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1879™

PLAYERS GUIDE



1879

ROLEPLAYING

GAME

PLAYERS

GUIDE



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DEDICATION

This book is for Jeanne Baré, Annie Besant, Harriet Ann Jacobs, Mary Seacole, Mary Fairfax Somerville, and thousands of other women who altered the course of history, doing what they believed to be right whether or not their society and culture approved.

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The Freedonian Engineering Corps, notably Michael Allegro, Eric Duncan, Kyle Pritchard

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Introduction

In an alternate history, the British Empire controls not only much of the Earth, but a Portal through the fabric of space and the new world beyond. Expansion into the Gruv has resulted in war with the Samsut, descendants of Babylonians who crossed through their own Portal thousands of years ago. The British have steam, steel, and rocket-propelled rifle rounds. The Samsut have railguns, contragravity, and technology that allows them to raise the dead as shock troops. Some of the Saurid tribes encountered have been friendly, some distant, and some actively hostile. The economic and political repercussions of the Portal and the Gruv have changed the situation on Earth radically. And then there's Looking Glass Fever, and its strangely altered victims, and the possibility that Western science may not be able to explain everything that has become possible since the Portal opened. If ever a world, or two worlds, needed dauntless heroes, men and women of extraordinary abilities and steely nerve, this would be that golden moment. A bit steampunk, a bit pulp, and a bit magical, this is the world of *1879*.

Conflagration

Thunderous explosions shook the rapidly disintegrating factory. The five adventurers dodged falling debris and gouts of flame as best they could as they fled the wrath of the owners. The Sons of Thoth had been using the factory to build illegal armaments. The adventurers had a warrant



from the Crown to put a stop to it. Neither seemed to deter the pursuit. A massive steel vat gave momentary shelter from a burst of heavy gunfire, but only for as long as it took for the cultists to find their way round to a clear line of fire.

Garvin, the former Confederate officer, let off a round in return from his pistol. His long rifle was somewhere the wrong side of the enemy, left with its bayonet stuck in one when it had run out of ammunition. "I've only got two rounds left in Bessie!" he called to the others, then gave a satisfied nod. "But they're down by one more."

"What have you got left?" Hampton-Smythe asked of the rest. He'd emptied his pepperbox pistol in a single, but well-placed, volley early in the pursuit, taking down the cult's high priest. He'd also lost his hat and scarf in the confusion, leaving his evening wear, already unsuited for such an enterprise, entirely out of line.

Betty shook her head. "Nothing offensive, sorry." The American engineer held up a large spanner off her toolbelt. "Unless they get close enough for me to use this."

"You know I loathe guns," Kelvin replied laconically, with a glance at Hampton-Smythe over the top of his stylish purple glasses. "Give me an Engine and I can make it sing God Save the Queen whilst tap-dancing, but weaponry just isn't my field."

"What about you?" Hampton-Smythe demanded of Vyshinsky.

The Russian spread his hands in a gesture more Gallic than Slavic. "Used what I had making the factory go boom."

His words were punctuated by a loud report from nearby, and Garvin went down, clutching at his shoulder. Bessie skittered across the metal catwalk, striking a few sparks as the gun clattered past Kelvin and went sailing off into the depths of the mechanisms below.

"Shift!" cried Hampton-Smythe, taking a defensive position with his sword cane, as if a few feet of cold steel would defend them from hot lead. Betty and Kelvin each took a side, got Garvin up to his feet, and more dragged than guided him onward.

"Come on, Vyshinsky!" Smythe ordered. "What are you staring at?"

Vyshinsky glanced up from his momentary examination of the fabric of his lab coat with a start. "Oh?" A bullet whined off the handrail near him. He glanced round. "Right."

"Take him!" Betty ordered Hampton-Smythe as he caught up, and dropped her share of Garvin on the gentleman. She attacked a large bolt nearby with her spanner and a quick spurt of penetrating oil. Vyshinsky blinked at her, seemed to come back from somewhere else, then moved to the strut on the far side.

"Pardon me being a little crude," he said to Betty, then hawked and spat on the bolt anchoring the opposing strut. "Ashes to ashes, dust to dust, in the end all things will rust," he intoned. The bolt began flaking away.

Betty gave her bolt a hard smack with the flat of her spanner, and it flew out of its hole. The catwalk sagged precariously. She spun away and ran to rejoin her team, followed closely by the Russian.

"Neat effect," she gasped between breath

"Simple ... invocation ... entropy," Vyshinsky managed, not being quite as used to physical effort as the engineer.

Then the catwalk behind them collapsed with a welter of screams and curses as their pursuers fell into the machinery below.

They caught up with the other three at a cul-de-sac in the piping and conveyor belts that ran throughout the building. Kelvin had a belt around Garvin's shoulder, trying to get a tourniquet above the wound, but wasn't finding any purchase for it. Hampton-Smythe started to ask something of Betty and Vyshinsky –

But was drowned out by a terrific roar and a crashing of metal. All turned to see a massive automaton clambering out of the wreckage of the catwalk's collapse. Bits of its armor plating were torn away, exposing damaged gears and sparking wires, but the ten-foot-tall fighting machine, and the man inside, were still mobile, still hostile, and still in pursuit.

"Oh bloody hell," Hampton-Smythe sighed. "And the evening was going so well."

"Detach that!" Vyshinsky ordered Betty, pointing to a brass strut. Betty shrugged, switched her spanner for a hacksaw, and started cutting.

The automaton clambered up over the edge of the catwalk, the metal underneath it groaning alarmingly, and started toward them.

Vyshinsky, meanwhile, had grabbed the edge of a vibration mat from in front of a nearby hydraulic press. "Hampton-Smythe, assistance," he barked.

"What have you got in mind, putting out a welcome mat for it?" Hampton-Smythe asked, helping to drag the mat, a heavy, two inch thick rubberized carpet, over to the middle of the walkway.

The Gatling barrels on the automaton's right arm whined as they spun up to firing speed.

"Need this," Vyshinsky replied, snatching Hampton-Smythe's pocket square from his coat.

"I say!"

Betty gave a yank, breaking the strut loose, and tossed it to the Russian. He glanced down at it and the pocket square, gave a determined sigh and stepped onto the mat. "Everyone, not to touch metal!" he ordered. He gave a few quick strokes to the strut – odd time to be polishing the brass, Hampton-Smythe thought – then aimed it at the automaton and barked out a chant.

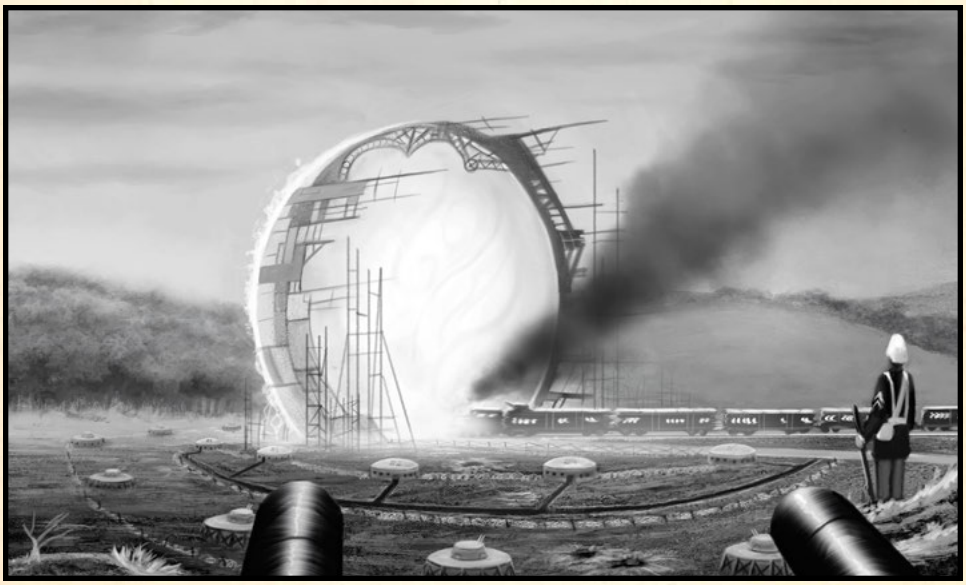
"Coulomb, voltage, ampere, watt, vivens lux esse fiat!"

A searing blue arc leapt from the end of the strut to the automaton with a clap of thunder. The brilliant light struck into a gap in the damaged machine's armor, finding its way back out in cracks elsewhere, accompanied by flame and smoke and small explosions. The fighting machine staggered, thrashed, then toppled over the railing and plunged to ruin on the factory floor below.

Vyshinsky sagged, dropping down to his knees. The others paused, blinking away the afterimage, trying to hear through the ringing in their ears.

"I say, old man," Hampton-Smythe finally managed. "If you could have done that all along ... "

Vyshinsky shook his head, gratefully accepting Betty's offered help back to his feet . "Very dangerous to do without proper apparatus. Much chance of electrocuting all of us." Then he held up Smythe's pocket square. "Good thing you are such proper gentleman, carry silk and not linen."



From "Down The Rabbit Hole: A History of the Grosvenor Portal, with Notes as to its Effects on the Empire, and Discussion of the New World Beyond"

"Here, today, we ensure that Professor Grosvenor's sacrifice was not in vain. Here, today, by his efforts we open the way to prosperity and wealth untold. The United Kingdom now has unimpeded traverse to a New World, one that lies not across an ocean and weeks away by sail, but across the boundary of the universe and yet only minutes away by the power of steam."

– HRH Albert, Prince Consort, dedication speech, HM London and Alice Railway

"In the year of our Lord 1879, in the forty-second year of the reign of our beloved Queen Victoria, we stand upon the edge of tremendous events, but whether we are at the border of a new land or the brink of a precipice is yet to be determined."

– Alexander Robert Campbell-Johnston, FRS, private letter to Prime Minister Benjamin Disraeli

The Eighth Wonder of the World, the Gateway to Hell, the Door of Opportunity, the Portal to the New World – which of these titles really suits the Rabbit Hole the best?

So much has been made in the popular press of the Grosvenor Portal, more commonly referred to as the Rabbit Hole, but what is it really? What does it mean to the British Empire? To

properly understand both the Rabbit Hole and its effect upon both our world and the new, careful consideration of the background to these events is required. Permit me to start with a few entries from the diary of the late Professor Oswald Grosvenor, to which I have been granted access by the kind permission of Her Majesty's Bureau of Scientific Intelligence and the gracious intervention of the Home Secretary. We mere mortals may never understand the Professor's thinking – indeed, many of his peers remain baffled by his work – but perhaps we may gain an inkling of his motivations. Certainly, anyone who has questioned the Professor's faith may find evidence within these entries that he never once sought to displace our Lord from the pinnacle of creation, but instead, like so many other scholars in Christendom, sought to draw closer to understanding the miracle of Creation.

From Oswald Grosvenor's Diary. Monday 4th January 1875.

A rather sleepless night. Some echoes of Reverend Green's fine sermon from yesterday morning have been reverberating around my mind, agitating me to a state of constant wakefulness. If Angels truly be His messengers, have I inadvertently stumbled upon access to their realm and hence to The Lord himself?

Little did I think when studying the extraordinary research of Faraday, Thomson and that French fellow that by combining their thoughts and then rethinking them from the base level I could happen upon something so momentous!

From Oswald Grosvenor's Diary. Wednesday 20th January 1875.

This afternoon I set up the apparatus once more, in the exact same configuration. The effect on this occasion lasted almost four seconds. I could not discern any movement, but again I had the distinct feeling that I was privy to events not of this earth. If I could find a way to apply more power I am certain that the result would prove most useful. Surely if I continue, I will witness them again.

From an interview with Stephen Bellamy concerning events of Thursday 18th February 1875.

The Antipholus had docked that morning, carrying an exceptionally fine cargo which would sell at the very top rate - a celebration with friends seemed the order of the day!

I called round at Oswald's, as he had been absent from the club those past few weeks. Upon enquiring, however, nobody seemed to have seen him. I was admitted by his young assistant Henry, who assured me that my absentee friend was not deceased as I wryly implied, but had merely been extremely busy. So busy had he in fact been that he had barely vacated his laboratory of late.

Oswald seemed delighted to see me, but I was rather taken aback by his disheveled appearance. I commented that if he was determined to remain a bachelor for the remainder of his days then he had struck upon the perfect fashion!

The basement room was a jumbled mess of steel rods and coils and such a confusion of cords that it seemed they had spilled from some giant Italian's dinner plate. I asked what in the Lord's name he was doing, and he summoned me stand with him on a thick rubber mat near a vacant area at the centre of this array. He pointed at the space before us and bade me watch. I replied with confusion, as there was nothing special to see, but he swiftly silenced me and pulled on some brass handles that were arranged upon a large cabinet at his side.

The air around us seemed to vibrate and I became aware of a constant humming of a low register. There were sparkings and flashes amongst the metalwork, and just as I was considering a hasty retreat, the air before us began to shimmer and became opaque.

Suddenly, as if someone had wiped a cloth across a misted window, the air cleared once more, but what I saw in its wake was no longer Oswald's untidy room, but a disarming vista of rolling green grass, with the suggestion of mountains in the far distance. Oswald became extremely excited, crying "you see them, you see them!" Two human-like figures had appeared from the left in the middle-distance. Their movement was not that of any man, however; they were flying with large, graceful wings. I was dumbstruck. Almost as soon as it had begun, however - the hills, the mountains, the creatures - began to dissipate, and shrank away to a fine point.

I remember remarking "Good God man, what was that?" and Oswald replying "Not God Himself, but it is my belief that you just witnessed two of His angels. Surely that must be the Elysium Fields of Heaven; have you ever seen a land so beautiful?" It seems that Oswald had spoken to several spiritualists, and his conviction that he had discovered a means to connect with the afterlife had become an unshakeable belief.

I trust my eyes as much as the next man and I know what I saw, but I cannot rationalise it.

This was some sort of scientific experiment, but to me it may as well have been magic.

Oswald kept shaking my hand and babbling about his theories. I withdrew my flask and, with rather trembling hands, took a large swig of the good stuff.

Oswald would not come with me to the club so I left him calling for Henry to find more copper filaments.

Twenty-five years after the great Crystal Exhibition of 1851, when the world gathered to marvel at the achievements of the British Empire, the Queen formally opened the gates to the next generation of technological wonders. Commencing on the first of May, 1876, the Silver Exhibition set forth before the eyes of the world all of the advances of the past quarter century. The wheelchair-bound Prince Albert, owing his life to British medical science after a coach wreck and subsequent illness twenty years previously, had spent two decades carrying forward the royal commands and monetary support that the Queen had originated in her desperation to save her husband. The results put the United Kingdom multiple steps ahead of the rest of the world in the fields of medicine, manufacturing, chemistry, agriculture, and the new science of electricity.

In the latter study, no scientist had won more acclaim that Professor Oswald Grosvenor. Many of his fellows openly admitted that they barely understood most of his work, being so far advanced beyond their own. No less of a light than Charles Darwin said of him, "his brain seems to function in an altogether different fashion from his fellows... I suspect that there is nobody alive who could honestly follow his train of thought." Grosvenor approached the Exhibition Committee in September of 1875, with a request to perform a demonstration of – well, the Committee wasn't quite sure what it was he intended to demonstrate, but it all sounded so very impressive.

The Parade Ground at Hyde Park, directly across the Serpentine from the Crystal Palace, was originally proposed but members of the Committee raised concerns about the safety of the equipment involved. Prince Albert, a great admirer of the Professor's work, intervened, and offered the open space between the Royal Naval College and Flamsteed House in Greenwich Park. The Committee agreed with His Royal Highness, seeing that the proposed location was far enough from the City proper for safety, but close enough for a day's trip for the demonstration. Professor

Grosvenor likewise agreed, saying that the proximity to the Royal Observatory and the Greenwich Meridian both would be auspicious. As it turned out, the power requirements alone pushed the demonstration off by a full month, what with all the extra cable that had to be laid to the site.

Thus, on the first of June 1876, after the crowds attending the Silver Exhibition had watched men unloading and setting up vast amounts of equipment, some of it mystifying and other bits frankly terrifying, the spinning discs up on metal poles somehow reminiscent of Mrs. Shelley's novel, Professor Grosvenor began the grand experiment that was to so change the world. The apparatus sparked and crackled, a tension slowly built in the air – and that was it. For the entire day, nothing more happened. Oh, men ran about and checked dials and threw levers and adjusted knobs, and an ominous hum began to build, like the world's largest basso profundo warming up for his solo, but of the promised miracle there was no sign. Nor was there the day after, nor the day after that, and the crowd moved on to other, more immediate amusements.

The morning of the sixth of June dawned grey, the sky leaden and ruddy. Sailors at the Docklands expressed misgivings to their superiors, who watched the glass falling and ordered delays in casting off. At the Silver Exhibition, parasols gave way to umbrellas as rain threatened, but the spirits of the crowd continued undampened. At the Grosvenor apparatus, a small group of lesser dignitaries and military officers had gathered, as the Professor had guaranteed that the power build-up was finally sufficient to "open a window and see into the next world". Bets as to whether the apparatus would actually do anything at all, or explode in a spectacular fireworks show, were being laid on at approximately equal returns. None of the bets included the possibility that Nature, in the form of the gathering thunderstorm, might intervene.

At 15:02 Greenwich Mean Time, two minutes after Professor Grosvenor gave the order to engage the final phase, with the apparatus ramping up to a tooth-aching whine, lightning struck the central pylon. The flash blinded the onlookers. The shockwave bowled them over like ninepins. Military officers present at the event later expressed surprise to be still alive to take cover, as an explosion of that magnitude normally shredded anyone nearby like cabbage for slaw. No shrapnel flew from the apparatus; quite the reverse, as it turned out. The blast wave demolished several nearby kiosks, resulting in the only death among the spectators, that of a young boy who had been selling apples.

What follows is a transcript of the Grosvenor Recording. This text has been reproduced in the popular press often enough that every schoolboy could recite it, but it bears inclusion here as being the only account of the events transcribed at the time of the occurrence. The American inventor Thomas Edison's new phonograph, a device that records and plays back sound, had been admitted to the Silver Exhibition, nominally a display of British technological prowess, on the condition that the device was put to use by the Exhibition staff, recording the sounds of the event and descriptions dictated by journalists from the more respectable Fleet Street establishments. Mr. Henry Jarvis of the Standard, noted for his front-line work in the Standard's exemplary coverage of the Franco-Prussian War, had been assigned to document Professor Grosvenor's efforts.

""Good afternoon and welcome to the Silver Exhibition. I am Henry Jarvis of the London Standard. This series of sound recordings is being produced on the new Edison phonograph under the auspices of the British Museum and the Office of Scientific Development, under the direction of His Royal Highness Prince Albert. Herein we have captured the sounds and events of the Exhibition for posterity, and for the enlightenment of those who were not able to attend.

"Today is the sixth of June, in the year of our Lord 1876, the thirty-eighth year of the reign of Victoria, God save the Queen. We are present at Greenwich Park, midway between the Royal Observatory, the centre of all time, and the Royal Naval College, home of the fleet that commands all the oceans of the world. Here, Professor Oswald Grosvenor promises today to, so he says, "open a window and see into the next world".

We have watched over the past five days as his men have brought in and set up a bewildering array of electrical devices, things that somehow put one in mind of Mrs. Shelley's novel. The deep hum that you can hear behind my voice comes from the Professor's equipment, which we are assured will produce more than sparks this day.

"The weather does not appear to be ready to cooperate with a large outdoor scientific demonstration. The day turned up dull and overcast, with a falling glass. We have seen more umbrellas here at the Exhibition ground today than parasols. The spirits of the crowd, however, remain undampened, as they come here in droves to marvel at the technological advances of the past twenty-five years.

"I am here with a number of dignitaries and military officers, in the shadow of the reviewing stand. Beside me is Lieutenant Stephen Barratt of Her Majesty's Horse Guards and his fiancee, Miss Eugenie Walker. Perhaps the two of you could make a few observations as to what you are witnessing?"

*"Um, right, *throat clearing*. We actually hadn't planned to attend the demonstration, really. My fiancee and I were promenading in the area when the noise attracted our attention. All those crackles and pops. They're still carrying on, well, of course you can hear it, but there's a lot of sparks – "*

"Quite a lot, really, it's nearly dreadful."

"Indeed, Eugenie, and given the rushing to and fro of the men operating the equipment, it's probably better for our safety if we were to retire to a safer distance. Excuse us, won't you."

"Of course. By my watch, it's just past three in the afternoon. That dreadful whine seems to be presaging something - "

<Here the needle skips.>

"Dear God in Heaven, was that lightning?"

<Again, the needle skips, followed by confused shouting, calls for help, and sounds of breaking wood and falling objects.>

"It's all gone dark! I can't see! Am I blind?"

<The needle skips a third time.>

"He's gone! It's all gone! What in the name of the Lord Almighty is that?"

<The cylinder runs out in a flurry of police whistles, shouted commands, the arrival of a fire brigade, and further cries for assistance.>"

As men from the fire brigade rushed to the aid of the injured, and the police tried to prevent the Exhibition's crowd from surging toward the scene as the curious mob always does, all were struck by one immediate fact: the apparatus was gone. Not a trace remained of the multiple tons of equipment, nor of the men who had been operating it, nor of Professor Grosvenor.

At the demonstration site stood a grey disk, a hundred feet across, partially buried in the ground. Initial examination proved it to have razor sharp edges, little if any apparent thickness, and a slick feel to its surface. Anything pressed up against it simply slid off, without leaving a mark. After the first ricochet, anyone attempting to test the disk with gunfire was immediately stopped.

The military moved in by nightfall and cordoned off the area. Every scientific mind within a day's travel was summoned. The Queen herself demanded to know what had happened, and whether this represented any threat to her empire. She held a personal stake in the event, after all, it having taken place on Crown land.

From The Times. Friday 9th June 1876
Strict Cordon at Greenwich Park
"The Greenwich Park Anomaly continues to confound the experts. The massive airborne disc appears to be truly two dimensional and when viewed dead on from the side does not even exist. Since it came into being this Tuesday past, the general dimensions and prospect have not changed but the area has been cordoned off to prevent further possibility of injury to the public. The nature of the surface is very strange and any object thrown at it is flung off in an apparently random manner."

Nothing came of the examinations. The Grosvenor Anomaly, as the authorities called it, lacking the imagination and florid turn of phrase of the popular press, resisted most attempts at definition. All that could be said about it for certain were its physical dimensions. The Anomaly was perfectly circular, with its center nine feet above the ground, at the former location of the tip of the central pylon of Grosvenor's apparatus. Its radius was approximately fifty feet. While it stood perfectly vertical, as determined with a plumb bob by the end of its first day in the world, its orientation was seventeen and a half degrees counter-clockwise from true north-south. Nothing could be clearly seen through it from either side, although from one side but not the other, the dim impression of shadows could be made out, shadows that had nothing to do with what was actually on the far side.

From Notes by Professor Sir James Williams. Monday 16th October 1876
There has been a gradual change to the anomaly. The centre seems to have cleared somewhat and upon observing this for the last several days I noted that this area lightened and darkened on a more or less regular cycle. I cannot help but make the connection, rightly or wrongly, that I am witnessing day and night. This is only on one side; the other remains unchanged. I know that the esteemed Professor Grosvenor was attempting to open a window onto some other world, and I am also well aware that I was at the forefront of those saying that he had lost his mind but I am beginning to think, despite my better judgement, that he was not so unbalanced after all. I wonder should I step down from my position as chief scientist here and call upon Mr. Jules Verne to take my place!

Over the next year, the Anomaly stubbornly resisted all further attempts at understanding its nature. Scientists from the Continent and from America examined it. At one point, a Chinese man in fancy dress performed some sort of elaborate ritual before the Anomaly, to no effect other than wild speculation by journalists as to what he was doing and a flat denial by the government that he had any sort of permission or authority to have been there in the first place. The Anomaly itself quietly went from opaque grey to translucent, showing from one side but not the other a brightening and darkening that roughly corresponded with sunrise and sunset. The shadows gained definition, began to suggest a view of another land, hills, trees, and birds. More and more, the mist cleared,

until the Anomaly became a window into some distant place. Could it be in the Americas? The trees didn't look right to military men who'd been to the Balkans, Africa, or India.

From The Times. Monday 6th March 1877

Startling New Developments at Hyde Park

Several more top international scientists have arrived in London to study the Grosvenor Anomaly and it has been confirmed that the central section does indeed seem to display a view of an unknown territory. Scaffolding now covers both faces to allow scientists access to the whole area and a reporter and photographer from this newspaper have been granted special permission to cover developments.

The view is apparently like looking down a telescope the wrong way, or looking down a tunnel but with sides that swirl and shift in a most disconcerting manner which the photograph cannot portray. What is visible seems to be an area of desert or scrubland, but is it of this world? At present that question remains unanswered.

The window finally opened on the one year anniversary of its creation. At 15:02 Greenwich Mean Time, as close to the second as anyone could be certain of the moment when the storm struck the apparatus, a clear, bright snap was heard by the men on watch at the Anomaly, and a bird flew out from the other side. Before anyone could muster the wit to capture it or bring it down, the bird soared off into the sky and was gone, the first life to cross from the New World into ours lost forever. Probing of the Anomaly began again with a tremendous air of excitement. Finally, there was something to test.

From The Times. Thursday 7th June 1877

Artillery Reinforces Hyde Park after Tunnel Opens

Shocking developments today as two artillery batteries were positioned to cover the Grosvenor Anomaly. Officers stressed that this is merely a precaution and there is absolutely no cause for alarm.

The order was given overnight as a sudden change took place to the hitherto impassable surface of the structure. A flock of birds had been spotted at the far end causing much excitement as this was the first sign of life to have been witnessed, but suddenly they headed straight towards the observers and into the 'tunnel'. Most were sucked into the swirling vortex and vanished but one came straight through and burst out into the London air where it flew away.

The surface was tested with a scaffolding pole and proved to now be passable. Amidst fears of other invaders attempting to come through the artillery and three additional platoons of riflemen were ordered into position. Guards Captain William Berry reminded Londoners that anything attempting to gain access would have to answer to the greatest army in the world.

Sending a man into the Anomaly turned out to be rather a bad idea. While the disk appeared to have no thickness at all from the outside, within it ran for several yards; a tunnel with strange, disorienting walls and a foul atmosphere that was nearly fatal for the first scout. Fortunately, a safety line had been rigged, and the man was pulled to safety before he succumbed. Further exploration was done with diving suits, air pumped in to the explorers through rubber hoses. Steel helmets protected against the bad air, but not against the disorientation of passage through the tunnel. Lead

foil proved to be somewhat effective, but made the already-heavy diving suits nearly impossible to maneuver. Air samples taken by long pole proved, thankfully, to be breathable, if the far end could just be reached with less effort.

From Notes by Professor Sir James Williams. Thursday 14th December 1876

In the whole of scientific discovery I can think of nothing to compare to this. We have a connection to an entire different world and I can in no way understand how. I am at a loss. If only Professor Grosvenor was here but nothing has been found of his earthly remains and I am personally of the opinion that he was sucked into the vortex as it formed. My colleagues and I have pored over his notes but they mean little to us. Much of his knowledge must have been kept in his head and not transcribed which is dreadfully unorthodox but he clearly was a totally unorthodox, though brilliant scientist.

There now seems to be some kind of gossamer thin skin over the 'front' of the portal (the 'back' is as resilient as ever) which in no way prohibits transit. We have carefully probed through and taken air samples at intervals. The atmosphere within varies constantly but is never less than extremely toxic.

The distance to the other end of the vortex is some several yards but we have managed to reach right across with a steel tube cantilevered out from the scaffold. In this fashion we devised a method of taking an air sample from the other end and that proved to be almost identical to our atmosphere.

I had at first assumed that this other world was merely an undiscovered part of our own, possibly in central Africa, but on viewing what has been visible of the night sky, the star systems are unrecognisable and there is more than one moon in evidence.

I am of the belief that the only chance of making headway is to somehow send an expedition across. This entire affair becomes more like one of those popular scientific romances at every turn. An expedition will be very dangerous. We have found by experimenting that anything that comes into too close a proximity with the 'sides' will be sucked through them and presumably destroyed. Our engineers are at present finishing a platform that can be fed through to the far side, and protective suits for the party to wear. I feel that I should personally lead this exploratory group but I admit to being terrified at the prospect. I am a scientist, not an adventurer.

From The Times. Tuesday 19th December 1876

Williams in Wonderland

Professor Sir James Williams, head of the scientific team at Greenwich, is to head an exploratory mission through what has commonly become known as 'the rabbit hole'. Lewis Carroll himself visited the site yesterday and announced that no, this was not quite what he had in mind in his books. He signed a copy of his newly published The Hunting of the Snark for Sir James as a good luck present.

The expedition will make an attempt early in the new year, providing more tests on the durability of the hole prove satisfactory.

Various religious groups have been speaking out about current events, taking a wide range of differing opinions. Archibald Tait, Archbishop of Canterbury, said that he did not know what lay through the gateway, but was certain that it too had been created by Almighty God in his infinite wisdom.

Finally, a team of engineers pushed a lead-lined steel tube through, and created a passage safe from both the mental effects and the bad air of the tunnel. Thus the first party arrived in the New World, for such it appeared to be. The team had been selected to represent all factions of Her Majesty's armed forces, and the naval officer, once the sun had set, had only to look up to be certain that the stars matched no constellations charted by the Admiralty. The land was fertile, though, and the water sweet, and while the plants and wildlife were unfamiliar, their edibility was easy enough to determine. Queen Victoria had inherited a new land to add to her crown, already heavy with titles.

From Notes by Professor Sir James Williams. Friday 22nd December 1876.

The engineers have constructed a sturdy platform which cantilevers out some three yards into the abyss. Corporal Hughes of the Guards was the first volunteer to cross the membrane. Clad in an adapted deep water diving suit, he stepped into the anomaly and stood for some ninety seconds looking around him. He began to stagger in a rather distressed fashion so was immediately guided back with the aid of a line attached to his suit. His health seems to have not suffered but he claims that the experience of being within the vortex is extremely disorienting and unnerving. Subsequent attempts by other members of the team have had similar results. It seems the longer the exposure, the more heightened the feelings of confusion and nausea. The crew now remark that suffering from this condition is coming down with a case of 'the mad hatters'.

Today I donned a protective suit myself for the first time. It took me a fair while to become accustomed to breathing the pumped air and I found the smell most unwelcoming. I did my utmost to look confident before the men as I shuffled across the platform and out of this world. I was immediately hit by waves of nausea and almost fell to my knees. It is as if there is neither up nor down, left nor right and it took all my willpower to concentrate at all. It is going to prove very difficult for anyone to remain in this void for any protracted length of time. I think we shall have to commission some form of prefabricated 'tube' that can be forced through to the other side to shield travellers from the surrounding effects.

We will have the platform extended all the way to the other side by Christmas and I have informed Her Majesty that I, along with a carefully selected team, will make our crossing to the other world on New Years Day. It looks to be a New Year like no other!

Over the next two years the Rabbit Hole, as it came to be called in the press and ultimately by everyone, became the center of tremendous activity. Rail lines were built through a massive lead-lined steel casement, four tracks laid in so that trains could come and go at the same time, and have redundancy in case one line lost a tie. To either side, engineers also laid roads and walkways for those times when men must brave the passage on foot or in a steam coach.

Fort Alice grew on the far side of the Rabbit Hole, a name again foreordained by the effect of popular literature on the imagination of the British people. Natural hazards abounded, but those were to be expected in any new land. Military leaders expressed confidence that what couldn't be avoided could be burned out or pounded into nonexistence with cannon. The House of Lords, feeling that they'd solved the problem of the unemployed poor, began clearing out the workhouses and orphanages and sending laborers to the New World, which gained a new name among the poverty stricken: the House of No Return. It was then that the military ran into their first taste of resistance.



The reports were kept quiet only for as long as an intrepid reporter took to find an anonymous source in need of a few quid. Her Majesty's forces had engaged with an implacable enemy, one whose soldiers were already dead. Stinkers, the rank and file called them, corpses somehow made to get up and keep fighting, that could only be stopped by shots to the head and the heart both. These corpses included any bodies left behind at the scene of a battle. A mate lost and not recovered would turn up at the next conflict fighting for the enemy. It would be another five months before the public learned the name of the masters of these undead forces: the Samsut. Speculation ran rife as to who these people were, how they raised the dead to fight, but what they wanted was clear. They wanted our Empire out of their world, and were willing to battle beyond death to accomplish it.

Turning the other direction in their exploration, the Queen's forces ran into quite something else. One expected a wild land to have tribes of savages. One did not expect them to be lizard men. But here they were, a people perhaps descended from dinosaurs the way Mr. Darwin would have humans believe they descended from monkeys. Fortunately, these were more readily handled. The same tactics that had worked in America with its native people worked with the lizard men. A quick rescue of a besieged village at minimal cost to the troops, negotiations by cursory sign language, a few crates of foodstuffs, and a case of ancient black-powder blunderbusses, and one of the tribes turned against their rivals, fighting alongside the Queen's own. Once one tribe had been won over, another followed, and a third, and within a year, the military tailors were routinely stitching up uniforms to a decidedly different set of measurements.

And so, in the present day, Her Majesty's military holds the lands within five hundred miles in any direction of Fort Alice. Local allies have been found. A narrow isthmus connecting the lands around Fort Alice with the lands of the Samsut has brought the fight down to a slow grind, with neither side able to muster enough forces on the constrained battle ground for a decisive victory. The European nations are nipping at the heels of the United Kingdom, demanding access to the resources of the New World, and cannot be held off for much longer. Britain has had first crack. Now she must resort to diplomacy, taxation, and brinksmanship to make what profit she can. Now the adventure truly begins.



1879 PLAYERS GUIDE



Game Concepts

There is no education like adversity.

– Benjamin Disraeli

This chapter covers the basic ideas of *1879* – what the game world is like, and what a roleplaying game is, and how the CoreStep mechanic works. Game terms are defined, the tools required are discussed, and some initial descriptions of the game environment are provided.

A Brief History

The game world of *1879* diverges from our own at multiple points. Most importantly, Prince Albert survived the coach crash in 1860 due to Queen Victoria marshaling the scientific and medical expertise of the British Empire, fiercely determined that she would not lose her beloved consort. The Queen went on to create the Victoria Prize, a monetary and titular reward for advances in medicine, later expanded to all of science and technology. Prince Albert, initially from his wheelchair and later from a steam-powered walker, took up the cause of British progress and made it his life's work.

The Return of Magic

A few months after the Rabbit Hole opened, the first cases of Looking Glass Fever appeared in London. Within weeks, cases were documented all over the world. To date, nobody knows for certain what the infectious agent is, how the contagion is passed, or why some are affected and others are not. Those stricken may spend a few hours up to several days in the grip of fever and delirium, wracked with pain. Some of the afflicted die. Some recover and go on with their lives as if nothing had happened. A few are changed.

The Boojums, the altered survivors of LGF, fall into four general classifications, given names from mythology and popular literature due to physical resemblance to the stories. Elves stand taller than humans, more slender, less muscular, somewhat androgynous, with high cheekbones and elongated, pointed ears. Their almond-shaped eyes reflect like a cat's, and can see clearly in the dimmest of light. Dwarves are short and stocky, broad of shoulder and hip. The men grow heavy beards. Their eyes can see heat. This ability to know the temperature of a thing by sight comes in handy in technical careers. Snarks have tusks, the lower canines enlarging substantially during the LGF attack, and are generally larger than humans and considerably more muscular. Their body hair grows more profusely. Like elves, they can see in the dark. Trolls add ravenous hunger to their LGF symptoms, as they grow to eight feet in height or more. Their skin toughens, and bony deposits appear at random locations. Like snarks, their lower canines enlarge into tusks. They also sprout horns, generally two but occasionally one or three, usually similar to those of a ram but sometimes resembling an antelope or gazelle.

At the same time, the arcane practices that modern science had dismissed as primitive superstition proved themselves far too real. In the Gruv, the Saurids have shamans who can call up spirits, heal by laying on hands, and spit acid at their enemies. On Earth, secret societies that had kept alive ancient practices found them becoming more effective. New societies formed to study the phenomena. Multiple approaches to the arcane now exist, ranging from the ancient Egyptian practices of the Sons of Thoth to the hard rationality and scientific methods of the Galvanic Order, from the grab-and-throw military practicality of the Order of Britannia Victorious to the hard-won street magics of the Mumpers. How this newly available energy will interact with steam and electrical power, and how the cultures of Earth and the Gruv will adapt to incorporate boojums, magic, and advances in technology remain to be determined.

Technological Advances

Microsteam has made steam-coaches feasible, but horses and oxen still find widespread employment as a cheaper alternative. Compressed air and water pressure power many devices, from hand tools to elevators to kitchen appliances. A vast number of one-off inventions have been presented and discarded as clever but impractical, or impossible to produce cheaply on a large scale. Sometimes these devices find their way into the hands of heroes or villains, but not into common use. In a world where the assembly line is only fifty years old and not yet widely adopted, where the Jacquard loom automated textile production less than eighty years previously, and where finished goods are mostly still handmade, advanced technology remains prohibitively expensive. There is no gadgetry for its own sake outside the laboratory of a weird science inventor.

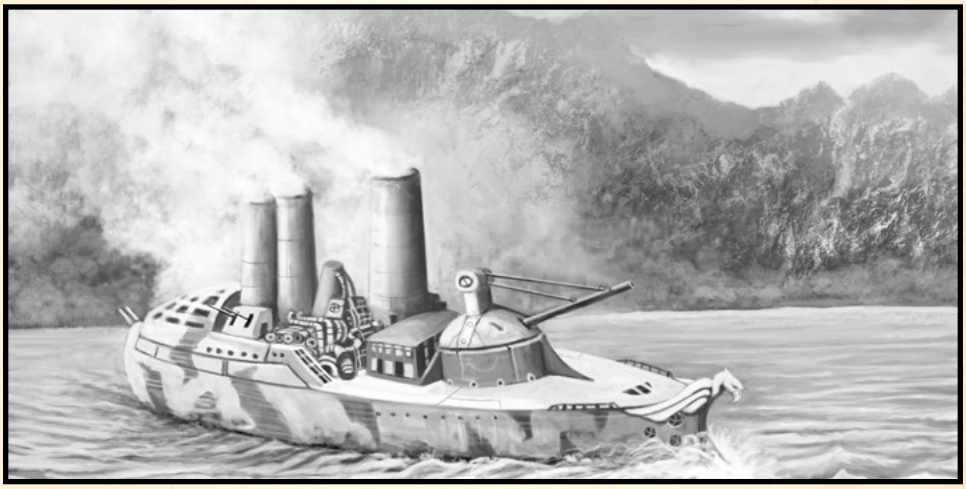
While some rifles still use muzzle-loaded paper cartridges, breech-loading guns and brass cartridges have been adopted in most of the world's militaries. Expert marksmen in key military positions may be issued Gehrlaus, or gyrocket, rounds, requiring specialized firearms but achieving considerable range with a flat trajectory. Repeating rifles have been in use since the American Civil War, but are expensive, and there is the installed-base problem. As well, military doctrine holds that soldiers equipped with repeating rifles tend to waste ammunition, with field experience supporting that view. Trying to switch to the Spencer repeating rifle or similar model would require tremendous expense for the conversion not only of guns and tactics but of ramping up ammunition production as well. The disruption, in the middle of a war, is regarded as intolerable by the high command, although the pressures of battle may soon force the change, as the advantage of repeating weapons simply cannot be ignored much longer. Progress happens in fits and starts, not smoothly.

