting the red flag over Buckingham palace or rooting out sects of cultists as can be had tramping round dungeons.

Unlike many game universes, the world of Victoriana has no innately evil race. However, if you really want an evil race on your game world, then Europe is the obvious choice. The European nations are ambitious, greedy and cruel to those they govern. Already they have enslaved and deceived most of the cultures they have met with.

Hang on?

Aren't the PCs European? Well, not necessarily, there is a lot of fun to be had role-playing one of the Shaka's Zulu Orcs fighting the European invaders with magic, wyverns and cunning, or Indians trying to depose the English Raja, or native Americans fighting back at the US cavalry.

Campaign ideas

A campaign is a series of scenarios linked either by playing time, or by common plot. Some campaigns are planned with forethought, each scenario adds to and twists the continuing plot to its inevitable outcome. Many campaigns unfold nowhere near as planned; they consist of the same character group entering into diverse scenarios, often with only the characters' presence as a common thread. Think of a campaign as a TV series. Each adventure you play is an episode in the series - your choice as GM is whether the series has a fixed length (like 'Babylon 5', or

Encounter Table - for those unexpected moments

You know how it goes, you have your campaign themes and backgdrops sorted, a host of villains, allies and contacts for the characters to meet - and what happens? They ignore it, they wander off on some mad tangent to

D66	*Encounter*	*Notes*
11-12	Beggar	A stinking and diseased beggar claws at the character to spare some pennies for charity.
13-14	Costermonger	A street vendor. He or she may be selling a variety of items, from matches to Posies - never anything worth more than 3d. The only common denominator with costermongers' goods is the uniformly poor quality. Roll d6. 1-4 the costermonger is adult 5-6 the vendor is a child.
15-16	Prostitute	She offers her services to the character for between 2 and 6d. The scene of amorous engagement may be a nearby alley or the character's rooms at his discretion. Note that male prostitutes do not hawk trade. Male prostitution is a privilege to the rich.
21-22	Street urchins	A small gaggle of street urchins races around the character using him as an obstacle in their pell mell chase through the streets. Roll d6. With a roll of 6, the character may become the target of a childish practical joke, such as a sling shot full of horse dung.
23-24	Pick Pockets	A gaggle of children race around the character. While they shout and bawl for charity or help, several will rifle his pockets with a ***competence*** of (12)
25-26	Loafers	A d6 loafers pass the through the area. Loafers are petty criminals and footpads. If a nearby character or cast member seems a good candidate for crime, let him have it.
31-32	Police	A policeman strolls by. Roll d6, on a 1-5 the policeman is simply on patrol. Respectable seeming characters are left unhindered. Any without a good clean suit can expect to be admonished for loitering. On a roll of 6, the policeman is in pursuit of villains (pickpockets or brawlers most likely) blowing his whistle as he runs.
33-34	Garrotters	The garrotte is the favoured weapon of crime in European cities. Usually such a crime is perpetrated by two, one strangles from behind while another rifles the pockets of the victim.
35-36	Drunkards	A small group of revellers staggers across the area. Roll d6. On a 1-4 the drunkards stagger on. With a 5-6 the drunkards argue loudly and start a fight. PCs may get dragged into the proceedings.
41-42	Carriage Accident	There is a carriage accident on the road, perhaps the characters can save a urchin from the horses hooves, or perhaps they are too late and have to find the family or driver.

the direction your story wanted them to go. So what's a GM to do? well, try this table. Just roll 2d6 and nominate one as 10's and the other as 1's - you'll get a result between 11 and 66 to look up below.

D66	*Encounter*	*Notes*
43-44	Slops	There is a mishap with the drains and Toshers are rushing around the street desperately trying to stem the tide of sewage as it spills back into the streets.
45-46	News boy	A small boy with a disproportionate stack of papers is selling them from the street corner.
51-52	Street entertainer	An accordion, music box or dancing monkeys are the most common forms of entertainment. Street clowns and mimes are not unknown.
53-54	Fashionable gentleman	Roll d6. On a roll of 1-2 he is on his way to work or an appointment. With a roll of 3-5 he is out for some entertainment, he asks a nearby character for directions to a recommended tavern. With a roll of 6 he is seeking less public entertainment. He spends some time making veiled inquiries as to where he might find an opium den or a brothel in the area.
55-56	Revolutionaries	Roll a d6. With a roll of 1-4 the protesters are a small group, but very loud. They declaim the class system and the exploitation of the proletariat. Eventually police officers arrive to disperse the rabble. On a roll of 5-6, the disturbance is a huge protest rally, numbering several hundred persons. The rally blocks streets as it passes and, eventually, the cavalry will arrive to disperse the civilians forcibly.
61-64	Lady	A young lady is observed. Roll d6. On a roll of 1-5 she is chaperoned by a servant or relative as they shop and socialise. With a roll of 6 the young lady is lost and separated from her group. Depending on the area of the encounter she could be in very real peril.
65-66	Magic!	A spell goes off! Roll d6 to discover the cause and caster. 1-5 a respectable seeming person (guild educated? maybe not) has used magic to discourage some small crime against him. 6 a scruffy waif has let a petty magic enchantment fly in self-defence or by accident, he is recoiling into the shadows now to avoid attention.

most Stephen King TV adaptations) or whether it will roll on and on until it finally peters out through lack of interest (like Star Trek, or Buffy the Vampire Slayer and The X Files - all of these series will keep running until ratings indicate that they shouldn't).

To get you started, here's some example campaign ideas. When choosing a campaign background, also think about the game style you will be using - Will your campaign about 'Consulting Detectives' be predominantly farce? Or will it be more focused on helping the helpless in a 'grim reality'.

The Consulting Detective

One of the characters is a consulting detective, the others his contacts and companions in investigation. This allows access to scenarios in every level of society as the intrepid team attempt to right wrongs both moral and criminal. Gamesmasters and players should think why any associated characters not employed by the great detective are involved in his capers, also how are characters supporting their lifestyle? Maybe they are provided for by a wealthy relative, or maybe they are on sick leave from their vocation (the famous Dr Watson was on half-pay early retirement after a war wound dismissed him from army service).

A Fellowship of Interest

The characters are from different social groups but are brought together by a common interest or intrigue. Maybe they have all fallen foul of a dire plot, maybe they all owe vengeance to some hidden cult. One of the appealing aspects with this campaign is the possible comedy, tragedy and sub plots from society's attitudes on social movement in this manner - how do Jack's associates treat Sir Larry down at the local drinking dens when the pair are out? Does Sir Larry dare to invite his rat catching friend to stay with the family at the Hillingham estate?

Guild Investigators

A set of guild Thaumaturgists, set up by the guild to investigate magical phenomena and discover any truth behind local myths around Europe. Will they take up the eccentric count's offer of hospitality? Will they enter the ruined temple of the Future Buddha? Will they reveal the truth of the Paris insurgency?

Long Live the Revolution!

The characters are long suffering members of

the proletariat; one or two may be higher born - taking up socialism to be fashionable. Whatever their origin, all the characters are ready to better their position, with barricade fighting and guerrilla warfare if necessary!

Suffrage

A similar theme to the revolution concept, but likely to be a lot less violent as characters make militant displays to cajole society into accepting female emancipation & the women's vote.

A Matter of History

You will already have seen that Victoriana is heavily based upon our own real world of the 19th century. This is true, which is why we called the game Victoriana (the word is used by antique dealers to denote a 19th century nostalgic piece). It depicts a highly diverse century, and the boiling point where the old ways turned to the modern order; it is a century of great unrest, revolution and upheaval.

We've created a fantasy Europe very similar to the real world. So similar in fact, that you can pull facts and myths right of history and into Victoriana and your only concern is - are any of these characters Eldren, Dwarves or Beastmen?

Even the religions of Victoriana are heavily based on real life; so again you can create convincing priests and cultists with nothing more than your own knowledge of history.

But perhaps you don't want history? Well Victoriana could very easily be set in any fantasy world, and if you have played fantasy games such as *D&D, Runequest* or *Earthdawn* in the past you might want to use that fantasy world as your campaign world and history, and it's easily done.

Remember that the world of Victoriana as presented here was a rich and diverse fantasy word up until the Dark Ages - very easily your fantasy RPG. In Victoriana things changed when the Romans tipped the cosmic balance with their ambitious demonology, and every fantasy game has a race or group which could take the Romans place.

Now insert the coming of Justas, and the resulting anti-magic pogroms that finally led up to the Thirty Year War in Europe - suddenly your own fantasy world has changed dramatically, and everything your players once knew is waiting to be rediscovered.

The Eternal Struggle

The world of Victoriana is one of many planes, which orbit each other in a similar fashion to the planets within our solar system, and each plane exerts an influence over the others around it akin to the gravity of planets.

Across these planes two dominant philosophies wage an eternal battle, the ***Doctrine of Order*** strives for a logical and scientific universe, predictable and measured. Meanwhile the ***Lords of Entropy*** strive for chaos, change, and infinite variety. Presented in their extremes both of these forces are anathema to the universe, which requires a harmony of both in order to exist. The voice of ***Harmony*** strives to maintain a natural balance between the two. Unfortunately it is the

Dogma

The importance of Dogma is not to be underestimated. At the last conjunction the Doctrines of Order fought the forces of Entropy, but believed in and instigated a harmonious balance. However, as the Thirty Years War raged on earth in 1530, a similar war of faith was taking place in heaven (as above, so below) and the Dogma won, instigating a massive pogrom against magic, entropy, and anything remotely resembling either.
This new pogrom crushed the voice of harmony as readily as it fought the forces of entropy – totally destroying the fragile balance between the powers.

nature of Order to cage the storm, and it is the nature of Entropy to undo the works of order, and so the eternal struggle continues.

Mediums

For you, the gamesmaster, a medium in your party is an invaluable asset. Through their visions you can plant warnings of forthcoming troubles or hints on the direction of a campaign. When the medium of the party has visions of death and mass destruction, can the characters stop it? Or will they cause it?

If your campaign is going to revolve around the 'eternal struggle' then the medium of a party is likely their prime source of adventures. The modern TV show '*Angel'* is a good example of this where the lead characters depend upon the visions of their oracle to show them where their efforts in the good fight are best placed, and some of the best stories in that series revolve around the consequences of the misinterpretation of those visions.

The Planes & The Powers

In Victoriana only a few of the infinite planes are of direct interest to us. If, for simplicity, we take the ***earthly plane*** as the centre of this section of the cosmos, then the ***labyrinth*** is like the moon, small, weak and trapped in the shadow of the earthly world. The ***Heavens*** travel in a wider and slower path. The power of heaven has long exerted a strong influence over the earth, and is only threatened by the ascending movement of ***The Pale*** as the inexorable movement of the planes brings those realms of Entropy closer, to exert their influence upon the earth once again.

