

In Her Majesty's Name – Figure Costing Reference Sheet

Figure cost = Pluck cost + FV cost + SV cost + Speed bonus (max +2) + Armour cost + Weapon cost(s) + Talent cost(s) + Mystical Power cost(s).

Pluck	2+	3+	4+	5+	6+	FV/SV	+0	+1	+2	+3	+4	+5
Cost	16	9	4	2	1	Cost	0	1	2	4	9	16

Armour	Cost
None, just clothing	0
Jack / lined coat	1
Brigandine	2
Chain shirt, steel	4
Breastplate, steel	9
Breastplate, SRC	16
Plate armour	25
Shield, wood	*
Faraday coat	6
Faraday shield	*
Vulcan coat	2
Patent Kelly Suit	49
Magneto-static waistcoat	2
Magneto-static projection barrier	4
Magneto-static umbrella	*

Fighting	Cost
Unarmed (basic)	0
Unarmed (Martial Artist)	3
Improvised weapon (small)	0
Improvised weapon (large)	0
Bullwhip	2
Club	2
English All-Electric Truncheon	3
Nightstick/Tonfa	3
Quarterstaff	4
Knife	3
Knife (combat or fighting)	3
Rapier	3

Axe	4
Great Axe	5
Spear	5
Sabre/Sword	4
Two-handed Sword or Halberd	6
Steam fist / claw	8

Shooting (ordinary)	Cost
Improvised thrown weapon	0
Thrown knife	3
Thrown axe	4
Thrown spear	5
Bow	4
Crossbow	6
Pistol	3
Shotgun	5
Shotgun (short)	5
Blunderbuss	5
Carbine	5
Muzzle-loading rifle	6
Military rifle	9
Hunting rifle	16
Machine gun	26
Flamethrower	11
Grenade (explosive)	6
Grenade (gas)	6
Grenade (Brick Lane Bottle)	6

Shooting (extraordinary)	Cost
Arc pistol	7
Arc rifle	9
Arc cannon	12
Congreve Rocket Gun *	7
Rockets for above, each	7

Weird Science	Cost
Electrostatic Burst Generator	15
Monocular Targeting Array	7
Arc Generator	20
The All-Electric Limb Prosthesis	10
Breath Preserver	2
Carbide Lamp Provides	3
Storm Lantern	2
Revivifier	5

Transportation	Cost
Ape Howdah	30
Bicycle	3
Edison Beam Translator	25
Horse	5
Luft Harness	10
Rocket Cycle	8
Rocket Pack	5
Shanks' Pony	0
Steam Carriage	10
Steam Hansom	12
Ornithopter	20
Electro-trike	5
Vertical Spring Translocator	8

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Talent	Cost
Anti-venom	5
Bayonet Drill	2
Berserker	5
Cavalryman	3
Duellist	5
Engineer	5
Erudite Wit	5
Fanatic	5
Fearless	10
Gunslinger	5
Hunter	5
Immortal	10
Impervious	5
Inspirational	10
Intuitive	5
Leadership 1	3
Leadership 2	6
Leadership 3	9
Marksman	5
Martial Artist	5
Numb	10
Stealthy	5
Terrifying	10
Tough	5
Trick Riding	5

Mystical Power	Cost
Clouding Men's Minds	8
Dragon Breath	14
Dragon Talons	5
Dragon Wings	13
Eye of Odin	9
Feet of Lead	16
Harden	8
Levitate	5
Mask of Imhotep	10
Mesmerism	14
Spitfire	21
Strengthen	9
The Path of Light Self	7
The Path of Shadows	9
True Grit	13
Venom Touch	5
Water Bullets	18
Zone of Shadows	13

Mystical Effect	Cost
Minor Power	5
Major Power	10
No Pluck Roll allowed	3
Range: Self or Touch	0
Range: Up to 6"	2
Range: Up to 12"	4
Range: Over 12"	8
Radius effect: 3"	4
Radius effect: 6"	8
Lasts more than one turn	3