Exploration and War

The Gruv remains mostly unexplored, despite having many settlements and forts. The creatures of the new world tend to be large, carnivorous, and aggressive. The plants are worse. New rules have to be learned – travel at night, avoid tangled vines, watch out for dangers underfoot. Some of the Saurid tribes are relatively friendly, but even the most accommodating do not take kindly to encroachment on their lands.

The Samsut are another situation entirely. No accommodation has been reached, and none is currently sought. The Anglican and Catholic Churches, the imams of the Muslims, the rabbis of the Jews, and the priests of the Hindus have all condemned the Samsut practice of using their dead as tools of industry and war, desecrating the corpses by installing batteries and control modules instead of properly and respectfully disposing of them by burial or cremation. The Samsut speak of something they call the Balance, but language and martial barriers preclude understanding, not that most Earth people are interested.

Heroes are needed to fill in the blank areas on the maps, to negotiate with the friendly Saurids and battle the unfriendly ones, and to assist the military in defeating the Samsut and putting an end to their vile practices. Here there be dragons, or at least dinosaurs. Men and women of steel and grit are required.



What is a Roleplaying Game?

Everyone has read a book or seen a movie where the protagonist does something so utterly wrong that the reader or viewer wants to shout a warning to the character. But no warning from the audience can keep that character from doing what the plot demands, no matter how much trouble it lands him in. The readers and viewers can't change the character's behavior; we're just along for the ride. A roleplaying game turns this situation on its ear. In a roleplaying game, the players control the actions, or play the roles, of their characters, and respond as they wish to the events of the plot. If the player doesn't want his character to go through a door, the character won't. If the player thinks his character can talk himself out of a tight situation rather than resorting to that trusty sword,

he can talk away. The plot of a roleplaying game is flexible, ultimately based on the decisions the players make for their characters.

In roleplaying, stories (the adventures) evolve much as they do in a movie or book, but within the flexible story line created by the Gamemaster, or GM. The story outlines what might happen at certain times or in reaction to other events. The story remains an outline, with few concrete events, until the players become involved. When that happens, the adventure can become a drama as riveting as that great movie you saw last week or the book you stayed up all night to finish.

Though the players all contribute to the story, creating it as they play, the GM creates the overall outline and controls events. The GM keeps track of what happens and when, describes events as they occur so that the players (as characters) can react to them, keeps track of other characters in the game (referred to as Gamemaster characters or GMCs), and uses the CoreStep game mechanics to resolve the players' attempts to take action. The GM describes the world as the characters see it, functioning as their eyes, ears, and other senses.

Gamemastering takes both skill and practice to master, but the thrill of creating an adventure that engages the other players, tests both their gaming skills and the characters' skills in the game world, and captures the players' imaginations makes the Gamemaster's job worthwhile. While there are many published game supplements and adventures to aid the GM, talented GMs always adapt the game world to suit their own and their players' style.

A roleplaying game offers its players a level of challenge and personal involvement unmatched by any other type of game. Because the players and GM create the adventures they play, what happens in the course of a roleplaying game is limited only by your imagination.

The game is not a contest between the players and the GM, however. The GM may control all the bad guys, but should work with the players to build and experience a tense, exciting adventure.



How to Use This Book

The Player's and Gamemaster's Guides contain all of the rules you will ever need to run an *1879* game. Since most roleplaying games are played as ongoing campaigns, these books provide everything required for years of play. Advanced rules, high-Tier opponents, extraordinary spells—you name it, you'll probably find it in one of these books. However, you only need to be familiar with

a fraction of the material in order to get started. The best advice we can give beginning players and Gamemasters is this: only use the rules you need. You can safely ignore everything else. Optional rules, for instance, can be integrated later when you are more comfortable with the game.

While you might want to read both books from cover to cover, you will soon realize how boring it can be to read hundreds of talent descriptions at a sitting (something your brain might just take serious umbrage at being subjected to). You don't need to memorize everything. Instead, focus on remembering where to find the information you need. A comprehensive Contents and Index are included in each book to help you find things quickly. The Appendices should prove useful as a quick reference to the abilities and spells found in this tome.

In addition, this chapter summarizes a number of basic rules and game mechanics that are covered in detail in later chapters. Armed with this knowledge, you should be in a good position to quickly get up to speed with the *1879* game and thus get your first game running as soon as possible. Welcome aboard!

Optional Rules

By design, the CoreStep system is extremely flexible. This means there are many places where more complex rules can be used for those who like more detail in their games. Throughout this book you will find sections presented as optional rules. The Rule of Three on pg.30 is an example of an optional rule.

Optional rules are intended to be used only where the GM and players feel that they add to the overall playing experience. This normally requires trying the rule out for a while to see if it suits the group's playing style. We have endeavored to present a number of different rule options, but they are by no means the only ones available.

Game Terms

This section defines a few words that have special meaning in roleplaying games. You'll need to know these in order to get any further in this book. If you're already familiar with roleplaying games, feel free to skip over this section.

Player: Anybody involved in playing the game, although usually referring to a person who has a single character in the ongoing story. Players take on the roles of their characters and play them out in dialogue, describing their actions, and rolling dice to see if their actions succeed or fail.

Gamemaster: The player who oversees the story, much like the stage manager or director of an improvisational acting troupe. The Gamemaster, or GM, sets up the situation the characters find themselves in, describing what's around them and what's happening, then helps resolve actions and plays all the walk-on speaking parts.

Session: A length of time spent playing the game. Think of a session as an episode of a TV show, or an issue of a comic book. Just like it may take several episodes or issues to resolve a story, the game may take several sessions.

Character: The role in the game world that the player takes on; one of the heroes in the story. The character is described both by the player, in terms of appearance and personality and history, and by the character sheet, which has numbers quantifying the character's abilities. These numbers help determine the dice rolls when actions are taken.

GMC: A Gamemaster Character, one of the walk-on speaking parts played by the GM. GMCs have supporting roles. The player characters are the stars of the story.

Adventure Points: The Gamemaster awards Adventure Points after each gaming session. Your character uses Adventure Points earned through successful adventuring to increase the Ranks of your character's Skills, to gain new Skills, and to increase other abilities. Your character gains Adventure

Points based on how well he/she performed during the gaming session, but based also on how well you, as a player, roleplayed your character. See the **Character Advancement** chapter (pg.259) for more information on how to use Adventure Points to improve your character's Skills, and how the accumulation of Adventure Points affects those who come into contact with the character, in person or by reputation.

Attributes: Numbers that determine the basic capabilities of the character. In *1879*, these are Dexterity, Strength, Toughness, Perception, Willpower, and Charisma. While the meanings of these are pretty obvious, we'll explain them in more depth, including how they work in game, in the Character Creation chapter (pg.61).

Profession: The career path of a character, which determines their Skills and special abilities. Characters are not restricted to the Skills of their Profession, but must put their primary focus on those Skills, and gain benefits when using them.

Skills: These represent expertise in various fields that your character has gained, knowledge gained the old-fashioned way through training and experience. You'll have to accumulate hours in each Skill before you can buy it up using your Adventure Points.

Rank: The number attached to a Skill that tells you how good the character is with it. Skill Ranks work on a geometric progression, so advancing from Rank 1 to Rank 2 is not as big a step as advancing from Rank 2 to Rank 3.

Professional Rank: The number that describes how advanced the character is along their career path. Increases in Professional Rank bring the character expanded abilities and the opportunity to learn more Skills. When Professional Rank advances far enough, the character can advance in Tier.

Tier: The stage of progress along the character's career path. Characters normally start out as Initiates, with a Professional Rank of 1. At 2, they can advance to the Novice Tier, and gain the opportunity to learn more Skills. At a Professional Rank of 5, they advance to Journeyman, and gain not only more Skills but special abilities based on their Profession. Advancement beyond, to the Warden and Master Tiers, is dealt with in the *1879* Companion.

Test: Rolling dice against a Target Number (TN) to see if an action is successful. Tests are normally in the form of <Attribute/Skill> (<TN>) Test, where the Attribute or Skill that determines the dice to be rolled comes first, with the Target Number in parentheses. For example, a Dexterity (6) Test requires you to roll the dice determined by your Dexterity Attribute against a Target Number of 6. If you roll a 6 or better, you will succeed in the Test.

Characters

Central to the game are the characters the players create. These characters are the stars of the movie, the lead roles in the series, the central figures that the story is built around. They may be explorers, or diplomats, or professional criminals, or spies, or serve in the military. What's important is that they take risks. They dare to attempt great things. They may fail, but at least they will have tried, and it is better to try and fail than to have stood idly by and just watched events occur.

The players and the Gamemaster should work together to create characters and a storyline that fit together. If the players have ideas for their characters that don't work well as a team, they may have difficulty accomplishing anything in the story. If the Gamemaster has an idea for a plotline, but it doesn't fit the team the players are building, the story isn't going to work. Players and Gamemaster should decide together at the start what sort of characters they want to play, what kind of story they want to tell, and how to build characters and a story that will work well together.

That being said, let's have a look at the character types that *1879* provides as archetypes. Your campaign is not limited to these sorts of characters – you can always build your own – but we've done the work for you putting together these concepts and building the game mechanics for

them. Some of the Professions have Variants, subtypes that have similar Skill progressions but a somewhat different outlook. We'll explore these more in the **Character Creation** chapter (pg.61).

Profession

Many types of heroes are needed in *1879*. Here's a brief overview of the sorts you might play. By no means should you feel limited by this selection. If you have a character idea that makes sense in the context of the game world, put the CoreStep mechanics to work and build it.

Airship Pilot: Handling a Gifford requires more than a steady hand and a good head for heights. A pilot has to be able to make repairs both on the ground and in the air, needs a good working knowledge of weather and steam engines and electricity, and has to be able to handle dangerous chemical equipment to generate the hydrogen that fills the gasbag. Insult his mother if you have to, but never say a word against his airship.

Aristocrat: Well, someone has to pay for all of this, and see to it that the effort is led properly, don't they? Noble blood brings obligations, not the least of which is leadership. And if negotiations are required, well, someone who has been raised properly and knows how to be diplomatic will be invaluable.

Big Game Hunter: Bother the lions and tigers and bears, there's dinosaurs and giant armor-plated bugs in the Gruv! He'll need an entire new trophy room built. A crack shot and a dab hand at tracking, the Big Game Hunter brings useful skills as well as bluster.

Brassman: Clever with his hands, the Brassman makes and repairs devices, steam, clockwork, electrical, providing other heroes with the gadgetry they need. He's also good with a lock or a power system. You need a door open? A boiler fired up and an engine set in motion? Talk to your Brassman. If he's good enough, he might be called a Guppy, after Sarah Guppy, an amazingly inventive woman who after her death was recognized as the first Brassman.

Byron: The Analytical Engine is the beating heart of business. The Byron is the heart surgeon. Given a half hour and access to the firm's Engine, the Byron can route a farthing of every transaction to a private account in Switzerland, or reveal the second set of accounting books that describe the firm's misdeeds. Engines aren't used just in commerce, either. They run the lighthouses, the moving signage in Piccadilly, and the alarms in the toff's mansion. This is the Nineteenth Century. Sooner or later, you're going to need someone who knows how to read punchcards.

Cowboy: From the American West or the South African veldt, the South American pampas or the plains of the Gruv, the Cowboy can ride, shoot, rope, and fight, and knows animals better than you might think. She can pick off a sabertooth with her rifle from the back of a galloping harpy, or route a stampeding herd through an enemy camp.

Doctor: Hold this and keep it tight. I'll have the bleeding stopped in a moment. Got yourself ripped up proper, didn't you? Caught some God-awful disease out in the bush? Should have had me with you. I might have spotted that poisonous plant before you touched it, kept your fingers from rotting off. Next time, make sure you have a Doctor in your expedition party. Stop squirming, it's just a needle and thread.

Dodger: Sometimes a lighterman, the bloke what goes in by the skylight, sometimes a footpad, the bloke what lifts your wallet at knifepoint by the alley, sometimes the bloke you need to get into the locked warehouse where you think the evidence of treason might be hid, the Dodger makes his living from his wits, he does. Don't go puttin' on your fancy airs around him. He's a proper craftsman, he is, and the fact you need him says loads about the worth of your fancy morals, now don't it?

Explorer: There's blank spots on the map. They must be filled. There's plants and animals to discover and name. There's swamps to slog through, mountains to climb, rivers to cross. Adventure and the unknown beckon. The Explorer has the skills to get into previously unknown places, find out what's there, and bring back the report to the Society.

Fiddler: A bold fellow, the Fiddler comes in by the front door, charms your employees, and strolls off with what he wanted, leaving you to figure out days later that you've been had. He gets himself hired with well-forged references, and fiddles the books, doing with pen and paper what the Byron does with cogs and pegs. He lets in the Dodgers by the service entrance, having been such a nice fellow and volunteering to work late. After he shakes your hand, count your fingers.

Investigator: Someone has to find out what happened. Someone has to dig through the trash, find the murder weapon, and solve the crime. Someone has to catch the cheating spouse in the act. Someone is going to need a large bottle of whiskey at the end of their day, after dealing with the worst of human behavior.

Journalist: The public has a right to know. You have a need to sell newspapers. It's not enough to dig up the truth. You have to write it down well enough that people are willing to pay to read it. Yes, writing as a profession is a hugely arrogant pursuit, and people will accuse you of being far too self-important, but you have a talent for saying things, and people really should pay you to say them.

Mage: There are powers in the world beyond the understanding of science. This has been proven, and will be proven again if need be. The student of the arcane can tap into these powers, and perform what a less enlightened society might call miracles. Of course, the path to these powers is complex, and restricted to those willing to commit to long study and the utmost discretion. Secrecy protects the public as well as the Mage. Some things are best known only by the experts.

Medium: Gifted, or perhaps cursed, with sensitivities far beyond those of ordinary people, the Medium can read a person's thoughts, know the history of an object just by touching it, and speak with the dead on behalf of the living. This does not make for a comfortable life, as the Medium's abilities are often beyond conscious control, sometimes available, sometimes not, and sometimes activating at the most inopportune of moments. Cards? Crystal balls? Those are just props. The power is in the Medium.

Military Officer: Commissions don't just fall out of the sky, you know. One must earn their place, through rigorous training, proper breeding, and staunch support of the government. It's not enough to be able to ride, and shoot, and fight well with a saber. One must know the proper etiquette for table and for dealing with enemy officers. One must be able to command, to inspire, and when necessary, to sacrifice men for the greater good. One must be not only a warrior, but a gentleman.

Pioneer: Every expedition into the wild needs a woodsman, someone savvy in the ways of the land. Who better than a man who's dedicated his life to carving a home out of the wilderness? Not only able to get around in the uncivilized part, but accustomed to living there, the Pioneer can build a shelter out of whatever's ready to hand, find food in the middle of a forest, and in a pinch, fight equally well with gun or axe.

Priest: Scoff if you like, but religion has real power now. Whatever the belief system of the Cult Priest, whether it's a mainstream faith like Christianity or Hinduism or an obscure one like Khemetic Orthodoxy or Mithraism, he's got the backing of the Divine. Banishing a destructive spirit? Healing your wounds? Purging evil with fire conjured out of nothing? He's got that covered.

Sailor: All the fancy machinery and navigational skill in the world won't get a ship from point A to point B without a hardy and reliable crew. Some ships still rely on the wind, and need hands that know how to tie a bowline and haul a sheet. Others take oilers and stokers to keep them going. Airships have to be balanced, and that means a lot of carrying and securing. The Sailor specializes in surface or air ships, working as a deckhand on the sea or in the sky. Without Sailors, an Airship Pilot is just somebody in fancy dress standing at a tiller.

Scientist: Knowledge is its own reward, although academic honors and the respect of one's peers are nice, yes. There are deep mysteries in the world, on Earth and in the Gruv and in the place in between that nobody wants to discuss. Delving into those mysteries establishes the principles by

which the Engineers come up with all those clever devices. Someone must do the foundational work before the clockworks can be built.

Shaman: From a race that still keeps to the most ancient of their people's ways, the Shaman occupies a position in tribal culture similar to that of the Priest in European civilization. Healer, teacher, and spiritual conduit, the Shaman creates medicines, passes on the wisdom of the elders to the young, and intercedes with the divine on behalf of the tribe. More than that though, the Shaman listens to the world of the spirit, and communes with its denizens. Speaking with the essences of the natural world and the spirits of long-dead tribal members, the Shaman gains knowledge of the world beyond what is visible in the merely physical.



Soldier: It's more than knowing which end of your rifle to point at the enemy. You got to be able to run, swim, climb, crawl, whatever it takes to get to where you got a shot. There's rules, not just on the battlefield but in the barracks, and you got to know when to follow 'em and when to break 'em. Ain't no glory out there, no matter what the officers say, just blood and smoke and pain, but if you get yourself and your platoon back alive, there's beer and bad food and a pay packet, and if you survive your enlistment, you might get some land out of it.

Tribal Warrior: Tribal Warriors come from cultures other than the European, and may be Saurid, Zulu, Maori, or any other tribal race. As an example, the Zulu Tribal Warrior: Raised in the ikhanda, the Zulu warrior has been trained since birth to handle assegai and shield. In recent years, the Martini-Henry, Spencer, and Gehrlaus rifles have been added to the arms carried and the tactics used. Tireless, stoic, fierce, loyal, and fearless, the Zulu warrior defeats the enemy simply by being present. Those who do not know the futility of taking up arms against the Zulu soon learn.

Weird Scientist: Oh, fine, you have someone who knows clockwork, and steam, and electricity. Do you have someone who understands etheric vibration? What about the applications of phlogisticated air? Does your clockwork expert really know what will happen if you pull that lever, or is he just guessing, with no real understanding of the trans-phenomenal principles involved? Hm?

The Character Sheet

We'll walk through the character sheet in the **Character Creation** chapter (pg.61). Basically, it's a form you fill out describing the character you're going to roleplay. You'll assign numbers for physical and mental abilities, such as Strength and Willpower. The character's Skills get recorded here, with numbers assigned to them to show how well versed the character is in each. The character sheet is also where you record your AP, or Adventure Points, which you'll use both to determine how famous your character is, and spend to advance your character's abilities. There's room on the sheet for equipment, tracking injuries taken and healing, and other useful information as well.

We suggest that you take notes during play, for all the stuff that won't fit on your character sheet, like the contacts you make, the favors you owe and are owed, and what happened in the course of your adventures. A notebook with a pocket in front where you can keep your character sheet works well for some players. Others put their character sheet in a transparent page protector, and put it in a three-ring binder with loose-leaf paper for notes. How you manage your character sheet and other record keeping is up to you – use what works best.



Steps and Dice

1879 uses a standard polyhedral dice set, meaning one each of a four-sided die (d4), six-sided die (d6), eight-sided die (d8), ten-sided die (d10), twelve-sided die (d12), and twenty-sided die (d20). When you're told what dice to roll, the abbreviations will be used. The number of dice of each kind will be added in front of the die type. For example, if you need to roll two six sided dice and one eight sided die, you'll be told to roll 2d6 + 1d8.

Almost all abilities are rated by **Rank** and **Step Numbers**. Rank is the measure of proficiency in a Skill. Rank is usually added to an Attribute Step to determine a total Step Number. The Step Number determines what **Action Dice** a player rolls to attempt an action, cast a spell, and so on. Action Dice are ordered on an increasing scale, and each level of this scale corresponds to a Step Number. The **Step/Action Dice Table** lists Step Numbers and their corresponding Action Dice.

Increasing or decreasing the Step Number changes the Action Dice rolled. Adding +1 Step to Step 10 puts you on Step 11, which resolves to D10+D8. Subtracting –2 Steps from Step 8 puts you on Step 6, which resolves to a D10 Action Die.

In *1879*, attributes, abilities, skills, and the like are presented as Step Number/Action Dice (for example Step 8/2D6).

Step/Action Dice Table

StepNumber	Action Dice	StepNumber	Action Dice
1	D4-2	21	D20+2D8
2	D4-1	22	D20+D10+D8
3	D4	23	D20+2D10
4	D6	24	D20+D12+D10
5	D8	25	D20+2D12
6	D10	26	D20+D12+2D6
7	D12	27	D20+D12+D8+D6
8	2D6	28	D20+D12+2D8
9	D8+D6	29	D20+D12+D10+D8
10	2D8	30	2D20+2D6
11	D10+D8	31	2D20+D8+D6
12	2D10	32	2D20+2D8
13	D12+D10	33	2D20+D10+D8
14	2D12	34	2D20+2D10
15	D12+2D6	35	2D20+D12+D10
16	D12+D8+D6	36	2D20+2D12
17	D12+2D8	37	2D20+D12+2D6
18	D12+D10+D8	38	2D20+D12+D8+D6
19	D20+2D6	39	2D20+D12+2D8
20	D20+D8+D6	40	2D20+D12+D10+D8

Tests

Whenever a character attempts to take an action such as casting a spell, stabbing an opponent with a bayonet, tracking a wild animal, or flirting with a barmaid, the player or Gamemaster rolls dice to determine the action's outcome. These dice rolls are called **Action Tests** (or just "**Tests**"). To make a Test, roll the appropriate Action Dice and add the individual die results together to determine the Test result.

In *1879*, the dice are open-ended high. This means that when you roll the highest possible number on an Action Die, you immediately get to roll another die of the same type, a **Bonus Die**. (In game parlance, this is called "rolling up"). Add the result of the Bonus Die roll to the result of any Action Dice already rolled to determine the final result. If you roll the maximum on a Bonus Die, you roll another Bonus Die of the same type. You can continue to roll up for as long as you continue to roll the maximum possible result for a die.

When you make a Test, you'll be told what to Test against. In the case of climbing a tree, you'd make a Climbing Skill Test. If you didn't have a Climbing Skill, you'd make a Dexterity Test. When you have to fall back to your Attributes because you don't have the required Skill, that's called a Default. Most Skills will have a Default. Those that require specialized knowledge or abilities to have any chance at all won't have a Default, and will tell you so.

Unopposed, Opposed, and Effect

Unopposed Tests are when you roll against a Target Number, or TN. This is a difficulty rating for what you're trying to accomplish. For example, if you're trying to climb a tree, the TN would only be a 5, but if you're trying to climb up a cliff face, the TN is going to be a 12, and you're not going to even have that much of a chance unless you have ropes and pitons.

Opposed Tests mean you're rolling against someone or something else, competing for success. This happens when you try to push a person to the ground, or hold back a door against a wild animal, or any other situation where you're pitting your character's abilities against active resistance. Both parties will roll dice, and the better roll wins. As an example, if your Strength gives you a d12, and your opponent's Strength gives him a d10, you roll 1d12 and he rolls 1d10 to see whether or not you push him down. If you roll an 8 and he rolls a 6, you shove him to the ground, but if you roll an 8 and he rolls a 9, he pushes you away and remains standing.

Sometimes the Test result simply represents a value, which is not compared against a Target Number. The most common examples of these Tests are Damage Tests, which determine the amount of damage inflicted on a target; Initiative Tests, which are used to find out who acts when and in what order during a combat round; and Recovery Tests, in which the die roll result equals the amount of damage healed. These types of Tests are collectively known as Effect Tests. Effect Test results can also determine the duration of a spell, a creature's Attribute values, the Target Number for Action Tests made by opponents, and so on.

Bonuses and Penalties

Test results may be modified by a bonus or a penalty, indicated in the rules where appropriate. The modifier is applied to the Step Number before the Action Dice are rolled. For example, a character using the Aggressive Attack combat option adds +3 Steps to their Attack and Damage steps. A character who is Harried subtracts –2 Steps from all of their Action Test Steps. Regardless of modifiers, the minimum Step Number is 1.

The Rule of Three

In *1879*, no Step may be modified by more than three sources. This prevents piling on bonuses and penalties until they become difficult to calculate or outrageous. For example, if a character has a base Initiative Step of 7, wears armor, and has a pair of boots that enhances their speed, their Initiative Step is modified by the penalty of the armor and the bonus of the boots. The character can still use Tiger Spring to boost their Initiative Step. They cannot, however, toss down a speed potion offered to them by a friendly Newtonian and then use Tiger Spring, as that would raise the total number of modifications to four – one penalty from the armor and three bonuses from the boots, the potion, and the Skill.

Test Results

A Test result can be interpreted or used in several ways. In most cases, the Test result is compared to a **Target Number**, or **TN**, a measure of how difficult it is for a character to accomplish any given task. If the result is at least equal to this number, the Test succeeds.

In many cases when the player characters must make a Test, the required ability is shown with the TN of the task in parentheses. For example, a Perception (13) Test means a character uses their Perception Step to make an Action Test against a TN of 13. The Target Number is otherwise given in the ability's description or determined by the Gamemaster.

Extra Successes

Sometimes a Test result determines not only success or failure, but also the degree of success. The result is compared to the appropriate Target Number. Equaling the Target Number counts as one success. Every five points the result exceeds the Target Number scores an extra success. These extra successes may give the character a greater reward for their efforts: additional information or clues, increased damage on attacks, and so on. The amount of extra benefit for each success is usually provided in the ability's description, but is ultimately determined by the Gamemaster. As a general rule, anything that provides a one-time bonus gives +2 per success level, while anything that provides an extended bonus gives +1 per success level. Thus, extra successes on a Melee Weapons Test would grant +2 each to damage, but extra successes on Engineering to build a new device would add +1 each to the effectiveness of the device.

Effect Tests

Sometimes the Test result simply represents a value, which is not compared against a Target Number. The most common examples of these Tests are Damage Tests, which determine the amount of damage inflicted on a target; Initiative Tests, which are used to find out who acts when and in what order during a combat round; and Recovery Tests, in which the die roll result equals the amount of damage healed. These types of Tests are collectively known as **Effect Tests**. Effect Test results can also determine the duration of a spell, a creature's Attribute values, the Target Number for Action Tests made by opponents, and so on.

The Rule of One

If all of the Action Dice rolled for an Action Test each show a result of one (1), then the character automatically fails to accomplish the action, even if the Test Result total would otherwise succeed. This is known as the **Rule of One**. At the Gamemaster's discretion, additional negative consequences may result. The Rule of One is not applicable to Effect Tests. It is recommended that the Rule of One only apply to the results of Action Tests where two or more Action Dice are rolled.

Karma

All player characters, as well as some GMCs and the more powerful creatures of the world, are able to tap into a source of energy within themselves in order to enhance their use of abilities. This energy is known as **Karma**. Further explanation of Karma may be found in the **Character Creation** chapter (pg.70). The use of Karma is simulated through Karma Points and Karma dice.

When a character uses Karma on an action, they spend a Karma Point from their Karma Pool. This allows the character to roll an additional die when performing the action. The specific die is determined by the character's race.

The result of the Karma die is added to the result of the other dice rolled for the Action Test. Karma dice are open-ended high, and can roll up, providing Bonus Dice. If the character's Karma Pool is empty, the character cannot use Karma, and must wait until a refresh opportunity presents itself.

Generally, Karma can be spent only on Core Skills and Profession Abilities, although there are exceptions to this. More detail will provided along the way as the mechanics are further explained.

Units of Measurement

The Victorian era had difficulties just implementing a standard measurement for screw threads, to make interchangeable parts for machines. Trying to standardize units of measurement themselves, especially across international borders, was an uphill battle. We're going to have to talk about how things get measured, in order to play characters who live in a world where the metric system hasn't yet been adopted by the United Kingdom, and thus by any part of the British Empire. The metric system is French in origin, after all, and the British Empire has its suspicions about anything French.

The Gruv is a different world entirely, with its own physical constants. Let's start off by talking about time, and how it gets measured on two planets. We'll drop in a bit about game mechanics along the way.

Time

This game uses the older Western era abbreviations, B.C. and A.D., rather than the modern B.C.E. and C.E., for purposes of historical authenticity. **No endorsement of any religion is implied or intended.**

Calendars and Time Differential

A standard day on Earth is 24 hours. Earth's mean solar day lasts for 86,400 seconds. This works out to 24 hours of 60 minutes each, those minutes divided into 60 seconds. A week is equivalent to seven days in the Gregorian calendar, the standard calendar used throughout the Western world. (Yes, there's that fiddly leap year adjustment, and we'll get to that when we deal with the calendars of Earth. We're talking about the Gruv here.)

Many Eastern cultures, such as the Ottoman Empire, use their own calendars. The Ottoman Empire, for example, follows the Islamic calendar, which is based on the cycles of the moon rather than those of the sun. Those cultures and their calendars will be addressed in later sourcebooks.

On the Gruv, the day is 23 hours 56 minutes. The mean solar day on the Gruv is 86,160 seconds, four minutes shorter than Earth's. This has required some adjustment. The week is still seven days, though, as the Earth calendar is still used, albeit in a modified form. Unless stated otherwise, all references to a week in the game rules are assumed to be a European-standard seven-day period.

The British Empire in the Gruv runs on a 24 hour clock, but this initially had to be adjusted every 15 days to drop an hour. Think of it as Daylight Savings Time twice a month, more or less, with the clocks advancing an hour to keep up with the slightly shorter day. The Prussians, clever people that they are, simply adjusted their clocks to tick a little faster, and count off 24 hours in 23 hours and 56 minutes. The British have taken up this idea, as it's easier than remembering to reset all the clocks once a fortnight. Any character moving from Earth to the Gruv, or from the Gruv to Earth, will need to get their watch adjusted.

Terrestrial Gruv Calendar

The Gruv's year is just a hair over 360 days in length. This works out well for the Samsut, whose calendar is based on 30-day lunar months, and didn't work so well on Earth, but it gives headaches to anyone whose calendar isn't lunar-based, and works off the 365-day Earth year. The British in the Gruv have dropped a day each from March, May, July, August, and November to shoehorn the Earth calendar into the Gruv year. There is no leap day or leap year in the Gruv calendar. At some point, there's going to have to be a reconciliation to bring the Gruv and Earth calendars into line with each other, so that they agree as to when the calendar and fiscal years begin

and end, but that's still being argued about at several levels in the government and private industry. No solution appears to be forthcoming in the near future.

British Modified Gregorian Calendar (1879)

January

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

February

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	

March

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

April

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

May

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

June

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

July

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

August

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

September

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

October

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

November

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

December

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

Rounds

A round is a time-keeping unit used to keep the action of the adventure flowing. It represents the time required to carry out most actions and equals approximately 6 seconds of game time.

During combat, a round of action is referred to as a combat round. See Chapter 9, ***Combat and Its Aftermath***, (pg.229) for more information on what you can do during a combat round.

Weights and Measures

1879 uses the British Imperial standard for weight, distance, and area. Recognizing that many gamers are more familiar with the metric system, we have attempted to make conversions from Imperial to metric as simple as possible. While not strictly accurate, Imperial units can be converted to metric units, for game purposes, as shown in the tables below. These approximations have been used to make the math simpler for "on-the-fly" game calculations.

Most distances are given in yards in *1879*, making it a simple matter to replace "yards" with "meters" to get a (near) metric equivalent. This is especially useful when taking into account the tactical distances in which most action occurs in *1879*.

If the Gamemaster or players have a problem with using these approximations, there are many conversion calculators available on the Internet which will provide you with an accurate result.

Distance Conversion Table

English Name	Abbreviation	Imperial	Metric Name	Abbreviation	Value
Inch	in	1/12 ft	centimeter	cm	2.5
foot	ft	12 in / 1/3 yd	decimeter	dm	3*
yard	yd	3 ft	meter	m	0.9**
mile	mi	1760 yd	kilometer	km	1.6
* Round to .33 meters					
** Round to 1 meter					

Capacity/Volume Conversion Table

English Name	Abbreviation	Imperial	Metric Name	Abbreviation	Value
ounce	oz	1/16 pt	centiliter	cL	3
pint	pt	16 oz / ½ qt	liter	L	0.6
quart	qt	2 pt / ¼ gal	liter	L	1.1
gallon	gal	4 qt	liter	L	4.6

Weight/Mass Conversion Table

English Name	Abbreviation	Imperial	Metric Name	Abbreviation	Value
ounce	oz	1/16 pd	gram	g	28.4
pound	pd	16 oz	kilogram	kg	0.5
stone	st	14 pd	kilogram	kg	6.4
long ton	ton(Imp)	2240 pd	ton	ton(met)	1

Temperature

The British Empire in *1879* uses the Fahrenheit (°F) scale, created in 1724 by Daniel Gabriel Fahrenheit, a German physicist. Originally, the freezing point of water was the base, or zero degrees, and the human body one hundred degrees. After some work, the scale was redefined with water freezing at 32 degrees and boiling at 212 degrees, a difference of 180 degrees and thus

nicely semicircular. Anders Celsius of Sweden proposed a different scale in 1744, that of Centigrade (°C), where water freezes at zero and boils at one hundred degrees. Jean-Pierre Christin of Lyons, of the Lyon Academy of Science, published his design for a mercury thermometer using this scale. Much of the European scientific community, and therefore much of Europe, has adopted this scale. Some argument has erupted over the term centigrade, as it lacks precision in scientific nomenclature, referring simply to a division of measurement into hundredths. In Spanish and French, the term can be easily confused with the unit of angular measurement. In such cases the phrase centesimal degree substitutes for the more casual centigrade. Proposals have been made to officially name the system after Anders Celsius, but are still under consideration.

To convert between the two, use the following equations:

Fahrenheit to Centigrade: (°F – 32) ÷ 1.8 =°C
Centigrade to Fahrenheit : (°C × 1.8) + 32 =°F



Races and Nationalities

1879 offers several options. You can play a human, from either Earth or the Gruv. Four types of Boojums have been documented – elf, dwarf, snark, and troll. If you choose a Saurid, you can go with the Plains Saurid, the Kistalmi or gliding Saurid, or the Hulk. If your group wants to try things from the other side, you can play Samsut characters. (More about Samsut player characters, such as the unique Professions available, may be found in the *1879 Samsut Sourcebook*.) Start by picking a race, as that either determines or influences everything else. Bear in mind that there is a build point cost to taking a non-human character.

People of Earth

Earth used to offer **humans** as its only race. That's changed within the last couple of years. With the advent of Looking Glass Fever (LGF), four new variants of humanity have arisen. Collectively, they're known as Boojums, a word borrowed without apology from the works of Lewis

Carroll and appropriated into the vernacular by way of the tabloid press. In the way of humans, it didn't take people long to give the variants individual names, based on folklore and resemblance and perhaps a smidgin of racism.

Elves stand a little taller than the humans they once were, a bit thinner, a touch androgynous. The men often lose their facial hair in the transformation. Their ears elongate, sweeping up to graceful points even with the top of the skull. Their eyes tilt a bit, and lose some of the epicanthic fold, giving them an almond-shaped, Asian appearance. Their skin and hair colors may change. Apparently, with elves, any color found in the natural world becomes available, and there's some rather striking hues when one considers birds and flowers and tropical fish.

Dwarves rarely exceed four feet in height, with broad shoulders, barrel chests, and sturdy legs. The men grow heavy beards whether they like it or not. Contrary to legend, dwarf women don't grow any more facial hair than ordinary human women do. They shouldn't be confused with non-LGF variants of little people, achondroplastic dwarves and the like. The stubby points on their ears and their ability to see heat as a form of light helps keep this from happening.

Snarks have had a hard time of it. Their massive tusks, greyish or greenish skin tones, profuse head and body hair, and muscular build give them a goblin-like appearance that puts people off. The change appears to deprive them of some measure of self-control, giving them over to wild passions and terrible tempers, which just contributes further to public perception of them as bestial, little better than wild animals. Snarks have to go to considerably more effort to prove themselves civilized than any other Boojum, leading to frustration and depression on their part, which of course just makes everything worse all round.

Trolls might have just as much of a fearsome appearance as snarks, perhaps even more so what with horns like a ram or gazelle added to the tusks and hirsute nature, but when their height, averaging eight to nine feet, is added in, they become outright terrifying. This works to their advantage in some ways, as few people are likely to give them any sort of hard time, but it also tends to isolate them. Trolls have enough problems being isolated from society physically. They're simply far too large to fit into a pub or a music hall or a hansom cab. Add the emotional distance caused by their fearsome appearance, and you've got a very lonely people, who end up living in a racial ghetto because there is no place for them in the rest of the world.

People of the Gruv

The humans and Boojums of Earth may also be found in the Gruv, but they're johnny-come-latelies compared to the Samsut. Thousands of years ago, the Akkadians and Babylonians and Hittites found their way through a portal, long since closed, to a new homeland. Isolated from the rest of humanity, but in contact with the non-human Saurids, they've had many generations to build a culture with considerably different values. Their technological control of the mana field has led to a civilization without the smog and effluent of industrialized Europe, but with a sharp regard for the finite nature of energy and the cost of using it wastefully. The adage of "waste not, want not" has been taken to its logical extreme, with even the bodies of the dead seen as resources to be put back to use. The cautious, rule-enshrouded competition between the Samsut city-states, a symptom of their near stagnation, has given way under the onslaught of the British invasion. A new spirit of cooperation has arisen. Will it stand the test of time, or will the Samsut go back to bickering amongst themselves once the invaders have been seen off?

To the west, the Saurids hold an even stronger and older claim to the Gruv. As far as anyone knows, their race is native to this world. Eons ago, they began spreading out across its surface. The Samsut drove them off the main body of one continent, but they remain the primary race on another. Where the Samsut have used machines to tap into the energy of the world, the Saurids have spoken directly with the spirits, and followed their guidance to develop a culture that lives more

in harmony with the natural order. The British wrest their needs from the world with machines, carving out fuel from the body of the planet. The Samsut drain vitality from the land, tapping into the energy of life itself. The Saurids speak with the world, and their needs are met. They live a less comfortable life, with fewer conveniences, but they also leave less of a mark with their living. How will they deal with yet another race of invaders tearing apart the natural world to meet its insatiable demands?

Magic

Looking Glass Fever hasn't been the only strange phenomenon to appear since the opening of the Rabbit Hole. Ancient mystical traditions are finding their rituals once more effective. Street superstitions and cantrips have gained power. Science itself has evolved, with a new field opening up that seems to be restricted only to a special few investigators. Magic has returned to the world.