Every few millennia these planes come into conjunction and the eternal struggle between entropy and order manifests. The last conjunction led to the fall of the Roman Empire, the subsequent Dark Ages and the eventual dominance of Order on the earthly plane. The next conjunction should fall a little after the next millennium.

As above, so below – a common religious theme,

dictating that worldly affairs mirror those in heaven and vice versa, and especially true in Victoriana.

The Earthly Plane

The earthly plane is home to the mortal races, and the setting for Victoriana. The earth is a buffer zone between the higher powers (the heavens and the pale) and in the build up to each conjunction the world becomes a battleground for the higher powers as they attempt to gain dominance for the next millennium.

The earthly plane does have its own voice, and it stands for harmony through ***The Goddess*** and various godheads of the pagan faiths. Few still listen to the Earth Mother though, the doctrines of order have muted her power and persecuted her followers over the centuries, and now she can offer little resistance to the coming struggle. However, there are a few who hear natures call and turn away from the insanity of unfettered order or entropy, in tribal cultures these are the shamans, the wise and the touched, in Europe these pagans must live secret lives in order to hide from persecution.

The Labyrinth

The Labyrinth is a weak plane, and the earthly plane heavily influences it. Its inhabitants the Imps are creatures of entropy, (although they do not have the intellect to realise it) and their world reflects this – a bizarre and malicious 'wonderland' of twisted cities and immense mazes where reality is frequently mutable. Life in the labyrinth might be likened to living in a cartoon, where anything might happen and 'curiouser and curiouser' improbabilities are routine.

There is no known resident 'power' in the labyrinth, the Imps worship the creatures of the pale with a casual ignorance, and are as much the unwitting pawns of the powers as the denizens of earth, if not more so.

Travel to the labyrinth is possible, and there are even places where the 'wall between the worlds' is so thin that such travel might even be made without the aid of magic.

The Heavens

The heavens are the throne of order. They reflect the Aluminat faith of earth (their gift). Once they stood for harmony and order, but as the millennia have passed the halls of order have tarnished with age, and as the faith of humanity has waned into hollow excuses, so the Doctrines of Order have evolved into heartless ***Dogma***.

Dogma states that the place of the host of heaven is in heaven – not on earth , and that Entropy and magic must be eliminated from the universe – all must accept the hierarchy of heaven, there can be no exceptions, no mercy, no individuality, no free will – only order. Dogma has turned the bright palaces of order into bleak desolate wastelands, populated by soulless machines.

However, there are still some small planes of order that have not been corrupted by dogma, and whose denizens still believe in harmonious Order, these heretics are careful lest they fall as their predecessors (the Eloim, see the monsters section) did.

The Pale

The collection of Planes referred to as 'the pale' are worlds of chaos and entropy, insane landscapes of perpetual and impossible change. The forces of entropy have many faces and (thankfully) fight each other as much as they struggle against the doctrines and dogma of order.

Currently the 'Lady' Paline is the dominant lord of the court, and she alone appears to have plans for the coming struggle with the forces of order.

The lady and her followers are ravagers and devourers, they hunger for access to earth, to enslave it, change it to their whims and finally devour it. The forces of entropy have little use for harmony, they seek power and amusement, and so they are always searching for those mediums and mages that might hear them, to tempt them to unlock the doors that keep the hoard at bay…

The big fight!

***Gm**: you have arrived at the docks; you can see the evil Dr Robbards loading crates onto a boat with his two loyal henchmen. What do you do?*

***PC1**: I duck into cover, draw out my sharps carbine, and spend the next three actions aiming at Robbards.*

***Gm**: right, ok, with the darkness that's a –4 to hit, no mods for range, and +3 for aiming. You need an 18 to hit him.*

***PC1**: (rolls dice) right, I've hit him! (pause for brief jubilation). Damage is 5d. (rolls a 6, 5,4,6,1,3,6 and a 4, for a total of 35) right, I'll use a luck point to re roll the 1 (re rolls, gets a 5 for a total of 42).*

***Gm**: right….. , Robbard's fortitude is 4, he gets 4 for his overcoat, and thus takes 34 damage to his health, he is utterly smegged and his boys run off.*

To experienced gamesmasters, this is probably a familiar sight. You've created a brilliant villain, introduced him into the campaign and then some lucky PC kills him with one shot from a top bit of kit. If such villains are going to die, it should be in a cinematic way, preferably over several rounds of combat. Or, even better, should get away like Moriarty, to become the PC's nemesis.

To get around this, you could try introducing a cinematic feel to the plot. In the above example, describe the surroundings. Describe the weather (especially important if it is raining – imagine how slick cobblestones are when wet…..). As London is a relatively ordered place, skulduggery should take place at night, in the rookeries, in abandoned warehouses and docks, at remote locations etc. London is also covered periodically in smog, which is so thick that one cannot see more than a few feet in front. Rain is also very common in England. Add barrels, crates and barrels of oil, which could be easily ignited, to the dockyards of the above example. Place these at different locations in your mind, so that the PC's and NPCs both can hide behind them. These can be used both as obstacles and for cover, so they are both hindrance and beneficial to PC's. This will keep combat modifiers high, and will waste ammunition like no-one's business. Also, swashbuckling PC's may wish to use these as weapons or for diversionary tactics. Rooftop chases are always good, as you automatically need to multi task (running and keeping your footing is two actions in itself … imagine what would happen if you had to fight as well?).

The next stage is to work on your major villain. Like the boss character at the end of a computer game, he should be tougher than each individual PC, thus allowing a party to overcome him. It's always a good idea to give him a good body, so that he won't die. You can also give him luck as well, so that you can always fudge the dice rolls.

The second thing to look at is the enemy's equipment. Any weapons he has should be sufficient to penetrate PC armour (they do like to layer it on after all), but not powerful enough to kill them outright (this will make you very unpopular and no-one will want to play with you). He should also be armoured (intelligent cads always have some form of protection). You could possibly create magical talismans and spells to protect him.

Thirdly, look at your PC's weapons. Why exactly is he wandering around a lawful place like London with a loaded rifle (honestly officer, it's for my own defence). It's okay if he is lucky enough to own a carriage, but this isn't the wild west, despite the violence prevalent in London. Pistols have the advantage in that they are easily hidden, and thus carried safely.

Finally, you will never find anyone more tenacious than your players, so if you want your villain to live you should have a ready supply of deus et machina just in case. A watchman who stumbles upon the PC's, police arriving, rivals who are also trying to wipe out the villain or just good old random encounters can enable your villain to escape; but be wary of pulling these stunts too often, or your players will become disheartened.

Following are some big fight sets ready for you to use, along with complications, atmospheric details, and deus et machina.

The Rooftop Chase

This scene takes place up on the rooftops among the howling wind and rain. Buffeted by the elements the characters must pursue (or flee from) the villains. With the bustle of the streets 4 or 5 storeys down, the only way out is to leap onto the next building until you have gained sufficient distance to be able to shin down a drain without being easy pickings.

Props & Cover

There is little in the way of loose props up on the roofs, but there is cover. Many buildings, almost all in poor or old areas, have peaked roofs which can be used as cover from an assailant firing from the other side of another building, also all buildings have several chimneys, which continually belch out smoke, which can further obscure vision. Billboards are a common furnishing in commercial areas, as are stone ornaments such as gargoyles and other ornate masonry. All of these furnishings can come in a variety of sizes and could easily provide fl cover for a human sized combatant.

Common Modifiers

Fighting and moving up on the roofs is a perpetual balancing act – did we mention that the street was 4 or 5 storeys below? Typical modifiers will come from the weather and visibility ranging from –2 for light rain or fog up to –6 for a foggy night, or heavy rainstorm.

Often footing will be uneven, after all roofs are covered in slate tiles and frequently sloped at a steep angle, a –2 'uneven ground' penalty is reasonable.

Complications

Whenever moving up on the rooftops call for ***dexterity+athletics*** or ***acrobatics (10)*** rolls, failure causes a loss of footing, and a possible fall. Also many buildings have attic rooms, which may have skylight windows which PCs and villains alike might fall into. By far the biggest complication of a rooftop chase is leaping from roof to roof. Buildings in London are cramped together, and when not terraced there is often as little as 8 feet between roofs. Even so, leaping between roofs is another ***dexterity+athletics*** or ***acrobatics***

roll with a difficulty equal to 8 plus the distance in feet, typically 16. Failure (naturally) results in a fall.

If a PC or villain does fall, then they will take falling damage equal to 2d6 per storey fallen. A simple fall into an attic room is also a minimum of 2d6. ***Luck+acrobatics (14)*** might reduce the damage by half due to landing on a passing cart or omnibus, or falling onto a outbuilding rather than plummeting straight to street level. A special success in such an endeavour should indicate that the character has in fact grabbed a precarious hold on a gutter, sign or flagpole. However, a foul failure would indicate an unusually unpleasant descent into a greenhouse for further damage, or perhaps a cesspit for humiliation.