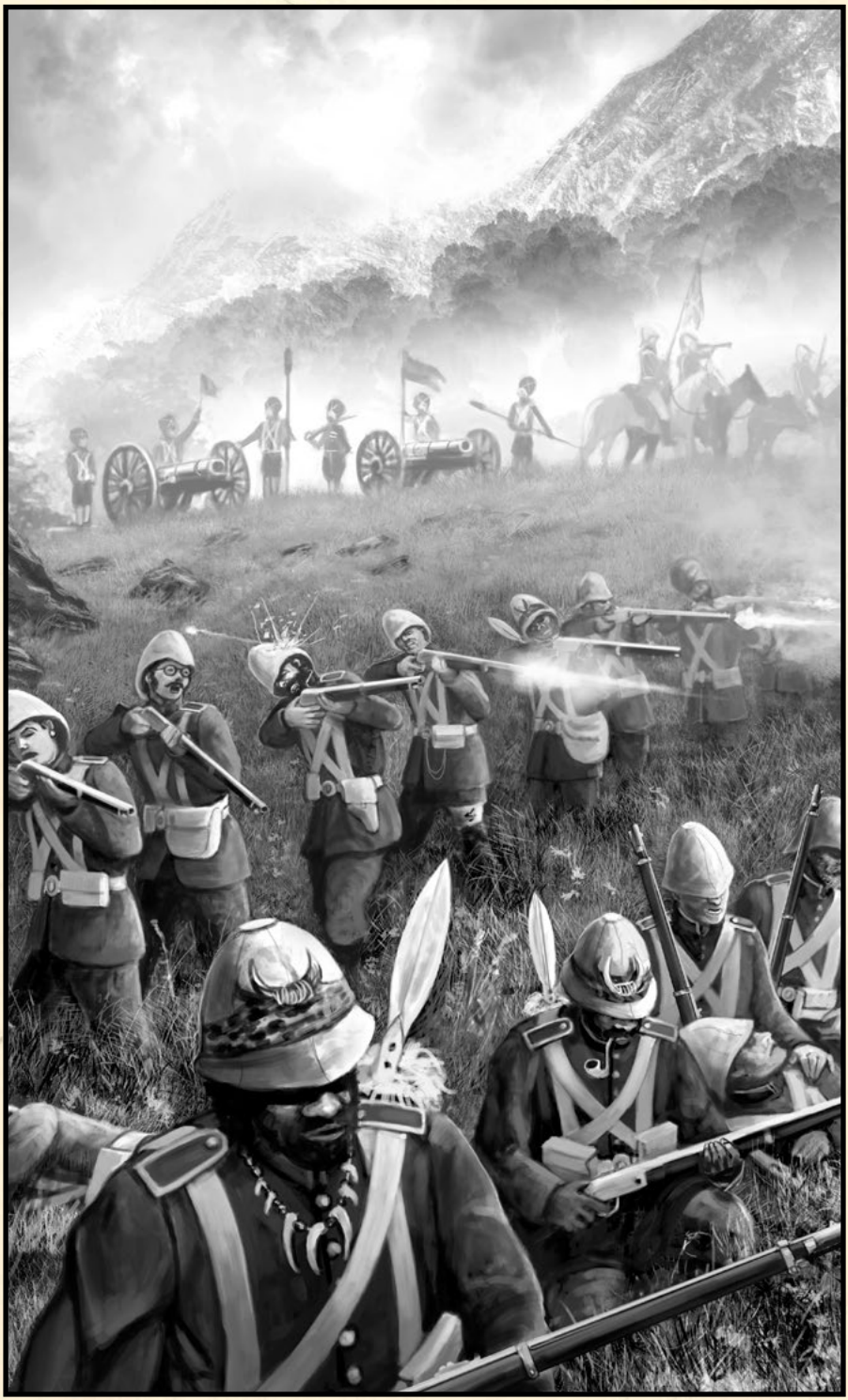
The average person on the street has just enough understanding of the arcane to know that there's three different sorts. First, you've got your mages, like the Order of Britannia Victorious, the ones that can do all the legendary stuff like tossing lightning bolts and conjuring fire. Second, religion's got teeth nowadays. The priests of the Anglican Communion and the Catholic Church and the imams of the Mohammedans and whatever the Hindus call their religious leaders all seem touched by God, or Allah, or the gods, or whatever it is they pray to. They heal by laying on hands, cast out spirits, and do things you thought only happened in the scriptures. Word from the Gruv says that the shamans those Saurid people have got can do this too, and have been doing it for generations, so maybe it leaked over from there? Third, there's these Oswalds, the Weird Scientists, the ones that make the strange gadgets that nobody else seems to be able to duplicate.

Big controversy there, whether they're some kind of magician or just scientists what have an understanding nobody else has reached yet. The average person on the street scratches his head, shrugs, and dunno, it's all wavin' yer hands and summat goes bang now innit?

Secret Societies have long been a staple of European culture. Some are political, some are scientific, some are mystic, some are philosophical or religious. All have an interest in something the majority of the culture frown upon, or have made illegal. From the Gei Gordons who seek a Scottish restoration to the Oculists who delved into forbidden scientific investigation under a guise of mystical nonsense (and developed cures for three diseases of the eye in the process), Secret Societies have been breeding grounds for arcane knowledge for hundreds of years. Lately, some of them have made rather more serious progress in their studies. A few, like the Order of Britannia Victorious, have gone public, finding their ends better met by working in the open. Others, like the Prometheans, have tried to keep quiet, knowing that discovery of their experiments could mean legal penalties and social ostracism. A few, like the Sons of Thoth, remain so secretive that only their name is whispered in certain erudite circles, and no knowledge of them escapes those rarified environs.

Whatever their nature, Secret Societies form the backbone of magical practice in the post-Rabbit Hole world. Whether referred to as a Lodge, an Order, a School, or a Faith, every magician seeking insight into the arcane arts belongs to one, or spends most of his life studying in solitary to achieve the knowledge that a Secret Society member may gain in less than a year, if they meet their Society's qualifications for advancement.

The chapters on **Magic** (pg.333) and **Secret Societies** (pg.457) go deeper into the arcane and the clandestine organizations that permeate European society.



1879 PLAYERS GUIDE



History of the Worlds

As a general rule, the most successful man in life is the man who has the best information.
– Benjamin Disraeli

It has been my honor and challenge to prepare this guide for those courageous people who will traverse the Rabbit Hole to our newest colonial holding, the Grosvenor Land. I sincerely hope that you will find this guide to be most useful, if not utterly indispensable.

Owing to the fact that you, gentle reader, may not have been fortunate enough to be born into the greatest nation on Earth, this guide also speaks at length about our recent history, so that you may better understand what is expected of you, as well as what lies ahead. I do not use the word courageous lightly. The Grosvenor Land is full of perils both obvious and subtle, and only well-prepared individuals will succeed in the tasks set before them. Whether you are here as a fortune seeker, sanctioned explorer, or hearty settler makes no difference. This guide is one of the keys to being well-prepared, and thus a key to your success.

This guide is divided, like Gaul, into three parts: a recent history of Britain; a description of Britain's Earthly possessions and protectorates, and the other political powers of our world, along with some reference to cultural and legal situations; and a survey of the Grosvenor Land. Part the first provides context for all the rest. Part the second enables you to understand your place, either as a subject of the British crown representing your land in a new world, or as a foreigner expected to exhibit proper conduct as outlined in The Gentleman's Code, a separate publication available from the esteemed MacMillan and Company. Part the third covers the geography and settlements of the Grosvenor Land as they exist at the time of this writing.

I should like to thank Dr. William Stubbs, Regius Professor of Modern History at Oxford, for his invaluable advice and critique of my work on recent history. I also extend my gratitude to all the brave souls who have ventured into the New Land to bring back tales for the rest of us.

I wish you the best of luck in your endeavors. What you do is not only for you, but for all of Britain, and the world. God Save the Queen!

Edward H. Bentley, M.A.
Professor of Modern History
Oxford University

The Divergence

After Prince Albert's crippling fall in 1860, a distraught Queen Victoria spent all of her available time at her consort's side. Desperate to help him recover, she spent over a year calling in doctors, healers, mystics, and religious figures, all with no apparent effect. It was in May of 1862 when, at Prince Albert's insistence, Queen Victoria attended the International Exhibition of Industry and Science, and the spark of scientific potential lit within her. From that moment forward, she threw the entirety of her being into technological pursuits in hopes of finding some sort of cure for Albert's enfeebled state.

Our Queen offered lavish rewards and entitlements to anyone in England who could make significant breakthroughs, regardless of social class or nationality. This caused quite the uproar, but Queen Victoria would not be denied. She was a ruler newly empowered by a just and righteous cause, and ruthlessly dealt with any who stood in her way.

With all the false modesty of a quiet uprising, the International Workers Association formed in 1864, uniting anarchist political groups with trade unions, along with all the working class innovators too poor to afford laboratories or scientific equipment. Their leaders swore dedication to curing Prince Albert's condition, thus earning a level of protection and modest funding from the Throne. Millions joined the organization, but initial scientific progress produced only novelty level technological advancements. A resource they secretly provided, which Queen Victoria readily exploited in exchange for continued funding, was an endless number of eyes and ears to seek out progress in all of its forms. This covert offshoot group, the Working Reliables, maintained a public dislike for the Crown within the IWA, while remaining her faithful servants in private. Rumor has it the Levellers are also at work within the IWA, but no hard evidence of the latest incarnation of that most secretive organization has yet turned up.

By 1865, the Working Reliables had discovered James Clerk Maxwell and John Alexander Reina Newland, two promising scientists with breakthroughs in electromagnetism and chemistry. With Maxwell and Newland as the founding members, Queen Victoria generously funded an institute of research, The Royal Science Conservatory, a unified council of scientific societies under a single roof, complete with staff and annual budget for materials. The Queen established the Royal Conservatory in the recently refurbished Burlington House, which had been originally designated for the Royal Academy of the Arts. A vocal but initially ineffectual group, the Anarcho-Artists, protested the choice of science before art in the streets, fearing that progress would entirely overshadow art in all of its forms.

The previously all but defunct Pre-Raphaelite Brotherhood, led by William Morris, changed its core purpose and formed a secret society in Chelsea with a charter specifically to champion art over anything else.

The first major Conservatory breakthroughs brought steam-driven water and sewerage systems to London, starting a new era of healthier living for the City's residents. As reports of the success of the Royal Conservatory spread, the Great Game (the cold war of espionage among the European nations) expanded from political maneuvering to international scientific espionage. Information, discovery, and ingenuity became the quiet currency of the global shadows. New societies formed,

along with organizations created for stealing and/or protecting scientific discoveries and experiments.



In 1868, Queen Victoria and Prince Albert attended the Royal Aeronautical Society exhibition at London's Crystal Palace. Seeing John Stringfellow's new steam engine design inspired her to add a new wing to Burlington House dedicated to the study of steam technology. The IWA began to incorporate steam technology into their factories and the tools of the fields. While the IWA leaders touted this as a way of reducing the reliance of the commoners on the Crown, the Reliables remained silent on where they had procured their funding, and the implementation of these devices actually increased unemployment throughout England, especially in and around London.

Independent of the Royal Conservatory's steam engineering efforts, the following year a young engineer named Charles Parsons, who worked at the firm of W.G. Armstrong, made a singular breakthrough. He developed a microsteam engine the size of a bushel basket, with the output of an engine many times its size. These microsteam engines revolutionized industry, leading to further breakthroughs in steam-powered vehicles, assembly line factories, and much more. Later versions have achieved considerable power from an engine the size of a football, and motive power from an engine whose entire works can fit into a cigar box with room left over.

Even as the Royal Conservatory continued to publish papers recognized around the world, Prince Albert remained an invalid. The Queen increased her reward offers and reached out to every university in England. During this tour of academic institutions, Elizabeth Garrett Anderson, Britain's only woman doctor, petitioned Queen Victoria for women's rights in the fields of science and medicine. The University of Bombay, in British India, and the Ecole de Médicine de Pondichéry, in the French Puducherry region of India, had already been granting medical degrees to women for many years. Queen Victoria remained unsympathetically neutral on the subject, but did give Dr. Anderson a modest grant to research the common diseases of London, including cholera and typhoid. A year later the Queen's son, Albert Edward VII, Prince of Wales, contracted typhoid. Queen Victoria quickly called in Doctor Anderson to demonstrate what progress she had made in her medical exploration. While it is unclear how much Dr. Anderson did to help, Albert Edward survived, and the Queen's posture on women and science and medicine radically transformed.

Queen Victoria sought out John Stuart Mill, who had proposed an act to grant women the vote years earlier. While he was no longer in Parliament, he still held influence, and with the support of the Crown, he managed to convince the House of Commons to pass three critical laws throughout 1872. The Medical Act gave women the right to hold medical degrees and the requirement for medical and university institutions to allow them equal access to education. The Married Women Property Act enabled wives to buy, own and sell property and to keep their own earnings.

The New Reform Act of 1872 gave urban woman who were heads of households and were once married (i.e., widows) the right to vote in the elections of the House of Commons. While this resulted in only a very small minority of women voters, it sent a strong and empowering message to the female population of the nation.

By the time these acts passed, the Queen had admitted Doctor Anderson to the Royal Conservatory, along with Joseph Lister for his groundbreaking work in surgical sterilization through carbolic acid, and had completed construction on the **Elizabeth Anderson Women's School of Medicine**. The "Edinburgh Seven," a group of women previously denied an education in the medical field, were the first admitted.

That same year, Gordon "Gyro" Gehrlaus, an engineer at the Royal Small Arms Factory, developed a self-propelled round for the Martini-Henry rifle. Dubbed a Gyrocket, or Thunderbolt round, it had significantly more range than the standard Boxer-Henry cartridge, with a flatter trajectory that afforded greater accuracy. However, difficulties in mass production led to it being issued only to elite military units and commanders.

Following the Franco-Prussian War, Prussia forsook the silver standard, throwing Europe into economic turmoil. To combat the Panic of 1873, boost the morale of her subjects, and stimulate both the British economy and international trade, Queen Victoria ordered the release of several technological innovations from the Royal Conservatory to the general public. These included flush toilets, bicycles, incandescent lamps, steam carriages, and antiseptic carbolic soap. The most well received development, however, was the steam powered personal walking frame, a large, bulky metal bubble with mechanical legs designed to allow invalids (most notably Prince Albert) to be independently mobile. At last Victoria's darling husband could leave the palace on his own, and the Queen was ecstatic.

As part of the celebration of this event, she funded a project to illuminate the streets of Godalming with hydroelectrically powered arc lights. The Royal Conservatory subsequently announced Burlington House as the world's first electrically illuminated building. (Baron Armstrong's Cragside manor had been fitted with a Siemens dynamo in 1870, but wouldn't get an arc lamp in the Gallery until 1874, replaced with Joseph Swan's incandescent bulbs in 1876.)



Just a few months later, John Tyndall discovered the antibiotic properties of the penicillium mold. He recognized the significance thanks to his familiarity with the work of Louis Pasteur, with whom he maintained a regular discourse. Penicillin production headed off numerous diseases throughout the Empire. Tyndall was rewarded with a knighthood and substantial monetary endowment.

The sight of Prince Albert at the Queen's side again made the Royal family more popular than ever. Hundreds of thousands regularly turned out to see him walk around in his machine, by this time a more streamlined and less bulky version. On the first of May, 1875, in front of one of the largest crowds ever assembled in London, the Prince announced that the 25th Anniversary of the Crystal Palace Exhibition would be celebrated with the Great Silver Exhibition, to open 1st May of the following year.

The great minds of the time, including Alexander Graham Bell and Alfred Nobel, approached the Queen and Prince with their latest inventions, and obtained grants and sanctions to greatly expand their work. Then Professor Oswald Meredith Grosvenor's device seized the focus of the nation.

The Grosvenor Experiment

In August 1875, Prince Albert began organizing a 25th anniversary of The Great Exhibition of 1851. The Silver Exhibition of the Works of Industry of all Nations was planned to run from 1 May to 15 October 1876. Industrialists, scientists, and inventors of all stripes flocked to London to set up their exhibits.

One such inventor was Professor Oswald Meredith Grosvenor. Top of his class at Eton for mathematics, classics, and all the sciences, he had gone to Oxford three years early and gained a reputation as a brilliant scientific thinker, tackling problems from most unusual angles. He closely studied the works of Michael Faraday, William Rowan Hamilton, Charles Babbage, William Thomson (Lord Kelvin), Charles Wheatstone, James Clerk Maxwell, and John Tyndall, as well as many scientists from outside the empire. Much of his work involved looking at what others were doing, combining aspects of this often diverse research, and then approaching problems from an unexpected direction. Charles Darwin once said of him that "his brain seems to function in an altogether different fashion from his fellows... I suspect that there is nobody alive who could honestly follow his train of thought". Grosvenor used his reputation to solicit enormous financial backing to construct a truly dazzling piece of equipment for the Silver Exhibition.

It consisted of a vast array of electrical poles, cables, spinning metal discs, and coils around a large open area. He believed that by creating powerful electromagnetic fields and subjecting them to extremely precise harmonic vibrations he could use a form of modernized Laplacian physics to allow spectators "to see through the very air itself and behold what lies beyond". Nobody was at all sure what he meant, but cutting edge science was never easy for the general population to understand, and speculation and excitement grew steadily.

Royal Society members scoffed and were skeptical (to say the least) and did not want the exhibition to have anything to do with such a spectacle. Some, however, were willing to indulge the Professor because of his past achievements and uncanny ability to make sense out of the incomprehensible.

Concerns were raised about the safety of his equipment in such a public environment but Prince Albert himself, a great admirer of Grosvenor, gave his personal approval for the display. He offered the park grounds between Greenwich Observatory and Greenwich Palace as a suitable location for the experiment. This was far enough away from things for safety but with good visibility for all to see. Grosvenor quickly agreed saying that the Greenwich meridian offered the perfect spot to make things happen.

Scheduled for 1st June, minor equipment problems prevented Grosvenor and his team from producing enough power for his demonstration, but on 6th June the whole structure began to hum, crackle and vibrate with a terrifying intensity. As the afternoon wore on, a rare thunderstorm with lightning approached. At precisely 15:02, after a tremendous build up, lightning split the sky and struck the apparatus, creating an extraordinary flash and then silence.

Once the spectators could again see, the professor, his team and his apparatus were nowhere to be seen. In their place was a shimmering disc approximately 100 feet in diameter that appeared to be made of swirling air, yet partially imbedded in the earth somehow. The area was immediately cordoned off and over the next few days scaffolding was built around the anomaly and tarpaulins used to conceal it from sight of the public.

Study of the anomaly revealed it to be absolutely two-dimensional, completely invisible when viewed directly from the side. Both faces proved impervious to all attempts to penetrate them. Study continued into the new year, with scientists from around the world flocking to London for a chance to study the Greenwich Anomaly.

Life After The Anomaly

The significance of the swirling disc still being unknown, Queen Victoria ordered the assignment of a dedicated research team from the Royal Conservatory, and moved on to more immediate matters. Annie Besant and Charles Bradlaugh, as the Freethought Publishing Company, had published Charles Knowlton's 1832 birth control manual **Fruits of Philosophy**, for which they were prosecuted under the Obscene Publications Act of 1857. Prompted by the urgings of Doctor Anderson, Queen Victoria intervened, pardoning the authors and subsidizing the book's publication. Almost immediately, the rampant population expansion in London fell away. The book and the royal approval of the idea gave women an even greater sense of independence and control over their lives. In response to this and other issues, American suffragettes Victoria Woodhull and Tennessee Claflin traveled to England, and began a movement to expand voting rights across England.

Meanwhile, the appearance of the "Rabbit Hole" sent shock waves through the communal awareness of the known world. In New York City, Helena Petrovna Blavatsky (a Russian occultist author), speaking on behalf of the Theosophical Society, declared that the Portal was the singular most significant event in all history, and belonged to the world, not to a nation. She claimed it connected to the world of the spirits, which she called the Mahatmas. This led to the formation of the Neo Hinduism movement, which quickly gained popularity in the United States and parts of London.

Neighborhood watch groups formed to protect themselves from whatever they imagined lurked just beyond the Portal. William Morris had previously helped found the Society for the Protection of Ancient Buildings as a front for the Pre-Raphaelite Brotherhood. Now the Society turned its interest from art to the Rabbit Hole, intending to use their access to ancient places and artifacts to learn more about the Portal, and possibly gain power over anything that might come through it.

In March 1877, the anomaly, which had been slowly clearing, went transparent, affording a strange reverse-telescopic view of land, as if it were some kind of window or doorway. The true breakthrough came at precisely 15:02 on 6 June 1877, when the anomaly cleared with an audible popping noise. Birds were observed at the far end flying towards the viewers when one came straight through into the open air and flew away. The area was sealed off and the army brought in artillery pieces to cover the anomaly, which was now referred to as The Portal. Experiments proved the portal was navigable, but the atmosphere inside was toxic and the experience disorienting. On the other side lay what could only be a whole new world, as at night there were entirely different stars overhead. The anomaly was nicknamed the "Rabbit Hole", in honor of Lewis Carroll's works.

A new malady appeared in London a few months after the Portal opened. Dubbed Looking Glass Fever, the illness struck people in a random fashion, baffling doctors as to the means of its spread. People afflicted by the disease either shook off the effects, delirium and high fever, within a few days, or changed physically. Many afflictions, including some of the swiftest witnessed where the victim changed within minutes, occurred during transit through the Rabbit Hole itself.

Some people grew taller, with lithe bodies and pointed ears, losing much of their body and facial hair in the process. Others contracted in height and broadened across the shoulders, chest, and hips, the men's beards thickening substantially. Some victims gained a bit of height and considerable muscle and bone mass, and sprouted tusks, always on the lower jaw. Still others continued to grow to nearly eight feet in height, developing tusks, scaly or bony plates in places across their skin, and horns somewhat like a ram or antelope. People changed by Looking Glass Fever came to be collectively known as Boojums, although mythological and literary terms such as elf, dwarf, snark, and troll gained use for common variants. While Looking Glass Fever was attributed to the Portal, no definitive proof was ever established. The appearance of LGF in other parts of the world only added to the confusion.

In December of 1878, Victoria's second daughter Alice contracted diphtheria in the city of Darmstadt, Prussia. The recent construction of an international telegraph system brought the news to the Palace quickly enough that the bulk of the Edinburgh Seven and Dr. Elizabeth Anderson herself were able to travel to assist the princess. This time, using a method of heat-treated diphtheria toxin, it was clear that the medical advancements of the Women's School of Medicine saved their patient's life. The same day she heard that Alice recovered, Queen Victoria called for the House of Commons to consider a law granting women in general the vote.



That New Year's Eve, the Royal Conservatory presented Prince Albert with a new personal walking frame. With the ingenuity and leadership of James Clerk Maxwell, and the incorporation of Charles Parson's microsteam technology, the device had been refined into an exoskeleton with half the mass and bulk of the original clumsy and primitive prototype. The Anarcho-Artists immediately censured the device for its implied potential to be used as a tool of warfare.

Expansion into the Gruv

Over the next two years, a fully enclosed iron-lined steel tunnel was built and pushed through the portal to the far end, creating a means to traverse the portal without a protective suit. Four rail lines, one road and a walking path were laid in the tunnel. The far end became the site of a rail yard and fort, code named Fort Alice, completed in January 1879. This became the foothold of the British in the new world, from which they would strike out to lay their claim on the lands beyond.

The new world could not be called "the new world" forever. A petition for naming was made and Her Majesty declared the new world to be known as the Grosvenor Land, no doubt influenced by the Prince-Consort's close friendship with the deceased inventor. After a few months, most grew tired of saying the lengthy name, and an unofficial short version began circulating. In no time the Grosvenor Land was known to most as simply "The Gruv".

Even while Fort Alice was being built, groups were striking out further and further away, establishing small villages and towns wherever the geography was favorable and resources plentiful. London's workhouses were turned out and their population shipped en masse to the new world where plentiful work awaited. The Gruv turned out to be a world rich in natural resources including timber, coal, copper, tin, iron, silver, gold, and more. The earth was rich and most crops grew well, and wildlife was plentiful.

Seven months after the Rabbit Hole opened, colonists began to encounter the more hostile wildlife of the Gruv. Insect and spider-like creatures, some up to the size of a beer lorry, burrowed under railroad tracks, collapsed construction, and attacked settlers. The entire population of New Wigan, and an investigating company of soldiers, were massacred by what could only be described as giant fleas. But these encounters were only precursors to the most deadly threat the British would face.



The Saurids

After five months of exploring, a party sent by the army to survey the local landmass came to the western coast. There they found a settlement of bipedal lizard-like humanoids that were under attack by a group of their own species. The sergeant in charge ordered his men to help the ones being attacked. The attackers were swiftly driven off and the soldiers found themselves welcomed as friends. It took only days to begin basic communication with the Saurids, as they were dubbed, as they took to communication by picture and gesture quite quickly. Within a month many Saurids had picked up rudimentary English, which was fortunate since humans seemed unable to properly speak the Saurid's sibilant tongue. That's when they found out the act of saving the settlement had indebted the Saurids of that tribe to the British Empire, but it wasn't just that village. The tribe had scores of villages and numbered many thousands strong. The British suddenly found themselves with hundreds of eager recruits willing to join the army.

They were skilled fighters, with knowledge of the dangers of the wilderness, a love for the thunder of guns and cannons, and an absolute yen for the color red. By the end of the year, red-coated Saurids were seen training with human troops at Fort Alice.

The Samsut

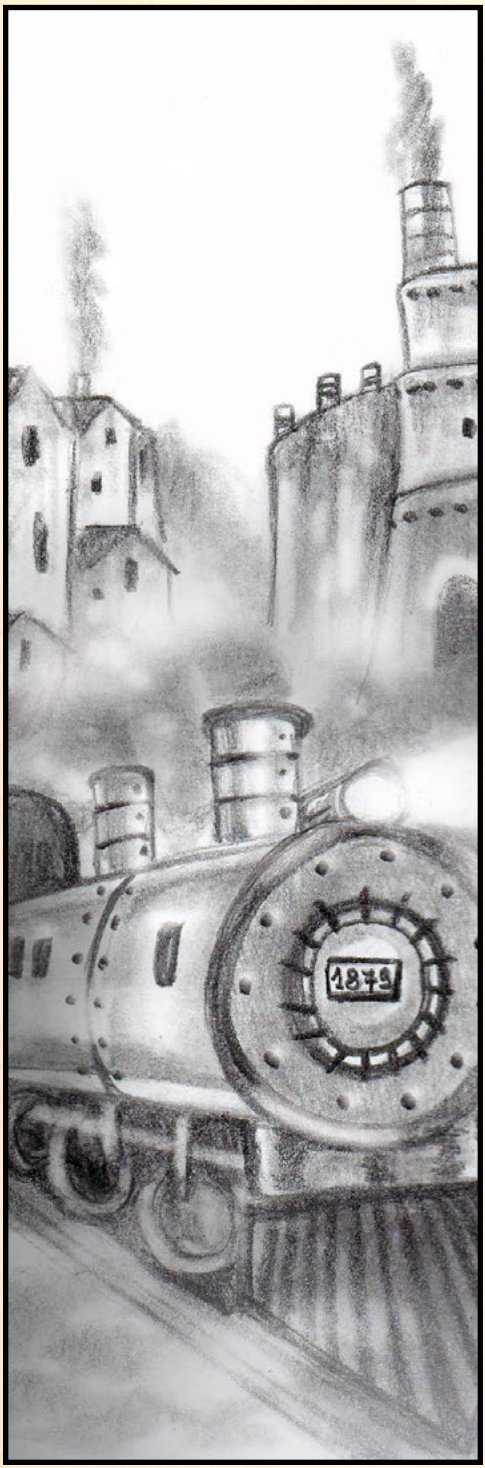
On 8 November 1878, a patrol near the settlement of New Capetown encountered a group of strangely dressed humans. They spoke no recognizable language and appeared as shocked to see the British soldiers as the soldiers were to see them. They brought back others of their kind, apparently of a higher rank. Enough communication was made in the form of pictures and gestures to indicate the people would bring back a delegation of some kind to meet with them. Words of their language were written down and taken back to London, where they were identified as a form of ancient Akkadian, possibly Babylonian. After an intense search, a scholar was found who could speak some of the ancient tongue. He was promptly put on the next train through the Rabbit Hole.

The delegation of humans showed up at New Capetown on 4 January 1879. They were clearly divided in three different social classes. The leader was dressed in flowing clothes of fine cloth accented by copious amounts of gold jewelry, and was young, strong, and handsome in appearance. His dress and mannerisms evoked a feeling of the pharaohs of ancient Egypt. His guards looked older, but obeyed without question. There were also people who were obviously servants, or perhaps slaves. A group of them were completely covered in hooded robes, so that nothing could be seen of them. The leader of the delegation spoke and the scholar translated.

They were the Samsut, descendants of people from the ancient land of Babylonia. War and invasion had driven them out of Babylon and surrounding lands, and forced them south. Fleeing the army attacking Babylon, they came upon a "great door in the air". It led the refugees, thousands strong, to this new world. Hailing their king Samsuditana as their savior for invoking a miracle from the god Marduk, they renamed themselves the Samsut in his honor and settled the new land.

Before long they discovered ruins of an ancient city containing items of unidentifiable purpose, including a great, arcane machine at the center of the city ruins. Other cities were discovered further out from their arrival point; each contained the arcane machine at their hearts. It took centuries, but eventually they learned the machine would "take and give the breath of life". The machine gave the leaders virtual immortality, while greatly extending the lives of their faithful followers.

The next thing the Samsut leader said confused the translator. The best he could translate was that they wanted the dead in exchange for the British settling the land. Not understanding, the translator begged pardon and asked the leader to repeat what he said. The leader complied and repeated the words. Upon seeing the confused look on the translator's face, he motioned to a nearby guard. The guard walked up to one of the hooded servants and flipped back his hood. The



British were horrified to see a decayed face of an obviously dead man, only this dead man still moved. Members of the British delegation were shocked and outraged.

To use some form of devilish magic to animate the corpse of a man who should be interred was intolerable. The British colonel in charge of the meeting began to shout at the leader, who looked taken aback, then angered as the scholar translated the colonel's declaration that the British would not deal with people who desecrated the dead. The leader gestured, and the corpse began to walk towards the colonel. To this day, no one is sure what the Samsut leader intended, but the shock was too much for some men. Without orders, several soldiers opened fire on the walking corpse. Unfortunately their aim was off, and the Samsut leader fell after being struck by two rounds.

The colonel and other officers present immediately called for cease fire, but the damage had been done. The Samsut guards picked up their fallen leader, ignoring the translator's pleas to understand that what had happened was a grievous mistake by frightened men. They simply departed without further hostility, after delivering a message: "You have committed a deed which cannot be forgiven. You do not respect the balance."

The transcript of the encounter with the Samsut delegation was sent back to London to be reviewed. The Parliament quickly voted to declare war on the Samsut people for their aberrant practice of making the dead walk. The Samsut were portrayed as followers of the worst evil, likened to the Thuggee. This sensationalism naturally fired public outrage, which made it rather easy to sell the people on a new war. Recruitment drives were begun to swell the ranks of the military. It was swiftly realized that the British army alone might not be large enough to take and defend territory in the Gruv.

For the first time, British colonials were invited to join the army, and existing colonial regiments were brought to London to make the journey through the Rabbit Hole. Sepoy troops from India, Maori warriors from New Zealand, and Zulu riflemen and spearmen from South

Africa all came to join the British army proper. The tunnel trains ran day and night for weeks to ferry soldiers and supplies to Fort Alice. As soon as companies were assembled, they were sent out to reinforce settlements, outposts, and strategic locations.

Two months after the fateful first meeting with the Samsut, some of the more remote British settlements came under attack. There were few survivors, as the Samsut took all – living and dead – with them after the attacks. The British army first engaged the Samsut in battle on 12 March 1879, outside the mining village of Bourne's Hill. The Samsut proved to be tough opponents. Their living troops used a kind of rifle that fired a bullet, but without gunpowder. The skeleton and zombie troops seemed to be without fear, and would keep coming even as they were being cut down. The Samsut even had cavalry; men who rode strange horse-like creatures. The British army was forced to retreat after seven hours of sustained conflict. Only during their next conflict, a day later, did they realize they had made a mistake. The Samsut had rejuvenated their zombie companies with the addition of dead British soldiers. The second battle was even more dire, as soldiers had to face their dead comrades. The army was forced to retreat, leaving Bourne's Hill in the hands of the Samsut.

By early April, information of the Samsut's capabilities as well as captured weapons and technologies had been sent to Fort Alice for analysis. Within a week, miasma masks were being produced and issued to troops to combat nausea from the stench of zombie troops. Tactics were reviewed and revised to combat the unique threat of the Samsut and their undead soldiers, and the first steam-driven vehicles built exclusively for war entered the conflict.

Life on the Warring Frontier

Conflict with the Samsut has been largely restricted to the land bridges that connect the Grosvenor Land, since revealed to be a massive peninsula the size of the entirety of the British Isles, to the Edeesmatu, the Samsut homeland, which from preliminary reports is an entire continent of its own. With this constraint, the rest of the Gruv has been readily available for exploration and colonization. The Saurids, of course, have had some opinions on this and, not wishing to repeat the more noteworthy fiascos of the North American colonization, Her Majesty's government has wisely chosen to consult wit the Saurids as to where the people of Earth might settle without conflict. Sometimes this consultation has not gone as well as it might have, and conflict between Terrestrial colonists and Saurids does occur, but thankfully this has not significantly slowed the rate of progress. Expansion continues, east and south into the Darlington Mountains, north into the Gladstone Mountains, and westward towards the great forest and the Straits of Darwin. With so many hundreds of miles of territory waiting to be explored, tamed, and settled, generations may go by before it all lies under British rule.

Life Back Home

In order to maintain order and protect Her Majesty's subjects across such a vast land, many more soldiers were needed. Colonial militias were regularized, putting the Sepoys, the Bengali Lancers, the Maori, and the Zulus into the red coat of the British Army. The Zulus brought women as well as men to the ranks, having a long tradition of female warriors, with an elite female-only unit still known as Shaka's Own two reigns after the king who organized them. Once the Zulu women wore the red, no good reason could be found to bar any other woman. The British Army had a history of women in the front ranks, disguised as men, going back hundreds of years, as did every other military, but now women could serve openly, and in the officer corps, not just the enlisted. The Navy, citing possible issues in the confined spaces of a ship at sea, continues to resist gender

integration, but finds itself increasingly strapped for able hands as a result. The Army, meanwhile, now reflects the Empire it serves, in color of skin, ethnic background, and gender.

Passed in February, the Suffrage Act of 1879 gave all men and women who owned a house or paid at least 10 pounds a year in rent the right to vote. This granted approximately sixty percent of the men and fifty percent of the women of England voting rights, and marked the last bit of social change before events surrounding the Portal finally consumed the collective consciousness of the nation.

After the brutal defeat of British forces by the Samsut in April of that year, Victoria added a Military Applications Branch to the Royal Conservatory, and the focus of the Royal Family shifted towards the possibility of war.

Gender Issues

1879 is a tumultuous time for gender issues. Women have been expected to be both the self-sacrificing angel and the servant-driving general of the home, tending to their husband's needs, organizing and implementing social functions, and raising the children, all while having no legal rights to property or wages. Now, thanks to Her Majesty and the urgings of Dr. Elizabeth Anderson, within the last seven years women have suddenly found themselves able to maintain their own wages, earn degrees at universities, have some modest control over their reproductive systems, and for those who, either by themselves or with a spouse, own houses or rent moderate apartments, even vote. Combine that with the push for everyone to contribute to science wherever possible, plus the Prime Minister's call for all able-bodied hands to consider service in the military, and a new world of opportunities has opened for women in Britain.

Laboratory coats and military uniforms now compete with fashions designed to accentuate a woman's separation from the world of work. Men now find the fair gender sitting beside them in college lecture halls, offering them medical services, or accompanying them to the rifle range. Politicians have to rethink their strategies, finding new means of dealing with the electorate beyond the cigar smoke-filled parlors of men's clubs and brothels.

The women of the working and lower classes do not enjoy the right to vote, for the most part being unable to afford a proper home and sometimes sharing an apartment with several other families. They are, however, most likely to be drawn into the enlisted ranks of the military or, where permitted, the machine operators of factories.

The publication of ***Fruits of Philosophy*** not only addressed the issue of reproductive control, but brought into question the generally accepted sexual practices of the era. Upper- and middle-class women were expected to have no more physical contact with a man before marriage than passionate hand holding, modest public dancing, or the very occasional kiss. One out of every three working- and lower-class women, on the other hand, was pregnant when she got married. ***Fruits of Philosophy*** presented the ideas that working-class families could decide how many children they would have, and that it might be possible for upper-class women to practice more amorous behavior without bringing scandal to their family names. The resulting geological shift in morals and mores still rumbles through society, the tremors not yet subsided.

Education

Education throughout the empire was unequal for centuries. The sons of gentlemen received their initial education at home from private tutors or a governess until approximately age 13, when they were sent off to a boys-only boarding school. For the next five years, the boys would wear a uniform and study Latin, Ancient History and other staples of a classical education, all while harassed by the upper classes and subjected to severe corporal punishment (flogging day was usually reserved for Fridays). Those aspiring to Parliament would head off to Oxford, while those with a more scientific bent would enroll at Cambridge. Daughters, on the other hand, were normally



educated entirely within their own homes. Only the most fortunate few were sent off to a boarding school, sometimes called a finishing school. They studied the arts, such as dancing and music, and sometime accounting, sewing, or geography, with which their education ended.

Middle class children of either gender were less likely to learn outside the home. For the working- or lower-class child, even literacy was out of the question.

The Queen's many reforms worked to close the gender gap somewhat, creating a handful of new all-girl boarding schools around Britain, while also opening up the college campuses to women. For a number of reasons, including the predominantly female staff and faculty, the most popular university for women by far was the Elizabeth Anderson Women's School of Medicine.

The push for science has influenced the boarding schools, changing curricula to include the premiere topics as determined by the Royal Conservatory. In the last few years, people below the middle class have grown to recognize the potential value of a simple innovation in the eyes of Her Majesty's more learned servants. Many of the poor now listen outside the windows of boarding school classes, or volunteer at scientific or medical institutions in exchange for tutoring. The petty theft of the streets has taken on some moderate revisions, making textbooks, unpublished scientific treatises, and wondrous contrivances increasingly popular on the black market. The penalties for body-snatching have gone up considerably, in light of comparison with the Samsut practices, but at the same time, the trade in fresh corpses has become more lucrative. The recent Promethean scandal came as both an explanation and a justification, with a cult of Weird Science maniacs experimenting with the very nature of life itself.

Where Is This All Going?

That's the question most asked in the tabloids, on the streets, in the Houses of Parliament, and in the board chambers of the great firms. Technological progress has accelerated to a frightening speed, where even the great calculating machines that were thought so clever are obsolete in six years' time. Society has been set on its ear so often it gets dizzy trying to stand upright. Women voting and serving in the armed forces, boojums appearing in our very midst, and a race most demonstrably both intelligent and not at all human raising questions of Creation and Evolution leave the average subject of Her Majesty dazed, all at sixes and sevens. What will our world look like in five years' time? In ten? What wonders will our descendants have to contend with, or live alongside? In the midst of all of this uncertainty, one sure thing may be found, one touchstone, one anchorage point, that gives all of us something reliable in our lives.

Britain Prevails.

God save the Queen!