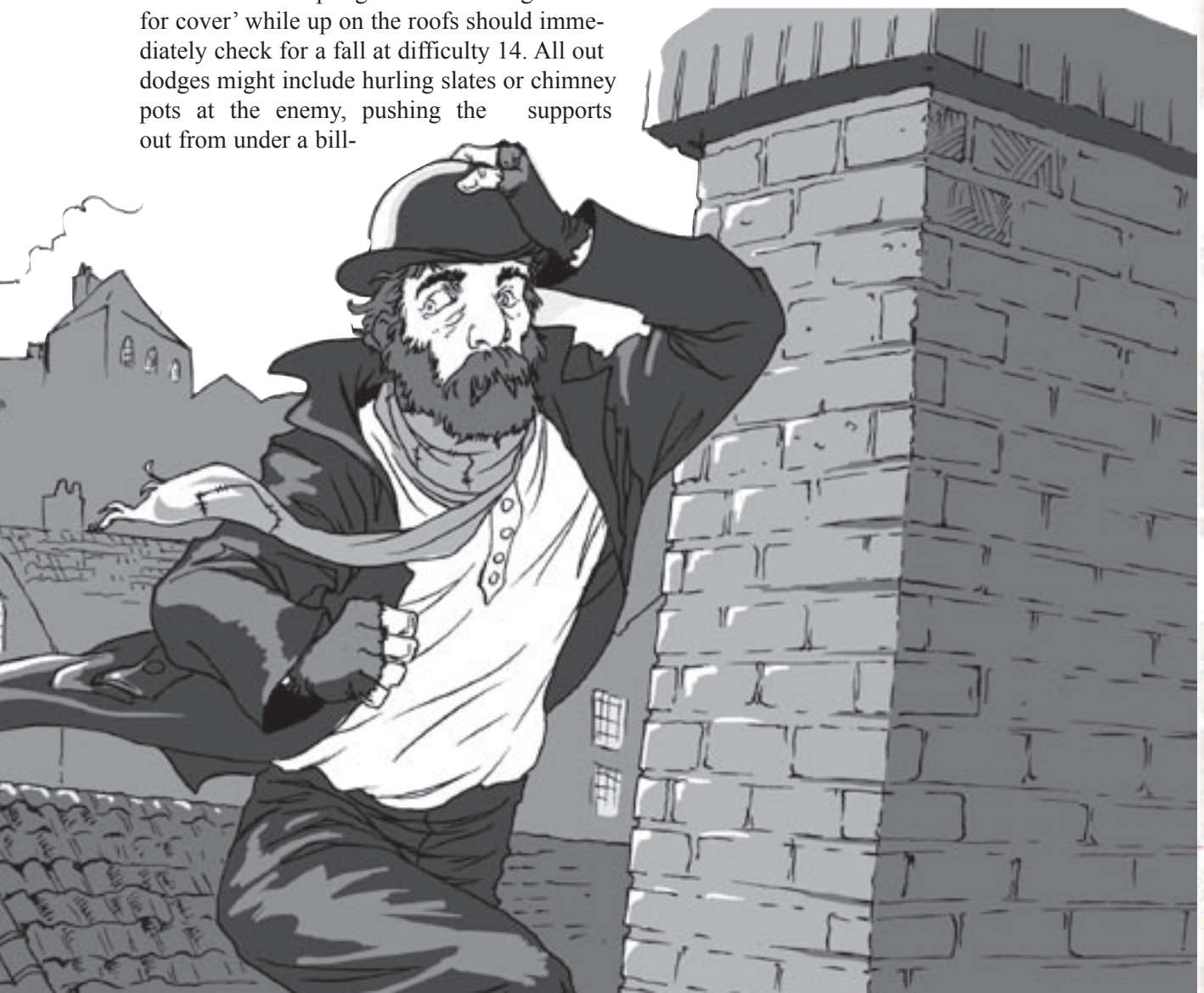
All out dodges

A character attempting an 'all out dodge' or 'dive for cover' while up on the roofs should immediately check for a fall at difficulty 14. All out dodges might include hurling slates or chimney pots at the enemy, pushing the supports out from under a billboard, or simply vaulting onto the other side of a sloped roof.

Deus et machina

It might seem strained to suddenly have the police turn up on the roofs, but then – running battles across the attics and gables are most definitely not the activities of normal or law abiding citizens, and a loud ruckus will most certainly attract attention, quickly amassing a crowd of whistle blowing and rattle waving police trailing the movement of the battle up above.

The most effective 'escape loop hole' for a villain from the roofs is the well timed cart or omnibus passing by below, with one leap the villain is speeding away from the players and waving bon voyage, leaving the PCs watching in disbelief.



The Kitchens

This fight set is a busy kitchen. It could be in a stately home, or a restaurant – but the key factors shared are food, ovens, pans, and a full supporting cast of kitchen staff who were busy preparing the next meal – until you burst in.

Props & cover

Plenty of both in the kitchen! Kitchen knives count as daggers, pots and pans count as frying pans (naturally), bottles, and stew pots (filled with boiling stew would do 1/2 fire damage) all could be improvised weapons, and let us not forget the comedy potential of large trifles and pies being thrown at enemies, or having your life saved by a deft parry with a prime Lincolnshire sausage. Kitchen counters, work surfaces, could provide cover while gnomes and Halflings may even try to avoid pursuit by climbing into cupboards.

Common modifiers

Likely to be jostled by kitchen staff (-4 to all activities) unless PC's are callous enough to start blazing away at innocent bystanders. Villains naturally are inclined to do this. Being generally hives of activity, 'sudden distractions' are also common

Complication

Moving through the kitchens at anything but a walk is likely to knock over boiling hot pans etc. ***dexterity+athletics*** (14). Failure will result in 2d6 burn damage. Remember, the kitchen is the place where you are most likely to have an accident *anywhere!*

Lesser complications can include precariously

balanced carving knives ***intellect+perception*** (12) to notice, ***Dexterity+Dodge*** (14) to avoid and 1d6 damage for a failed roll. Grease on the floor is another common hazard (remember, this is before food hygiene laws!) ***Intellect+perception*** (15) to notice, and ***dexterity+athletics*** (17) not to fall flat on one's backside for 1d6 damage. Finally the classic kitchen blunder (best saved for ***foul failures***) must be putting your hand on (or sitting on) a hot stove for 1 or 2d6 burn damage.

All out dodges

Now this is fun in kitchens! You can be flinging chicken carcasses, pots, pans, meat cleavers, trifles …. You name it, if it's to do with food, you can throw it! You may deliberately fling over boiling pans of water, open cupboards, even throw down work surfaces not attached to walls.

Deus et machina

The chef is one. This is his kitchen, and there's always a chance he will turn around and get violent at all parties with a meat cleaver. If in a restaurant, there may be various patrons who might investigate what's going on. Off duty policemen, or 'have a go' heroes are most likely. If a fashionable restaurant or hotel, the police will be called immediately. If in the slums, there is a chance that this place is run by a gangland style villain who will not be impressed by outsiders smashing up his kitchen

Also, don't forget that kitchens are generally *not* dead ends, so PC's and villains both can escape through the back door into the courtyard or alleyway.

The 'pea souper'

This is what gave London its nickname "the smoke". Caused by the large number of coal burning industries, railways and even open coal fires, this early form of pollution could descend upon London without warning. People actually died during such occurrences, due to the semi toxic nature of the descending fog. Can be introduced by the gamesmaster at will if so wished.

Props & cover

Such a setting is always outdoors, so props will depend upon the original setting (rooftop, rookery, docks etc.) But often whatever cover and props there are will be a hindrance due to the poor visibility (I didn't see that barrel). Cover is provided by the choking fog itself, adding +4 to *any* ***hide & sneak*** rolls

Common modifiers

-4 to all ranged attacks and perception rolls, in addition to all other penalties.

Complications

The smog itself. First, if you are not a resident of the locale, you will have to make an ***intellect+perception*** (20) just to figure out how to move around the place. Failure indicates getting lost, or just simply standing still out of frustration. This difficulty number might be reduced to 12 for locals and those with the ***night vision*** talent. Secondly, smog is fog mixed with acrid fumes: all people outside must make a ***body*** check (12) *each round* to not be overcome with a coughing fit. Failure by more than 5 indicates d6 stun damage from smoke inhalation.

All out dodges

Simply involve disappearing into the fog. Before your opponent can even try to attack you, he must make an ***intellect+ perception*** roll, target number being your dodge roll (modified by the –4 perception for smog!)

Deus et machina

Could be good Samaritans who hear your coughing fit, and let you into their house. Police would have to be *very* lucky to stumble onto the PC's action (so don't use it too often!) In some ways, it could be argued that the pea souper is a *deus et machina* in it's own right, as it can be used by gamesmaster's to aid or hinder the PC's.

The Old Mill

The old mill is a rural work centre, ceaselessly converting grain into flour. Its huge mill stones powered by the wind via its huge sails, or possibly it might be powered by a water treadmill constantly turned by the flow of a river. The interior of the mill is dark and dusty, a mass of slow, ponderous yet unstoppable moving stone.

Props & Cover

Machinery and shadow are the most likely cover, also include carts, barrels and bags of flour as props along with grain sieves, hay and straw. Due to the size of the stones, most mills are several storeys tall, and open plan inside with a series of ladders and rickety walkways for the inspection of the machinery. Possibly the most significant prop in the mill is the sails or treadmill which powers the mill wheels. Characters might attempt to escape onto and then pursue each other around sails with multiple action and climb rolls, while being pulled under the tireless thrashing of a water treadmill must mean certain doom…

Common Modifiers

The mill is dark and dusty. Visibility starts off poor, and a rush of activity could send up a thick dust cloud of –6.

Complications

The mill stones are the biggest complication in the old mill. A character or villain unlucky enough to get their clothes caught in the mill's wheels is faced with a slow and inexorable death by crushing if they cannot remove the clothing caught with a ***dexterity*** or ***luck*** roll (12). Those unlucky enough to be caught in the millwheels will take 1d6 damage in the first round, 2d6 in the second, 3 in the third and so on until the mill wheels are stopped or they are dead.

All Out Dodges

All out dodges in the mill might involve the throwing of flour sacks, dodging around the wheels, leaping up and around ladders and walkways and swinging from pulley ropes.

Deus Et Machina

An enterprising villain might make his way up the mill and then climb down the sails onto a waiting horse, or might swing down a pulley rope and lock the characters in the mill, gaining just enough time to effect his escape.

The bar room

The streets of central and east London are littered with these establishments where the lower classes go to drink and unwind after a long day. In some the drink and the local working girls are the only entertainment, but in just as many there is an entertaining side line of some sort. These entertainments might range from the bards and bawds of a 'penny gaff' to back room gambling over dog and rat fights, or even prize fights between bare knuckle boxers.

Props & cover

A plethora of props and cover exist in a bar. Spittoons, tankards, bottles, broken chair legs, plates, tongs and pokers count as small clubs. Heating up a poker or tongs takes d6 rounds, but does an additional d6 fire damage. Glasses and bottles break upon a successful hit or parry. Spittoons also break, and deposit their contents on the person (if on the head, opponent must make a ***resolution*** (14) roll not to start retching). Tables and stew pots count as large clubs, with boiling stew doing an additional 2d6 damage.

Cover includes pianos, tables and the bar itself. PC's can jump onto the bar or tables, giving them +4 to hit due to advantageous position, with opponents suffering a –4 penalty. If they take damage, they must make a body test, target number being damage sustained in that round, not to get knocked off, suffering d6 falling damage.

A favourite will be swinging upon the chandeliers. This can either be an all out dodge or part of an attack. ***Dexterity+athletics*** (20) or ***dexterity+acrobatics (16)*** is required to jump on, followed by another roll *every round* to stay there. Attacks are made at +4 (cancelling out the

multi action penalty), with attacks being made at –4 against the person. Failed athletics rolls result in 2d6 falling damage

Common Modifiers

–2 modifier due to excessive tobacco smoke would be common, also tight conditions, and distractions.

Complications

Other people. There's always a chance that with pint glasses being thrown and people being knocked back into third parties that others get involved, either against the perpetrator or just for the hell of it. Roll 1d6 every round. On a roll of 1, another person is involved in the fight! Tavern brawls can quickly get out of hand, due to the large amount of people present fuelled by alcohol.