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1879 PLAYERS GUIDE



Races

Every person, every race, every nation, has its own particular keynote which it brings to the general chord of life and of humanity. Life is not a monotone but a many-stringed harmony, and to this harmony is contributed a distinctive note by each individual.
– Annie Besant

While species and sub-species might actually be more accurate terms from a scientific standpoint, the Victorian world was obsessed with the concept of race. We have deliberately left out the overt racism of the period, but in a nod to the obsession, kept the term "race" for the various forms of intelligent life on Earth and the Gruv. This chapter describes the races, and provides game mechanics for playing them as characters.

Humans

Earth has no non-human races. Boojums, those people transformed by Looking Glass Fever (LGF) into various sub-types, are still technically human, as they come from human root stock. They have their own section because of differences in game mechanics. The currently accessible part of the Grosvenor Land is dominated by two types of humans: the Samsut, whose ancestors came from Earth; and the Terrestrials, those people who have arrived from Earth via the Rabbit Hole. While children have been born to Terrestrials on the Gruv, none of them are yet old enough to be considered for player characters.

Terrestrials



Terrestrials are those people born on Earth, either living there or in the Grosvenor Land, and those of Earthly descent born in the Gruv. This includes both standard humans and members of the four Boojum races (elf, dwarf, snark, troll). Any ethnicity or variation that existed in the late Victorian era is available, although some may require more explanation than others as to why they are going off adventuring. Game statistics for humans do not vary according to ethnicity. They do vary based on Boojum status, with each race having adjustments to the human base statistics. Skill selection is based on background, and thus ethnicity will have an impact. A British Soldier from Manchester isn't going to know much about wilderness survival, and a Zulu Tribal Warrior won't have a Streetwise Skill.

Samsut

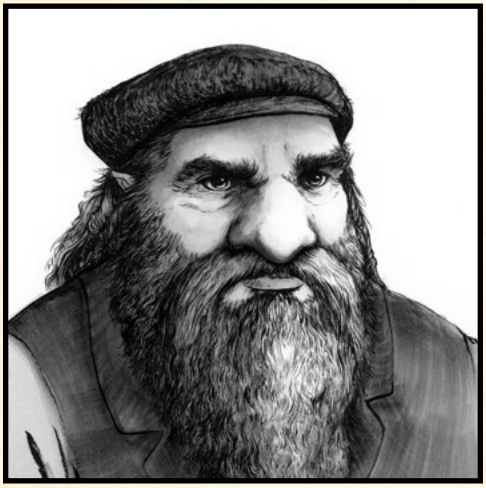
Descendants of the ancient Babylonians, Akkadians, Hittites, and other Semitic peoples, the Samsuts' ancestors passed through the Babylon Portal thousands of years ago. While some genetic drift has occurred in that time, it's not enough to consider the Samsut as anything other than human. The differences between Terrestrials and Samsut are cultural and technological in nature, not racial. Only the top caste, the Amelites, will have any differences in statistics from other humans, and those are the result of Life-Giver technology application.

Samsut player characters will be covered in a future sourcebook that will also describe the Samsut culture, Skills unique to the Samsut lands, and so forth. For now, the Samsut must remain something of a mystery.

Boojums

Boojums are considered separately from humans because their physical and mental characteristics have been altered by their encounter with LGF. When creating a Boojum character, remember that Boojums were human until just a short time ago. Some of them are still adjusting to their new existence. They have no culture or language of their own. Boojums generally keep their pre-LGF names, although a few have changed their name to sever family connections. Names can therefore be anything possible in the culture in which they were born.

Dwarf



Short, stocky, and muscular, dwarves average three and a half feet tall and nearly as broad. LGF compresses their forms similarly to achondroplasty, shortening their arms and legs, as well as shortening and broadening their torsos, creating a race of barrel-chested mesomorphs. Dwarf men grow heavy, full beards. Dwarf women do not grow facial hair (with the rare exception – even humans have the occasional bearded lady). Their eyes are adapted to see heat as a form of light, giving them access to a range of colors that humans cannot even imagine.

Elf

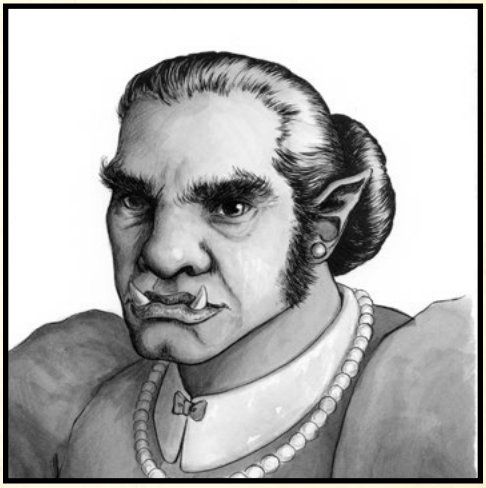


Elves average a few inches taller than humans. Their build tends toward the slender in both men and women, with minimally pronounced primary and secondary gender characteristics, elves being somewhat androgynous. Their ears taper up to points, but are not markedly elongated. The top of the ear generally comes up just short of the top of the skull.

Elven ears are no more mobile than those of a human. Their eyes, however, are catlike, shining in the dark. This is due to reflective surfaces inside the eye that allow elves to see clearly in light too dim for a human to navigate. A single candle lights a room sufficiently for an elf to be comfortable. They can read by moonlight. Elves tend to have little or no body hair, including facial hair. Elven men don't normally grow beards, although there are rare exceptions. Their high cheekbones and almond-shaped eyes give them a somewhat Eastern appearance.

Elven skin tone and hair color vary considerably, and do not necessarily reflect the person's pre-elven race. Someone who was dark-skinned before LGF might find themselves pale afterward, while someone with light skin could find themselves the color of old mahogany. Hair color can be anything found in nature, which doesn't limit it much when you start looking at flowers and bird feathers.

Snark



A few inches taller than humans, like elves, but broad and muscular like dwarves, snarks stand out partly for their build and partly for their tusks. LGF causes their lower canines to enlarge massively, projecting an inch or more out of their mouths. Their features coarsen in general, making them unattractive to most humans. Their body and facial hair are both profuse, snark women not growing beards but having heavy brows and the occasional stray facial hair. Snarks can see in low-light conditions as well as elves. They have the proverbial cast iron stomach, being able to eat pretty much anything, and being generally more resistant to toxins and disease than any other race. LGF seems to leave them somewhat unbalanced mentally. Snarks have a foul, savage temper that goes off unpredictably, sending them into a berserk rage. After the storm subsides, they spend considerable time depressed and ashamed of their behavior. Many snarks become cautious in their dealings with others, fearful of losing their self-control.

Troll



Trolls suffer ravenous hunger during their bout with LGF, as they grow rapidly and massively, achieving a size of eight to nine feet tall and a weight of five hundred pounds or more. Because of this, they normally come from families of a Social Level of 2 or higher, as Social Level 1 families simply cannot afford enough food and the incipient troll starves to death. Trolls, once changed, may fall in Social Level from their familial origins. Like snarks, their lower canines enlarge into tusks three to four inches long. Bony deposits form in their skin, providing some degree of natural armor, but creating a rough appearance. They sprout horns, usually two and on opposite sides of the head, but sometimes one or three. While the horns have a similar appearance to those of a ram or a gazelle, they rarely grow in such an orderly and symmetric fashion. Their body hair becomes more profuse, although not as much as that of a snark. The mens' beards thicken, although not so much as that of a dwarf. Between the horns, the tusks, the bony deposits, and the sheer size, trolls present a frightening aspect to other races. The distance and isolation this creates has deleterious effects on the troll's mind, leaving them sad or angry at their lack of social contact. Their inability to enter most buildings further compounds the issue. The average troll cannot even go into a pub for a pint, barring them from this most basic of British activities.

Saurids

Native to the Grosvenor Land, the Saurids appear to have descended from something resembling a dinosaur the way Mr. Darwin says that humans descended from something resembling a monkey. Bipedal, but with a long, heavy tail similar to that of a theropod, they stand an average of five and a half feet tall with a lean and muscular build. The tail, while not prehensile, can be used as a support, for balance, or with training to wield a rudimentary weapon, such as a spike. Their hands have three fingers and a thumb each, and their birdlike feet two large toes on the front and a stubby single toe on the back, all digits sporting non-retractable claws. Their heads are decidedly saurian, with a long snout, quite a few teeth, and a crest that rises and falls with exertion or emotion. In color, they vary from green to blue to brown, with a lighter, often contrasting color down the front, although some have been seen in warmer shades, rusty reds and dusky orange, like leaves in the fall.

Saurids hatch without gender, and are nursed by the males. At or about the age of twelve, they pass through a year-long Change, called kayissa, acquiring gender and physical maturity. Those rare younglings who do not pass kayissa, and do not acquire gender, grow to sterile adulthood as sil'kayissar, the Unchanged, and are treated as a third gender. Most tribes have customs surrounding the Change, including assigning large amounts of physical labor to the youngling, to keep them tired so that they are less grumpy. Some tribes use a child-name for the young that is discarded for an adult name when they pass through the Change.

The Forest tribes have a magical ritual, the Rite of Crossing Over, that allows a mature Saurid to change their physical sex to match their gender identity, creating the ki'isna, or Changed Ones. The Plains and Mountain tribes reject the ki'isna, sometimes violently, as arrogant, having defied the decision of the gods as to their physical form. More detail will be provided in the upcoming Saurids sourcebook.

While there are Aquatic Saurids, both freshwater and saltwater, the land-dwelling Saurids have little commerce or interaction with them, and strongly advise the Terrestrials to avoid them as well. Apparently the Aquatics are savage, nearly feral, and difficult to negotiate with, best left alone. The Aquatics have made it very clear that they regard ships sailing into deep water as an invasion of their territory. Crossing the Straits of Darwin requires caution, keeping the ship to the shallow water channels, and offering tribute to the Aquatics at key points. The Samsut have coastal fishing boats, but do not venture out into the open ocean, as they have yet to find an effective weapon against the Aquatics. Again, more detail will be provided in later sourcebooks.



Plains



The Plains Saurid race, not to be confused with the Plains Saurid cultures, have adapted for life predominantly on dry land. Plains Saurids are found not only on the plains, but in the forest and the mountains, with three primary cultures identified in the Gruv thus far. They remain somewhat amphibious, but can only breathe under water for a half an hour or thereabouts before the capacity of their vestigial gills is exhausted and they must return to the air. While they prefer a full immersion at least once a day in order to avoid their skin drying out, they refine a number of oils from nuts, grains, and animals that will keep them in decent enough shape for a while. A Plains Saurid who hasn't gotten a dip in the river in more than three days, however, is going to be itchy and grumpy no matter what sort of skin oil they've been using.

Names

Names vary by culture. Plains tribes are patriarchal, with a Personal son/daughter of Father naming structure. Forest tribes are egalitarian, with a Personal of Family naming structure. Mountain tribes are matriarchal, with a Personal son/daughter of Mother of Family naming structure. Sibilants tend be elongated in pronunciation, but not emphasized. Examples:

Plains: Larayin virn (son of) Krohisor, Tikisna vrint (daughter of) Houesta

Forest: Jiksuthi of Tschlodram, Daurenk of Houmotla

Mountain: Kavarsu virn (son of) Cormudram of Sylos, Duvame vrint (daughter of) Trisai of Krosel

Kistalmi

Known to the Earth people as Tree Saurids or Gliders, but to the Saurids themselves as Kistalmi, these Saurids resemble the Plains sort except for the patagium, the gliding membrane that stretches from wrist to ankle on each side. Similar to the wing membrane of a pterosaur, or the gliding membrane of a flying squirrel, the patagia allow the Kistalmi to glide through the air. Where Plains Saurids have an innate fear of heights, Kistalmi actively seek them out, becoming first restless, then frantic if denied the freedom of the air. Kistalmi live in villages in the high mountains, normally coming down to the lowlands only for the annual trading of children.



Younglings without patagia hatched to Kistalmi communities are given to the lowland

tribes, and younglings with patagia hatched to lowland tribes are given to the Kistalmi. While the separation is hard, a Saurid trying to grow up in the wrong community does not usually survive to adulthood due to the stresses involved. Kistalmi have their own language, but speak the lowland Saurid language with a bit of an accent. Their coloring tends to be lighter than that of the lowlands Saurids, in keeping with the lighter shades found in their environment.

Names

The structure Personal of Family Tribe is used most often in Glider tribes. Names similar to lowland Saurids are common, although with variant spellings. Examples:

Casohyi of Dylos Ktais
Syrstalos of Trisyoshnk Gdolos
Inyoshlos of Ksolah Khasu

Hulks

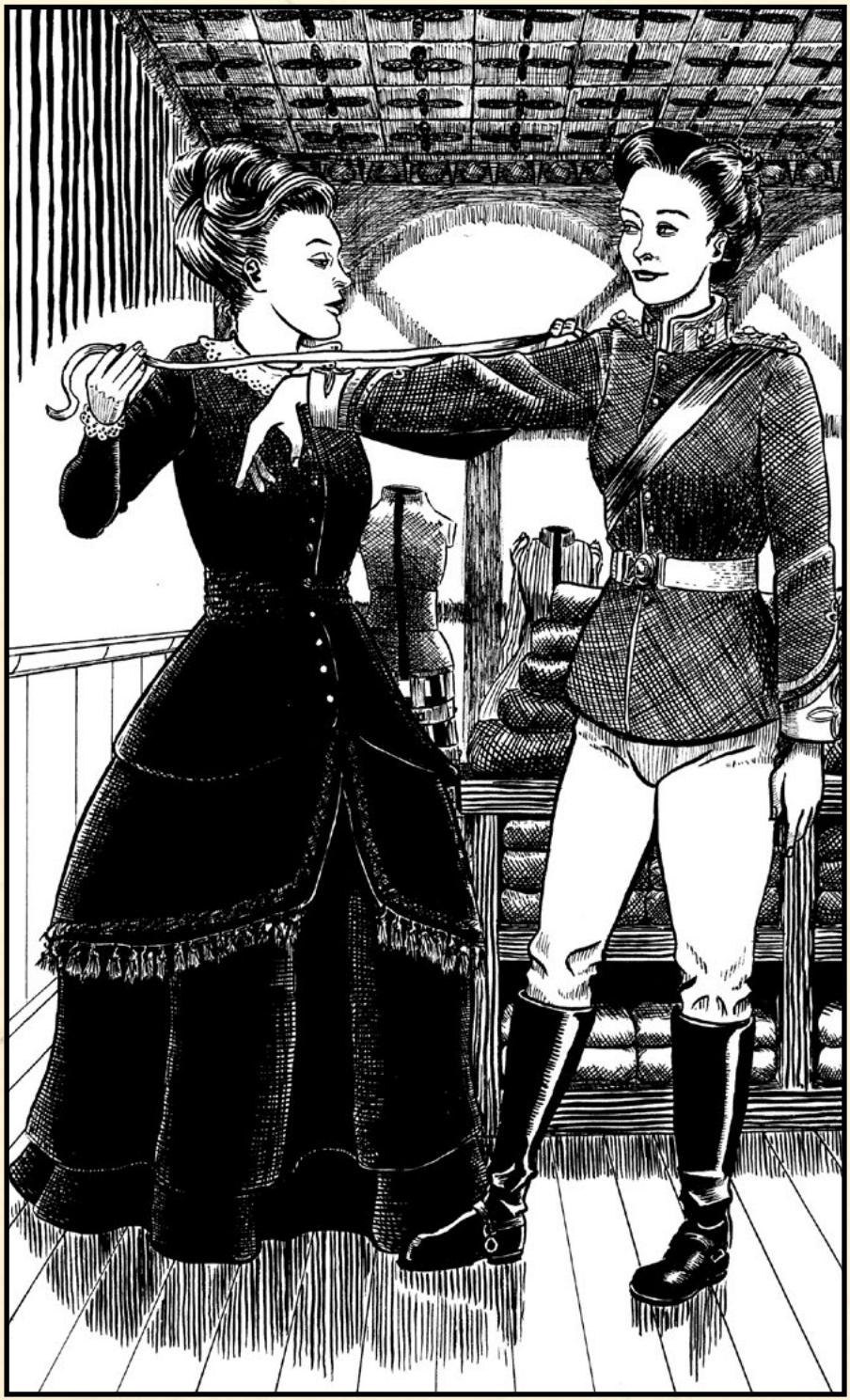


Hulks are atavistic Saurids of low intelligence and great strength, hatched very infrequently among the Plains, Glider, and Aquatic tribes. They grow rapidly, entering their changing year at nearly the size of a normal adult. During this year, hulks lose their childhood teeth, and sprout the large, jagged, crocodilian teeth that humans expect all Saurids to have. The claws on their fingers and toes, that all Saurids have as humans have nails, likewise enlarge substantially, becoming useful as weapons. They can only be put to the simplest of tasks as their minds, already feeble, become overwhelmed with a desire to hunt and to kill. Often, hulks are relegated to the status of guard animals during their kayissa year, simply because nothing else can be done with them. At the end of kayissa, they recover enough of their minds to speak intelligibly, and to participate in their adulthood rite. They never quite lose the terrible bloodlust.

Hulks generally reside outside of their tribe's village in crude shelters that they cobble together themselves, or out in the open. At full growth, they stand half again as large as a normal Saurid. They hold positions as hunters, guardians of the tribe, and warriors, not being suited for anything that does not involve violence and bloodshed. When Saurids go to battle, they release their hulks ahead of them, and recover them carefully afterward, knowing that they may still be in the grip of the war-madness.

Names

Hulks occur among the Plains, Kistalmi, and Aquatic populations, and do not have a culture of their own. They use the naming practices of their tribe.



1879 PLAYERS GUIDE



Character Creation

The law of harvest is to reap more than you sow. Sow an act and you reap a habit. Sow a habit and you reap a character. Sow a character and you reap a destiny.
– James Allen

A player character in *1879* is similar to a character in a novel or a movie. The character is part of a story, interacts with other characters, villains, and monsters, and makes decisions that affect how the story turns out. The important difference between a character in a novel and an *1879* character is that the player decides how the character views life, how they conduct themselves around other people, and what they are particularly good at.

Every player character has certain basic Attributes, abilities, and Skills. Player characters have an instinct for adventure, and the courage and personal integrity to follow that instinct. By behaving in an extraordinary fashion, player characters become the heroes others admire, trust, and depend on.

Building a Character

Creating a character follows a series of ten steps:

1. Choose a Profession
2. Choose a Race
3. Generate Attributes
4. Determine Characteristics
5. Record Racial Abilities
6. Assign Abilities, Ranks, and Spells
7. Assign Skill Ranks
8. Determine Social Level
9. Equip the Character
10. Give the Character a History and Personality
11. Play the Game!

Each step is described in detail below, demonstrating the process at each stage by creating a sample character. Once you reach step ten, and have finished filling out the Character Sheet, the character will stand ready to become a hero.

Let's think about that word. We are telling the stories of competent, confident people. They generally know what they're doing. They may ask questions, have doubts, face problems that are hard to overcome, but they are people of action, the sort who, upon seeing a problem, try to fix it. Their solution may not work. If it doesn't, they'll try something else. A great deal of heroism is simply continuing on in the face of adversity. These are people who Do Not Give Up.

Getting Started

In addition to a blank Character Sheet and a pen or pencil, you may want to use another sheet of paper (useful for making notes as you build your character). Many decisions made when creating a character are affected by other decisions. Your choice of race affects your Attributes, your choice of Profession affects the abilities available to your character, and so on. You'll want to take notes and have scratch paper to work on while you make these decisions. As you determine the values that define your character, fill in the appropriate spaces on a Character Record Sheet.

Choose a Profession

The first step in creating a character for *1879* is to choose that character's Profession. This determines the Core Skills, Optional Skills, and Abilities available to the character, and defines much of what they are.

Some Professions are restricted to particular Races or cultures, due to the necessary background. For example, a British nobleman cannot be a Shaman, because the aristocratic culture of Britain does not provide the cultural background required for summoning ancestral spirits.

A Saurid from the western forest cannot be a Byron, because Saurid culture does not include Analytical Engines. Exceptions may be made for sufficiently developed backgrounds, histories for the characters that explain why they are exceptional. For example, the child of a British nobleman, whose parents died during a Siberian expedition and who was raised by Evenkian tribesfolk, could be a Shaman, but would have no idea how to get along with the British aristocracy.

A Saurid who abandoned their tribe and lived among Terrestrials long enough to learn Engine technology could become a Byron, but would have trouble fitting in if they tried to return to their tribe.

Think about the character's history. What formative or pivotal experience set their feet upon their path? Why did they join the military and become a Soldier? What led them to an interest in clockwork and the Profession of the Brassman? Did the spirits speak to them and bring them to the path of the Shaman, or did someone spot their potential and select them for training? This question sets the history of the character into motion, provides justification for their Profession, and creates story possibilities once the character is in play.

As explained in more detail in the **Character Advancement** chapter (pg.259), characters start out as an Initiate, with a Professional Rank of 1, and then advance through Tiers by raising their Professional Rank, to Novice, Journeyman, Warden, and finally Master. Along the way, characters learn new Skills, gain new abilities, and become more proficient in the core practices of their Profession. This is represented by a structure of Skills, with **Core Skills** and **Optional Skills** revolving around a central **Profession Skill**. Characters start out with their Profession Skill, the Read and Write Language Skill, and the Speak Language Skill, plus six slots that they can fill with picks from the Core and Optional lists and four slots for Free Skills. Core and Optional Skills not picked from the lists during character creation go into pools for later use. As the Professional Rank increases, more Skill slots open up, which can be filled with new Skills, representing the character's abilities broadening (see the **Character Advancement** chapter, pg.259). When the Profession Skill and the requisite number of Core Skills have risen high enough in Rank, the character may advance to the next Professional Rank. Raising this in turn advances the character in Tier, opening up new lists of Skills.

Skills Selection

Initially, the character is limited to picking Core and Optional Skills from their Profession's Initiate lists. When they advance to the Novice Tier, the Novice Core and Option Skills lists add to the pools. This happens again at the Journeyman Tier, and at Warden and Master. When the Professional Rank rises, new Skill slots open. The player may pick any Core Skill or Optional Skill from the pools of available Core and Optional Skills to fill these slots, going all the way back to Initiate. Advancement in Tier is dependent on the Professional Rank, which is in turn dependent on the Ranks of the Profession and Core Skills. See the **Character Advancement** chapter, pg.259, for more information.

The **Professional Rank** measures the character's progression along their career path. It also determines the amount of Karma that the character may recharge each day, which will be discussed further later in this chapter. Meeting the qualifications to advance in Professional Rank involves raising the Profession Skill and Core Skills in their own Ranks. Some Professions may involve a formal challenge to advance in Tier, much like real-world career paths may have examinations for professional certification. When a character has achieved sufficient Professional Rank, they advance to the next Tier, for example leaving their Novice grade behind and becoming a Journeyman. The **Character Advancement** chapter (pg.259) goes into more detail regarding this process.

The **Profession Skill** defines the character and the Profession. The Profession Skill must be at sufficient Rank before the character may advance to the next Professional Rank or Tier of their Profession. All other Skills, Core and Optional, defined in the Profession, act to support the Profession Skill at one or two removes.

Core Skills, besides contributing to character advancement, perform two other important functions. First, they help define the Profession. Core Skills apply directly to the Profession, being next in importance to the Profession Skill in what the character does. For example, an Airship Pilot would have Pilot Airship as their Profession Skill, but then would need Knowledge (Chemistry) and

Crew Airship as Core Skills to support their work. Second, Core Skills may have Karma spent on them to buy additional dice for Tests made with the Skill. Karma will be addressed in more depth later in this chapter, but Core Skills gain a great advantage over Optional Skills in this regard.

Optional Skills support the Profession and the Profession Skill at a second remove, being things that are useful for the character to know but not vital to their profession. Characters are constrained as to how many Optional Skills they may have by the rules of character advancement. See Chapter 10, **Character Advancement**, for more information on how this works. Essentially, the character must have a certain number of Core Skills at a specific Rank, supporting their Profession Skill, in order to advance. This leaves only a limited number of slots for Optional Skills.

Free Skills may or may not be related to the Profession and the Profession Skill. At character creation, the Initiate Tier, these are limited to Knowledge and Language Skills, which is explained in greater detail further along. At any point after the Initiate Tier, the character may learn Skills from outside of their Profession, if the player can justify it in the context of the story and the Gamemaster approves. These are called Free Skills, and are limited to a maximum Rank of 10. The character must always have more Core Skills than Free Skills, in order to continue following their profession. Changing career path, and thus changing Profession, will be dealt with in the ***1879* Companion**.

Professions also provide special abilities to the character, Profession Abilities, that allow the character to do extraordinary things based on the nature of their Profession. These divide into Attribute Bonuses, Karma Bonuses, Recovery Bonuses, Skill Bonuses, and Special Abilities. The first four provide extra Steps to specific Tests, or allow the use of Karma for actions other than Core Skill Tests. Special Abilities expand the Profession, granting additional powers beyond the boundaries of the Skills. For example, a Weird Scientist or Engineer might gain the Field Repair ability, allowing them to patch a device or machine back together quickly with the available tools and supplies by spending extra effort on the action.

This generally shows up as Strain, a type of damage caused by pushing yourself harder than normal. Again, this will be discussed in more detail in the **Character Creation** chapter (pg.70).

The next chapter, **Character Professions**, discusses the structure of Professions, and describes the available Professions in detail. For now, we'll move on to the next step in building the character.



Choose a Race

Once you select a Profession, the next step is to choose your character's race. Full descriptions of each race may be found in **Chapter 4, Races** (pg.53). The following table shows the starting (average) Attribute values for the races available, as well as the Movement Rates, Karma Modifier, and Karma Die for each race.

Race Base Attributes

Race	DEX	STR	TOU	PER	WIL	CHA	Movement Rate	Karma Modifier	Karma Die
Human	10	10	10	10	10	10	6	6	d8
Dwarf	10	12	13	10	10	8	5	4	d6
Elf	12	10	8	11	11	11	7	4	d6
Snark	10	13	11	10	8	9	6	5	d4
Troll	10	14	12	9	11	10	7	3	d4
Saurid (Plains)	11	10	11	10	10	11	6	4	d6
Saurid (Glider)	12	10	11	10	10	11	6	4	d6
Saurid (Hulk)	9	14	13	8	8	7	7	3	d4

It's important to remember that there were no Boojum races on Earth before the opening of the Rabbit Hole in 1877. Any Boojum of Terrestrial origin, and that includes Boojums of Earthly descent living in the Gruv, who are over two years old were born human. When creating a Boojum character, think about how their coming down with Looking Glass Fever and their subsequent transformation affected them, not just physically but mentally, emotionally, and socially. Does their family still accept them? Did they lose their job? How do their old friends treat them?

Also note that life expectancy for the Boojum races is not yet established. All that is known so far is that anyone over the age of forty years who transformed into a Snark immediately died. With no established life expectancies, there are no medical standards or actuarial tables. Boojums cannot get life insurance. Finding health care may be difficult, partly because of anti-Boojum prejudice, but partly because the medical establishment still has only a partial understanding of Boojum physiology and biochemistry. For example, elves generally lose the ability to digest meat, but most can still handle dairy products. Snarks, meanwhile, can safely eat meat that's half gone over, having the proverbial cast iron stomach. Why is this? There's a lot of hypotheses being bandied about, some more idly than others, but there's just not enough data yet to form a proper theory. Without a theory, all that's available is speculation.

Only the slightest beginnings of Boojum culture exist. Some Boojums have taken new names for themselves, usually because of being disowned by their family. The old concept of the remittance man, the embarrassment who is paid a stipend to stay well away from the family, has returned. Most Boojums still retain their birth names. There's rumors of some kind of elven language, but most people believe it's just a few words that the elves made up to seem posh. Boojum enclaves, like ethnic areas of town, have started to form, but are still a very new phenomenon and not well defined as of yet.

In a few years, as the Boojums have children who are themselves Boojums, an ethnic culture may arise, but as of yet, the Boojums are still, for the most part, trying to fit in with the culture that bore them.

Generate Attributes

Each character in *1879* possesses six Attributes that define the character's natural, unlearned physical and mental abilities. These Attributes – Dexterity, Strength, Toughness, Perception, Willpower, and Charisma – are of greater or lesser importance to different Professions. When assigning values to Attributes, you will want to favor those Attributes especially related to your character's Profession. See the **Character Professions** chapter (pg.81) and the specific Profession you've selected for which Attributes are considered most important.

Dexterity (DEX): Dexterity measures a character's agility, speed, and hand-to-eye coordination. It also determines your character's basic ability to engage in and avoid physical attacks.

Strength (STR): Strength measures a character's muscle power. It determines the base damage inflicted by physical attacks, what weapons they can use, and how much a character can lift and carry.

Toughness (TOU): Toughness measures a character's endurance and general health. It gauges a character's ability to absorb damage and still keep going, as well as their natural ability to heal himself.

Perception (PER): Perception measures a character's mental quickness, alertness, and ability to notice things. Perception is important to the casting of magical spells, as well as avoiding the effects of spells.

Willpower (WIL): Willpower measures a character's concentration, sense of self, and force of will. It helps characters resist illusion magic and potentially damaging spells. Willpower also increases the effectiveness of spellcasting.

Charisma (CHA): Charisma measures a character's persuasiveness, social savvy, and ability to create a positive impression on others. Charisma determines a character's success or failure at using charm, persuasion, taunt, or other social skills. It's also vital in summoning and bargaining with spirits, and working with animals.

Attribute Modifier Cost Table

Modifier	Attribute Point Cost
-2	+2
-1	+1
+1	1
+2	2
+3	3
+4	5
+5	7
+6	9
+7	12
+8	15

Point Purchase Method

Every character starts with the base Attribute Values for their race, and receives 25 Attribute Points to modify them. A player can also lower an Attribute to gain more Attribute Points. This must be approved by the Gamemaster. Attribute point costs (and the bonus points granted to lower attributes) appear on the **Attribute Modifier Cost Table.**

Unused Attribute Points

Sometimes, a player will have leftover Attribute Points after purchasing their character's Attribute Values. Any unused Purchase Points convert into additional Maximum Karma Points at a one-to-one ratio. Note that this is one-way. You cannot sacrifice Maximum Karma Points to gain additional Attribute Points.

Roll Attributes

As an alternative to purchasing Attributes with points, players may roll their Attributes using the following method.

1. Roll 4d6.
2. Discard the lowest-value die.
3. Add the remaining three.
4. Record this number on scratch paper.
5. Repeat until six numbers have been determined.
6. Assign the six numbers to the six Attributes as the player feels appropriate.
7. Apply racial adjustments according to the following table.

Race	DEX	STR	TOU	PER	WIL	CHA
Human	0	0	0	0	0	0
Dwarf	0	+2	+3	0	0	-2
Elf	+2	0	-2	+1	+1	+1
Snark	0	+3	+1	0	-2	-1
Troll	0	+4	+2	-1	+1	0
Saurid (Plains)	+1	0	+1	0	0	+1
Saurid (Glider)	+2	0	+1	0	0	+1
Saurid (Hulk)	-1	+4	+3	-2	-2	-3

Record Values and Step Numbers

After determining your Attributes, consult the **Characteristics Table** for each Attribute Value to determine your character's Attribute Steps. Record the Value and Step Number beside each Attribute on your Character Record Sheet.

Determine Characteristics

A character's Attribute Values determine how well the character defends against various kinds of attacks, how much damage they can take before falling unconscious or dying, how far they can move each round, how much they can carry, and so on. Consult the **Characteristics Table** to find the value for each characteristic. Following is the breakdown of how the values are calculated.

- Step: (Attribute Value / 3) + 1, rounded up
- Defense Rating: (Attribute Value / 2) + 1, rounded up
- Carry Capacity: Starts at 10 pounds for STR 1, goes up by 5 pounds per point after that until STR 5, then goes up by 10 pounds per point until STR 10, then 15 pounds per point until STR 15, etc.
- Unconsciousness: Toughness Value * 2
- Death: Unconsciousness Rating + Toughness Step
- Recovery: Toughness Value / 6, rounded up.
- Mystic Armor: Willpower Value / 5, rounded down.

Characteristics Table

Value	Step	Defense	Carry	Unc	Death	Wound	Recovery	Mystic
1	2	2	10	2	4	3	1	0
2	2	2	15	4	6	3	1	0
3	2	3	20	6	8	4	1	0
4	3	3	25	8	11	4	1	0
5	3	4	30	10	13	5	1	1
6	3	4	40	12	15	5	1	1
7	4	5	50	14	18	6	2	1
8	4	5	60	16	20	6	2	1
9	4	6	70	18	22	7	2	1
10	5	6	80	20	25	7	2	2
11	5	7	95	22	27	8	2	2
12	5	7	110	24	29	8	2	2
13	6	8	125	26	32	9	3	2
14	6	8	140	28	34	9	3	2
15	6	9	155	30	36	10	3	3
16	7	9	175	32	39	10	3	3
17	7	10	195	34	41	11	3	3
18	7	10	215	36	43	11	3	3
19	8	11	235	38	46	12	4	3
20	8	11	255	40	48	12	4	4
21	8	12	280	42	50	13	4	4
22	9	12	305	44	53	13	4	4
23	9	13	330	46	55	14	4	4
24	9	13	355	48	57	14	4	4
25	10	14	380	50	60	15	5	5



A Lady Discovers a Burglar in her Bedroom.

Characteristics Table

Value	Step	Defense	Carry	Unc	Death	Wound	Recovery	Mystic
26	10	14	410	52	62	15	5	5
27	10	15	440	54	64	16	5	5
28	11	15	470	56	67	16	5	5
29	11	16	500	58	69	17	5	5
30	11	16	530	60	71	17	5	6
31	12	17	565	62	74	18	6	6
32	12	17	600	64	76	18	6	6
33	12	18	635	66	78	19	6	6
34	13	18	670	68	81	19	6	6
35	13	19	705	70	83	20	6	7
36	13	19	745	72	85	20	6	7
37	14	20	785	74	88	21	7	7
38	14	20	825	76	90	21	7	7
39	14	21	865	78	92	22	7	7
40	15	21	905	80	95	22	7	8
41	15	22	950	82	97	23	7	8
42	15	22	995	84	99	23	7	8
43	16	23	1040	86	102	24	8	8
44	16	23	1085	88	104	24	8	8
45	16	24	1130	90	106	25	8	9
46	17	24	1180	92	109	25	8	9
47	17	25	1230	94	111	26	8	9
48	17	25	1280	96	113	26	8	9
49	18	26	1330	98	116	27	9	9
50	18	26	1380	100	118	27	9	10

Armor Ratings

Physical Armor represents the physical protection the character wears or carries. Physical Armor is not listed on the Characteristics Table because it is not based on an Attribute. It helps defend against physical attacks by reducing the amount of physical damage the character takes from attacks. The Physical Armor Rating combines the protection provided by purchased and worn armor and shields.

Mystic Armor helps protect the character from some magical attacks, such as spells, by reducing the spell's damage. For example, 4 points of Mystic Armor reduces the damage from many spells by –4 Damage Points per attack. The character's Willpower Value determines their natural Mystic Armor Rating. Certain magical equipment may improve this value.

Defense Ratings

Physical Defense represents a character's ability to avoid physical attacks. Based on the character's Dexterity, Physical Defense serves as the Target Number an attacker must overcome when making a physical Attack Test against the character. For example, an attack made against a character with a Physical Defense of 6 is successful if the Attack Test result is 6 or more.

Mystic Defense represents the character's innate ability to avoid spells and other magical attacks. Based on the character's Perception, their Mystic Defense is the Target Number a magician must overcome when making a magical Attack Test against the character.

Social Defense is based on a character's Charisma and represents a character's chance to know when they are being lied to or manipulated by others. In this sense, a lie is an intentional deception, as opposed to a falsehood told through ignorance, and is therefore tested against the character's ability to believe it. The person your character is talking with may genuinely believe that they are the best cricket player in the county, even if they're not. Social Defense would not help a character detect that the person's statement is false. However, if they were intentionally trying to deceive someone into believing their sporting prowess when they didn't believe it themselves, then the character's Social Defense would be the Target Number for the Test to make the character believe the lie.

Health Ratings

Based on Toughness, a character's Health Ratings determine how much damage they can take before being knocked unconscious (Unconsciousness Rating), taking a serious wound (Wound Threshold), or dying (Death Rating). Health Ratings also determine how quickly a character heals.

There are two different types of damage: Physical Damage and Stun Damage. A character's Death or Unconsciousness Rating represents the amount of each type of damage the character can take. When your character's damage (Physical or Stun) equals or exceeds their Unconsciousness Rating, they fall unconscious. When their Physical Damage equals or exceeds their Death Rating, the character dies.

Any single attack that inflicts a number of Damage Points equal to or greater than a character's Wound Threshold also inflicts a Wound. Wounds heal more slowly than normal damage, and reduce the character's ability to perform actions.

Recovery Tests refers to the number of times per day a character may make a Test to reduce the amount of damage they are currently carrying. When characters use their Recovery Tests, they roll Action Dice based on their Toughness Step to determine how much Physical and Stun Damage they heal. Wounds impair the character's ability to recover damage. Recovery Tests can also be used to fuel some magical abilities. This will be explained where appropriate.

Durability

Durability increases the character's Death Rating and Unconsciousness Rating with each Rank purchased. Characters gain access to Durability when they advance from the Initiate Tier to the Novice Tier. See the **Character Advancement** chapter, pg.259, for a full explanation of Durability. For now, put a zero in the Durability box on the character sheet.

Initiative

A character's Initiative Step determines when they act during a combat round. The Initiative Step is equal to the character's Dexterity Step, minus any modifiers for armor. For now, put the Dexterity Step in the base Initiative box. You'll figure armor penalties when you equip your character.

Karma

A character's Maximum Karma is determined by multiplying the Karma Modifier for the character's race by their current Professional Rank. This is recalculated each time the Professional Rank is raised; see **Character Advancement**, pg.259. If the character had leftover Attribute Points, they are added to this number, and not lost in the recalculation. Characters start with their Available Karma equal to their Maximum Karma. Once per day, the character may reload their Available Karma by spending Adventure Points (APs), buying up to their Professional Rank in Karma points for ten APs each. When a Skill or other ability requires Karma, the character spends a point from their Available Karma, and rolls the Karma Die for their race in addition to the other dice required by the action. This is explained further in the chapters on **Skills**, **Combat**, and **Magic**.

Movement Rate

A character's Movement Rate determines how far they can move in combat, and is determined by the character's race, based on the average length of stride for the race. This value allows the character to move up to their Movement Rate in hexes, or twice their Movement Rate in yards, each combat round. Additional movement may be taken at the expense of the character's action that round.

Carrying Capacity

A character's Strength value limits their ability to carry or lift weight and ultimately shows how weak or strong they really are. The Carrying Capacity is the number of pounds a character may carry without suffering a penalty for carrying too much weight. See **Encumbrance** (pg.277) in the **Equipment** chapter for the game mechanic.