All Out Dodges

Any prop can be thrown about to evade pursuit. This is likely to get others involve, as the projectiles are not aimed (1-3 roll on a d6). Of course, the PC has already made his dodge roll, so for that round he is covered! Target number is the standard 14.

Deus Et Machina

The landlord himself may have a large club or (in extremis) a shotgun or blunderbuss behind the bar, and be none too impressed, thank you, for his tavern being trashed. The police are likely to arrive at some point, although they are just as likely to wait it out and arrest those who cannot move. If by the docks, you could even introduce press gangs, leading to a possible naval adventure.

The Rookery Warrens

Every city of Europe has its oldest quarters. In London these warrens of old lanes are so dense that even at midday the streets are in perpetual shadow. These old slums are known as rookeries, and act as home and shelter for criminals, the poor, the dispossessed, and quite probably your PCs. Law and order does not trespass into the rookeries, preferring to keep the violence and problems of the slums out of sight and out of mind.

Props & Cover

Dark alleyways spring to mind as excellent sources of cover (+4 to hide and sneak, -2 for opponents shooting). Piles of refuse provide limited cover (-1), as do items such as carts, piles of rubbish etc (-4). There are also washing lines full of clothes (partial cover –2), outhouses (full cover) and coalhouses (full cover).

Props could include dead dogs, old battered parts of carts (e.g. wheels), bits of two by four, loose cobblestones, housewives brooms, or even the sewage from the open 'slops channels' which line many of the streets.

Common Modifiers

Unless a native of the rookery, all characters must make an ***intellect+streetwise*** (20) roll to navigate the complex lanes and alleys. If involved in a chase this can become a major complication as, failure indicates that you have blundered down a dead end, or are otherwise lost.

Complications

The rookeries are closed communities in many respects, and outsiders will stick out like a sore thumb, and are unlikely to receive aid from locals (especially if upper or middle class). Possible complications include mud or faeces on cracked cobblestones ***dexterity+athletics*** (14) not to slip over, taking d6 damage and –4 to fashion rolls until cleaned up.

All out dodges

Could involve running through houses (provoking the ire of the occupants), dashing among washing lines, or flinging refuse at the enemy.

Deus et machina

The police are unlikely to come to the rookeries in anything less than platoon strength, and are likely to beat up and arrest any lower class character (middle and upper class characters will almost certainly be protected by the bobbies). Gangs can also come out to get rid of the interlopers, whilst salvation may be in the form of a local priest or missionary offering a safe place to hide. Locals may help lower class characters (especially if opponents are upper class), whilst more well to do characters may be mugged by footpads or highwaymen (especially if they are on their own and failed their streetwise roll). Finally, a local gang boss or revolutionaries may help the characters out, but then they owe them a *favour* (possibly leading in to a new adventure)

The docks

By day London is the busiest port in the world. By night the docks are just as busy, populated by the drunken sailors heading off with harlots, or heading back to their ship. The scattered river police wage a constant war with smugglers and river pirates, while mudlarks sweep the quays looking for anything that can be carried off.

Props & cover

The corners of warehouses, coils of rope, barrels, crates and walls make good cover under most circumstances.

Props could include winches which can be flung as improvised weapons (damage as small club), oars (improvised, large club), barrels of oil (could be ignited, doing half the damage of barrel of gunpowder), belaying pins (small club, improvised). Barrels or crates could be used as missiles (***body+athletics*** roll to pick up, thrown as improvised weapon, opponent takes 6d6 stun damage and knockdown).

When using barrels and crates, the contents are always of vital importance. Imagine your PCs dismay to find that their cover is actually a huge pile of flammable lamp oil – just as the enemy opens fire. Broken barrels of fish or crates of ball bearings would make the footing treacherous, requiring ***dexterity+athletics*** (14) rolls to remain standing; quicklime barrels are especially nasty when broken, as every combatant needs to make an ***initiative*** (14) roll or be blinded for 2d6 rounds by the caustic powder. Barrels of nails could be used like caltrops, or in combination with explosives to create huge shrapnel bombs - use your imagination, and apply some common sense rules. Try to avoid using the same contents over and over again.

Common modifiers

If slippery, all participant must make ***dexterity+athletics*** rolls to avoid falling over. If on the waterfront, then a failure might mean falling into the water.

Complications

Possibley crates and barrels being punctured by gunfire. If one is destroyed, the rest may come tumbling down, requiring a ***Dexterity+Dodge*** (14) roll to avoid being crushed by 6d6 stun damage. Falling in the water will always require athletics rolls to swim back to shore.

All out dodges

Could involve bobbing and weaving amongst the props and cover like a demented dervish (opponents must make an opposed perception roll against your dodge to keep up with you). May also involve toppling stacked crates, spilling their contents as above. Also, one could leap into a warehouse, or even jump onto a ship.

Deus et machina

The night watchman is always a possibility (maybe he is in league with your opponents, or will just attack anyone). The police, both the river patrol and metropolitan could turn up reasonably quickly, as docks are sources of revenue, and therefore sacrosanct. Smugglers uninvolved with the squabble could turn up, and decide that all sides are witnesses who should be wasted. Finally, as in the tavern, there could be a press gang looking for shipmates on an unpopular voyage.

The train

If the cinema is to be believed (and who are we to argue) any attempt to flee by train is doomed to a chase and running battle up and down the carriages. Most trains in Victoriana have a cab open to the elements, followed by a coal cart and then several passenger carriages and finally luggage or cargo cars. Passenger space is made up of compartments joined by a single narrow corridor along one side of the carriage, the space between carriages is open to the elements.

Props & cover

If fighting or chasing down the aisles, there is no cover (except other passengers) unless combatants duck into the compartments (although this can leave you trapped, possibly with someone who don't like your impudence, and with only the window for an exit). If in compartments or luggage cars then the valises and baggage of other passengers is often useful, they can be flung, or even arranged into a make shift barricade. You could determine that there are other items (golf clubs, fishing rods, perhaps even guns) in the baggage.

Common modifiers

The suspension on trains is still a developing technology, and all train activity suffers a 'uneven footing' modifier, if the action is taking place on the roof of the train or between carriages, then the howling wind from the trains passage causes an additional -4 modifier, you should also consider the steam from the engine trailing back over the roof.

Complications

If on the roof of the train multiple actions are the order of the day, every round requires a ***dexterity+athletics*** (14) in order to be able to do anything other than cling to the roof. ***Foul failure*** indicates a fall, causing at least 10d6 lethal damage! Success allows further actions to be taken as normal, with the modifiers discussed.

Also, there will be hazards such as bridges, requiring ***intellect+perception*** (10) to notice, and a ***Dexterity+Dodge*** (14) to duck or be swept off the train by 10d6 lethal damage worth of bridge.

Inside the train, complications include other passengers and the possibility that the train will suddenly stop (particularly if there's firing involved).

If this happens all standing characters have to make athletics rolls to remain standing.

All out dodges

In the car they may involve leaping over other passenger's seats (causing similar reactions as described in tavern brawl), or flinging valises and bags, scattering their contents in the way, and also annoying their owners.

On the roof, this is more likely to involve athletics, as you leap from car to car, or swing back down to the compartments. Such checks will also be on athletics.

Deus et machina

Could be the conductor or engineer (who may be armed), or railway detectives (especially in America or Australia). Mounted yeomanry in the countryside are also a possibility, or have a go hero passengers. Perhaps the villain detaches a car, or leaps from the train while it passes a lake or river – how stupid would you have to be to follow?

Creating your own fight sets

Obstacles

These serve a useful purpose for gamesmasters and players alike. Corners of buildings, large strategically placed crates and alleyways are excellent firing points (probably worth about a –4 modifier to hit, but it is up to a gamesmaster's discretion.) Actions in a round might include firing followed by dodging behind an obstacle (successful dodge needed, if failed, player takes full damage).

Vision

Being able to see an opponent is the prerequisite for actually shooting him. Because London is violent but not lawless, shadier deals will almost certainly take place at night (-4 modifier to hit). Carrying a lantern may not help, as the carrier is just as likely to highlight himself as he is the enemy!

Weather will probably have an effect on vision as well. You may be lucky, and have a beautifully clear day (or most likely night), but London is known for it's smog (caused by coal burning fires, factories and steam trains). People actually died when smog descended upon London, due to the carcinogens in the atmosphere.

Smoke will also have an effect on vision. Smokeless powder is still a long way off in Victoriana, so if a lot of guns go off in a crowded room (or even the open!) Then vision will also be obscured accordingly. Imposed modifiers are likely to be between –2 (open), -4 (in a ventilated building) or up to –8 in an enclosed space. A good rule of thumb is to roll 1d6 at the end of each round; if the number is equal to or less than the continual number of rounds where gunpowder weapons have been fired, then the area is obscured by smoke.

Other props

There are many household and regular items that can be used to good effect by gamesmasters and players alike. Classics include chandeliers (athletics roll (20) to jump onto, (14) to maintain hold), ropes (athletics (14) to climb, (10) to swing), and tables (athletics (12) to jump onto, gives opponents –2 to hit in hand to hand with a +2 bonus to player due to greater height).

Tavern brawls are especially good for this style of swashbuckling play. There are many wonderful items just begging to be used in a comedy fashion, such as bottles and tankards (count as small clubs; are likely to break, and can help obscure vision), spittoons (in addition to small club damage, target must make body test or be incapacitated through retching), and fire implements, like red hot coals and pokers (will add burn damage to rolled damage). Also, there is the chance that furnishing (especially curtains) will catch fire, adding further to the confusion. Bars can be used to great effect, as players can jump on them, get thrown along or over them, or use them as cover. Don't forget to add effects such as smashing liquor bottles (and the possibility of fire?) To the general mayhem.

Other general items can make life interesting. Crates of fish or marbles strewn upon a dock or paved surface can make footing treacherous (see effects of wet cobblestones above). Barrels of oil can always explode (doing half the damage of a barrel of dynamite, and covering escapes or lighting an area nicely). Gunfights through locations

such as paint factories or canning stores can also make life interesting (misses may indicate cans scattering, paint vats being punctured, covering everyone in paint, and leaving a nice trail for pursuers to follow…). The important thing for a gamesmaster to do is to think carefully about his location, decide what hazards and benefices are available, and use his imagination accordingly.

Bystanders, Deus Et Machina, and the Forces of Law and Order

As stated previously, London is a lawful place (except in the slums), so therefore huge apocalyptic battles fought with the noisy (and smelly) firearms of the period and great Thaumaturgical displays are likely to attract attention. If there are civilians in the area they will most likely run (getting in the way of players), freeze (effectively becoming obstacles) or dive for cover. Some are likely to call the police. When the police arrive is up to you (depending upon when you want them to). Be realistic, as the police do not have patrol cars! Some more choleric bystanders may attempt to tackle the PC's or opponents (up to you: respectable, English looking PC's are likely to be aided, especially in higher class areas: disreputable PC's are likely to be hindered, especially if they are obviously foreign). Bystanders are unlikely to have heavy arms, but may have clubs (canes or improvised weapons), pistols, and knives or possibly even long arms if near to their residence.

Deus et machina are excellent gamesmaster tools. As well as the police, they could include inquisitive night watch men, local gossips seeing what's up (if no obvious firepower is shown), beggars, itinerants, naval press gangs, curious children or just nosy people. They could also include allies or enemies of the PC's opponents.

The London police are not in the main armed in theory. In practice, they may be carrying non-regulation kit such as metal truncheons covered in leather, knuckle-dusters, knives and even pistols (especially easily concealed pistols). If the PC's are obviously respectable, they may be able to bluff their way out, or failing that, bribery is likely. This also applies to respectable villains. If not, they may get beaten up, have evidence planted on them, and framed for crimes they did not commit. This can lead to a sub-adventure of getting out of jail, or being deported to Australia…

A White Wedding

An Introductory Penny Dreadful

This scenario revolves around a common enough social institution - marriage, but as can perhaps be expected in Victoriana, this wedding isn't a happy story about blushing brides and confetti. This story is about an arranged marriage from hell. Depending on the style of game you are running this can be a light hearted farce, or a gruelling story of freedom from personal oppression.

The story can evolve in several ways, depending on the make up of your adventuring party.

- If your party contains a upper or middle class single male, then (little may he know it) he may be about to get married to a woman called Levinia Dempsey. Through the rest of this adventure write up this character will be referred to as 'the stooge'.
- If your party is totally lower class, or if all the characters are female, then none of them are likely to get married off to Levinia, but nonetheless they end up assisting Levinia escape her social 'duty'. Encouraging the party to do so may be more or less difficult depending on their nature - rebels and kind hearted souls might help Levinia out of kindness, colder characters might want rewards of a more material nature, which Levinia can also provide - at first.

The Sequence of Events

Firstly the characters are introduced to Levinia at a party or some other social function, they talk and (hopefully!) hit it off. During the course of the evening Levinia gives them a low down on several other society figures and generally endears herself to the characters.

Unbeknownst to the party, their stooge has now been ear marked for a society wedding. If the party contains no stooge then Levinia invites them to her family home in the city to continue their discussions and develop their new friendship.

A couple of days later, the stooge recevies an invitation from Levinia's father to come and discuss some pressing business. If the stooge turns up Levinia's father immediately presses for a marriage between the stooge and his daughter.

If the party has no stooge then the characters receive an invtation from Levinia herself to visit her, and while they are present the father introduces Levinia to a new husband to be - a meeting which does not go well.

At this point the adventure turns in one of two different directions.

Option A

If the stooge has gone along with the marriage plan, he may be disappointed to hear that Levinia refuses the arrangement. If the stooge accepts this and steps down then he has lost his 'stooge status' and Levinia's father finds another husband for her, one more inclined to tame her - your story can now follow path B. Of course, it is possible that the stooge decides to press the marriage - after all Levinia is beautiful, and there is a huge dowry, but if this course is chosen, then the stooge has earnt Levinia's emnity and she runs away. The characters or the family will eventually find her, and if the stooge is persistent they make it to the wedding where Levinia reads her vows at gunpoint and the stooge is free to consummate the marriage - over Levinia's dead body, naturally.

Option B

If however, the characters never had a stooge, or if the stooge turned down the marriage then Levinia now turns to them for help escaping her impending marriage to the husband from hell and to start a new life. A goal which carries more than a few complications.

Let the story begin!

A Night at the Opera

Kick the scenario off by introducing the characters to a night at the theatre, opera, or a concert in the park. If you have a mixed class or lower class group point out how out of place lower class characters might feel amongst the opulent surrounds, and surrounded by those of a higher station. The clothes worn by most attendees cost a working man's annual income or more, the clean, groomed crowds are a different world to the bustling grimey streets outside.

During the socialising before and after the theatre introduce our target character to the beautiful Miss Levinia Dempsey. Miss Dempsey makes a dramatic entrance, and is unescorted (highly irregular). All heads turn as she enters, but none move to invite her into their group. During the social mixing before the show, she talks with the characters, she might actually take a fancy to the target character, whatever her motive, she will no doubt embarrass society bastions by her loud declamation of capitalism and class distinction, proclaiming the benefits of a socialist commonwealth, free education and love. During a conversation she drinks neat vodka and smokes Sobraine cigarettes, both fashionable (and unpopular) activities. As she and the characters talk a *intellect+perception* roll will make the character aware that others are staring at him and that he has become a focus of attention. If asked, Levinia will explain "it is because you are talking to me, the Bolshevik disgrace, the promiscuous whore - that's what they all call me behind my back anyway.' If a character tries to assure her that no one could think such a thing, she replies 'But they do sir, they do. They have too little imagination to think anything else.' She then changes the subject to question the character on some hidden aspect of his life that she has deduced through her medium senses.

Once the evening is over, the characters should feel they have a new friend in Levinia. She lavishes them with attention for the whole evening - she is simply delighted to have found some people who are actually interesting in comparison to the never-ending procession of vacuos wall-flowers she is usually expected to socialise with, and she makes sure she has a way of contacting the characters in the future before they all part company for the evening.

If the party has a stooge and you are using Option B, then proceed to *'Sir, about my Daughter',* otherwise proceed to *'New Friends'*

New Friends

This part of the story takes place several days after the characters initial meeting with Levinia. One or more of the characters that got on particularly well with Levinia receive a message carried by private messenger inviting them for an afternoon tea at the Dempsey's townhouse in Belgravia (a pleasant west end district of London). The invitation is in Levinia's own handwriting and she is obviously extremely enthusiastic about once again meeting her new friends.

Story Option B: Enter The Stooge

This Story option provides an alternative way to play the adventure, where one of the characters is set up as a the groom for Levinia. Unless your characters are as evil as Uriah (yikes) this story option is much more light hearted and inclined to a farce or fairy tale atmosphere.

Sir, about my daughter...

Hearing about Levinia's contact with the character, her father, Sir Robert Dempsey calls upon the character at his home. He informs the character that he has heard of a friendship with his daughter and asks him, quite outright if he will marry her for a dowry of £5000. A positive response delights sir Robert, who leaves immediately to prepare for the wedding. A negative response will send him flying into play acted outrage at the characters harsh and ungentlemanly treatment of his daughter, after all she is beautiful, royal Eldren blood flows in her veins, his dowry and inheritance are first class, what more could a man want! Sir Robert will attempt to lure (and if that fails, intimidate) the character into the marital arrangement. Eventually Sir Robert will decline if the stooge is persistant in his refusal, but make the character sweat before play can pick up and continue with 'New Friends', and if the character accepts? Well it's time to prepare for...

A White Wedding

A character who agrees to the wedding is not allowed to see Levinia until the happy event. This is because Levinia has been chained to her bed to prevent her escape from her father's arrangements. The wedding is announced in every London newspaper and the character starts receiving telegrams of congratulation from society figures he doesn't even know, including a wire from Sir Robert informing the character of the wedding date, only a week away.

At the wedding Levinia makes a break for freedom at the door, but is apprehended and ushered into the chapel, upon seeing the social gathering, Levinia ceases to struggle in the face of such colossal social disgrace and the marriage is conducted.

The Honeymoon

The happy couple have a splendid honeymoon planned for them, if they both make it. If Levinia does not like her husband then the train journey to their honeymoon destination will be fraught with escape attempts and loud argumentative assaults. Assuming that Levinia fails to escape without murder being committed, she will drink herself stupid and attempt to offend everyone in the train buffet as a recompense.

Once at the honeymoon location, the husband might be eager to consummate the marriage and start his succession. Such a chain of events will only take place over Levinia's dead body.

Of course Levinia and the character might actually get on, at least they might both be oddballs of society and agree to lead separate lives, maintaining their marriage to appease social pressure.

Happy Endings?

The main things to come out of this scenario for the characters are a change in social perspective for some, and of course, Levinia Dempsey. Levinia is undoubtedly a useful person to know, if only for her medium skills, a party might also value her knowldge of etiquette, and knowldge of high society.

Whether the characters' final relationship with Levinia is marital, intimate, cordial, amicable or loyal is really upto the players and how they act.

When the characters arrive at the Dempsey's Belgravia townhouse, they are greeted at the door by Mr Timms, the Dempsey's dour butler who is expecting them and excorts them through a hallway and dining room lined with valuable and exquisite paintings to a parlour at the rear of the building which faces onto a well stocked conservatory. Levinia is waiting for them here and after greeting all in turn while Mr Timms lays out the tea service and departs, she then insists on hearing every nuance of their lives for the last few days, interspersed with politics and fashion as only Levinia can. Levinia makes it clear that she envies the characters living as they please in the real world while she languishes in a gilded cage, a thought which obviously saddens her a great deal and upon which she doesn't dwell, prefering instead to change the subject.

However, as she does so the door to the parlor opens and Mr Dempsey enters accompanied by an older man who posseses a deathly pallor, cold eyes and an arrogant sneer.

Enter the Groom

Mr Dempsey casts his eye briefly over the assembled characters with some surprise (and perhaps distaste if they are lower class 'riff raff'). He expresses his apologies for the intrusion, but he was unaware that Levinia was entertaining, and asks if they might excuse him for the intrusion, but he needs to speak to his daughter in private.

After a moments stunned silence (while characters might already be getting up and leaving) Levinia expresses her outrage at her father's rudeness and asks the characters if they wouldn't mind viewing the conservatory for a few minutes instead (unconventional, but hey we want those nosey characters to know whats going on, right?).

Sighing, Mr Dempsey agrees, and waits while Levina, apologising profusely, shows the chracters into the adjoining conservatory before returning to the parlour.

Its possible that overly polite characters might actually leave at Mr Dempsey's bidding rather than stay at Levinia's request, in which case they soon realise thats things aren't right when Levinia turns up on a party member's doorstep in the following section '*among the people*'.

For those characters who do stay for the big event, let them make *intellect+perception* and *dexterity+hide & sneak* rolls to listen in or spy into the parlour undetected. A reasonable difficutly would be 14, but you might want to be lenient if they are truly hapless - after all they're here for the gossip right?