Record Racial Abilities

Characters may have abilities specific to their race, such as a special type of vision or a unique attack capability. These need to be recorded on the Character Sheet.

Dwarves and Trolls receive the racial Ability of **Heat Sight**. Characters with Heat Sight can visually perceive heat emitted by another character or object. Different degrees of heat translate into different colors; the color of an object depends on the heat difference between it and its surroundings. Extreme differences show the warmer object as white, the scale thereafter going through red, orange, yellow, green, blue, and finally violet for minute differences. Heat Sight slightly impairs the perception of details unaffected by temperature. Anyone who has been a Boojum for more than a week, however, has learned to compensate. Magical effects that prohibit normal sight, for example magical darkness, also affect Heat Sight, and Heat Sight does not penetrate objects any more than heat does.

Elves and Snarks receive the racial Ability of **Low-Light Vision**, which allows a character to see at much lower light levels than humans. For a character with Low- Light Vision, a single torch easily illuminates a 30-yard by 30-yard meeting hall. Starlight provides plenty of light on a clear night, and even on a night shrouded by thick cloud cover the character can see as well as a human sees at dusk. Characters with Low-Light Vision are no more susceptible to flash-blindness than humans. Complete darkness—the complete absence of light—will render a character with Low-Light Vision unable to see, like other characters requiring normal vision. Low-Light Vision stays in effect at all times.

Snarks receive the racial Ability of **Rugged Constitution**. They gain +1 Step to all Toughness Tests against poison and disease, including Tests to resist drug addiction and to avoid intoxication penalties when drinking alcohol. They do not need to make Toughness Tests against bad trail rations or other possibly spoiled food, although they may have to make a Willpower Test to eat it.

Saurids receive the racial Ability of **Tail Combat**. Saurids often make use of their tails when engaged in combat. A Saurid can use their tail to whip at opponents in unarmed combat much like striking with an arm or kicking with a leg, using an appropriate unarmed combat skill for any Attack Tests. The Damage Step used is the character's Strength Step, unless modified by abilities that enhance unarmed combat Damage. A Saurid may also fasten a melee weapon of up to Size 2 to their tail, which is then treated as an Attached Weapon (see pg.279). Tail Combat allows Saurids to use the Combat Options of Tail Attack and Tail Parry (see pg.244).

Saurid Hulks receive the racial Ability of **Natural Armor**. They have very tough skin, with enlarged and noticeable scales, which serves as armor. Saurid Hulks receive a Physical Armor Rating of 3.

Assign Skill Ranks

The Skills available to a character are determined by the Profession chosen. Skills are rated by Rank. The higher the Rank, the more proficient the character is. Skills add a Step bonus equal to the Skill Rank to the related Attribute Step to generate the final step rolled for Tests made with that skill.

The Professional Rank starts at 1, putting the character in the Initiate Tier. This is recorded in the appropriate block on the Character Sheet.

The Profession Skill receives a free Rank of 1, and is recorded in the Profession Skill slot on the Character Sheet.

The Read/Write Language and Speak Language Skills each receive a free Rank of 1, indicating that the character can speak and is literate in their native language. See the notes about illiterate characters in **Language Skills**, below.

Durability does not receive a free Rank, as it cannot be learned before the Novice Tier. A place for Durability is provided on the character record sheet for later convenience, but it will not be used during character creation.

Players have ten Ranks to assign to their Profession Skill and starting Core and Optional Skills, chosen from those available to their Profession. An Initiate has ten slots available for starting Skills, plus two slots taken up by the Speak Language and Read/Write Language Skills. The player must fill six of these slots with Skills from the Initiate Core Skills and Optional Skills lists. The remaining four slots are for Knowledge and General Skills; see **Assign Free Ranks** below. Any Skills not chosen at this time will remain available for later purchase. See the **Character Advancement** chapter (pg.259). Players may assign up to three Ranks to a Skill, for a maximum starting Rank of 3. Slots may be left open if the player so desires, but a minimum of three Core Skills must be selected.

Assign Free Ranks

Players receive a number of free Ranks for Knowledge and Language Skills. These represent areas of expertise a character cannot do without. For example, characters cannot speak a language without the Speak Language Skill, so characters must assign Ranks to Speak Language if they wish to be fluent in more than their native tongue. The number of Ranks available for Knowledge and Language Skills and how they have to be spent are detailed below. In addition to the specified Ranks for each category, the player receives an additional five Ranks to distribute freely among the Skill categories of Knowledge, Language, and General Skills. Players may not purchase Skills with these Ranks that are on their character Profession's Core or Optional Skills lists. A Skill may be assigned up to three Ranks at character creation. The Gamemaster may allow more Ranks for Profession, Core, Optional, Knowledge, Language, or General Skills at start time if it fits the game's tone.

Knowledge Skills

The character has lived in the game world all their life. They should know more about the world than the player, and so starting characters receive two free Ranks for Knowledge Skills. These represent areas of study with which the character is familiar. Ranks in Knowledge skills are added to the character's Perception Step to determine the Skill Step. See the **Skills** chapter, pg.169, for more about how Knowledge Skills work.

Language Skills

Starting characters should all be fluent and literate in at least one language (unless their Social Level or culture allows illiteracy). The character sheet provided with this manual has the Speak Language and Read/Write Language Skills already listed, in slots of their own, that do not take up any of the ten Skill slots provided to a new character.

Since the British Empire controls the majority of the game world on both Earth and the Gruv, everyone speaks and reads English unless specifically noted otherwise. English might not be your character's primary language. Everyone gets a Rank in Speak Language for free, reflecting their native language. If the character is of British background, the player must buy a Rank in the Speak Language Skill to speak anything other than English.

If the character isn't British, they must buy a Rank in Speak Language in order to speak both their native language and English. The same applies to the Read/Write Language Skill, which receives one free Rank for the native language, but must have a Rank bought for it if the native language is not English. Illiterate characters do not have to buy a Rank in Read/Write Language for English, but are likely to suffer in-game because of it.

General Skills

General Skills represent more practical abilities than Knowledge or Language. Most of a character's bonus five Ranks will normally be spent on General Skills, but they may also be spent to learn additional languages or more knowledge. Again, see the **Skills** chapter, pg.169, for more information.

Starting Spells

If your character is a Mage, Priest, Shaman, or Weird Scientist, you must select the spells your character knows at the outset. You do not have to make a Test to learn these spells. Four spells are allowed. We recommend taking the four Initiate Tier spells from the character's **Lodge Spell Listing Table** (see the **Secret Societies** chapter, pg.457). However, you are not restricted to those. You may take any Initiate Tier spells that the Gamemaster will allow. You must create KAVs for these spells that fit the Style of your Lodge. See the **Spellcasting** chapter (pg.357) for more information on KAVs and Style.

Determine Social Level

The Victorian era was highly class-conscious. Social Level, or SL (see pg.157), represents the standing within society of the character, their placement by virtue of birth, personal achievement, and recognition. Characters may rise or fall in Social Level, but only due to momentous events. The following table shows the basic Social Level structure, with suggested positioning for the Professions described in this book. Note that some Professions could easily be found either higher or lower in the social structure, such as the Priest, Mage, or Military Officer. Others could have their Social Level adjusted by their backstory, such as a Cowboy who became an outlaw and fell to SL1. Determine the character's Social Level by their Profession and backstory, and through discussion with the Gamemaster. Note that Boojum characters tend to be treated as if their SL was one point lower, due to societal prejudices.

Social Level	Definition	Professions
1	Lower Class / Criminal	Byron, Dodger, Fiddler
2	Working Class / Commoner	Cowboy, Investigator, Journalist, Pioneer, Soldier, Tribal Warrior
3	Middle Class / Bourgeoisie	Airship Pilot, Brassman, Doctor, Engineer, Explorer, Mage, Medium, Military Officer, Priest, Weird Scientist
4	Upper / Merchant Class	Big Game Hunter, Scientist, Shaman (in their own culture)
5	Nobility	Aristocrat

Equip Your Character

Your character needs equipment to adventure. Food, clothing, protection, weapons, and more are all necessary for the character's day-to-day survival. As adventurers, all characters begin play with basic clothing, weaponry, and tools as determined by their Profession, which does not have to be paid for as long as it is specified in the Profession description or within reason, the latter being determined by the Gamemaster. The character may receive additional funds for equipment purchase during character build. Again, this will be determined by the Profession or allotted by the Gamemaster.

If you purchase armor or a shield (or equivalent, such as a Weird Science device) for your character, fill in the Physical Armor Rating on the Character Record Sheet. Some types of armor and shields improve your character's Mystic Armor as well. Be sure to check the equipment description and adjust the character's Mystic Armor Rating if necessary. If your character starts out with a talisman or amulet of a protective nature, be sure to add this to the character's Mystic Armor.

Use the following table, or assign starting funds and weekly income as appropriate for your campaign. Generally, starting funds should represent about a month's wages, with some variation due to the problems of trying to save up that much. Starting funds are represented in old-style British currency, pounds/shillings/pence. See the **Equipment** chapter, pg.273, for a discussion of Victorian British money. If the category has a dash in it, then no dice are rolled for that level of currency. For example, the Social Level 2 Moderate category has a Starting Funds of £d4-1/2d6/-. The player rolls 1d4, minus 1, for the number of pounds the character has to their name, 2d6 for their shillings (being sure to convert every 12 shillings to a pound), and no dice for pence, as the character is above the need for counting every penny. Note here that since the d4 is rolled at minus 1, it cannot roll up, but the 2d6 rolled for shillings can roll up.



Starting Funds and Income By Social Level

SL	Category	Starting Funds	Income (per week)
1	Low	£-/d4-1/d6	7p
	Moderate	£-/2d10/-	3s
	Well Off	£d4-2/2d6/-	7s
2	Low	£d4-2/2d10/-	8s
	Moderate	£d4-1/2d6/-	12s
	Well Off	£d4/2d6/-	17s
3	Low	£d6/d20+d8+d6/-	£1
	Moderate	£d10/2d6/-	£1/8/-
	Well Off	£2d6/2d6/-	£2/2/-
4	Low	£2d10/-/-	£3/-/-
	Moderate	£2d20+2d8/-/-	£8/-/-
	Well Off	£6d20+2d10/-/-	£21/-/-
5	Low	£200+3d8/-/-	£55/-/-
	Moderate	£500+5d20+2d12/-/-	£144/-/-
	Well Off	£1500+2d20/-/-	£377/-/-

Make Your Character a Person

Now you know how your character fits into the game, but what kind of person are they? The following suggestions will help you flesh out your character and create a unique individual.

Name and Gender

Choose a name for your character based on their cultural background. Remember, the British Empire spans much of Earth, and includes India, New Zealand, South Africa, and many other areas where traditional British names are the exception rather than the rule. If your Doctor is from Uttar Pradesh and studied at the Pondicherry Institute, his name could be Shashadri Ranganathan. If your Cowboy is from the western Confederacy, in an area settled partially by Mexihcans, her name could be Melchora de Santos Suarez. Even in Britain, there are people of Moorish descent, people whose ancestors came from other European countries, and people from across Asia. In a cosmopolitan empire, many backgrounds are possible.

The same applies to gender. The Gender blank on the character sheet should reflect the character's presentation, how they present themselves to the world. The British military has a long history of women among the enlisted soldiers, disguising themselves as men to fight for Crown and country. Modernization has brought women openly into the ranks and the officer corps. A woman living as a man would have their gender recorded as Male (Female), indicating the secret they carry. Some people cross over and live openly as another gender, such as Doctor James Barry, born Margaret Bulkley, the British Army's inspector general for military hospitals until his death in 1865.

Many cultures that are part of the Victorian era British Empire have third or even fourth genders. In the Raj, the hijra have been repressed by the British, but continue to be an accepted and cherished part of Indian native culture. Living often in their own intentional communities, but sometimes among the general population, the hijra leave masculinity behind for a feminine approach to life integral to their religious beliefs and practices. Samoans recognize a third gender, the fa'afafine, people who embody both male and female characteristics regardless of what biology gave them at birth. In some Native American cultures, the Two-Spirit people hold important positions as shamans and ritual celebrants. Born either male or female, Two-Spirit individuals may live as any

of four presentations, masculine men, feminine men, masculine women, or feminine women. Even in Britain there are those who challenge gender norms, either quietly or openly.

All of this only covers humans. The Saurids hatch without gender, and spend their first twelve years as neuter. Only when they reach kayissa, the Change, do they acquire physical gender, over the course of a year of what is in effect puberty.

Within the Plains, Forest, and Mountain tribes, children who do not pass kayissa, the rare sil'kayissar who do not acquire physical gender and grow to adulthood sterile and sexless, may be shunned, celebrated, exiled, or simply ignored based on the individual tribe's culture. A Saurid's role within their culture may or may not be dependent upon their physical sex.

Within the Plains tribes, the males generally are the warriors and political leaders, with the females relegated to sacred duties, tending the fields, raising the children, and other patriarchal-culture feminine roles. Some females do not accept this, and challenge for the right to live as males. Some of the fiercest warriors are females who have crossed over and live as men. Within the Mountain tribes, the females generally rule, providing both secular and sacred leadership, with the males relegated to the same roles that females occupy among the Plains tribes. Again, males can adopt female roles by crossing over. The Forest tribes take this a step further. For those whom adopting the role is simply not sufficient, there is a powerful magical ritual, the Rite of Crossing Over, that allows the individual to cross over physically, rebuilding their body to match their inernalized gender. Not all ki'isna, the Changed Ones, emerge from the ritual as male or female. Some emerge as sil'kayissar, having discarded physical gender entirely. The Plains and Mountain tribes do not approve of this ritual, seeing it as defiance of the choice of the gods. They refer to the ki'isna as the Arrogant Ones, and will usually attack them as soon as they are identified.

Personality

An individual's personality defines how that person interacts with the world. Are they stubborn? Cynical? Cunning? Spiteful? Trustworthy? Larcenous? Altruistic? Characters can be defined the same way. The easiest way to define your character's personality is to assign them a number of personality traits. Personality traits are simply labels for the way a character acts and interacts with the world.

Personality Traits

The traits given below (positive, neutral, and negative) should help players and Gamemasters begin forming their characters' personalities. Choose one or two traits or make up one or two of your own. Make sure your Gamemaster approves them. If you later find that you want to round your character out further by adding more traits, work with your Gamemaster to determine what caused your character to change.

Sample Personality Traits: Aggressive, Aloof, Altruistic, Ambitious, Amoral, Apprehensive, Argumentative, Astute, Attentive, Bloodthirsty, Bold, Charismatic, Chivalrous, Cold, Compassionate, Compassionless, Condescending, Confident, Conniving, Conservative, Courageous, Courteous, Cowardly, Creative, Cruel, Cunning, Curious, Cynical, Depraved, Dignified, Disciplined, Dishonest, Drunkard, Easy-going, Eloquent, Energetic, Extroverted, Fanatical, Follower, Forgiving, Friendly, Generous, Good-humored, Gracious, Greedy, Gullible, Honorable, Humorless, Idealistic, Immature, Immoral, Insightful, Insulting, Intellectual, Intense, Intimidating, Intolerant, Introverted, Intuitive, Irrational, Jealous, Judgmental, Kind, Lazy, Liar, Logical, Loner, Loyal, Lustful, Malcontent, Manipulative, Militant, Miserly, Mocking, Moral, Naïve, Obsessive, Opinionated, Optimistic, Overbearing, Paranoid, Passionate, Patient, Persuasive, Pragmatic, Protective, Proud, Rational, Reactionary, Realistic, Reasonable, Rebellious, Reserved, Resourceful, Rude, Sadistic, Sarcastic,

Selfish, Sensitive, Sentimental, Shrewd, Spontaneous, Superstitious, Suspicious, Sympathetic, Treacherous, Vengeful, Witty.

Hidden and Surface Traits

Optional Rule: Most characters act in a manner that fits with their chosen personality traits. That is, their personality traits really describe how they act; they have few or no secrets to hide. For those players and Gamemasters who want to add a little more depth to their characters, we provide the following option.

Characters can have two types of personality traits: surface and hidden. The surface traits are a character's public face, what everyone but his most intimate companions sees him to be. For some characters, the surface trait is a vital part of their personality. They act and think in that manner most of the time. For other characters, however, the surface trait serves as a façade, a mask worn to conceal their real nature or their hidden traits. The character's hidden traits should only rarely come to the surface. These secret traits provide the character's true motivation, define the character's view of the world, and determine how the character goes about achieving his long-term goals. Hidden traits will also color a character's interaction with others.

Gamemasters who decide to use this option should allow their players to give their characters at least one surface trait and one hidden trait. While multiple traits certainly create more believable characters, they create greater roleplaying challenges. The demands of certain traits may begin to conflict with other traits. It's hard enough being a real human being and trying to work through these conflicts without worrying about acting them out for the character, too.

Sebastian decides to give his elf Priest the hidden trait of sensitive, which will be a nice addition to his gullible surface trait. Everyone who meets this character will see that it is easy to lie to him. Sebastian chooses to make his Priest secretly sensitive, so he will be hurt by such lies, seeing them as acts of deliberate cruelty and malevolent ill-will. He rarely gives away what he feels inside, revealing this trait only to his closest friends.

The Reward (and Price) of Roleplaying

Roleplaying your character according to his surface and hidden personality traits may gain him additional Adventure Points at the end of a story. How many Adventure Points your character earns depends on the story told, the circumstances, and how well he acted and reacted. If you ignore or play fast and loose with your character's traits as the story unfolds, the Gamemaster may remind you to remain true to your character's traits. If you continue to act out of character, or expose his hidden traits, the Gamemaster may award fewer Adventure Points at the end of the story.

Character History

Once you establish your character's personality, decide what made him that way. An easy way to create a backstory, a history, for you character is by answering the sorts of questions authors and readers might ask about a character in a story. The basic journalism questions, Who What Where When Why How, make a good start.

- Where did she come from?
- Who are his parents?
- Why did she take up her career? What made him who he is today? Why is she involved in this terrible business? Doesn't he have an uncle that could have gotten him a more respectable position?
- What is your character's gender? Does it match their physical form? Whether your character is male or female can make a difference. A character who is dysphoric, and feels that they are living in the wrong body, adds an entire new level of complication.
- How large (or small) is your character? Are you of average size for your race? Stout? Tall? Skinny?
- What color is your characters hair, eyes, and skin?
- What is your character's general appearance? What would be someone's first impression of your character? Does the character dress stylishly or conservatively? Does he have any markings or decorative tattoos?
- Is your character attractive? Intimidating? Approachable? Does your character slouch, walk gracefully, or march as if always on patrol?
- Where was your character born? Your character's race can be the determining factor for where he was born.
- How old is your character?
- Does your character have a family? What is your character's family like? Does he have any siblings? Are his mother and father still alive? What do they think of their child's lifestyle? What about the rest of the family? Are they poor, middle-income, wealthy? Are they pillars of the community, or are they working to knock those pillars down?
- Has your character begun his own family? If not, does he want to start one? Does the rest of your character's family want him to settle down and start one?
- What are your character's spiritual beliefs?
- What is your character's moral code? Under what conditions will your character kill? Steal? Lie? Does he adhere to a personal code of ethics about violence? What about sex?
- What special qualities does your character possess? Can your character put a deal together that even a king would envy? Does he have a knack for spotting unusual jewelry? Does your character see the job through, no matter what it takes? Does he get along with members of other races?
- What is it your character simply cannot do? Does money run through the character's fingers? Does your character find it impossible to pass up a chance to get that really interesting magic item? Does your character freeze during the first moments of a romantic encounter? Does your character panic under stress? Does your character speak his mind at all the wrong times?
- What does your character love? The smell of ginger tea? Ale and good tavern talk? The bustle of a busy market? A clever comment? Another person?
- What does your character hate? Gate guards who ask personal questions? Kings who think they can order you around? Slow service? Assassins who just haven't got the sense to leave you alone?
- What is your character's name? Was your character born with the same name he uses now? Is his current name a nickname? If so, who gave it to him?

Play the Game!

With all of this accomplished, you now have a fully developed character and are ready to enter the world of *1879*. Consult your Gamemaster if you have any further questions before starting play. Once you get going, it's hard to make adjustments to your character, like trying to change the spark plugs on a running engine. Above all else, have fun!




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1879 PLAYERS GUIDE



Character Professions

Every man should make his son or daughter learn some useful trade or profession, so that in these days of changing fortunes of being rich today and poor tomorrow they may have something tangible to fall back upon. This provision might save many persons from misery, who by some unexpected turn of fortune have lost all their means.
– Phineas Taylor Barnum

A character's Profession is what they do with their life, but it involves much more than that. The character's Profession provides a foundation for how they see the world. For example, a Zulu Tribal Warrior considers first whether someone is a friend or an enemy to their ikhanda, or tribe. They put their ikhanda first, then the commands of their chief, then their family, then their own needs and desires. They look outward, across the land, checking for threats, and take a direct approach to eliminating them. The Airship Pilot worries about their Giffard first, then themselves, then the needs and desires of their current employer or military commander. They think vertically as well as horizontally, understanding that you don't have to go through an obstacle that you can fly over. They keep an eye on the weather, politically and socially as well as what's in the sky, always aware that the wind can change violently without warning.

This chapter provides an explanation of the Professions most often encountered in the world of 1879, a list of Skills available at each advancement Tier, and some tips on roleplaying the Profession. Future supplements will describe Professions for the Samsut, less common Professions for Terrestrials, and Professions for the Saurids, as well as providing the rules for building new Professions.

Some of the Profession descriptions may specify a gender in their use of pronouns. This should never be taken as a restriction or preference in that Profession for the specified gender. For example, the Cowboy description uses female pronouns, but quite a few Cowboys are men. The Engineer description uses male pronouns, but the most famous Engineer in the Gruv is Dr. Bronwen Pelloutier, the woman in charge of the Alice and Gruv Railway's engineering department.

The Profession determines the Profession Skill and the Core Skills, the abilities that define the character. These Skills can have Karma spent on them to improve their Action Dice. Optional Skills are also determined by the Profession, but cannot have Karma spent on them. Each Profession is divided into Tiers (Initiate, Novice, Journeyman, Warden, Master), which indicate the character's level of experience. The Tiers are determined by the character's Professional Rank, which is a summation of the character's advancement in their Profession and Core Skills. Player characters normally begin the game at a Professional Rank of 1, an Initiate, as described in the **Character Creation** (pg.61) and **Character Advancement** (pg.259) chapters, advancing to each consecutive Tier as they gain experience, measured in Adventure Points, and use that experience to advance their Skill Ranks and thus their Professional Rank. Each Tier description includes a list of the Skills a character may learn at that level of experience, and any special Abilities the character gains at that Tier.

Racial Restrictions

Not all races work properly with all of the Professions. Sometimes, this is due to physical constraints. Trolls are just too big to be Airship Pilots. Cultural issues may preclude a Profession. Most Terrestrials don't have the links to the land and the ancestors, or the cultural background, to follow the Shaman path favored by the Saurids. Professions that have racial restrictions will explain why certain races do not normally fit the Profession. If the player can come up with a good backstory as to why their character would fit the Profession, and the Gamemaster approves, racial restrictions may be set aside. As with any rule in this book, the players and Gamemaster are free to discard it entirely if they so desire.

A sample archetype character – one that players can use as a character in the game instead of creating their own – follows the description of each Profession. These archetypes were created using the Purchase Point Method of generating Attributes and follow the rules for creating characters presented in the **Character Creation** chapter (pg.61). The archetypes are presented as humans to make adaptation to other races easier. Players only have to apply the racial adjustments for the new race, rather than remove racial adjustments and then apply another set. When creating your own character, you can choose from any of the races allowed to your character's Profession, although this may require some alterations to the character's Attributes and abilities. Archetype characters may also be used by the Gamemaster as opponents and villains in the campaign.

Structure of a Profession

Flavor Quote: Something you might hear from someone following this career path.
Description: An overview of the Profession, giving you the basic idea of what the Profession does and the place it occupies in the game world.

Important Attributes

The Attributes that should receive the highest values, based on the Core and Optional Skills the Profession has available.

Profession Skill

This Skill goes in the top slot on the character sheet. It may be used as a Knowledge Skill to represent the character's understanding of their profession.

Racial Restrictions

If any, the reason for the restriction will be specified.

Starting Equipment

This is the recommended starting gear for the Profession. Your Gamemaster may have other ideas.

Starting Funds, Income

Use the table on pg.75, or assign starting funds and weekly income as appropriate for your campaign. Generally, starting funds should represent about a month's wages, with some variation due to the problems of trying to save up that much. These values are expressed in standard British currency, pounds / shillings / pence. An explanation of British currency may be found in the **Equipment** chapter (pg.273).

Suggested Social Level

The Social Level where the Profession is most often found. Again, your Gamemaster may have other ideas, or you may be able to convince your Gamemaster that a different Social Level would be appropriate for your character.

Skills and Abilities

Lists by Tier of the Skills available for the Profession as Core and Optional. Skills that do not appear on these lists may be chosen as Free Skills.

Notes

Any special considerations for the character Profession, such as explanations of how the Profession might use a particular Skill.

Character Professions

The available character professions in *1879* are presented on the following pages, along with a sample character of each type.

Airship Pilot

"Oh, yeah, we've weathered worse storms than this. Do that over the rail, would you mind? And no, you can't light your pipe to settle your nerves. You'd be dead before your eyes could register the flash."

Not just a dab hand at the tiller, the Airship Pilot knows the workings of a Giffard, a flexible-gasbag airship, inside out and back to front. He understands the delicate balance between lift and gasbag tension, can tell when the engine is straining by the vibration of the deck, and knows what winds are likely by the shape and movement of the clouds. He can refill his ship's hydrogen from the Kipp in the midst of battle without spilling a drop of acid on the deck, and put his ship down on a shilling and give you thruppence change. He also plays a savage hand of cribbage. If you want to get there, quickly, and there's no rail or road, the Airship Pilot is your man. Bring plenty of dosh. Between his fee and the cards, you'll need it.

Important Attributes: DEX, PER
Profession Skill: Pilot Airship
Racial Restrictions: Troll – too large and heavy, Saurid – race does not have the technology natively
Starting Equipment: Cheap suit, Work clothes, Rubber-soled boots, Pistol
Starting Funds: Low
Income: Moderate
Suggested Social Level: 3

Skills and Abilities

INITIATE
Core Skills
Crew Airship, Knowledge (Chemistry), Mechanic, Navigation, Read Sky
Optional Skills
Climbing, Field Engineering, Firearms, Knowledge (Mathematics), Unarmed Combat

NOVICE
Core Skills
Awareness, Clockwork, First Impression, Mapmaking, Slough Blame
Optional Skills
Avoid Blow, Gambling, Knowledge (Geography), Melee Weapons, Swimming

JOURNEYMAN
Core Skills
Bribery, Danger Sense, Graceful Exit, Haggle, Shake It Off, Streetwise, Throwing Weapons
Optional Skills
Conceal Object, Craftsman (Ropemaking), Flirting, Knowledge (Aviation History), Lip Reading, Lock Picking, Wilderness Survival



Abilities

- The Airship Pilot gains +1 to their Social Defense.
- The Airship Pilot gains +1 to their Physical Defense.
- The Airship Pilot may spend one point of Karma on any PER-only Test.
- **Weather Reading:** The Airship Pilot may assess the weather and gain a bonus to any weather-related Action, ranging from piloting a ship through a storm to navigating around it to gaining an advantage from a shift in the wind. The character makes a Read Sky Test and pays 2 Strain. The Airship Pilot gains +1 per success in this Test to the weather-related Action.

Notes

The Knowledge Skills listed are used as follows. See the **Skills** chapter (pg.169) for the more general definitions of these Skills.

Aviation History: The Airship Pilot can recall stories of famous aviators, details of their aircraft, and possibly remember a situation similar to the current predicament and the solution that was tried at that time.

Chemistry: Necessary for managing the Kipp apparatus, which generates hydrogen for the ship's gasbag. Can be applied to other operations, such as using the leftover acidic effluent to flush the ship's sanitation system or clean the engine stack.

Geography: The Airship Pilot can use this Skill in place of a map in familiar areas, and can apply successes from a Test as +1 bonuses to Navigation Tests. The Skill can also be used to find shelter for the ship from weather conditions, predict the likelihood of villages that are not yet on the map, and otherwise make educated guesses about the land and what lies on it.

Mathematics: Pilots must be able to calculate weight to lift ratios, figure the balance of their ship, and keep track of their fuel burn rate. This Skill can also be used as an adjunct to Navigation, making a Knowledge (Mathematics) Test against the Target Number for the course to be plotted, and applying successes as +1 bonuses to the subsequent Navigation Test.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 15: 6/D10	STR: 13: 6/D10	TOU: 13: 6/D10
PER: 16: 7/D12	WIL: 9: 4/D6	CHA: 12: 5/D8

CHARACTERISTICS

Physical Defense: 9	Mystic Defense: 9	Social Defense: 7
Initiative: 6	Movement: 6	Carrying Capacity: 125
Mystic Armor Bonus: 1	Social Level: 3	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 26	Death: 32	Wound Threshold: 9
Recovery: 3		

LANGUAGES

English (British): Speak; R/W
French: Speak, R/W

ARMOR

Flak Jacket: Phys 4, Myst 0, Init 0

WEAPONS

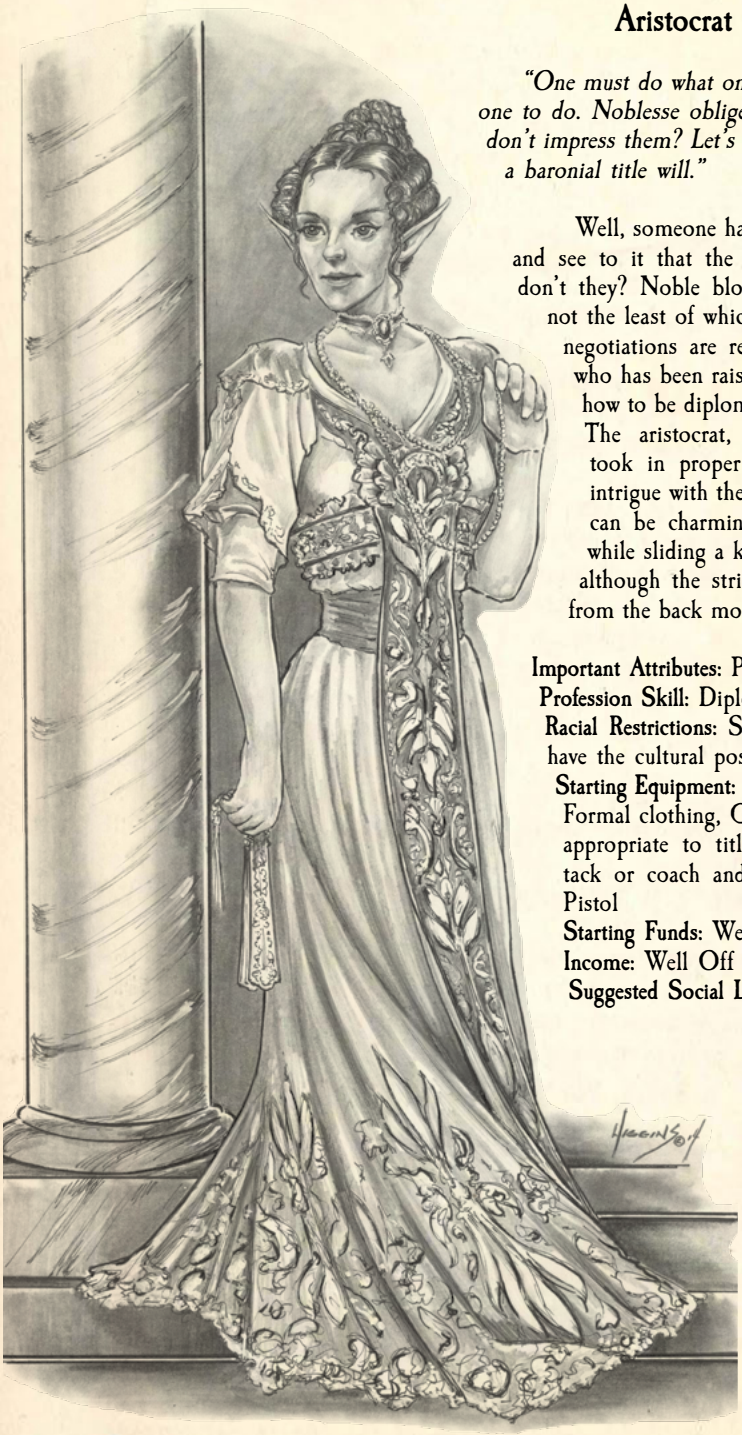
Light Pistol, 100 rounds

EQUIPMENT

Cotton shirt, Weekday suit, Flannel shirt, Wool trousers, Workman's boots (rubber soled), Pilot's logbook, Writing kit
Money: £-/13/3

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Pilot Airship	Prof	3	10
Speak Language	L	2	9
Read/Write Language	L	2	9
Crew Airship	C	1	7
Mechanic	C	1	8
Navigation	C	1	8
Read Sky	C	1	8
Climbing	O	1	7
Field Engineering	O	1	8
Firearms	O	1	7
Knowledge (Mathematics)	O	1	8
Knowledge (Gruv Geography)	F	1	8
Knowledge (Earth Geography)	F	1	8
Distract	F	1	6
Evaluate	F	1	8
Gunnery	F	1	8



Aristocrat

"One must do what one's position requires one to do. Noblesse oblige and all that. Rifles don't impress them? Let's see if waving around a baronial title will."

Well, someone has to pay for all of this, and see to it that the effort is led properly, don't they? Noble blood brings obligations, not the least of which is leadership. And if negotiations are required, well, someone who has been raised properly and knows how to be diplomatic will be invaluable. The aristocrat, born to the purple, took in proper behavior and courtly intrigue with their mother's milk. They can be charming, gracious, and witty while sliding a knife between your ribs, although the strike does tend to come from the back more often than the front.

Important Attributes: PER, CHA
Profession Skill: Diplomacy
Racial Restrictions: Saurid – race does not have the cultural position natively
Starting Equipment: Everyday nice clothing, Formal clothing, Court dress with regalia appropriate to titles, Riding horse with tack or coach and pair, Dueling sword, Pistol
Starting Funds: Well Off
Income: Well Off
Suggested Social Level: 5

Skills and Abilities

INITIATE

Core Skills

Conversation, Equestrian, Etiquette, First Impression, Knowledge (Secrets of the Aristocracy)

Optional Skills

Artist (Court Dancing), Firearms, Hunting, Knowledge (Sport), Melee Weapons

NOVICE

Core Skills

Flirting, Knowledge (Politics), Resist Taunt, Slough Blame, Taunt

Optional Skills

Animal Handling, Avoid Blow, Entertainer, Gambling, Riposte

JOURNEYMAN

Core Skills

Awareness, Bribery, Engaging Banter, Graceful Exit, Haggle, Knowledge (Court Protocol), Winning Smile

Optional Skills

Animal Training, Knowledge (Wild Animals), Shake It Off, Sure Mount, Swimming, Trick Riding, Unarmed Combat

Abilities

- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- The character may use Karma on any CHA-only Test.
- **Witty Rejoinder:** For 2 Strain, the Aristocrat may Riposte a Taunt, turning it back on its originator. Use of Riposte in this way bases the Test off CHA instead of DEX. If the Aristocrat does not have the Riposte Skill, they may make a raw CHA Test in its place for an additional 1 Strain. The Riposted Taunt affects its originator with the result of the Riposte Test. Extra successes may result in applause from onlookers. On a Rule of One result, the Aristocrat loses their train of thought halfway through, and is left spluttering and unable to reply to anything for five minutes.

Notes

The Knowledge Skills listed use the standard definitions and mechanics, as described in the **Skills** chapter (pg.169).

Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 15: 6/D10	STR: 8: 4/D6	TOU: 8: 4/D6
PER: 16: 7/D12	WIL: 11: 5/D8	CHA: 17: 7/D12

CHARACTERISTICS

Physical Defense: 9	Mystic Defense: 9	Social Defense: 10
Initiative: 6	Movement: 6	Carrying Capacity: 60
Mystic Armor Bonus: 2	Social Level: 5	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 16	Death: 20	Wound Threshold: 6
Recovery: 2		

LANGUAGES

English (British): Speak; R/W
Greek: Speak, R/W
Latin: Speak, R/W

ARMOR

Ballistic Vest (Silk): Phys 5, Myst 0, Init 0

WEAPONS

Light Pistol
Rapier

EQUIPMENT

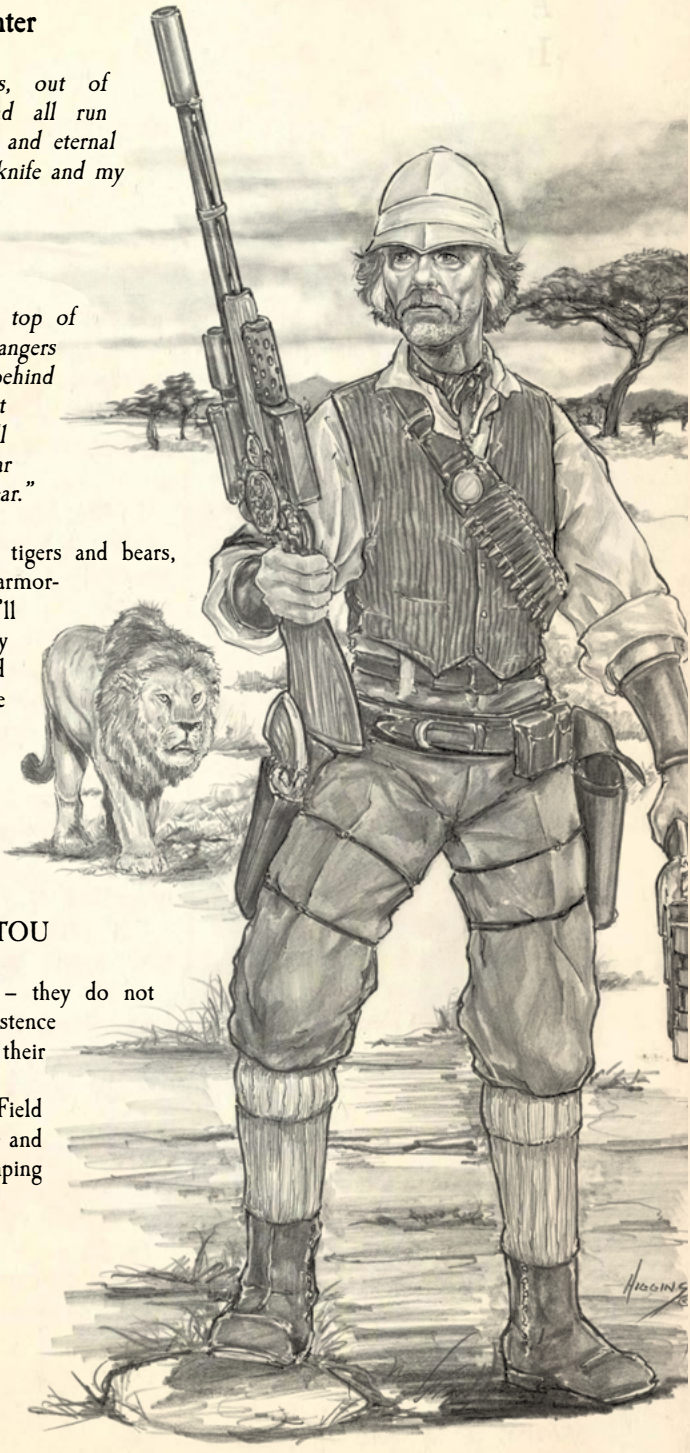
Sunday suit with Silk hat, City boots
Formal court garb
Horse, riding, with tack
Money: £180/-/-

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Diplomacy	Prof	3	10
Speak Language	F	3	10
Read/Write Language	F	3	10
Conversation	C	1	8
Etiquette	C	1	8
First Impression	C	2	9
Knowledge (Secrets of the Aristocracy)	C	1	8
Artist (Court Dancing)	O	1	8
Firearms	O	1	7
Melee Weapons	O	1	7
Knowledge (Finance)	F	2	9
Forgery	F	1	7

Big Game Hunter

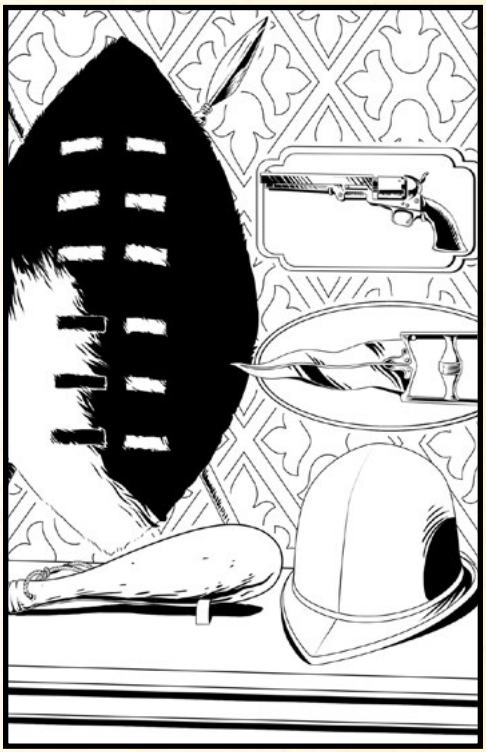
"So there I was, out of ammunition, bearers had all run off, nothing between me and eternal Providence but a Bowie knife and my wit, facing off against a thousand pounds of razor-edged murder. Lost a finger when I went up and over the top of the beast, but mordslangers have got a weak spot behind the eyes, and now I've got a carapace on my wall bigger than that polar bear Halbjornssen shot last year."



Bother the lions and tigers and bears, there's dinosaurs and giant armor-plated bugs in the Gruv! He'll need an entire new trophy room built. A crack shot and a dab hand at tracking, the Big Game Hunter brings useful Skills as well as bluster. Offer him a worthy target and a hard challenge and he's there before you can say Quentin Durward.

Important Attributes: DEX, TOU
Profession Skill: Hunting
Racial Restrictions: Saurids – they do not hunt for sport, but for subsistence and to prove themselves to their tribe.
Starting Equipment: Field clothing, Sturdy boots, Rifle and plenty of ammunition, Camping gear
Starting Funds: Well Off
Income: Well Off
Suggested Social Level: 4

Skills and Abilities



INITIATE

Core Skills

Firearms, Knowledge (Wild Animals), Stealthy Stride, Tracking, Wilderness Survival

Optional Skills

Animal Handling, Climbing, Equestrian, Navigation, Swimming

NOVICE

Core Skills

Awareness, Cobra Strike, Eagle Eye, Poison Resistance, Shake It Off

Optional Skills

Animal Training, First Impression, Fishing, Knowledge (Geography), Unarmed Combat

JOURNEYMAN

Core Skills

Creature Analysis, Danger Sense, Heartening Laugh, Impressive Display, Melee Weapons, Sprint, Tiger Spring

Optional Skills

Animal Bond, Crushing Blow, Haggle, Knowledge (Botany), Mapmaking, Physician, Sure Mount

Abilities

- The character gains +1 Recovery Test per day.
- The character can use Karma on TOU-only Tests.
- The character gains +1 to their Physical Defense.
- **Long View:** For 1 Strain, the character gains +1 on any visual PER Test, for example looking out across the savannah and spotting the dust raised by a moving herd.

Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 17: 7/D12	STR: 13: 6/D10	TOU: 15: 6/D10
PER: 13: 6/D10	WIL: 12: 5/D8	CHA: 8: 4/D6

CHARACTERISTICS

Physical Defense: 10	Mystic Defense: 8	Social Defense: 5
Initiative: 7	Movement: 6	Carrying Capacity: 125
Mystic Armor Bonus: 2	Social Level: 3	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 30	Death: 36	Wound Threshold: 10
Recovery: 3		

LANGUAGES

English (British): Speak, R/W

ARMOR

Leather (equivalent military surplus): Phys 3, Myst 0, Init 0

WEAPONS

Bolt-action Rifle, 200 rounds standard ammunition, 100 rounds express ammunition
Knife

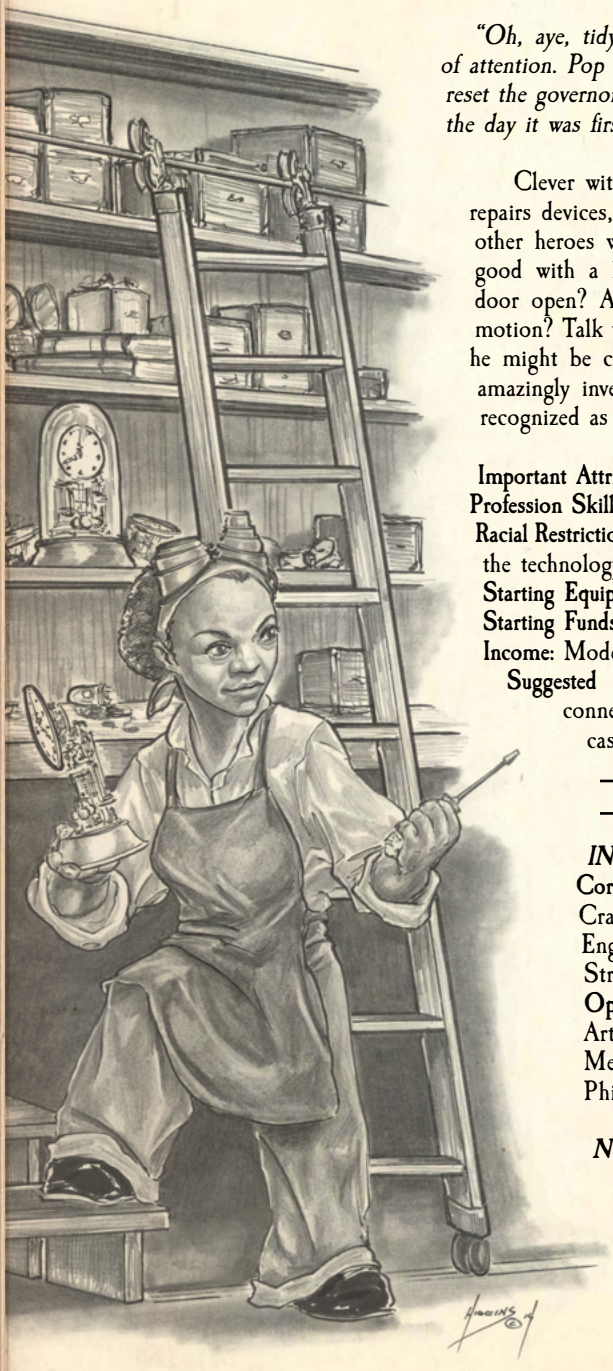
EQUIPMENT

Field clothing, Hiking boots
Tent, Bedroll, Mess kit, Tinderbox or water-proof matches
Money: £10/-/-

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Hunting	Prof	3	10
Speak Language	F	1	7
Read/Write Language	F	1	7
Firearms	C	1	8
Knowledge (Wild Animals)	C	1	7
Stealthy Stride	C	1	8
Tracking	C	1	7
Wilderness Survival	C	1	7
Climbing	O	1	8
Equestrian	O	1	8
Navigation	O	1	7
Knowledge (African Legends)	F	2	8
Battle Shout	F	2	6
Flirting	F	2	6
Field Engineering	F	1	7

Brassman



"Oh, aye, tidy bit of work that, just needs a bit of attention. Pop this grit out from between the teeth, reset the governor, and there we go, ticking along like the day it was first made."

Clever with his hands, the Brassman makes and repairs devices, steam, clockwork, electrical, providing other heroes with the gadgetry they need. He's also good with a lock or a power system. You need a door open? A boiler fired up and an engine set in motion? Talk to your Brassman. If he's good enough, he might be called a Guppy, after Sarah Guppy, an amazingly inventive woman who after her death was recognized as the first Brassman.

Important Attributes: DEX, PER
Profession Skill: Clockwork
Racial Restrictions: Saurids – their culture does not have the technology required to support the Profession
Starting Equipment: Tools, Decent clothing
Starting Funds: Moderate
Income: Moderate
Suggested Social Level: 3 (unless Dodger connections are publicly known, in which case 1)

Skills and Abilities

INITIATE

Core Skills
Craftsman (Metalworking), Field Engineering, Lock Picking, Mechanic, Streetwise
Optional Skills
Artisan (Metalworking), Eidetic Memory, Firearms, Knowledge (Natural Philosophy), Research

NOVICE

Core Skills
Civil Engineering, Craft Firearm, Detect Trap, Haggle, Slough Blame
Optional Skills
Avoid Blow, Bribery, Disguise, First Impression, Melee Weapons

JOURNEYMAN

Core Skills

Conceal Object, Craft Armor, Craft Weapon, Disarm Trap, Evaluate, Exploding Ammunition, Forge Firearm

Optional Skills

Artisan (Glassworker), Cryptography, Engaging Banter, Etiquette, Navigation, Spot Armor Flaw, Unarmed Combat

Abilities

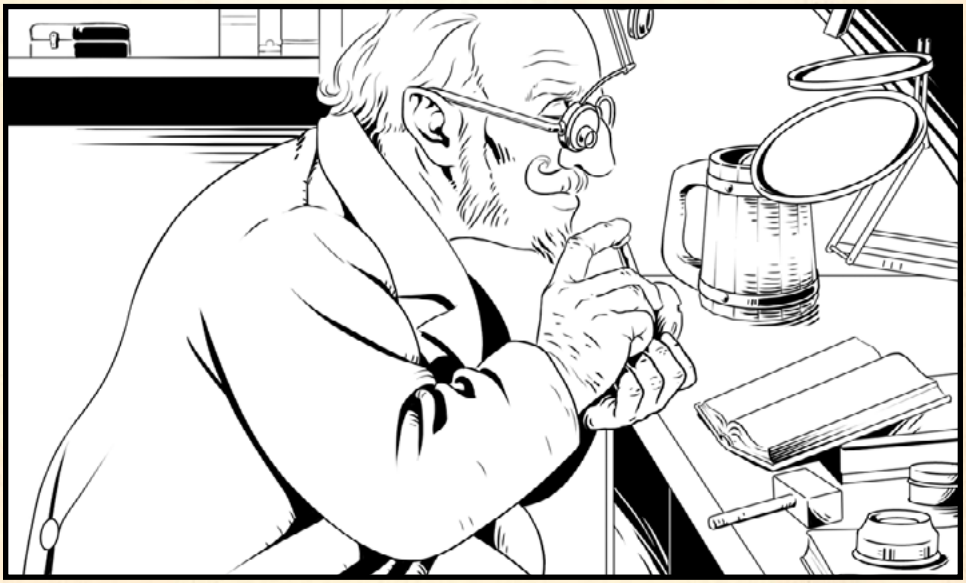
- **Delayed Blast:** For 2 Strain, the Brassman may delay the effect of Exploding Ammunition for up to Rank hours, allowing the ammunition to be passed on to someone else for use. The user may select when the ammunition explodes, up to the time limit, when it explodes on its own. Until the time limit is reached, the ammunition will only explode if fired from a gun.
- The character may use Karma for DEX-only Tests.
- The character's Recovery Step increases by +1.
- The character's Social Defense increases by +1.

Notes

The Knowledge Skills listed use the standard definitions and mechanics, as described in the **Skills** chapter (pg.169), with the following modifications and considerations.

Craftsman (Metalworking) allows the Brassman to build metal objects, to form metal, weld it, and render it into functional shapes. Artisan (Metalworking) allows the Brassman to do decorative work, to embellish with filigree, to add scrollwork and ornamentation, and to make the device attractive.

Arcane Mutterings requires a handheld device or complicated and not easily recognized tool to be waved at the target in a vaguely threatening way. The target's unease is directed more toward the device or tool than the Brassman.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 16: 7/D12	STR: 11: 5/D8	TOU: 11: 5/D8
PER: 16: 7/D12	WIL: 10: 5/D8	CHA: 14: 6/D10

CHARACTERISTICS

Physical Defense: 9	Mystic Defense: 9	Social Defense: 8
Initiative: 7	Movement: 6	Carrying Capacity: 95
Mystic Armor Bonus: 2	Social Level: 3	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 22	Death: 27	Wound Threshold: 8
Recovery: 2		

LANGUAGES

English (British): Speak, R/W

ARMOR

Ballistic vest (Cotton): Phys 4, Myst 0, Init 0

WEAPONS

Light pistol, 50 rounds

EQUIPMENT

Craftsman's tools, Artisan's tools, both for metalworking
Lockpicks
Mechanic's toolkit (hammer, pliers, spanners, etc.)
Money: £-/14/-

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Clockwork	Prof	3	10
Speak Language	F	1	8
Read/Write Language	F	1	8
Craftsman (Metalworking)	C	1	8
Field Engineering	C	1	8
Lock Picking	C	1	8
Mechanic	C	2	9
Streetwise	C	1	7
Firearms	O	1	8
Research	O	1	8
Knowledge (Building Security)	F	1	8
Knowledge (Telegraphy)	F	1	8
Crew Vehicle	F	2	9
Detect Trap	F	1	8
Stealthy Stride	F	1	8

Byron

"You can't rush these things. Attention to detail is the key to success. There we go, that's got it. Now every time they run the monthly accounting, a tenth of a percent of the net will be shunted off to Payroll and a cheque sent to our fictitious clark, and we have a bit more income."

Living in a world of cogs and pegs and punchcards, the Byron understands the Differential and Analytical Engines better than the people who build them. Not only can he program a firm's engine to skim off a bit of coin and route it to his own pocket, he can set it up so that it looks like the money is going to the corrupt Payroll accountant. Engines do more than handle the finances of large firms. They run the census data for the Crown, handle the shunting and signaling in the railyards, and mind the alarm systems on the warehouses. People think of Engines as massive beasts at the heart of big business, but they can be small and tucked into all sorts of places. They're everywhere, these days, running all sorts of calculations and operations, and whoever controls them controls security, money, and knowledge. Be respectful to the Byron. Who knows what he's got running?



Important Attributes: PER, DEX
Profession Skill: Engine Programming
Racial Restrictions: Saurids – their culture does not have the technology required to support the Profession
Starting Equipment: Tools, Decent clothing
Starting Funds: Well Off
Income: Well Off
Suggested Social Level: 1

Skills and Abilities

INITIATE

Core Skills

Awareness, Clockwork, Cryptography, Eidetic Memory, Mechanic

Optional Skills

Bribery, Firearms, Knowledge (Finance), Slough Blame, Stealthy Stride

NOVICE

Core Skills

Detect Trap, Graceful Exit, Knowledge (Telegraphy), Lock Picking, Streetwise

Optional Skills

Engaging Banter, Evaluate, Field Engineering, Knowledge (Mathematics), Research

JOURNEYMAN

Core Skills

Conceal Object, Disarm Trap, Disguise, Evidence Analysis, Fast Hand, Forgery, Mimic Voice

Optional Skills

Etiquette, First Impression, Haggle, Mapmaking, Picking Pockets, Sprint, Unarmed Combat

Abilities

- The character gains +1 to their Social Defense.
- The character may spend Karma on any PER-only Test.
- The character gains +1 to their base Karma step.
- **Codespeak:** Byrons use a jargon that is incomprehensible to outsiders. By expressing themselves in Engine-related concepts and terms, they can converse in such a way that non-Byrons simply cannot understand them. Codespeak may be spoken or written, and forms an encryption that only another Byron (or a Lovelace, with an Engine Programming Test at -2 Steps) can decrypt.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 16: 7/D12	STR: 11: 5/D8	TOU: 11: 5/D8
PER: 16: 7/D12	WIL: 10: 5/D8	CHA: 14: 6/D10

CHARACTERISTICS

Physical Defense: 9	Mystic Defense: 9	Social Defense: 8
Initiative: 7	Movement: 6	Carrying Capacity: 95
Mystic Armor Bonus: 2	Social Level: 1	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 22	Death: 27	Wound Threshold: 8
Recovery: 2		

LANGUAGES

English (British): Speak, R/W

ARMOR

Ballistic vest (Cotton): Phys 4, Myst 0, Init 0

WEAPONS

Light pistol, 20 rounds

EQUIPMENT

Sunday suit, City boots, Weekday suit, Mechanic's toolkit, Clockworks toolkit, Card punch, Stack of blank cards

Money: £-/5/-

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Engine Programming	Prof	3	10
Speak Language	F	1	8
Read/Write Language	F	1	8
Clockwork	C	1	8
Cryptography	C	1	8
Eidetic Memory	C	1	6
Mechanic	C	1	8
Bribery	O	1	7
Firearms	O	1	8
Stealthy Stride	O	1	8
Slough Blame	O	1	7
Knowledge (Building Security)	F	1	8
Knowledge (Finance)	F	1	8
Acting	F	1	7
Avoid Blow	F	1	8
Climbing	F	1	8
Navigation	F	1	8
Seduction	F	1	7



Cowboy

"Watch your foot, there." BLAM! "No, don't kick it. Not its fault you put a boot down right by where it was sunning itself. There's enough meat on that to make it worth adding to the pot, and I can use the venom glands for anesthetic the next time I have to stitch somebody up."

From the American West to the South African veldt, the South American pampas to the plains of the Gruv, the cowboy can ride, shoot, rope, and fight, and knows animals better than you might think. She can pick off a sabertooth with her rifle from the back of a galloping harpy, or route a stampeding herd through an enemy camp. She also knows quite a bit about raising herd animals, from their life cycle to curing their ailments using the plants and supplies ready to hand. She can deliver a breech calf in the morning, move the herd to new graze in the afternoon, and make a decent enough stew in the evening with what she shot from the saddle.

Note: The name of the Profession should not be considered to be indicative of gender.

Important Attributes: DEX, TOU
Profession Skill: Equestrian
Racial Restrictions: Troll – there just aren't mounts big enough
Starting Equipment: Horse (or equivalent mount) with tack, Rifle, Rugged outdoor clothing, Basic camping gear, Rope (lasso / lariat)
Starting Funds: Low
Income: Low
Suggested Social Level: 2

Skills and Abilities

INITIATE

Core Skills

Animal Handling, Firearms, Navigation, Shake It Off, Wilderness Survival

Optional Skills

Animal Training, Awareness, Craftsman (Leatherworking), Creature Analysis, Tracking

NOVICE

Core Skills

Avoid Blow, Sure Mount, Trick Riding, True Shot, Unarmed Combat

Optional Skills

Hunting, Knowledge (Livestock), Melee Weapons, Taunt, Throwing Weapons

JOURNEYMAN

Core Skills

Danger Sense, Impressive Display, Long Shot, Mount Attack, Resist Taunt, Second Shot, Steely Stare

Optional Skills

Animal Bond, Eagle Eye, Knowledge (Geography), Mapmaking, Stout Constitution, Wheeling Attack, Winning Smile

Abilities

- The character gains +1 to their Physical Defense.
- The character may spend Karma on any TOU-only Test.
- The character's Recovery Step increases by +1.
- **Fancy Ropin'**: By spending 2 Strain, the Cowboy may make a Melee Weapons or Throwing Weapons Test (whichever is higher) to Entangle a target with a lasso in a specific way, without having to make a Called Shot. For example, the Cowboy could drop the lasso over a foe, pinning their arms to their sides and preventing them from drawing or firing a gun, or snare the legs of a fleeing animal in such a way as to hogtie it in a single toss, halting its escape. The result of the Melee Weapons or Throwing Weapons Test is the Target Number to escape the entanglement.

Notes

The Cowboy uses Craftsman (Leatherworking) for a variety of tasks. While Equestrian can be used for basic harness and tack repair, the Cowboy occasionally must make new tack, repair a saddle that has been extensively damaged out in the wilderness, and use leather straps, buckles, and harness rings for securing livestock. The Cowboy can also use this Skill to make a new belt or a fancy hatband of braided leather.

Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 16: 7/D12	STR: 12: 5/D8	TOU: 15: 6/D10
PER: 13: 6/D10	WIL: 9: 4/D6	CHA: 14: 6/D10

CHARACTERISTICS

Physical Defense: 9	Mystic Defense: 8	Social Defense: 8
Initiative: 7	Movement: 6	Carrying Capacity: 110
Mystic Armor Bonus: 1	Social Level: 2	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 30	Death: 36	Wound Threshold: 10
Recovery: 3		

LANGUAGES

English (North American): Speak

ARMOR

Leather duster: Phys 3, Myst 0, Init 0

WEAPONS

Bolt-action rifle, 100 rounds ammunition
Medium pistol, 50 rounds ammunition

EQUIPMENT

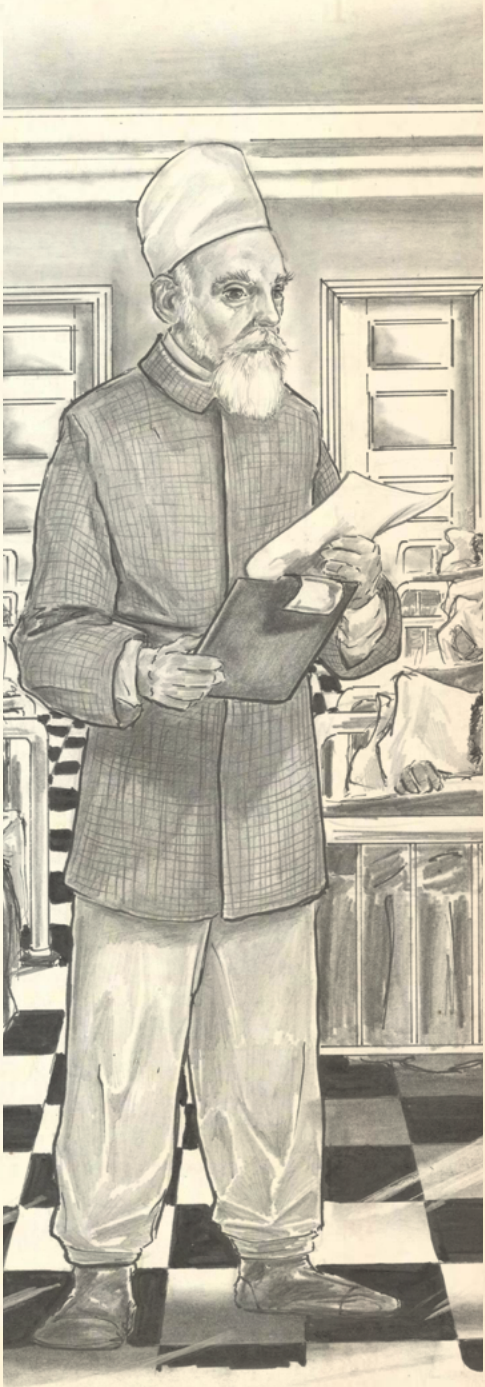
Flannel shirt, Canvas trousers, Riding boots, Tent, Bedroll, Mess kit, Horse, with tack, Rope (line) 30 yards
Money: £-/4/-

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Equestrian	Prof	3	10
Speak Language	F	1	7
Read/Write Language	F	0	–
Animal Handling	C	1	5
Firearms	C	1	8
Shake It Off	C	1	7
Wilderness Survival	C	1	7
Animal Training	O	1	7
Awareness	O	1	7
Craftsman (Leatherworking)	O	1	8
Tracking	O	1	7
Knowledge (Wild Animals)	F	2	8
Musician	F	2	8
Emotion Song	F	1	7
Charge	F	2	7
Haggle	F	1	7

Doctor

"Hold this and keep it tight. I'll have the bleeding stopped in a moment. Got yourself ripped up proper, didn't you? Caught some God-awful disease out in the bush? Should have had me with you. I might have spotted that poisonous plant before you touched it, kept your fingers from rotting off. Next time, make sure you have a doctor in your expedition party. Stop squirming, it's just a needle and thread."



The Doctor tends to wounds and illnesses. There's nothing in the Hippocratic Oath that says he has to be nice about it if they resulted from reckless behavior. His degree may have come from Cambridge, or the Sorbonne, or Heidelberg, or one of those American schools. His experience may have come from a hospital or a battlefield. Where he's going is to the next patient.

Important Attributes: PER, DEX
Profession Skill: Physician
Racial Restrictions: None
Starting Equipment: Medical kit
Starting Funds: Moderate
Income: Moderate
Suggested Social Level: 3

Skills and Abilities

INITIATE

Core Skills

Avoid Blow, Evidence Analysis, Knowledge (Anatomy), Knowledge (Chemistry), Research

Optional Skills

Distract, First Impression, Knowledge (Botany), Streetwise, Unarmed Combat

NOVICE

Core Skills

Anticipate Blow, Awareness, Eidetic Memory, Empathic Sense, Haggle

Optional Skills

Conversation, Equestrian, Etiquette, Firearms, Slough Blame

JOURNEYMAN

Core Skills

Disarm, Hypnotize, Impressive Display, Lasting Impression, Leadership, Steely Stare, Taunt

Optional Skills

Arcane Mutterings, Conceal Object, Diplomacy, Fast Hand, Graceful Exit, Heartening Laugh, Knowledge (Medical History)

Abilities

- The character gains +1 to their Social Defense.
- The character may spend Karma on any PER-only Test.
- The character may spend Karma on Recovery Tests.
- **It's Not Lupus:** The Doctor may make an educated guess to treat a poison, disease, or other problem that the character has not previously encountered. The character spends 2 Strain and makes a Physician Test against the Target Number of the problem (Mystic Defense of the poison or disease, Physical Defense of the wounded patient, or other characteristic as the Gamemaster deems appropriate). On a success, the Doctor properly diagnoses the ailment and can treat it. Additional successes add a +1 Step bonus each to the treatment. On a Rule Of One result, the Doctor misdiagnoses the problem, and does their Physician Rank in damage to the patient from applying the wrong treatment.

Notes

Doctors use Knowledge (Chemistry) to compound medications, extract pharmaceutical components from plants and other materials, and for diagnostic chemical analysis. For example, a Doctor could use this Skill to try and determine the nature of a poison from a patient's blood sample.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 17: 7/D12	STR: 8: 4/D6	TOU: 8: 4/D6
PER: 17: 7/D12	WIL: 12: 5/D8	CHA: 13: 6/D10

CHARACTERISTICS

Physical Defense: 10	Mystic Defense: 10	Social Defense: 8
Initiative: 7	Movement: 6	Carrying Capacity: 60
Mystic Armor Bonus: 2	Social Level: 3	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 16	Death: 20	Wound Threshold: 6
Recovery: 2		

LANGUAGES

English (British): Speak, R/W
Latin: Speak, R/W

ARMOR

Ballistic vest (Cotton): Phys 4, Myst 0, Init 0

WEAPONS

Light pistol, 10 rounds

EQUIPMENT

Physician's kit, 3 refills
2 each Penicillin for injection, Lionel's decoction, Megan's elixir, Chlorodyne
Money: £4/6/-

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Physician	Prof	3	10
Speak Language	F	2	9
Read/Write Language	F	2	9
Avoid Blow	C	1	8
Evidence Analysis	C	1	8
Knowledge (Anatomy)	C	1	8
Knowledge (Chemistry)	C	1	8
Research	C	1	8
First Impression	O	1	7
Knowledge (Botany)	O	1	8
Unarmed Combat	O	1	8
Knowledge (Wild Animals)	F	1	8
Melee Weapons	F	1	8
Forgery	F	1	8
Lip Reading	F	2	8



Dodger

"Nar, we'd done for the factory workings like we wuz paid to, and wuz 'alfway out of the skylight, we wuz, when Bill drops 'is spanner. Clang off the pavement and didn't it make a terrible noise! Peelers came round straightaway, but by then we'd scarpered, all but old Bill, still tryin' to find 'is spanner. Get 'nother one, I told him, but no, he wasn't 'avin' none of it, a sovran an'a'alf it cost him, he said, paid 'onest for it and wouldn't do t'leave it behind. Well, 'e won't grass us, not old Bill, but it's Dino-Land for 'im now."

A person willing to cause trouble for a firm in return for the coin paid by a rival can make a small fortune in short order. Of course, the risk is considerable, ranging from imprisonment or transportation to execution. Just being arrested is dangerous, as some firms would rather kill their erstwhile employees than take the chance of them being too chatty with the authorities. The men and women who ply this trade have to be quick-witted and sly, equipped with foresight and charm and the ability to vanish without a trace. Small wonder that the popular press has taken to referring to them with the name of Mr. Dickens' character, the Artful Dodger. These real-life "dodgers" aren't cheeky, plucky lads who survive by their wits. Many of them come from better origins, having turned to dodging after falling on hard times. Some are career criminals who learned new skills as a way of rising in the underworld. All of them seek their fortune in ways they know are blatantly illegal, coldly accepting the possibility of disaster as the cost of making their living.

Important Attributes: DEX, CHA
Profession Skill: Stealthy Stride
Racial Restrictions: Saurids – their culture does not support the Profession
Starting Equipment: Thieves' tools
Cheap clothing: Knife or Sap
Starting Funds: Moderate
Income: Low
Suggested Social Level: 1

Skills and Abilities

INITIATE

Core Skills

Awareness, Climbing, Lock Picking, Streetwise, Unarmed Combat

Optional Skills

Bribery, Danger Sense, Detect Trap, Knowledge (Building Security), Picking Pockets

NOVICE

Core Skills

Avoid Blow, Haggle, Melee Weapons, Slough Blame, Sprint

Optional Skills

Disarm Trap, Disguise, Forgery, Surprise Strike, Taunt

JOURNEYMAN

Core Skills

Conceal Object, Distract, Evaluate, Fast Hand, Graceful Exit, Lip Reading, Winning Smile

Optional Skills

Disarm, Eidetic Memory, Hypnotize, Maneuver, Mapmaking, Shake It Off, Stout Constitution

Abilities

- The character may spend Karma on any DEX-only Test.
- The character gains +1 to their Social Defense.
- The character gains +1 to their base Karma step.
- **That Drainpipe Looks Solid Enough:** The Dodger spends 2 Strain and a minute of study of the situation, and reduces the Target Number of a climb by 3. For example, going up a wall normally requires a Test against a Target Number of 12. The Dodger spends a minute studying the wall, spots a few hand and foot holds, spends the required Strain, and attempts the climb with a Target Number of 9.

Notes

Knowledge (Building Security) allows a Test to determine what sort of means a building or other structure might have for its defense, ranging from guard patrols to bars on the windows to locks on the doors. Successes with a Knowledge (Building Security) Test can be applied to dodging guards, having the right tools along for the job, and gaining steps on Lock Picking and similar Tests from having studied the possible systems.

Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 16: 7/D12	STR: 10: 5/D8	TOU: 10: 5/D8
PER: 13: 6/D10	WIL: 12: 5/D8	CHA: 14: 6/D10

CHARACTERISTICS

Physical Defense: 9	Mystic Defense: 8	Social Defense: 8
Initiative: 7	Movement: 6	Carrying Capacity: 80
Mystic Armor Bonus: 2	Social Level: 1	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 20	Death: 25	Wound Threshold: 7
Recovery: 2		

LANGUAGES

English (British): Speak, R/W

ARMOR

Leather (equivalent military surplus): Phys 3, Myst 0, Init 0

WEAPONS

Knife

EQUIPMENT

Thieves' picks and tools
Flannel shirt, Wool trousers, Workman's boots, Cloth cap
Money: £-/1/5

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Stealthy Stride	Prof	3	10
Speak Language	F	1	7
Read/Write Language	F	1	7
Awareness	C	1	7
Climbing	C	1	8
Lock Picking	C	2	9
Streetwise	C	1	7
Unarmed Combat	C	1	8
Detect Trap	O	1	7
Knowledge (Building Security)	O	1	7
Knowledge (Finance)	F	1	7
Knowledge (London Geography)	F	1	7
Cryptography	F	1	7
Great Leap	F	1	8
Mimic Voice	F	1	7
Throwing Weapons	F	1	8
Tiger Spring	F	1	-

Explorer

"That's precisely the point. We don't know what's out there. The technology to win the war, or the cure for a dreadful ailment, or a pile of diamonds the size of a steamer trunk could be waiting for some brave soul with gumption enough to claim it. All we have to do is go."

There's blank spots on the map needing filled. There's plants and animals to discover and name. There's swamps to slog through, mountains to climb, rivers to cross. Adventure and the unknown beckon. The Explorer has the skills to get into previously unknown places, find out what's there, and bring back the report to the Society. Fortune would be nice, but fame opens better doors. Academic renown, opening the way to a new land, discovering the next Crown colony, that's the sort of work gets one knighted. To be the first to cross the threshold, to set foot at the top of the mountain, to brave the elements and reach a goal no one has before, that's a story your great-grandchildren will still be telling long after you're gone. Anyone can make a name for themselves amassing a pile of money, but who remembers the financiers two generations on? Get a mountain named after you, that'll be there forever.

Important Attributes: PER, CHA
Profession Skill: Navigation
Racial Restrictions: None
Starting Equipment: Sturdy traveling clothing, Pack, Bedroll, Basic camping gear, Mapmaking tools
Starting Funds: Moderate
Income: Moderate
Suggested Social Level: 3



Skills and Abilities

INITIATE

Core Skills

Equestrian, Knowledge (Geography), Mapmaking, Research, Wilderness Survival

Optional Skills

Animal Handling, Climbing, Firearms, Hunting, Unarmed Combat

NOVICE

Core Skills

Awareness, Bribery, Evaluate, Haggle, Streetwise

Optional Skills

Avoid Blow, Creature Analysis, First Impression, Shake It Off, Swimming

JOURNEYMAN

Core Skills

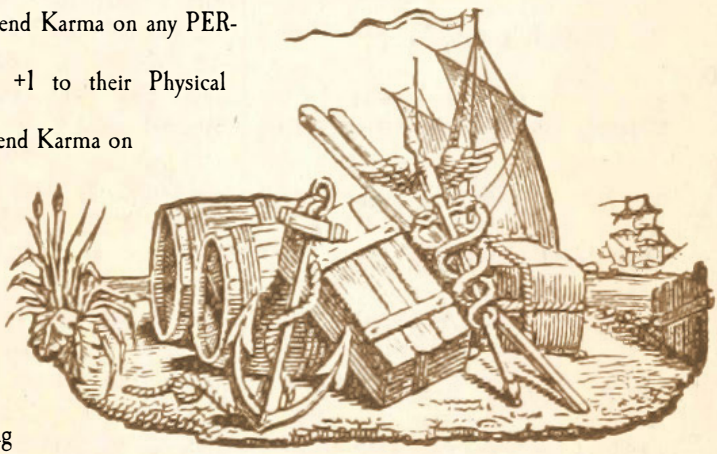
Danger Sense, Diplomacy, Eidetic Memory, Evidence Analysis, Impressive Display, Life Check, Stout Constitution

Optional Skills

Crew (Airship/Ship/Vehicle), Cryptography, Fishing, Lasting Impression, Sprint, Stealthy Stride, Tracking

Abilities

- The character may spend Karma on any PER-only Test.
- The character gains +1 to their Physical Defense.
- The character may spend Karma on Recovery Tests.
- **The Next Hill Over:** For one point of Strain per person in the traveling party, including themselves, the Explorer can inspire their companions to greater effort, allowing them to travel another two hours beyond the normal maximum of eight without having to make a Toughness Test against Fatigue (see **Fatigue and Injury**, in the *1879 Gamemaster's Guide*). This effect can only be used once per day, and cannot be used to extend travel time beyond ten hours. The Strain is taken all at once. The effect does not extend to the party's animals, which must make the normal Fatigue Test.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 13: 6/D10	STR: 11: 5/D8	TOU: 12: 5/D8
PER: 16: 7/D12	WIL: 10: 5/D8	CHA: 13: 6/D10

CHARACTERISTICS

Physical Defense: 8	Mystic Defense: 9	Social Defense: 8
Initiative: 5	Movement: 6	Carrying Capacity: 95
Mystic Armor Bonus: 1	Social Level: 3	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 24	Death: 29	Wound Threshold: 8
Recovery: 2		

LANGUAGES

English (British): Speak, R/W

ARMOR

Ballistic jacket (Cotton): Phys 6, Myst 0, Init -1

WEAPONS

Medium pistol, 50 rounds

EQUIPMENT

Flannel shirt, Canvas trousers, Hiking boots, Tent, Bedroll, Mess kit, Rope (line) 50 yards, Grappling hook, Pitons, Hammer, Artisan's tools (mapmaking)
Money: £-/9/8

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Navigation	Prof	3	10
Speak Language	F	1	8
Read/Write Language	F	1	8
Equestrian	C	1	7
Knowledge (Geography)	C	1	8
Mapmaking	C	1	8
Wilderness Survival	C	1	8
Climbing	O	1	7
Firearms	O	1	7
Hunting	O	1	7
Unarmed Combat	O	1	7
Knowledge (Weather)	F	2	8
Sure Mount	F	1	6
True Shot	F	1	7
Crew Airship	F	1	7
Storytelling	F	1	7
Knowledge (Wild Animals)	F	1	8



Fiddler

"Of course they never bothered to check my references. I picked a firm well established enough to be impressive, with enough reputation not to be bothered with such a trivial matter, and just below the level where they'd have wondered why I left such a position for the one they offered. And now they can't believe that the nice blond chap with the old-fashioned mustache has gone the day before they discovered the papers missing. A shave and a bit of hair dye and I'll be working right down the street from their offices tomorrow, with none the wiser."

A bold fellow, the Fiddler comes in by the front door, charms your employees, and strolls off with what he wanted, leaving you to figure out days later that you've been had. The name of his trade comes from an old confidence scam, the Fiddle Game, in which two con artists convince a mark that a worthless item is actually quite valuable. The very word "fiddle" has come to mean doing things with the accounting that aren't exactly honest. The Fiddler gets himself hired with well-forged references, and fiddles the books, doing with pen and paper what the Byron does with cogs and pegs. Having been such a nice fellow and volunteering to work late, he lets in the Dodgers by the service entrance. He knows how you like your tea, and has a lovely wax impression of your spoons and a friend who makes cheap duplicates. He's got wax impressions of a few keys as well, and friends who appreciate such things. After he shakes your hand, count your fingers.