Once they characters are in the conservatory and (apparently) out of the way, Levina's father introduces his companion, Uriah Clarence. A wealthy stock broker with whom Levinia's father has been doing a lot of business, and who has asked for Levinia's hand in marriage. As Levinia looks on, shell shocked, Mr Dempsey adds that he has considered the proposal and accepted, the marriage will be taking place next week and he suggests that the two spend some time to get acquainted.

Levinia starts to say 'How dare you' but her father curtly reminds her that she is a woman now, not a girl, and as she has so successfully ostracised herself from the rst of society she is lucky to have found a groom at all - there are to be no ifs, buts, or refusals. With that statement he nods and smiles at the grim Mr Clarence and leaves the room for Levinia and Mr Clarence to get acquainted.

Levinia slumps onto the divan, obviously still shocked by the proceedings, Uriah hobbles over, sits next to her and says 'Quite a shock I'm sure, but you'll come to appreciate me..' as he speaks Uriah runs his hand across Levinia's hair, an action which snaps her out of her shocked stae. Her lip curled in disgust she tries to slap Uriah hard across the face, but with an unatural speed and strength Uriah grabs her hand in mid strike and forces it behind her back. With this show of power, Levinia's medium senses allow her to observe a deathly and unnatural aura surrounding Uriah, although she doesn't understand what she has glimpsed, it terrifies her nonetheless. Observant characters in the conservatory will notice several of the plants by the palour noticeably wilt at the same time.

Uriah, grinning evilly at his power over her, mashes his withered lips against hers in a feral kiss before releasing her with the promise 'I shall

enjoy taming you Levinia, and tame you I shall.' Uriah stands and leaves pausing only to nod farewell 'Until our wedding night, my love' he adds tauntingly as he leaves.

Naturally some characters may intervene as the scene turns ugly, and if they do so Uriah's clinche is cut short, and he departs peacefully, offering his parting comments as he goes - he certainly has no intention of fighting the characters in the Dempsey household, and if characters are daft enough to engage in an all out brawl, then the servants rush in led by the butler, to break it up and cast the characters out onto the street.

For those characters who remain discreet spys while Uriah is present, once he has left, they are free to attend to the shocked and distressed Levinia, who tearfully relates the disgusting deathly aura she saw around Uriah. Characters with the *thaumaturgy* skill, or *occult lore* can roll *intellect+skill* (22) to suspect that the aura might be indicative of necromantic magic. Thats a high target number, but necromancy is beleived to be a dead and long forgotten art, characters won't have seen anything like it first hand before.

In Levinia's mind the path is clear - she cannot marry Uriah, she would rather die. If her father is to insist on being so blind, then she will run away.

Her bright eyes reddened with tears she turns to the characters, 'Help me, please?'

Escape Plans

In the last couple of sections the characters have primarily been observers, now they can spring into action and hatch the kind of ludicrous, hare brained scheme that only players can hatch - so let them!

Levinia is sensible to realise that ,as much as she might want to, she cannot simply run out into the street and run away right now. She needs to gather some modest possessions first, but will yeild to characters advice on the nature of the breakout.

Make no mistake this is a breakout. From the moment Uriah left, Levinia was effectively under house arrest. Servants dog her every step to prevent just such a dramatic escape.

So how will the characters get Levinia to freedom? Will they return by night and assist Levinia in a stealthy exit via her bedroom window? Will they invite Levinia out in the hope that they can lose any chaperones that come with her and escape that way (a bad plan, Levinia is not going to be let out of the house). Will they execute a fake 'home invasion' and 'kidnap' Levinia? Perhaps they'll plan to wait until the wedding day itself and help Levinia escape while she and Uriah are en route to their honeymoon?

Whatever the characters cook up, bear in mind the following points.

- If the characters call again they will simply be told by the butler that Levinia is not taking visitors.
- The only visitors that will be allowed in will be the seamstresses tasked to create Levinia's wedding dress (which will take several sittings to complete).
- Levinia will not be allowed out of the house, and the servants have been instructed to watch the doors. Within a day the troublesome Levinia is locked in her room unless the tailors have arrived.
- The servants guarding Levinia are not maniacs or soldiers, if attacked they retreat and call for the law. A party willing to use force to free Levinia can rescue her easily, but as a result the police call out a manhunt to find the kidnappers.

Once the characters have a plan, think about how to make it a challenge, for example a night time breakout from the bedroom window will by necessity requires a ladder, so how will the characters get it there quietly? Once there make sure the characters are swift and quiet to avoid the attention of the police who maintain regular foot patrols around Belgravia, and will no doubt be innately suspicious of characters with ladders to upstairs windows in the middle of the night!

In such a plan a single failed sneak roll can bring either the police outside, or the house occupants to the scene and turn the escape into a madcap dash through the night time streets.

Among the People

Whether the players rescued Levinia, or whether she escaped herself, Levinia is ill equipped for everday life.

Levinia's idea of freedom is to join the ranks of the proletariat and live without the shackles of high society. Unfortunately she has little idea of the harsh realities of working class life, she doesn't know how to cook for herself, she can't repair her clothes, which wouldn't be problems but for the fact that as a woman, she has no money or property - all the wealth she had was in reality her fathers. Selling some jewellery gains her a couple of pounds, which Levinia's delicate and sophisicated tastes soon devour. Levinia's dream of proletarian existence wasn't the picture of squalor and grime that is the reality.

It's possible of course that the characters didn't break Levinia out, they might not even know about the marriage arrangment if they left at Mr Dempsey's request earlier on. If this is the case, then they do hear about Levinia's marriage when they read an announcement in the society coloumn of the newspapers, and as if on cue a bedraggled Levinia turns up on the characters doorstep upon realising that her only income as an educated yet unskilled woman will be through prostitution or a marriage, and she'll relate the tale of events and explain her dread of the insidious Uriah.

Whether the characters freed her, or whether she has turned to them for a last resort, Levinia's freedom is short lived. Characters contacts warn the characters that some ugly looking thugs have been asking around for the characters and a young Eldren woman (Levinia), and indeed it doesn't take the thugs (Uriah's grave robbers) long to locate the characters through a combination of legwork by them, and seances conducted by Uriah.

At your convienience, once the characters have had a chance to see how helpless and vulnerable Levinia is in the real world, the grave robbers strike and carry Levinia off to a secret location where she will remain until the wedding. The grave robbers work for Uriah, not the Dempseys and they have no compunctions about violence to the characters. In fact they rather enjoy a fight as long as it looks like they'll win. The grave robbers prefer to strike at night when Levinia and whichever character she is staying with are asleep. The grave robbers will break into the home and carry a screaming Levinia into the night with a waiting coach, pausing only to knockout any characters who try to stop them.

The Wedding

Whether she's been left to stew since day one or whether she tasted freedom for a few days before recapture, Levinia still has a wedding to go to.

On the morning of the wedding Levinia is bodily hauled out of the house in her wedding dress and into the coach that takes her to the church.

At the church doors Levinia makes a final break for freedom. Only to be detained by her chaperones and ushered into the chapel. Once inside, upon seeing the social gathering, Levinia finally ceases to struggle in the face of such colossal social disgrace and the marriage is conducted - while Levinia tries to think about how she can escape Uriah before the evening.

Once the ceremony is over the 'happy' couple leave by coach straight for Uriah's townhouse, excusing themselves from the reception on account of poor health on Uriah's part.

Characters determined to free Levinia now have a final chance for closure at Uriah's townhouse where they must face off against the graverobbers before they eventually find Uriah and Levinia upstairs where Levinia is locked in a valiant and futile struggle to prevent the eager Uriah from consummating the marriage.

Happy Endings?

The happy ending is the disposal of Uriah and the grave robbers. With Uriah dead Levinia is free to remain single (for now).

It's possible that the characters might see a value to supporting Levinia as a dependant in exchange for her medium abilities. Any party intending to investigate for a living will find her medium senses extremely useful.
Naturally it's possible that the characters might fail, Uriah might consummate the marriage, and unless the characters intervene he'll make Levinia's life hell, degrading her for his own amusement before finally fulfilling his real objective, the murder of Levinia's father. As Levinia's husband all of Mr Dempseys wealth and investments will pass to Uriah not Levinia.
As for Uriah, well, the characters might kill him, but you might try to keep him alive and use him as a recurring villain later on in our campaign.

Uriah Clarence

Clever characters might want to dig around in Uriah's dirty laundry and see just how dirty it really is, and why not! They have serval reasons to do so. They might be intrigued by his unnerving display of power in the Dempsey's parlour, or they might simply want to find a reason they can give Mr Dempsey for the marriage not to go ahead.

Uriah is a successful stock broker by day, and spends much of every day in his london city offices, building the wealth of the empire and lucretively expanding his own coffers as he does so. Regrettably Uriah does not do anything illegal by day, his day job as a stock broker is totally genuine and totally legal - although it should be mentioned that it really doesn't make him a better person. He's successful at his day job because he's an evil minded and sadistic tyrant, and because he has no compunction about disturbing the spirits of the dead to support and verify his speculations.

Characters who dig too deep into the company portfolios Uriah manages might begin to see all manner of sinister connections and unpleasant deeds (also an ideal place for you to drop a lead for a future adventure) and chasing off after just such a red herring might be provide good fun in its own right.

Characters looking for dirt on Uriah find it in spades at his home in London, where the library is filled with ancient and proscribed books on death, and the basement is filled with body parts and cadavers left over from Uriah's enthusiastic experiments. We won't dwell on the nature of Uriah's experiments, we'll leave that to you the gamesmaster - is Uriah creating a 'Frankenstein's monster' or is he trying to animate the dead? Or does he simply have a morbid interest in anatomy?

You decide, and while you're at it decide how successful he's been!

Cast of Characters

Miss Levinia Dempsey

Daughter to a master industrialist and society host, Levinia could have been a popular girl. As an only child, she is spoilt; her wealthy father providing everything she could possibly want. She is highly intelligent, and wishing an education, she received one. The finest tutors in Europe attended to the precocious child's education in every subject she wished. Now as a young woman, her imperial and patriotic father deeply regrets his generosity. Levinia's education in politics and sociology have prompted a fashionable interest in radical politics, namely Communism with quite strong verbal Bolshevism, her past as a spoilt brat have led to an obsession with breaking rules, primarily social rules. Levinia, with her promiscuous and political talk, has become an embarrassment to her father's social position. Now he intends to marry her off, to place the embarrassment on someone else.

Of course Levinia's attitudes toward others of her social class is highly defamatory, and not conducive to offers of marriage.

Characteristics: dexterity 5, body 4, intellect 6, presence 8, resolution 5, and luck 2

Race & social class: Eldren, upper class

Social ethics: Levinia makes a show of being bolshevik, but in heart has more in common with the chartists.