Important Attributes: PER, CHA
Profession Skill: First Impression
Racial Restrictions: None
Starting Equipment: Nice clothing, Derringer, Forger's tools
Starting Funds: Well Off
Income: Well Off
Suggested Social Level: 1 (but can pass for much higher)

Skills and Abilities

INITIATE

Core Skills

Acting, Disguise, Forgery, Lock Picking, Winning Smile

Optional Skills

Cryptography, Eidetic Memory, Firearms, Knowledge (Business), Picking Pockets

NOVICE

Core Skills

Awareness, Evaluate, Lasting Impression, Mimic Voice, Streetwise

Optional Skills

Avoid Blow, Distract, Haggle, Stealthy Stride, Unarmed Combat

JOURNEYMAN

Core Skills

Bribery, Conceal Object, Engaging Banter, Fast Hand, Graceful Exit, Inspire Others, Slough Blame

Optional Skills

Conversation, Engine Programming, Evidence Analysis, Etiquette, Flirting, Hypnotize, Melee Weapons

Abilities

- The character gains +1 to their Social Defense.
- The character may spend Karma on any CHA-only Test.
- The character gains +1 to their base Karma step.
- **Plausible Deniability:** The Fiddler may put forth any vaguely reasonable explanation for why they are someplace they shouldn't ought to be or doing something they perhaps shouldn't be doing. The character makes a Graceful Exit Test (or raw CHA Test) at +2 against the target's Social Defense, and spends 2 Strain. If successful, their explanation is accepted, and will not be doubted unless the situation changes. Extra successes increase the Target Number by +1 each for disbelieving the explanation at a later date. On a Rule Of One result, the Fiddler's cover is blown, and their target immediately takes action against them.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 13: 6/D10	STR: 8: 4/D6	TOU: 9: 4/D6
PER: 16: 7/D12	WIL: 11: 5/D8	CHA: 18: 7/D12

CHARACTERISTICS

Physical Defense: 8	Mystic Defense: 9	Social Defense: 10
Initiative: 6	Movement: 6	Carrying Capacity: 60
Mystic Armor Bonus: 2	Social Level: 1	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 18	Death: 22	Wound Threshold: 7
Recovery: 2		

LANGUAGES

English (British): Speak, R/W
German: Speak, R/W

ARMOR

Ballistic vest (Cotton): Phys 4, Myst 0, Init 0

WEAPONS

Derringer (Light pistol), 10 rounds

EQUIPMENT

Weekday suit, City boots, Sunday suit, Artisan's tools (Forgery)
Money: £1/5/-

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
First Impression	Prof	3	10
Speak Language	F	2	9
Read/Write Language	F	2	9
Acting	C	1	8
Disguise	C	1	8
Forgery	C	1	7
Lock Picking	C	1	7
Winning Smile	C	1	8
Eidetic Memory	O	1	8
Firearms	O	1	7
Knowledge (Business)	O	1	8
Knowledge (Building Security)	F	1	8
Knowledge (Secrets of the Aristocracy)	F	1	8
Heartening Laugh	F	1	8
Lip Reading	F	1	8
Detect Trap	F	1	8

Investigator

"And at the end of it all, what have I got? A file of incriminating statements, a skimpy cheque, and a headache."

Someone has to find out what happened. Someone has to dig through the trash, find the murder weapon, and solve the crime. Someone has to catch the cheating spouse in the act. Someone is going to need a large whiskey at the end of their day, after dealing with the worst of human behavior. The Investigator deliberately looks into areas most people avoid. If the questions make people uncomfortable, that just might be evidence of guilt. The cynical demeanor starts as armor, but there comes a point where it soaks in and becomes part of everyday living. The world doesn't get better. People still do each other over, steal, betray, and kill. So one mess got cleaned up. There's still a world full of trouble out there waiting for someone to get to it.



Important Attributes: PER, DEX
Profession Skill: Evidence Analysis
Racial Restrictions: None
Starting Equipment: Cheap suit, Pistol, Notebook and pencil
Starting Funds: Low
Income: Low
Suggested Social Level: 2

Skills and Abilities

INITIATE

Core Skills

Awareness, Eidetic Memory, Firearms, Lock Picking, Streetwise

Optional Skills

Detect Trap, First Impression, Forgery, Knowledge (Law), Unarmed Combat

NOVICE

Core Skills

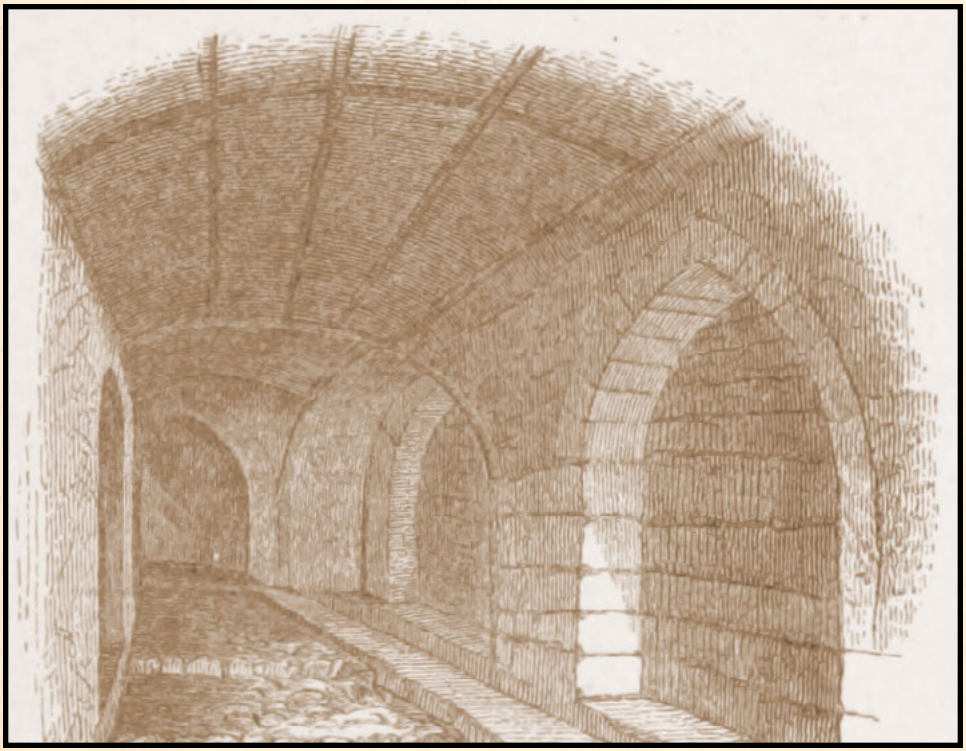
Bribery, Danger Sense, Empathic Sense, Research, Stealthy Stride

Optional Skills
Avoid Blow, Disarm Trap, Disguise, Picking Pockets, Shake It Off

JOURNEYMAN
Core Skills
Engaging Banter, Evaluate, Graceful Exit, Haggle, Impressive Display, Lip Reading, Stout Constitution
Optional Skills
Climbing, Conversation, Cryptography, Fast Hand, Melee Weapons, Resist Taunt, Slough Blame

Abilities

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character may spend Karma on Recovery Tests.
- **Brilliant Deduction:** The Investigator can draw conclusions from fragmentary or disconnected evidence. The character makes an Evidence Analysis Test at +2 steps, against a Target Number determined by the Gamemaster, and spends 2 Strain. If successful, the player may ask the Gamemaster a simple question about the situation, and get a truthful answer. The question is not restricted to those with yes or no answers, but is restricted to direct answers that require no explanation. Additional successes allow additional questions. The results are played out as if the character had figured it out on their own. On a Rule of One result, the Gamemaster may introduce one false clue, that the player must act upon as if their character believes it to be true.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 14: 6/D10	STR: 11: 5/D8	TOU: 12: 5/D8
PER: 16: 7/D12	WIL: 12: 5/D8	CHA: 12: 5/D8

CHARACTERISTICS

Physical Defense: 8	Mystic Defense: 9	Social Defense: 7
Initiative: 6	Movement: 6	Carrying Capacity: 95
Mystic Armor Bonus: 1	Social Level: 2	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 24	Death: 29	Wound Threshold: 8
Recovery: 2		

LANGUAGES

English (British): Speak, R/W

ARMOR

Leather jacket: Phys 3, Myst 0, Init 0

WEAPONS

Medium pistol, 40 rounds

EQUIPMENT

Weekday suit, Workman's boots, Notepad, Pencil
Money: £-/8/5

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Evidence Analysis	Prof	3	10
Speak Language	F	1	8
Read/Write Language	F	1	8
Awareness	C	1	8
Eidetic Memory	C	1	8
Firearms	C	1	7
Lock Picking	C	1	7
Streetwise	C	1	6
Detect Trap	O	1	8
Knowledge (Law)	O	1	8
Unarmed Combat	O	1	7
Knowledge (Building Security)	F	2	9
Acting	F	1	7
Sprint	F	1	–
Tracking	F	1	8
Pilot Vehicle	F	1	8
Wound Balance	F	1	6



Journalist

"So, Minister, was that before or after you had the affair with your secretary?"

The public has a right to know. You have a need to sell newspapers. It's not enough to dig up the truth. You have to write it down well enough that people are willing to pay to read it. Yes, writing as a profession is a hugely arrogant pursuit, and people will accuse you of being far too self-important, but you have a talent for saying things, and people really should pay you to say them. The lawyers have a maxim, fiat justitia ruat coelum: let justice be done though the heavens fall. You've heard a much better one from your own profession: publish and be d—ed!

Important Attributes: PER, CHA
Profession Skill: Artisan (Writing)
Racial Restrictions: Saurid – culture does not support the Profession
Starting Equipment: Cheap suit, Notebook and pencils
Starting Funds: Low
Income: Low
Suggested Social Level: 2

Skills and Abilities

INITIATE
Core Skills
Awareness, Eidetic Memory, Evidence Analysis, Knowledge (Current Events), Research
Optional Skills
Bribery, Conversation, Danger Sense, Haggle, Unarmed Combat

NOVICE
Core Skills
Avoid Blow, Empathic Sense, First Impression, Streetwise, Taunt
Optional Skills
Etiquette, Firearms, Knowledge (History), Lip Reading, Slough Blame

JOURNEYMAN

Core Skills

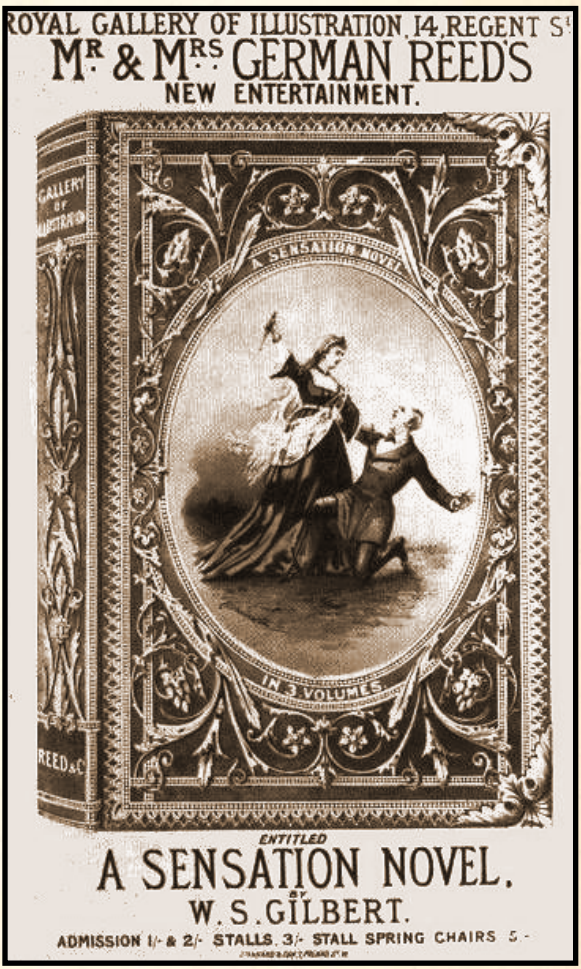
Engaging Banter, Fast Hand, Impressive Display, Lasting Impression, Resist Taunt, Stealthy Stride, Winning Smile

Optional Skills

Cryptography, Disguise, Flirting, Graceful Exit, Lock Picking, Picking Pockets, Shake It Off

Abilities

- The character gains +1 to their Social Defense.
- The character may spend Karma on any PER-only Test.
- The character's Recovery Step increases by +1.
- **Making Headlines:** Once per week, the Journalist may apply their Impressive Display Skill to their craft. The character makes an Impressive Display Test against a Target Number of 12, possibly modified by the Gamemaster, followed by a Writing Test against the same Target Number. The character pays 2 Strain for each Test. If the Impressive Display and Writing Tests are both successful, the Journalist has written a story that makes the front page of the next edition, gaining 1 Karma and £5 per success on the Impressive Display Test. This Karma gain does not count against the character's Maximum Karma. Thus, if the Journalist is two points short of their Maximum Karma, and gains three points from a Making Headlines attempt, the character gets to keep the extra point over their Maximum Karma. If both Tests score 3 or more successes, a special edition is printed. The Journalist acquires an extra £10 and a social enemy, either the subject of the story or someone offended by it. On a Rule of One result for either Test, the Journalist fails to deliver on the story's promise, and is at a -2 Step penalty for all Tests involving their publication for two weeks.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 12: 5/D8	STR: 8: 4/D6	TOU: 12: 5/D8
PER: 17: 7/D12	WIL: 12: 5/D8	CHA: 16: 7/D12

CHARACTERISTICS

Physical Defense: 7	Mystic Defense: 10	Social Defense: 9
Initiative: 5	Movement: 6	Carrying Capacity: 60
Mystic Armor Bonus: 2	Social Level: 2	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 24	Death: 29	Wound Threshold: 8
Recovery: 2		

LANGUAGES

English (British): Speak, R/W

ARMOR

Ballistic vest (Cotton): Phys 4, Myst 0, Init 0

WEAPONS

None

EQUIPMENT

Weekday suit, City boots, Notepad, Pencil
Money: £-/6/9

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Artisan (Writing)	Prof	3	10
Speak Language	F	1	8
Read/Write Language	F	1	8
Awareness	C	1	8
Eidetic Memory	C	1	8
Evidence Analysis	C	1	8
Knowledge (Current Events)	C	1	8
Research	C	1	8
Conversation	O	1	8
Haggle	O	1	8
Unarmed Combat	O	1	6
Knowledge (Finance)	F	2	8
Engine Programming	F	1	8
Acting	F	1	8
Knowledge (Politics)	F	1	8
Mimic Voice	F	1	8
Sprint	F	1	–

Mage

"I have access to powers beyond your comprehension. The fact that I just set your cravat on fire with a wave of my hand should confirm that."

You've studied for years, enacting the rituals, disciplining your mind, certain that there had to be more to the occult than parlor spiritualism. Now the Power has come to you. The constraints of your order require you to be circumspect in its use. The Gentlemen's Code requires one to be temperate in the use of strength, so this is not a problem. Simply knowing that you can shift the nature of reality by effort of will is enough. Mostly.

If the player wants to build a Mage character who belongs to a secret Lodge that does not reveal its powers, they should focus on their Optional and Free Skills for creating their cover identity. From there, it's just a matter of roleplaying, and refraining from using the character's magical abilities in public.

Important Attributes: PER, WIL
Profession Skill: Spellcasting
Racial Restrictions: Saurids – they have Shamans and Priests but no Mages
Starting Equipment: Decent clothing, Magical focus – wand, amulet, coin, or other
Starting Funds: Moderate
Income: Moderate
Suggested Social Level: 3

Skills and Abilities

INITIATE

Core Skills

Astral Sight, Awareness, Dispel Magic, Eidetic Memory, Magic Theory

Optional Skills

Animal Handling, Artisan (Embroidery), Cryptography, Knowledge (History), Research



NOVICE

Core Skills

Arcane Mutterings, Craftsman (Magical Tools), Empathic Command, Empathic Sense, Impressive Display

Optional Skills

Animal Training, Danger Sense, Melee Weapons, Slough Blame, Stealthy Stride

JOURNEYMAN

Core Skills

Evidence Analysis, Frighten, Hypnotize, Resist Magic, Suppress Curse, True Sight, Willforce

Optional Skills

Animal Bond, Call Animal Companion, Conceal Object, Graceful Exit, Heal Animal Companion, Taunt, Thought Link

Abilities

- The character gains +1 to their Mystic Defense.
- The character may spend 1 Karma Point on spell Effect Tests.
- The character may spend Karma on any WIL-only Test.
- **Prêt á Lancer:** The Mage keeps their spells embroidered on their clothing, or otherwise represented symbolically on a clothing item, and maintains attunement to this item. The character spends 2 points of blood magic to bond the clothing item, which cannot be healed as long as the item exists. The item must be in direct contact with the Mage's skin when they cast spells from it in order to gain the Grimoire Casting advantage. Touching the item with a hand is sufficient. The bonded grimoire item can be used as a targeting focus against the Mage if stolen or otherwise obtained. Often this item is concealed in some way, such as putting the embroidery on the inside of an ascot or scarf.

Notes

- The Street/Criminal Mages known as the Mumpers make the following substitutions:
  - Starting Equipment is minimal – a cheap set of clothing and maybe a bodged-together magic wand made of scrap
  - Recommended Social Level is 1
  - Substitute Streetwise for Knowledge (History)
- Order of Britannia Victorious officers use this Profession instead of the Military Officer, and substitute military Skills in the Optional Skill lists as required, and as allowed by the Gamemaster. A full OBV Officer Profession will be presented in the *1879 Companion*, along with other Mage variants for specialized Lodges.

Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 14: 6/D10	STR: 8: 4/D6	TOU: 8: 4/D6
PER: 17: 7/D12	WIL: 16: 7/D12	CHA: 13: 6/D10

CHARACTERISTICS

Physical Defense: 8	Mystic Defense: 10	Social Defense: 8
Initiative: 6	Movement: 6	Carrying Capacity: 60
Mystic Armor Bonus: 3	Social Level: 3	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 16	Death: 20	Wound Threshold: 6
Recovery: 2		

LANGUAGES

English (British): Speak, R/W
Ancient Khemetic: Speak, R/W

ARMOR

Ballistic vest (Cotton): Phys 4, Myst 0, Init 0

WEAPONS

Light pistol, 10 rounds

EQUIPMENT

Weekday suit, City boots, Egyptian amulet, worn on a cord about the neck
Money: £1/5/-

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Spellcasting	Prof	3	10
Speak Language	F	2	9
Read/Write Language	F	2	9
Astral Sight	C	1	8
Awareness	C	1	8
Dispel Magic	C	1	8
Eidetic Memory	C	1	8
Magic Theory	C	1	8
Artisan (Embroidery)	O	1	7
Cryptography	O	1	8
Research	O	1	8
Knowledge (Ancient Egyptian Religion)	F	1	8
Knowledge (Mathematics)	F	1	8
Avoid Blow	F	1	7
Firearms	F	1	7
Etiquette	F	1	7



Medium

"You're quite transparent, Mr. Greaves. I can see right through your senior shipping clark's professional decorum as if it were finest glass, right to your heart and the grief over the death of your daughter that has cracked it nearly in two. Now, shall we stop dancing about with social niceties and get on with the business of reuniting you with your lost child?"

Saying that the Medium is sensitive barely scratches the surface. She has the gift, or curse, of knowing much more about the world than the human mind can handle with ease. Small wonder she's brittle, icy, aloof, mysterious. If she told you all she knows, you'd go mad from the burden. Her reserve is her armor, her upright bearing and careful dignity the binding that keeps her from shattering. Yes, she can tell you who previously owned that knife, and what they did with it to that poor fellow in the alley behind the pub, down to the last crunch of gristle and drip of blood. Yes, the trappings are necessary, as no one wants to believe that she could actually do all of that without cards or incense or crystal ball. The truth is just too frightening, which is why she smiles tightly and shakes her head once, no, when you press her for more details.

Important Attributes: PER, WIL
Profession Skill: Empathic Sense
Racial Restrictions: Terrestrials only; the Saurid and Samsut cultures do not support the Profession
Starting Equipment: Proper everyday clothing, Fancy dress for séance or ritual work, Tools of the trade – cards, crystal ball, pendulum, scrying glass, or other appropriate items
Starting Funds: Moderate
Income: Moderate
Suggested Social Level: 3

Skills and Abilities

INITIATE

Core Skills

Awareness, Eidetic Memory, First Impression, (Spell slot), (Spell slot)

Optional Skills
Acting, Firearms, Magic Theory, Research, Streetwise

NOVICE
Core Skills
Astral Sight, Danger Sense, Impressive Display, Spirit Talk, (Spell slot)
Optional Skills
Arcane Mutterings, Distract, Frighten, Melee Weapons, (Spell slot)

JOURNEYMAN
Core Skills
Hypnotize, Resist Magic, Steely Stare, Summon, True Sight, Willforce, (Spell slot)
Optional Skills
Avoid Blow, Equestrian, Fast Hand, Graceful Exit, Picking Pockets, Slough Blame, (Spell slot)

Abilities

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Mystic Defense.
- The character may spend Karma on any WIL-only Test.
- **Staring Into Your Soul:** For Strain equal to the target's Social Defense, the Medium may pin the target to the spot for a number of rounds equal to their Steely Stare Rank. The Medium makes a Steely Stare Test as normal. If the Test succeeds, the target may take no action other than defense against physical attack unless the Medium expressly allows it, and is Harried for the duration. One secret about the target is learned for each success on the Test. The specific information is determined by the Gamemaster as appropriate to the situation and the target. If the Test fails, the Medium takes half Strain. On a Rule of One result, the Medium takes the full Strain, is unable to use their Steely Stare Skill for one full day, and is Harried by a splitting headache for the same length of time.

Notes

The Spell slots are filled by picking from the following table. Spells available at lower Tiers remain available at higher Tiers. These Spells are innate abilities, treated as Skills, and have a Rank of their own used in place of the Spellcasting Rank. Otherwise, they work the same as the base spells in the **Spells** chapter (pg.369), including Casting Time, Range, Effect, and Strain. Spells taken as Core Skills may have Karma spent on their Skill Test as with any Core Skill. Spells taken as Optional Skills may not have Karma spent on them unless the base spell requires it.

Tier	Spell	Tier	Spell
Initiate	Clairvoyance	Novice	See the Past
Initiate	Detect Magic	Novice	Read Memories
Initiate	Detect Spirit	Novice	Read Object
Initiate	Read Thoughts	Novice	Read Person
Initiate	Set Ward	Journeyman	Control Person
Novice	Illusion (Mental)	Journeyman	Geas
Novice	Invisible Hand	Journeyman	Improve Karma
Novice	See the Future	Journeyman	Possess Person

Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 13: 6/D10	STR: 10: 5/D8	TOU: 11: 5/D8
PER: 16: 7/D12	WIL: 16: 7/D12	CHA: 13: 6/D10

CHARACTERISTICS

Physical Defense: 8	Mystic Defense: 9	Social Defense: 8
Initiative: 6	Movement: 6	Carrying Capacity: 80
Mystic Armor Bonus: 3	Social Level: 3	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 22	Death: 27	Wound Threshold: 8
Recovery: 2		

LANGUAGES

English (British): Speak, R/W
Hindi: Speak

ARMOR

Silk ballistic vest: Phys 4, Myst 0, Init 0

WEAPONS

Light pistol, 20 rounds ammunition
Stiletto (treat as Dagger)

EQUIPMENT

Weekday suit with gentleman's shoes and hat, Sunday suit with town boots and top hat, Embroidered robes, Turban with large imitation jewel pin, Tarot deck with fancy carved wooden box, Writing kit
Money: £1/6/-

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Empathic Sense	Prof	3	9
Speak Language	F	2	9
Read/Write Language	F	1	8
Awareness	C	1	8
Eidetic Memory	C	1	8
First Impression	C	1	7
Clairvoyance	C	1	8
Read Thoughts	C	1	8
Acting	O	1	7
Firearms	O	1	7
Streetwise	O	1	7
Knowledge (London)	F	2	9
Knowledge (Occult)	F	2	9
Bribery	F	1	7
Haggle	F	1	7

Military Officer

"Commissions don't just fall out of the sky, you know. One must earn their place through rigorous training, proper breeding, and staunch support of the government. It's not enough to be able to ride, and shoot, and fight well with a saber. One must know the proper etiquette for table and for dealing with enemy officers. One must be able to command, to inspire, and when necessary, to sacrifice men for the greater good. One must be not only a warrior, but a gentleman."

The Military Officer regards himself as close to the nobility, if he hasn't come from it in the first place. Historically, exemplary service in the senior ranks has led to titles and lands, and provided a route for a clever and capable man to better himself. The Military Officer carries himself as an aristocrat, and regards himself as setting an example for the lower ranks. While tactical expertise and bravery are necessary on the battlefield, diplomacy and political acumen are required to survive and advance outside of warfare. The parlor and the headquarters office can be just as deadly in their own way as the trenches and the cavalry charge. With luck and foresight and prudent maneuvering, the Military Officer could rise to a general's rank, a knighthood, and a lordship.

While most officers are male at this point, female officers have begun to appear. The gender bias in this description shows the expectation of an officer being male. Female officers may not be received well, especially by the Lesser Ranks and the civilian populace. It would however be a violation of the Gentleman's Code and military tradition for an officer to show disrespect based on gender.

Important Attributes: DEX, CHA
Profession Skill: Tactics
Racial Restrictions: None
Starting Equipment: Field uniform (2 sets), Dress uniform, Pistol, Saber, Rifle or Carbine (if appropriate)



Starting Funds: Moderate
Income: Moderate
Suggested Social Level: 3

Skills and Abilities

INITIATE
Core Skills
Avoid Blow, (Equestrian / Crew Airship / Crew Ship / Crew Vehicle), Firearms, Melee Weapons, Navigation
Optional Skills
Eidetic Memory, Etiquette, First Impression, Heartening Laugh, Unarmed Combat

NOVICE
Core Skills
Anticipate Blow, Awareness, Impressive Display, Shake It Off, Tiger Spring
Optional Skills
(Animal Handling / Mechanic), Flirting, Lasting Impression, Riposte, Taunt

JOURNEYMAN
Core Skills
(Charge / Momentum Attack / Swing Attack), Danger Sense, Disarm, Inspire Others, Leadership, Lion Heart, Steely Stare
Optional Skills
(Animal Bond / Pilot Airship / Pilot Ship / Pilot Vehicle), Diplomacy, Haggle, Resist Taunt, Seduction, Stout Constitution, Winning Smile

Abilities

- The character gains +1 to their Physical Defense.
- The character may spend Karma on any CHA-only Test.
- The character may spend Karma on Recovery Tests.
- **Rally:** The Military Officer can give courage back to troops that have broken. The character makes an Inspire Others Test as normal, paying 2 Strain. (This ability cannot be learned until the character knows the Inspire Others Skill.) Affected characters gain the usual bonus, but also gain +1 to WIL Tests to stand firm in the face of danger. This works against both magical and non-magical Fear attacks. Characters that succeed at their WIL Test turn and face the enemy. The effect lasts the Military Officer's Inspire Others Rank in combat rounds. The Military Officer can reduce the Target Number of the Inspire Others Test by spending 1 Strain per additional character. This does not have to reduce the TN penalty to zero. For example, if the Military Officer wants to Rally a troop of twenty men, the TN would be at +19. The Military Officer could spend 9 Strain to reduce the penalty to +10.

Notes

Depending upon whether the Military Officer is serving as cavalry, or in the Navy, or in the armored vehicles division, or aboard a Giffard, the player should choose the appropriate Skills from the parentheses at Initiate Core, Novice Optional, Journeyman Core, and Journeyman Optional.

Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 15: 6/D10	STR: 12: 5/D8	TOU: 12: 5/D8
PER: 13: 6/D10	WIL: 12: 5/D8	CHA: 15: 6/D10

CHARACTERISTICS

Physical Defense: 9	Mystic Defense: 8	Social Defense: 9
Initiative: 6	Movement: 6	Carrying Capacity: 110
Mystic Armor Bonus: 2	Social Level: 3	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 24	Death: 29	Wound Threshold: 8	Recovery: 2

LANGUAGES

English (British): Speak, R/W

ARMOR

Padded leather (military issue equivalent): Phys 4, Myst 0, Init 0

WEAPONS

Medium pistol, 50 rounds ammunition, 50 rounds express ammunition, 25 rounds Gehrlaus ammunition. Bolt-action rifle, 100 rounds express ammunition, 50 rounds Gehrlaus ammunition. Saber

EQUIPMENT

Duty uniform, Riding boots, Dress uniform, Patent leather riding boots, War horse with tack
Money: £2/6/-

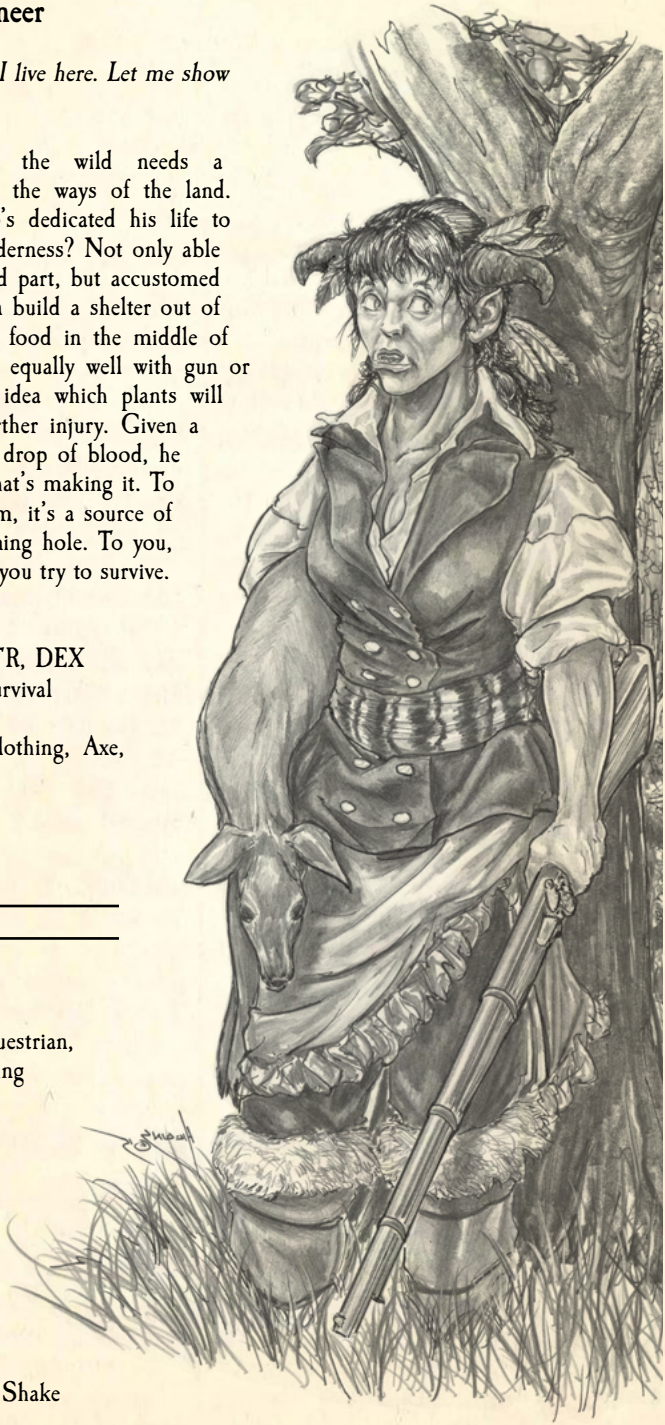
SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Tactics	Prof	3	9
Speak Language	F	1	7
Read/Write Language	F	1	7
Avoid Blow	C	1	7
Equestrian	C	1	7
Firearms	C	1	7
Melee Weapons	C	1	7
Navigation	C	1	7
Etiquette	O	1	7
First Impression	O	1	7
Heartening Laugh	O	1	7
Knowledge (Politics)	F	1	7
Knowledge (Military History)	F	1	7
Battle Shout	F	1	7
Gunnery	F	1	7
Hunting	F	1	7
Physician	F	1	7
Swimming	F	1	7

Pioneer

"You're just a visitor. I live here. Let me show you around."

Every expedition into the wild needs a woodsman, someone savvy in the ways of the land. Who better than a man who's dedicated his life to carving a home out of the wilderness? Not only able to get around in the uncivilized part, but accustomed to living there, the pioneer can build a shelter out of whatever's ready to hand, find food in the middle of a forest, and in a pinch, fight equally well with gun or axe. He's got a pretty good idea which plants will heal, and which will cause further injury. Given a footprint, a broken twig, or a drop of blood, he can follow the trail and find what's making it. To you, a river is a barrier. To him, it's a source of water and power, and a swimming hole. To you, the wilderness is a place where you try to survive. To him, it's home.



Important Attributes: TOU, STR, DEX
Profession Skill: Wilderness Survival
Racial Restrictions: None
Starting Equipment: Rugged clothing, Axe, Basic tools, Medical kit
Starting Funds: Low
Income: Low
Suggested Social Level: 2

Skills and Abilities

INITIATE

Core Skills
Animal Handling, Equestrian, Firearms, Navigation, Tracking

Optional Skills
Craftsman (Woodworking), Mechanic, Swimming, Unarmed Combat, Wound Balance

NOVICE

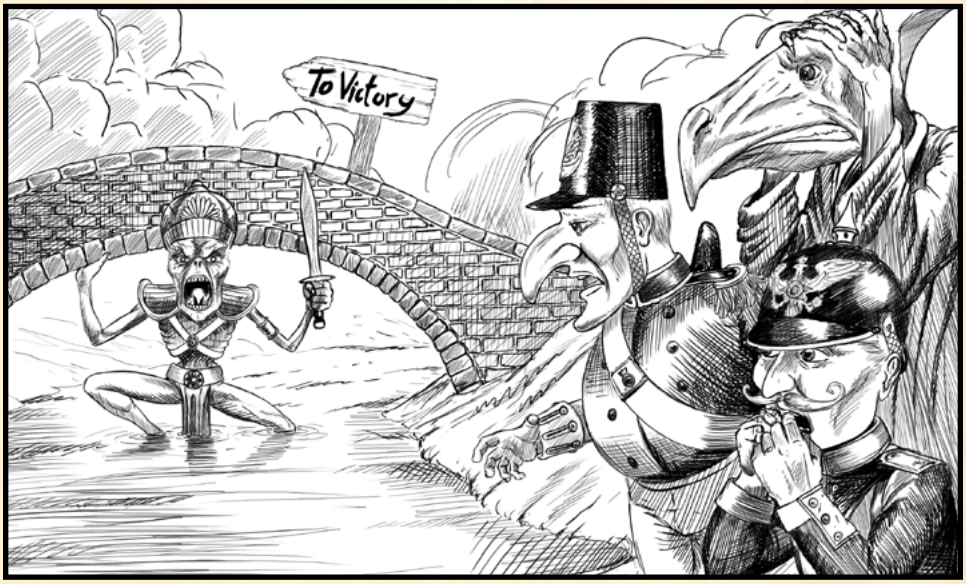
Core Skills
Animal Bond, Awareness, Hunting, Missile Weapons, Shake It Off

Optional Skills
Creature Analysis, Eagle Eye, Fishing, Melee Weapons, Sprint

JOURNEYMAN
Core Skills
Animal Training, Climbing, Impressive Display, Stealthy Stride, Stout Constitution, Sure Mount, True Shot
Optional Skills
Craft Firearm, Field Engineering, Long Shot, Mapmaking, Physician, Read River, Second Shot

Abilities

- The character may spend Karma on Recovery Tests.
- The character gains +1 to their Physical Defense.
- The character may spend Karma on TOU-only Tests.
- **Make It Do or Do Without:** The Pioneer can improvise repairs or build an item using Woodworking, Mechanic, or Field Engineering, without having quite the proper materials or tools, using what's ready to hand. For example, the Pioneer could improvise a gasket for a plumbing pipe using the wax from a wheel of cheese, or cobble together a shelter out in the desert from scrub brush thatched with sand. The character makes the appropriate Skill Test, with the Skill and Target Number determined by the Gamemaster, and spends 2 Strain. On a success, the improvised repair or construction will hold together for the Skill Rank in hours. Two successes extends the duration to days, and three to weeks. On a Rule of One result, the materials are used up, the item too badly damaged for further repair attempts, or other disastrous result as determined by the Gamemaster.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 14: 6/D10	STR: 14: 6/D10	TOU: 15: 6/D10
PER: 14: 6/D10	WIL: 14: 6/D10	CHA: 8: 4/D6

CHARACTERISTICS

Physical Defense: 8	Mystic Defense: 8	Social Defense: 5
Initiative: 6	Movement: 6	Carrying Capacity: 140
Mystic Armor Bonus: 2	Social Level: 2	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 30	Death: 36	Wound Threshold: 10
Recovery: 3		

LANGUAGES

English (British): Speak, R/W

ARMOR

Leather coat: Phys 3, Myst 0, Init 0

WEAPONS

Bolt-action rifle, 20 rounds ammunition, Axe

EQUIPMENT

Flannel shirt, Wool trousers, Hiking boots, Tent, Bedroll, Mess kit, Craftsman's tools (woodworking)
Money: £-/-/9

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Wilderness Survival	Prof	3	9
Speak Language	F	1	7
Read/Write Language	F	1	7
Animal Handling	C	1	7
Equestrian	C	1	7
Firearms	C	1	7
Navigation	C	1	7
Tracking	C	1	7
Craftsman (Woodworking)	O	1	7
Unarmed Combat	O	1	7
Wound Balance	O	1	7
Knowledge (Animal Husbandry)	F	1	7
Knowledge (Botany)	F	1	7
Artisan (Cooking)	F	1	5
Haggle	F	1	5
Maneuver	F	1	7
Swift Kick	F	1	7
Tiger Spring	F	1	–



Priest

"So mote it be!"

Scoff if you like, but religion has real power now, just like in the old scriptures. Whatever the belief system of the Priest, whether it's a mainstream faith like Christianity or Hinduism or an obscure one like Khemetic Orthodoxy or Mithraism, the Priest has the backing of the Divine. Banishing a destructive spirit? Healing your wounds? Purging evil with fire conjured out of nothing? That's covered. Of course, the Priest still counsels those with troubles, celebrates the rites of their faith, and may or may not try to spread the word of their religion, depending upon its views on evangelism. Being a channel of the Divine involves a good deal more than calling down righteous fury upon the transgressor. Most of the works of the Divine are still the quiet ones. Ministering to the poor in body or in spirit is a requirement of most religions, and the Priest follows the requirements of their faith, ahem, religiously.

Note: Characters of this Profession may call themselves a Priest or Priestess, or whatever title is appropriate to their faith. This Profession applies to any formalized religion that has a recognized priestly class.