Personality: Energetic.

Childhood experience: Private Tutors

Past career: Bored Society Debutante.

Skills: literacy +4, education +4, etiquette +4, revolutionary literature +2, fashion +4, Bull! +4, Charm +6, Conversation +2, Sensate Medium +6

Talents, perks & privileges: Sensate Medium, Beautiful.

Medium Abilities: Know recent events, Aura reading, Sixth Sense.

Property & assets: Regular allowance (soon to be cut off), wardrobe.

Complications: Artistic Eccentricity - temper fits.

Weapons & accoutrements: Levinia has never lifted a weapon in her life, and thus posseses none. Her wardrobe of tailored gowns and collection of jewellery are both priceless.

Sir Robert Dempsey.

Where many of the gentry are upon hard times, Sir Robert's fortunes have flourished. He wholeheartedly embraces the industrial era and is always looking for new investments and ventures in need of capital. His manner is more that of a businessman than an aristocrat.

Mental competence: 14; **Physical competence:** 8; **Health:** 20/8 inc greatcoat

Uriah Clarence

Uriah has always been selfish and power obsessed, but his recent discovery of Necromancy has driven him to the point of obsession, so much so that he barely notices the effects of his corruption (700 corruption points, see p203)
Mental competence: 18; **Physical competence:** 12; **Health:** 25/9 inc greatcoat **Spell Picks:** Botheration, Ectoplasmic bonds, Dust, Seance.

Jed, Ned & Ted - The Grave Robbers

These three are a motley and nefarious crew, but Uriah pays them well to do his dirty work, and no job is too dirty for them. Gamesmasters looking to increase the challenge of the scenario might make any of these three beastmen or ogres.
Mental competence: 6; **Physical competence:** 10, **Health:** 25/9 inc greatcoat

Skill Picks: hide & sneak (12), streetwise (12)

Combat Picks: Garrotte (10) causing asphyxiation; dagger (12) for 2d+5 lethal, life preserver (12) for 4d+5 stun

Appendix I

Reference Material

Further Reading - Fiction

2000 leagues under the sea, Jules Verne. A dated but enjoyable tale of the Nautilus and crew. It is little known that the technology of the Nautilus is quite firmly based in reality, and much of the 'super science' contained became reality before the turn of the century.

Charles Dickens. A heavy read, but Dickens lived through most of the Victorian period and wrote about the world about him with passion. Possibly his best works for our reference were *Bleak House* and *Oliver Twist.*

Dracula, *Bram Stoker*. An excellent work of horror. Also an excellent reference for the use of telegrams in a game.

For the crown & the dragon, *Stephen Hunt.* Set in an alternative Napoleonic era, this is a classic example of what can be done with the 'Steampunk' genre and a damn good book to boot.

Frankenstein, *Mary Shelly* another horror classic. Nuff said.

The Flashman Papers, *George MacDonald Fraser,* an epic tale of villainy and cowardice as we follow the 'honourable' Harry Flashman through the Victorian era. Published in 10 paperback volumes and all superb.

The Memoirs of Sherlock Holmes. *Sir Arthur Conan Doyle* an easy read- and plenty of them. Later Holmes books veer into the 20th century. These are little use for a Victorian era researcher.

The science fiction of *Mr H G Wells* rather groovy so - check out the original War of the Worlds.

Further Reading – Research

City of dreadful delight, *Judith Walkowitz.* A study of vice in Victorian London.

Cruelty &. Companionship, *A. James Hammerton*- a study of marital violence in the Victorian era, investigating the existence of the archetypal tyrannical husband.

Culture & society in Britain - 1840-1890 *editor: Jim Golby*. A collection of contemporary letters and excerpts. Some are indifferent, but several (such as Florence nightingale's opinions on women in society) letters are brilliant.

History as news 1865-1897, *Leonard de Vries* a volume of illustrations from the London Illustrated News. A leading paper of the time. Most newspapers utilised engravings rather than the infant photography to illustrate their work.

Jack the ripper - summing up and verdict, *Colin Wilson*. An excellent book, the first half describes life in the Whitechapel area of the time and the second half weighs up the various ripper theories.

London labour, London poor, *Henry Mayhew.* A period set of articles interviewing the poor and working masses of London in the mid century. This book is one of our bibles.

Mid-Victorian Britain 1851-75, *Geoffrey Best*. An excellent reference book. Mr Best thoroughly analyses the indicated period.

My Secret Life. *'Walter'.* 2350 page set of memoirs by a Victorian 'gentleman' and his pursuit of vice. This set of memoirs is explicit, disgusting and quite terrifying when you remember that it's a true story. The book is actually illegal in some areas, and is not recommended to anyone likely to be shocked by a Victorian pervert's pornographic ramblings.

The complete history of jack the ripper, *Philip Sugden*. Possibly the best singular source of information on the ripper murders, and the society that spawned them.

The conditions of the working class in England, *F Engels*. Written in the 1830's by the co-founder of communism. This work is invariably referred to in any other book on the period. A must read - especially the declaration of -war against the bourgeois!

The European revolutions 1848-1851, *Jonathan Sperber*. An excellent book detailing the radical politics of the mid century, conventional politics and a discussion of 'the people' so often vouched for.

The great stink of London, *Stephen Halliday.* This book tells the story of how Victorian engineers defeated cholera in London by cleaning up the disgusting sewage system.

The Victorian Underworld, *Donald Thomas*. Similar

content to Chesney's book of the same name, but with more focus on actual examples from the period – an excellent resource!

The Victorian Underworld, *Kellow Chesney***.** The concise book of crime and punishment in the Victorian era. Written in self contained subject chapters, this book is a gold mine of useful information.

The Victorian village, *David Souden* a good study of rural life in Victorian Britain.

Victorian England as seen by Punch, *Frank Hugget.* A good introductory book, illustrated with period punch cartoons throughout.

Victorian high society, *Stella Margetson***.** A study of the upper class' nightmare etiquette and social functions.

Victorian London revealed*, Eric de Mare.* A reprint of Gustav Dore's engravings of mid century London and articles about the scenes depicted.

Videography

We recognise that a lot of you would rather watch a film than read a book (sigh), so here is a short list of rather groovy films set in our game period.

Bram stokers Dracula, directed by Francis Ford Copolla. Not quite what the title says, but still a great film for atmosphere, sets and costumes - some of the accents are quite special too.

Charge of The Light Brigade. A 1968 film depicting the tragedy at Balaclava during the Crimean war. A rather good film.

First men on the moon, loosely based on the HG Wells classic. An enjoyable film in it's own right, but hardly faithful to the book.

From hell, Johnny Depp stars as Inspector Abberline in this excellent and atmospheric film based on the Jack the Ripper murders and the royal links attributed to the case.

Jack the Ripper (Thames TV version). Made for British TV, stars Michael Caine. A 'docudrama' mini series of film length episodes, this is an excellent Victorian genre 'docurama' -watch it!

Jekyll & Hyde (Thames TV version), after the success of jack the ripper, Thames TV did Dr Jekyll as a follow up single film. Also starring Michael Caine with Cheryl Ladd. Again costume, sets, everything is spot on - including the English actors English accents.

Prisoner of Zenda. Many cinema versions, many TV versions. The recommended version is the Peter Sellers comedy version. Mr Sellers provides the acting for a majority of roles.

The private life of Sherlock Holmes, Russian ballerinas and Loch Ness monsters await Sherlock in this underrated film.

The young Sherlock Holmes and the pyramid of fear, a classic piece of Spielberg excellence. 'Nuff said.

Van Helsing, A spin off from the Dracula legend starring Hugh Jackman as The big H. The CGI is everywhere, the rope swinging scenes are ridiculous, but for character, costume, setting and gadget ideas it's still a good resource.

Without a clue, a hilarious Holmes spoof, with Michael Caine as a blundering Sherlock, and with Watson as the brains of the outfit away from the publicity.

Zulu. Michael Caine (again) stars in a classic cinema retelling of the battle at Rorc's Drift

Appendix II

Core Fuzion Crossovers

Well by now you've no doubt devourd the rules and background of Victoriana, and some of the Fuzion veterans amongst you might be wondering about some of the changes we made, this section will explain the whys and hows of Fuzion as used in Victoriana, and offer you ideas on crossing over with Core Fuzion, and other Fuzion products.

Why? Well if you've ever wanted to run a time travel campaign or would like to transport characters from another Fuzion world to Victoriana knowing how to transpose the characteristsics fairly might be advantageous! Likewise perks privelidges, complications and weapons require a few notes when crossing between game worlds.

Victorian Society

All of the information in the society section is taken from real historical accounts of 19th century life, we didn't exagerate any of it- we didn't need to! So, if you are bringing other Fuzion characters into Victoriana, or sending Victoriana characters across the planes, spend a moment to think about what makes the Victorian society (and therefore your character) stand out.

Victorian law is repressive, unfair and unjust. The law serves the rich at the expense of the poor and characters from a 'cyberpunk' genre will no doubt feel right at home as the grim oppression and crazy capitalism they deal with on a daily basis are firmly rooted in the Victorian society.

The Victorian society's social rules are just as demanding and ridiculous - the appearance of a Marvel/DC genre superhero in full Lycra bodysuited splendour is pure scandal to the Society of Victoriana! Likewise modern adventuresses who insist on wearing trousers are a total disgrace. Characters with a non-white ethnic background are at best subject to patronising remarks at every completed sentance, and in England that trait even extends to the populace of the rest of Europe!

Basic System Traits

In Victoriana we didn't want to give you the same core rules you may have already bought (and if not, why not!). We chose to lay out the rules we needed for the world as a cohesive and fluid whole rather than using generic tables. You may have done simlar for your own Fuzion campaigns already - and if not then perhaps Victoriana will give you some ideas on what you might build using Fuzion.

So Lets take a closer look at the facets of the game.

Characteristics

Characters in Victoriana might at first seem quite dif-

ferent to those in other Fuzion system games, but in actuality they are not.

In Victoriana there are six characteristics: Body, Dexterity, Presence, Intellect, Resolution, and Luck. However, in core Fuzion there are ten characteristics: INT, PRE, WILL, TECH, MOVE, REF, DEX, STR, CON, BODY. In Victoriana there are no 'super characteristics' although some of the differing races come close (such as Ogres with their Body).

So how do they marry up, and how do you convert them?

Body is the average of BODY, CON, STR.

Dexterity is the average of REF, DEX, MOVE

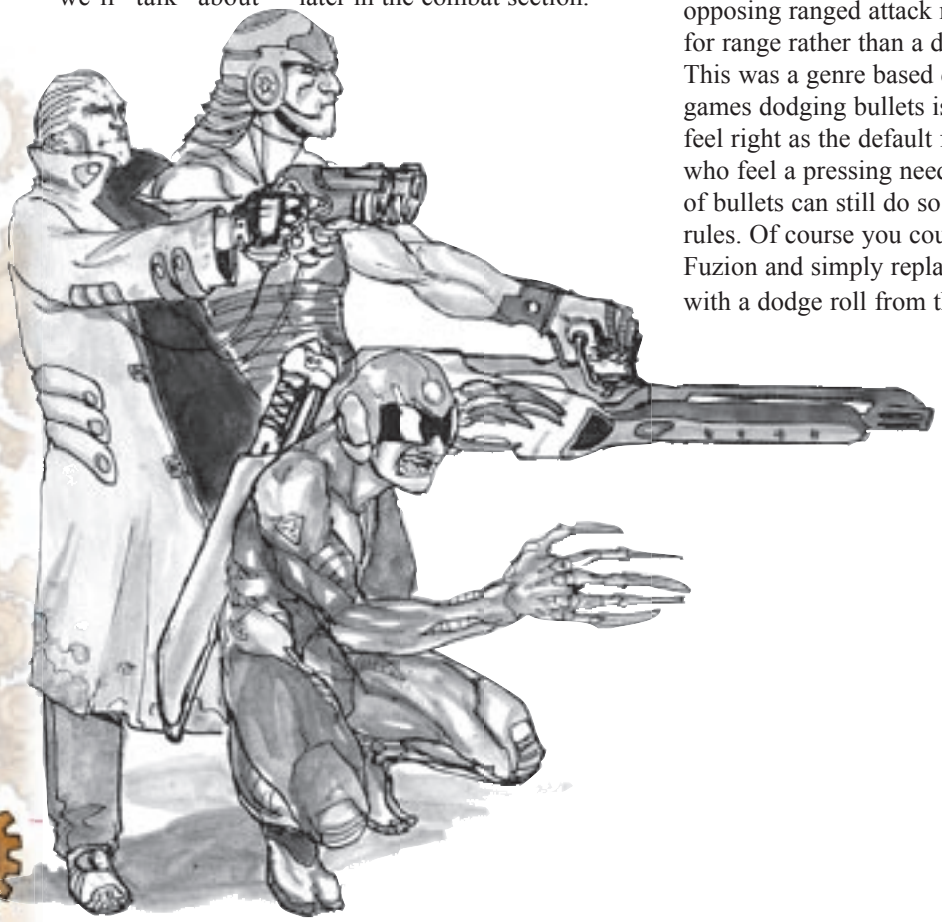
Presence is still PRE

Intellect is the average of INT and TECH

Resolution is WILL

Luck is LUCK, but in Victoriana we make you spend points on luck rather than basing it on INT+REF.

Derived characterisitcs in Victoriana are all essentially the the same as those in core Fuzion, but naturally we've derived them from our characteritics, and we've dealt with health in a slghtly different way, which we'll talk about later in the combat section.



Skills

Skills work exactly the same as in core Fuzion, there is no conversion required, we've given you some skills that weren't in core Fuzion, and there's some skills that aren't present in Victoriana, but these differences are pretty straightforward - there are no computers in Victoriana, nor electronics and so there is no need for skills that deal with those elements.

Option Points

In Victoriana we have Perks, talents, complications etc just like core Fuzion, but in core Fuzion those tables are free form, and you can choose the severity of the perk in question - in Victoriana you cannot, so what gives?

Well the tables in Victoriana are crafted to represent ready made perks, talents and flaws typical for a Victorian game, enabling you to get stuck straight in. You may wish to use the open ended tables from core Fuzion in additon to the Victoriana tables, and we heartily recommend this.

Combat

The processes invovled in combat remain essentially unchanged. The one difference we have made is opposing ranged attack rolls against a target number for range rather than a dodge roll from the defender. This was a genre based decision. In many core Fuzion games dodging bullets is quite in key, but it didn't feel right as the default for Victoriana. Those of you who feel a pressing need to somersault out of the way of bullets can still do so by using the 'all out dodge' rules. Of course you could always switch back to core Fuzion and simply replace the range target numbers with a dodge roll from the defender by default.

Health

Health is figured slightly differently in Victoriana than core Fuzion, Victoriana characters typically have less health than core Fuzion characters, and as they become more wounded, they accumulate action roll modifiers. Again, this is a product of the genre, we wanted Victoriana characters to 'feel the pain' tangibly when they are wounded rather than simply knocking off a few more hits.

Weapons & Armour

There was no real armour in the Victorian era and hence Victoriana characters are poorly protected. Likewise Victorian era weapons are no match for modern kevlar or futuristic polymer armours, likewise modern and futuristic weapons should totally ignore Victorian era armour. The difference in penetration and stopping power between a modern assault rifle and a Victorian rifle is massive and needs to be reflected. Weapon technology in Victoriana is all black powder based and we've considerably expanded the 'historical weapons' from core Fuzion for you. All the ranged weapons in Victoriana are directly portable into core fuzion and back again.

Magic

Magic in victoriana works quite differently to core fuzion, and the schools and lists presented here add considerable detal to the spell processes in the core Fuzion book. Fortunately no conversion is required. Characters who learn to cast magic using the rules in this book have simply learnt to cast magic 'in a certain way' and likewise for characters who learnt spells and abilities in other Fuzion products. It might seem a simplistic solution, but the end effect of any spell is an opposed roll or damage - and those two items are dealt with the same across the Fuzion worlds, the only difference is 'how'.

Supporting Cast

Victoriana offers an extremely swift and streamlined NPC system for the 'supporting cast'. This system can be used in any Fuzion world, and likewise if you hate it, you can of course build more complete profiles for your NPC's and monsters.

Victoriana

Character Sheet

Name:
Moniker:
Player:
Campaign:

Social Class:
Social Ethics:
Childhood:
Past Career:

Nationality & Race:
Personality:
Age & Gender:
Hair & Eyes:

Characteristics

Body	Intellect
Dexterity	Resolution
Presence	Luck

Derived Characteristics

Initiative		Running	
Damage Bonus		Speed	
Constitution		Health	

Armour

Fortitude

Armour Worn: _____

Total:

Health

-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4
-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5

Stun

-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4
-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5

Resolve

-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4
-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5

Common Knowledge

Act	(Presence)	[ ]
Appraisal	(Intellect)	[ ]
Athletics	(Dexterity)	[ ]
Brawl	(Dexterity)	[ ]
Bribery	(Presence)	[ ]
Bull!	(Presence)	[ ]
Charm	(Presence)	[ ]
Conceal Item	(Intellect)	[ ]
Conversation	(Presence)	[ ]
Disguise	(Intellect)	[ ]
Dodge!	(Dexterity)	[ ]
Drive Carriage	(Intellect)	[ ]
Education	(Intellect)	[ ]
Etiquette	(Intellect)	[ ]
Fashion	(Presence)	[ ]
First Aid	(Intellect)	[ ]
Gambling	(Intellect)	[ ]
Hacking & Bashing	(Dexterity)	[ ]
Hide & Sneak	(Dexterity)	[ ]
High Society	(Intellect)	[ ]
Horse Riding	(Intellect)	[ ]
Human Perception	(Presence)	[ ]
Impress	(Presence)	[ ]
Improvised Weapon	(Dexterity)	[ ]
Intimidate	(Presence)	[ ]
Linguistics	(Intellect)	[ ]
Literacy	(Intellect)	[ ]
Local Expert	(Intellect)	[ ]
Oratory	(Presence)	[ ]
Perception	(Intellect)	[ ]
Photography	(Intellect)	[ ]
Pistol Shooting	(Dexterity)	[ ]
Research	(Intellect)	[ ]
Rifle Marksman	(Dexterity)	[ ]
Scrutinise	(Intellect)	[ ]
Seduction	(Presence)	[ ]
Small Boat Pilot	(Intellect)	[ ]
Streetwise	(Presence)	[ ]
Swordplay	(Dexterity)	[ ]
Teaching	(Presence)	[ ]
Throwing	(Dexterity)	[ ]

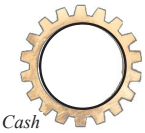
Specialities

.....	( )	[ ]
.....	( )	[ ]
.....	( )	[ ]

Property & Assets

Complications

Personal Fortune



Petty Cash

XP

Total

Equipment & Notes

Contacts

Weapons

Weapon	*Acc.*	*Damage*	*ROF*	*Shots*	*Reload*	*Notes*

Victoriana

Thaumaturgical Grimoire

Quick Reference

Thaumaturgy

Demonology

Necromancy

Intellect

Resolution

Current Resolve

Total

Lore & Tomes

Items & Abilities

Spells

Name _____ *Diff:*___ *Resolve:*___ *Actions:*___ *Range:*_____ *Duration:*_____
Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Actions:*___ *Range:*_____ *Duration:*_____
Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Actions:*___ *Range:*_____ *Duration:*_____
Effect: _____

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Effect: _____

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Effect: _____

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Effect: _____

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Effect: _____

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Effect: _____

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Effect: _____

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Effect: _____

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Effect: _____

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Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Actions:*___ *Range:*_____ *Duration:*_____
Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Actions:*___ *Range:*_____ *Duration:*_____
Effect: _____

Victoriana

Petty Magic Enchantments

Quick

Enchanting

Invoking

Demonology

Intellect

Resolution

Current Resolve

Total

Lore & Tomes

Items & Abilities

Rituals

Name _____ *Diff:*___ *Resolve:*___ *Rit. Lngth:*___ *Act. Res:*_____ *Duration:*_____
Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Rit. Lngth:*___ *Act. Res:*_____ *Duration:*_____
Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Rit. Lngth:*___ *Act. Res:*_____ *Duration:*_____
Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Rit. Lngth:*___ *Act. Res:*_____ *Duration:*_____
Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Rit. Lngth:*___ *Act. Res:*_____ *Duration:*_____
Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Rit. Lngth:*___ *Act. Res:*_____ *Duration:*_____
Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Rit. Lngth:*___ *Act. Res:*_____ *Duration:*_____
Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Rit. Lngth:*___ *Act. Res:*_____ *Duration:*_____
Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Rit. Lngth:*___ *Act. Res:*_____ *Duration:*_____
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Name _____ *Diff:*___ *Resolve:*___ *Rit. Lngth:*___ *Act. Res:*_____ *Duration:*_____
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Effect: _____

Name _____ *Diff:*___ *Resolve:*___ *Rit. Lngth:*___ *Act. Res:*_____ *Duration:*_____
Effect: _____

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