Important Attributes: PER, WIL, CHA
Profession Skill: Spellcasting
Racial Restrictions: None (although most cultures of Saurids do not support the idea of a priesthood, having Shamans instead)
Starting Equipment: Decent clothing, Vestments as appropriate to the faith, Tools as appropriate to the faith (book, chalice, &c)
Starting Funds: Low
Income: Low
Suggested Social Level: 3

Skills and Abilities

INITIATE

Core Skills

Astral Sight, Dispel Magic, Empathic Sense, Knowledge (Religion), Magic Theory

Optional Skills

Artisan (Embroidery), Avoid Blow, Haggle, Physician, Research

NOVICE

Core Skills

Eidetic Memory, Heartening Laugh, Spirit Hold, Streetwise, Suppress Curse

Optional Skills

Awareness, Etiquette, First Impression, Knowledge (Comparative Religion), Spirit Talk

JOURNEYMAN

Core Skills

Diplomacy, Impressive Display, Leadership, Resist Magic, Summon, True Sight, Willforce

Optional Skills

Conversation, Engaging Banter, Evidence Analysis, Inspire Others, Lifesight, Lion Heart, Steely Stare

Abilities

- The character gains +1 to their Social Defense.
- The character gains +1 to their Mystic Defense.
- The character may spend Karma on any Test to heal others.
- **We Shall Not Want For It:** The Priest can stretch consumable supplies to last longer, through a combination of clever technique and magic. The character makes a Spellcasting Test against the highest Mystic Defense among the people directly relying upon the supplies, +1 for every 2 additional people, and spends 2 Strain. The target group size is limited by double the Priest's Spellcasting Rank, thus a Priest with a Spellcasting Rank of 6 can only provision a group of 12 people. The Target Number can be reduced by paying additional Strain, 2 points of Strain per 1 point of Target Number reduction. On a single success, the Priest doubles the number of hours the supplies will last. Two successes raises the duration to days, while three or more successes raises the duration increase to weeks. On a Rule of One result, the Priest's intercession has failed, causing spoilage, and the available supply duration is cut by half. This miracle can only be performed once on any given supply cache. The Priest cannot extend the supply duration a second time. The miracle cannot be performed on ammunition, poisons, or other supplies whose primary reason for existence is to cause harm.

Notes

- The word "Religion" in the Knowledge (Religion) Skill at Initiate Core should be substituted with the actual name of the Priest's faith. For example, an Anglican Priest would have the skill Knowledge (Anglicanism).
- The Comparative Religion Knowledge Skill at Novice Optional grants the Priest understanding of faiths other than their own. A Comparative Religion Test can be made to see if the Priest knows anything about another faith, and how much is known.

Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 12: 5/D8	STR: 8: 4/D6	TOU: 11: 5/D8
PER: 16: 7/D12	WIL: 16: 7/D12	CHA: 16: 7/D12

CHARACTERISTICS

Physical Defense: 7	Mystic Defense: 9	Social Defense: 9
Initiative: 5	Movement:6	Carrying Capacity: 60
Mystic Armor Bonus: 3	Social Level: 3	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 22	Death: 27	Wound Threshold: 8
Recovery: 2		

LANGUAGES

English (British): Speak, R/W
Latin: Speak, R/W

ARMOR

Ballistic vest (Cotton): Phys 4, Myst 0, Init 0

WEAPONS

None

EQUIPMENT

Black weekday suit with clerical collar, City boots, Vestments for Sunday services, Cross, Bible, Book of common prayer
Money: £-/5/2

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Spellcasting	Prof	3	10
Speak Language	F	2	9
Read/Write Language	F	2	9
Astral Sight	C	1	8
Dispel Magic	C	1	8
Empathic Sense	C	1	8
Knowledge (Anglican Christianity)	C	1	8
Magic Theory	C	1	8
Avoid Blow	O	1	6
Haggle	O	1	8
Physician	O	1	8
Knowledge (Botany)	F	2	9
Artisan (Cooking)	F	1	8
Artist (Singing)	F	1	8
Arcane Mutterings	F	1	8

Sailor

"Ships don't sail by the commands of their officers. They sail by the sweat of their crew."

All the fancy machinery and navigational skill in the world won't get a ship from point A to point B without a hardy and reliable crew. Some ships still rely on the wind, and need hands that know how to tie a bowline and haul a line. Others take oilers and stokers to keep them going. Airships have to be balanced, and that means a lot of carrying and securing. The Sailor specializes in surface or air ships, working as a deckhand on the sea or in the sky. Without Sailors, an Airship Pilot is just somebody in fancy dress standing at a tiller.

Important Attributes: DEX, WIL
Profession Skill: Crew Airship / Crew Ship (specify Sail or Steam)
Racial Restrictions: None (although Saurids in the Grosvenor Peninsula do not natively have Airship or Steamship Sailors, only Sailing Ship Sailors)
Starting Equipment: Duty uniform, Casual clothing for going ashore, Knife
Starting Funds: Low
Income: Low
Suggested Social Level: 2

Skills and Abilities

INITIATE

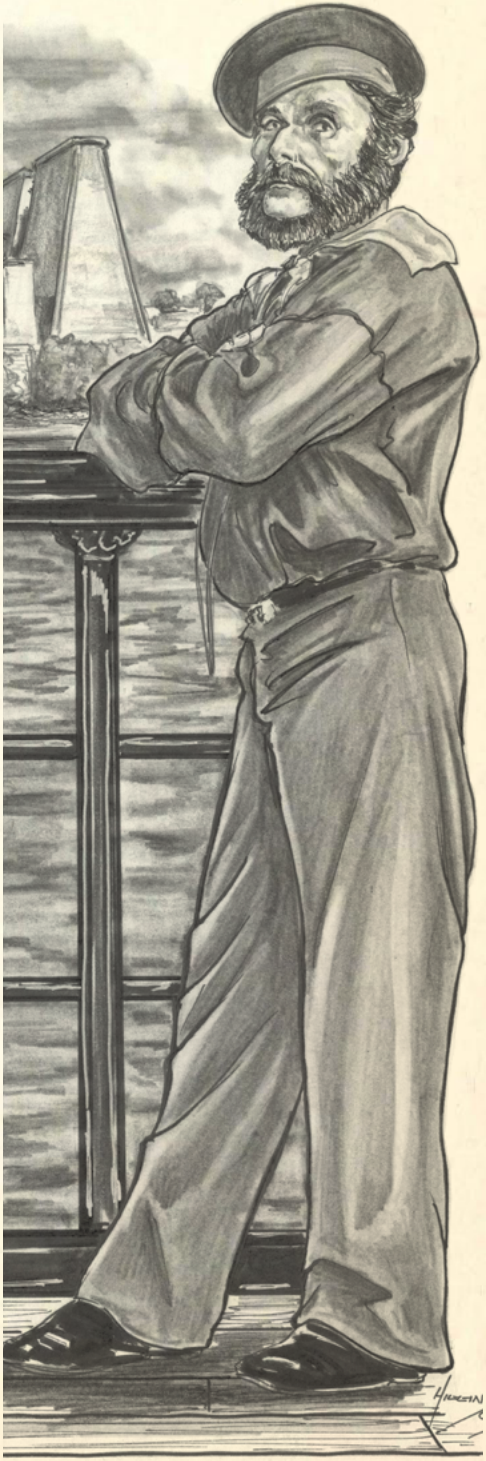
Core Skills
Climbing, Gunnery, Read (Ocean / River / Sky), Shake It Off, Unarmed Combat

Optional Skills
Avoid Blow, Firearms, Flirting, Lip Reading, Melee Weapons

NOVICE

Core Skills
(Craftsman-Carpentry / Mechanic), Haggle, Impressive Display, Navigation, Slough Blame

Optional Skills
Awareness, Battle Shout, Distract, Heartening Laugh, Maneuver



JOURNEYMAN

Core Skills

Disarm, Lion Heart, Stout Constitution, Swing Attack, Taunt, Throwing Weapons, Wound Balance

Optional Skills

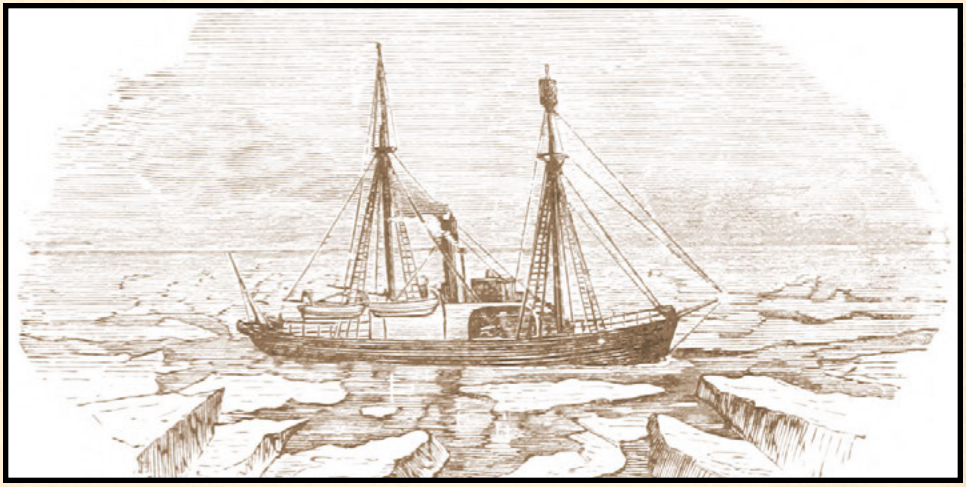
Bribery, Down Strike, Leadership, Mapmaking, Pilot (Airship / Sailing Ship / Steamship), Steely Stare, Streetwise

Abilities

- The character gains +1 to their Physical Defense.
- The character's Recovery Step increases by +1.
- The character may spend Karma on PER-only Tests.
- **Getting Her Into Fighting Trim:** Once per battle or other action, the Sailor can quickly rearrange the weight distribution aboard the ship, improving the trim, or balance, of the hull and making the ship easier to maneuver. The character makes a Crew Ship/Airship Test against the Mystic Defense of the vessel and pays 2 Strain. Each success on this Test adds +1 Step to the Pilot's Tests during the remainder of the battle or action. The effect lasts until the action is over or until something happens to significantly alter the ship's trim, such as having a piece of the hull shot away. On a Rule of One result, the adjustment fails miserably, and the Pilot's next Test is at a penalty equal to the Sailor's Crew Ship/Airship Rank.

Notes

- At the Initiate Tier, the player chooses the Read Skill appropriate to whether the Sailor is crewing a riverboat (Read River), an oceangoing vessel (Read Ocean), or an airship (Read Sky). Likewise, the player chooses Hunting or Fishing based on whether the Sailor is serving aboard an airship or a water-bound vessel.
- At the Novice Tier, the player chooses Craftsman (Carpentry) for Sailing Ships or Mechanic for Steamships or Airships.
- At the Journeyman Tier, the player chooses the appropriate Pilot Skill again based on their Sailor's career path.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 17: 7/D12	STR: 13: 6/D10	TOU: 13: 6/D10
PER: 9: 4/D6	WIL: 14: 6/D10	CHA: 13: 6/D10

CHARACTERISTICS

Physical Defense: 10	Mystic Defense: 6	Social Defense: 8
Initiative: 7	Movement: 6	Carrying Capacity: 125
Mystic Armor Bonus: 2	Social Level: 2	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 26	Death: 32	Wound Threshold: 9
Recovery: 3		

LANGUAGES

English (British): Speak, R/W

ARMOR

Flak jacket: Phys 4, Myst 0, Init 0

WEAPONS

Knife

EQUIPMENT

Duty uniform, Workman's boots, Flannel shirt, Wool trousers
Money £-/3/8

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Crew Steam Ship	Prof	3	10
Speak Language	F	1	5
Read/Write Language	F	1	5
Climbing	C	1	8
Gunnery	C	1	5
Shake It Off	C	1	7
Unarmed Combat	C	1	8
Avoid Blow	O	1	8
Flirting	O	1	7
Lip Reading	O	1	5
Melee Weapons	O	1	8
Knowledge (Geography)	F	2	6
Artist (Singing)	F	1	7
Emotion Song	F	1	7
Acrobatic Defense	F	1	8
Tiger Spring	F	1	–
Swift Kick	F	1	8



Scientist

"There are no experimental failures, just more data."

Knowledge is its own reward, although academic honors and the respect of one's peers are nice, yes. There are deep mysteries in the world, on Earth and in the Gruv and in the place in between that nobody wants to discuss. Delving into those mysteries establishes the principles by which the engineers come up with all those clever devices. Someone must do the foundational work before the clockworks can be built. Hypothesize, experiment, analyze, theorize, the stages of the scientific method must be followed rigorously if valid principles are to be deduced. "Publish or perish", goes the saying. If a scientist derives a critical axiom and does not share it with the world, what use is his work? Learn, and share what has been learned, seeking ever to expand the scope of human understanding.

Important Attributes: PER, DEX
Profession Skill: Knowledge (Scientific Field)
Racial Restrictions: Saurids of the Gruv – their cultures do not support the Profession
Starting Equipment: Average clothing for everyday and travel, Nice clothing for academic presentations, Suitcase of scientific instruments appropriate to the field of study
Starting Funds: Moderate
Income: Moderate
Suggested Social Level: 4

Skills and Abilities

INITIATE
Core Skills
Awareness, Craftsman (Scientific Instruments), Eidetic Memory, Evidence Analysis, Research
Optional Skills
Cryptography, Field Engineering, Firearms, Mechanic, Navigation

NOVICE

Core Skills

Engine Programming, Haggle, Knowledge (Mathematics), Slough Blame, Taunt

Optional Skills

Avoid Blow, Clockwork, Etiquette, Forgery, Melee Weapons

JOURNEYMAN

Core Skills

Arcane Mutterings, Conversation, Diplomacy, Graceful Exit, Impressive Display, Knowledge (Select), Resist Magic

Optional Skills

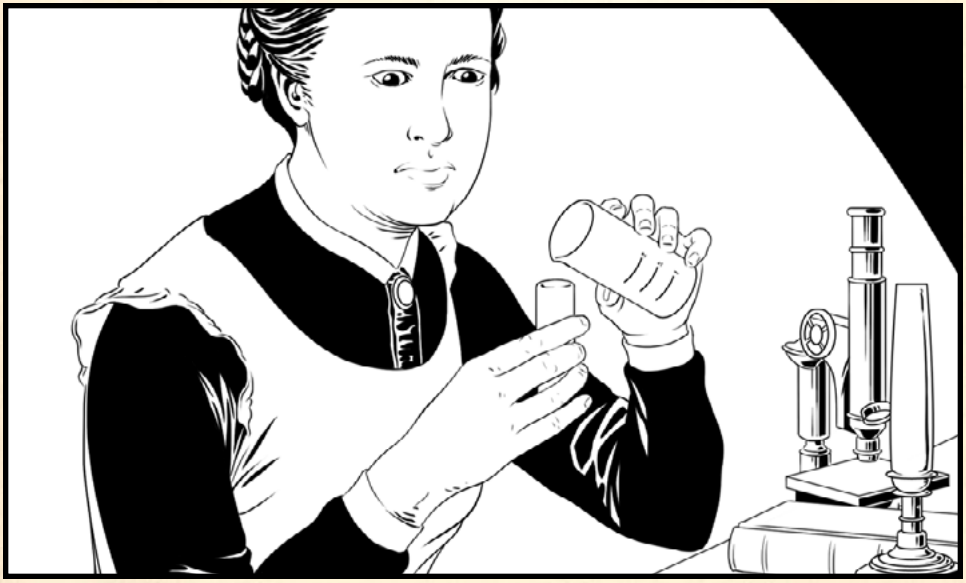
Bribery, Disarm, Equestrian, Hypnotize, Inspire Others, Mapmaking, Steely Stare

Abilities

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character may spend Karma on WIL-only Tests.
- **Revising the Hypothesis:** The Scientist may discard a previously held idea and draw new conclusions. The character spends 2 Strain to re-roll a failed Knowledge Test (using any Knowledge Skill). The new Test results must be kept, even if the new result is a Rule of One. The Scientist may only discard one hypothesis per situation.

Notes

- When the Scientist character is created, the player must pick a field of study. The Profession Skill is then set to that field. The Scientist can then be referred to in game as a professional of the field. For example, if the Profession Skill is set to Knowledge (Geology), then the character would be referred to by other characters in the game world as a Geologist.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 13: 6/D10	STR: 9: 4/D6	TOU: 11: 5/D8
PER: 18: 7/D12	WIL: 12: 5/D8	CHA: 12: 5/D8

CHARACTERISTICS

Physical Defense: 8	Mystic Defense: 10	Social Defense: 7
Initiative: 6	Movement: 6	Carrying Capacity: 70
Mystic Armor Bonus: 2	Social Level: 4	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 22	Death: 27	Wound Threshold: 8
Recovery: 2		

LANGUAGES

English (British): Speak, R/W
Latin: Speak, R/W

ARMOR

Ballistic vest (Silk): Phys 5, Myst 0, Init 0

WEAPONS

Light pistol, 10 rounds ammunition

EQUIPMENT

Weekday suit, City boots, Sunday suit, Silk hat, Suitcase of scientific instruments
Money: £6/3/-

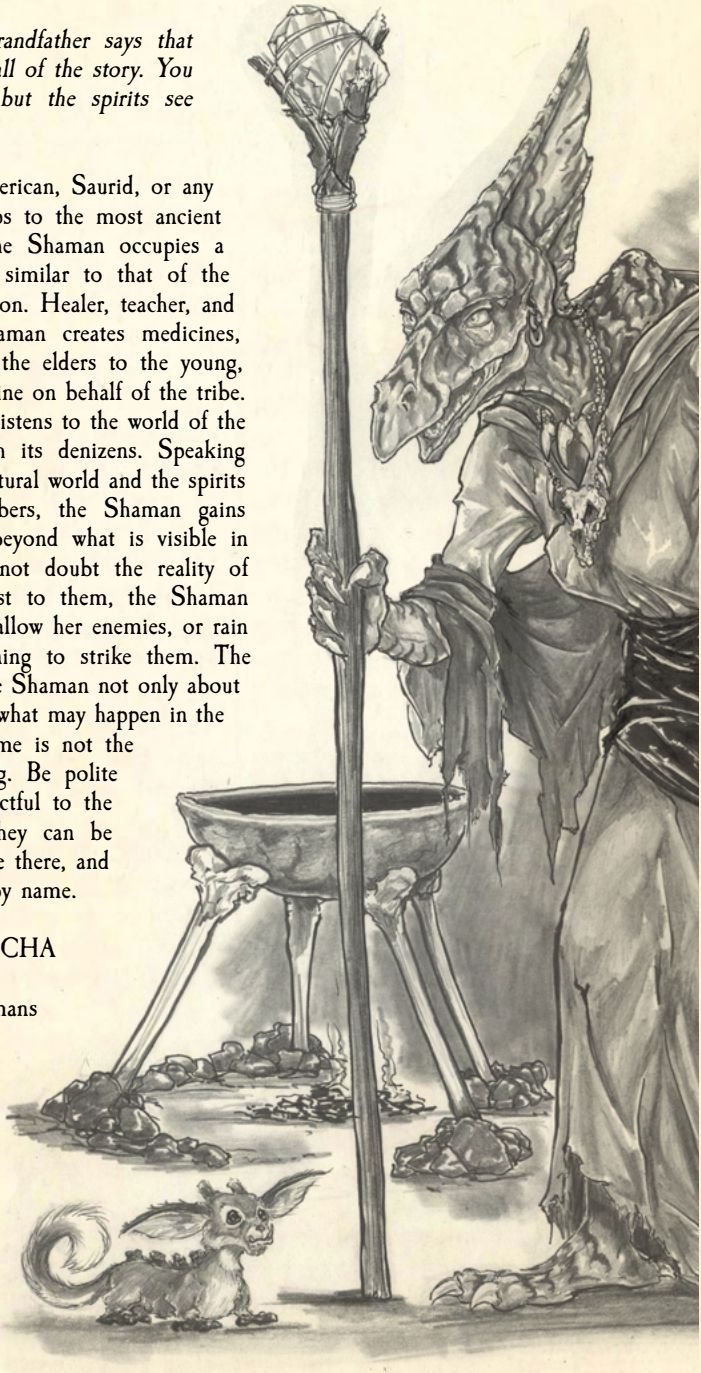
SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Knowledge (Natural Philosophy)	Prof	3	10
Speak Language	F	2	9
Read/Write Language	F	2	9
Awareness	C	1	8
Craftsman (Scientific Instruments)	C	1	7
Eidetic Memory	C	1	8
Evidence Analysis	C	1	8
Research	C	1	8
Cryptography	O	1	8
Firearms	O	1	7
Mechanic	O	1	8
Knowledge (Botany)	F	1	8
Knowledge (Law)	F	1	8
Artist (Drawing)	F	1	6
Evaluate	F	1	8
Artist (Musician)	F	1	6

Shaman

"My great-great-grandfather says that you are not telling me all of the story. You can lie to the living, but the spirits see further."

Whether Native American, Saurid, or any other group that still keeps to the most ancient of their people's ways, the Shaman occupies a position in tribal culture similar to that of the Priest in Western civilization. Healer, teacher, and spiritual conduit, the Shaman creates medicines, passes on the wisdom of the elders to the young, and intercedes with the divine on behalf of the tribe. Beyond that, the Shaman listens to the world of the spirit and communes with its denizens. Speaking with the essences of the natural world and the spirits of long-dead tribal members, the Shaman gains knowledge of the world beyond what is visible in the merely physical. Do not doubt the reality of the spirits. With a request to them, the Shaman may cause the earth to swallow her enemies, or rain to drown them, or lightning to strike them. The ancestral spirits can tell the Shaman not only about what has gone before, but what may happen in the future, as their view of time is not the same as that of the living. Be polite to the Shaman, and respectful to the spirits, whether or not they can be seen. Rest assured, they are there, and the Shaman knows them by name.



Important Attributes: WIL, CHA
Profession Skill: Summon
Racial Restrictions: Humans – must come from a culture with an active shamanic tradition, which precludes most Europeans and Asians
Starting Equipment: Everyday clothing, Ceremonial dress, Tools appropriate to faith and tradition
Starting Funds: Moderate

Income: Moderate
Suggested Social Level: 2 (among Westerners) / 4 (among own culture)

Skills and Abilities

INITIATE

Core Skills
Astral Sight, Magic Theory, Spellcasting, Spirit Hold, Spirit Talk
Optional Skills
Animal Bond, Animal Handling, Artist (Painting), Unarmed Combat, Wilderness Survival

NOVICE

Core Skills
Alchemy, Dispel Magic, Equestrian, Physician, Wood Skin
Optional Skills
Animal Talk, Animal Training, Artist (Storytelling), Claw Shape, Knowledge (Tribal History)

JOURNEYMAN

Core Skills
Empathic Sense, Evidence Analysis, Impressive Display, Lifesight, Orbiting Spy, Resist Magic, Willforce
Optional Skills
Air Speaking, Animal Possession, Hypnotize, Safe Path, Spirit Dodge, Tracking, True Sight

Abilities

- The character gains +1 to their Mystic Defense.
- The character may spend Karma on Tests made by Summoned spirits.
- The character may spend Karma on WIL-only Tests.
- **Divination:** The Shaman can consult the spirit world for information. The character asks a question about a current situation or subject of interest, makes a Summon (9) Test, and pays 2 Strain. If the Test succeeds, the character gains one useful piece of information about the question, provided by the Gamemaster. While true, the information may be phrased in vague or metaphorical terms, as the spirits do not always reply directly or clearly. Additional successes may bring additional clarity or more information as the Gamemaster finds appropriate. On a Rule of One result, either the spirits do not know anything about the subject, or are unwilling to comment on it, and may even warn the Shaman to avoid the subject entirely.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 12: 5/D8	STR: 10: 5/D8	TOU: 10: 5/D8
PER: 16: 7/D12	WIL: 16: 7/D12	CHA: 13: 6/D10

CHARACTERISTICS

Physical Defense: 7	Mystic Defense: 9	Social Defense: 8
Initiative: 5	Movement: 6	Carrying Capacity: 80
Mystic Armor Bonus: 3	Social Level: 4 (Native Culture) / 2 (Western Civilization)	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 20	Death: 25	Wound Threshold: 7
Recovery: 2		

LANGUAGES

Tsalagi: Speak, R/W
English (American): Speak, R/W

ARMOR

Leather: Phys 3, Myst 0, Init 0

WEAPONS

Knife

EQUIPMENT

Cotton shirt, Canvas trousers, Hiking boots, Ceremonial clothing for ritual work, Drum, Rattles, Tobacco
Money: £-/3/-

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Summon	Prof	3	10
Speak Language	F	2	9
Read/Write Language	F	2	9
Astral Sight	C	1	8
Magic Theory	C	1	8
Spellcasting	C	1	8
Spirit Hold	C	1	8
Spirit Talk	C	1	8
Artist (Painting)	O	1	7
Unarmed Combat	O	1	6
Wilderness Survival	O	1	8
Knowledge (Botany)	F	2	9
Lip Reading	F	1	8
Avoid Blow	F	1	7
Arcane Mutterings	F	1	7



Soldier

"Mine is not to question why. Mine is but to do and have a pint afterward."

An enlisted woman in Her Majesty's forces learns real quick to keep her mouth shut, to do what she's told, and to never, under any circumstances, volunteer for anything. And yet here you are, assigned to detached duty with a lot of adventurers and explorers, hoping it's not your head that ends up detached. Well, when all else fails, you can depend on your Martini-Henry, your bayonet, and that the officers will end up smelling like a rose. Given a choice between field missions with a load of idiot civilians and digging latrines, you'd have to sit down and think it over.

Important Attributes: STR, DEX, TOU
Profession Skill: Firearms
Racial Restrictions: None
Starting Equipment: Field uniform, Dress uniform, Rifle (infantry) or Carbine (cavalry), Bayonet, Pack with bedroll and field kit
Starting Funds: Low
Income: Low
Suggested Social Level: 2

Skills and Abilities

INITIATE
Core Skills
Avoid Blow, (Maneuver / Equestrian), Melee Weapons, Shake It Off, Sprint
Optional Skills
Awareness, (Climbing / Animal Handling), Stealthy Stride, Streetwise, Unarmed Combat

NOVICE
Core Skills
Anticipate Blow, Battle Shout, (Riposte / Charge), Slough Blame, (Wound Balance / Sure Mount)
Optional Skills
Danger Sense, Haggle, Navigation, Tiger Spring, (Tracking / Animal Bond)

JOURNEYMAN
Core Skills
(Crushing Blow / Wheeling Attack), Frenzy, Impressive Display, (Long Shot / Wheeling Defense), (Momentum Attack / Double Charge), (Second Shot / Mount Attack), Stout Constitution
Optional Skills
Battle Bellow, Disarm, Eagle Eye, Frighten, Leadership, Mapmaking, Wilderness Survival

Abilities

- The character gains +1 to their Physical Defense.
- The character's Recovery Step increases by +1.
- The character may spend Karma on DEX-only Tests.
- **Comrades In Arms:** Once per battle, the Soldier may call upon the combined strength of the allies that fight beside them. The character pays 3 Strain per ally, restricted to those within one grid space / hex / arm's reach, and a number of people equal to the Soldier's Firearms Skill Rank. The Soldier adds their combat Skill Ranks to the Soldier's own for a single Attack Test. The Skill Ranks added must be from the same Skill that the Soldier is using. Thus, if the Soldier uses Firearms for the Attack Test, only Ranks from the allies' Firearms Skills can be applied. If the Soldier attacks using Melee Weapons, only Ranks from the allies' Melee Weapons Skill may be applied. The allies do not have to be of the same Profession as the Soldier, only trained in the same Skills. Being included in the use of this ability does not prevent the next Soldier in the line from using it as well. Soldiers are trained to coordinate their use of Comrades in Arms so that a platoon can all reinforce each other for a single devastating attack.

Notes

- The Soldier is either infantry or cavalry. An infantry Soldier picks the first option in each set of parentheses, while a cavalry Soldier picks the second. Separate Variants of the Soldier for infantry, cavalry, and marine service will be presented in the *1879 Companion*.



Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 17: 7/D12	STR: 14: 6/D10	TOU: 15: 6/D10
PER: 10: 5/D8	WIL: 9: 4/D6	CHA: 10: 5/D8

CHARACTERISTICS

Physical Defense: 10	Mystic Defense: 6	Social Defense: 6
Initiative: 7	Movement: 6	Carrying Capacity: 140
Mystic Armor Bonus: 1	Social Level: 2	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 30	Death: 36	Wound Threshold: 10
Recovery: 3		

LANGUAGES

English (British): Speak, R/W

ARMOR

Padded leather (military issue equivalent): Phys 4, Myst 0, Init 0

WEAPONS

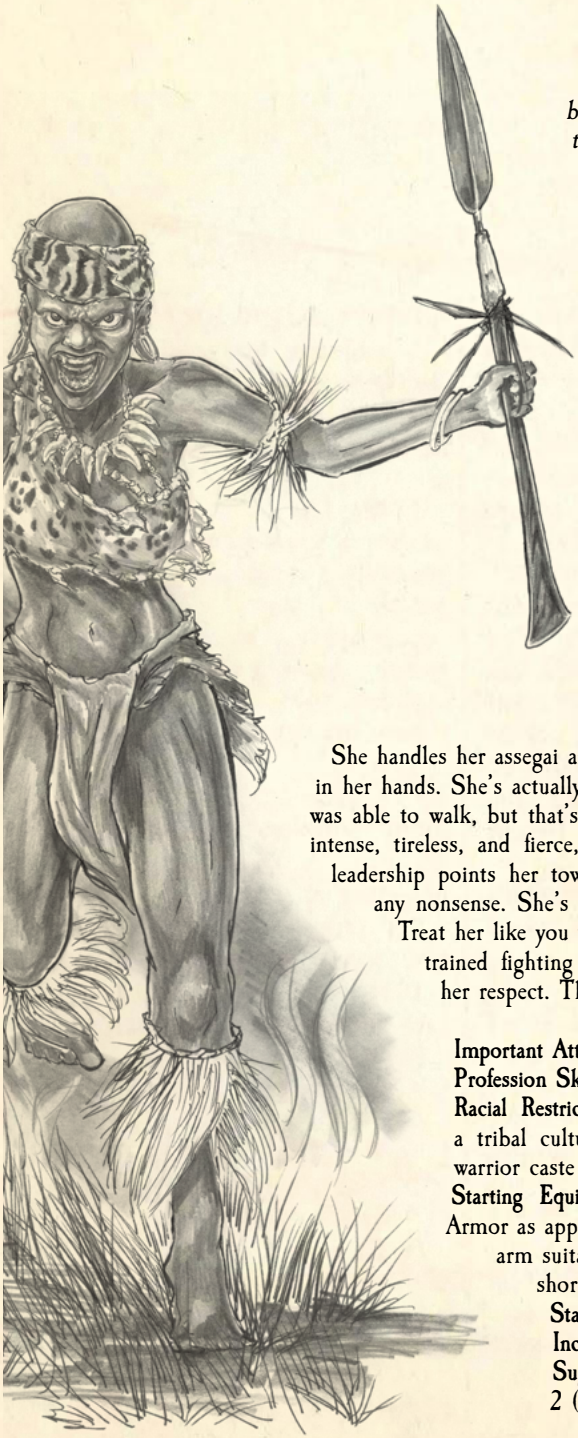
Bayonet
Bolt-action rifle, 20 rounds ammunition (more issued as needed)

EQUIPMENT

Field uniform, Hiking boots, Dress uniform, Bedroll, Mess kit, Backpack
Money: £-/-/10

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Firearms	Prof	3	10
Speak Language	F	1	6
Read/Write Language	F	1	6
Avoid Blow	C	1	8
Melee Weapons	C	1	8
Shake It Off	C	1	7
Sprint	C	1	–
Awareness	O	1	6
Climbing	O	1	8
Stealthy Stride	O	1	8
Unarmed Combat	O	1	8
Knowledge (Sport)	F	2	7
Equestrian	F	1	8
Gunnery	F	1	6
Animal Handling	F	1	5
Artist (Woodcarving)	F	1	6
Charge	F	1	7



Tribal Warrior

"You see this coinpurse on my belt? It is made from the scrotum of the last man to be disrespectful to me. I think it looks worn and in need of replacing. What do you think?"

Tribal Warriors may come from any race that still holds to their people's ancient ways, living in a tribal society and prizing the role of the warrior as the defender of the people. The most likely to be encountered in ***1879*** are the Zulus, although Maori, Native American, Mongol, or Saurid Tribal Warriors are possible. Let's consider the Zulu.

Any British soldier can tell you that it's better to have the Zulus beside you than across the field facing you. It's not any less terrifying, but you have a better chance of survival. Zulu women fight just as well as Zulu men, as this woman can easily prove. She handles her assegai and shield as if she were born with them in her hands. She's actually only been carrying weaponry since she was able to walk, but that's close enough, don't you think? Quiet, intense, tireless, and fierce, she will gladly face whatever foe her leadership points her toward. Don't expect her to put up with any nonsense. She's a warrior, not a cook or a serving-girl. Treat her like you would any lethally dangerous and highly trained fighting professional, and you might just gain her respect. That's worth more than gold.

Important Attributes: DEX, WIL
Profession Skill: Melee Weapons
Racial Restrictions: None, but must originate from a tribal culture that still maintains and respects a warrior caste or tradition
Starting Equipment: Standard clothing for culture, Armor as appropriate to culture, Spear/Assegai/ pole arm suitable for throwing, Knife/Kukhri/Iklwa/ short blade
Starting Funds: Low
Income: Low
Suggested Social Level: 3 (native culture) / 2 (among Europeans)

Skills and Abilities

INITIATE

Core Skills

Shield Charge, Sprint, Throwing Weapons, Tiger Spring, Wilderness Survival

Optional Skills

Awareness, Climbing, Hunting, Swimming, Unarmed Combat

NOVICE

Core Skills

Battle Shout, Danger Sense, Missile Weapons, Shake It Off, Wound Balance

Optional Skills

Acrobatic Defense, Avoid Blow, Heartening Laugh, Stealthy Stride, Tracking

JOURNEYMAN

Core Skills

Frenzy, Frighten, Impressive Display, Momentum Attack, Second Weapon, Steely Stare, Stout Constitution

Optional Skills

Anticipate Blow, Battle Bellow, Disarm, Leadership, Lion Heart, Resist Taunt, Spot Armor Flaw

Abilities

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character's Recovery Step increases by +1.
- **Battle of Wills:** The Tribal Warrior attempts to defeat a chosen foe with an effort of will and spirit, without resorting to weaponry. The character and the foe lock eyes, requiring them to be within fifty yards of each other. Both make a Steely Stare Test, spending 2 Strain. If the foe does not know the Steely Stare Skill, they may make a straight WIL Test, but must pay 4 Strain. Whoever achieves the greatest Test result wins the battle. Compare the winner's Test result to the loser's Social Defense. On one success, the loser may take no aggressive action of any sort for the winner's Steely Stare Rank in rounds. On two successes, the loser silently and visibly surrenders to the winner, and may be compelled by the winner (verbally or with a gesture) to disarm or retreat. On three or more successes, the loser is badly shaken, and may take no aggressive action of any sort for the winner's Rank in hours. As well, the loser hands over their primary weapon to the winner. In many tribal cultures, it is considered honorable to return a foe's weapon to him. Keeping a living foe's weapon may start an ongoing conflict as the foe tries to recover their weapon and their honor. The Tribal Warrior will not normally use this ability against someone from outside their own culture, but stories are circulating of Saurids and Maoris who have met and recognized each other as worthy opponents.

Notes

- Saurids may swap Swimming from Initiate Optional with Sprint from Initiate Core.

Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 17: 7/D12	STR: 13: 6/D10	TOU: 14: 6/D10
PER: 9: 4/D6	WIL: 13: 6/D10	CHA: 9: 4/D6

CHARACTERISTICS

Physical Defense: 10	Mystic Defense: 6	Social Defense: 6
Initiative: 7	Movement: 6	Carrying Capacity: 125
Mystic Armor Bonus: 3	Social Level: 3 (native culture) / 2 (Western culture)	

KARMA

Current Karma: 6	Max Karma: 6	Karma Die: D8

DAMAGE

Unconsciousness: 28	Death: 34	Wound Threshold: 9	Recovery: 3

LANGUAGES

isiZulu: Speak
English (British): Speak

ARMOR

Leather: Phys 3, Myst 0, Init 0
Hide shield: Phys +2, Myst +1, Init -1

WEAPONS

Assegai (use Spear stats), Iklwa (use Short Sword stats)

EQUIPMENT

Cotton shirt, Canvas trousers worn in deference to western sensibilities, Blanket, Water skin
Money: £-/-/5

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Melee Weapons	Prof	3	10
Speak Language	F	2	6
Read/Write Language	F	0	–
Shield Charge	C	1	7
Sprint	C	1	–
Tiger Spring	C	1	–
Wilderness Survival	C	1	5
Awareness	O	1	5
Climbing	O	1	8
Hunting	O	1	8
Unarmed Combat	O	1	8
Knowledge (Geography)	F	1	5
Knowledge (Botany)	F	1	5
Animal Handling	F	1	7
Craft Armor	F	1	5
Artist (Dancing)	F	1	5
Distract	F	1	5
Great Leap	F	1	8



Weird Scientist

"Fools! I'll show you all!"

Western science and Eastern mysticism: neither one has all the answers. Applying the scientific method to areas of study disdained by European scholars, to regions unexplored by those who failed to see the potential that could be unlocked, has granted you knowledge that no one else holds. Knowledge is power. Your explorations into fields other people discarded as unfruitful or unworthy have delivered the power you need to prove yourself. Now you can silence the naysayers, the scoffers, the hidebound. The time has arrived to take your devices into the field, to demonstrate your work, to prove to the world the value of your efforts. Science will triumph!

Important Attributes: PER, WIL
Profession Skill: Craft Device
Racial Restrictions: Saurids – their culture does not support the Profession
Starting Equipment: Decent clothing, Lab clothing / protective gear, Toolkit
Starting Funds: Moderate
Income: Moderate
Suggested Social Level: 3

Skills and Abilities

INITIATE
Core Skills
Craft Armor, Craftsman (Select), Eidetic Memory, Impressive Display, Mechanic
Optional Skills
Cryptography, Firearms, Knowledge (Mathematics), Magic Theory, Research

NOVICE
Core Skills
Awareness, Clockwork, Craft Firearm, Evidence Analysis, Field Engineering
Optional Skills
Arcane Mutterings, Bribery, Crew (Airship / Ship / Vehicle), Engine Programming, Spellcasting

JOURNEYMAN

Core Skills

Craft Weapon, Forge Armor, Forge Device, Haggle, Lion Heart, True Sight, Willforce

Optional Skills

Disarm, Exploding Ammunition, Knowledge (Chemistry), Pilot (Airship / Ship / Vehicle), Resist Magic, Slough Blame, Spot Armor Flaw

Abilities

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their base Karma step.
- The character may spend Karma on the Effect Test when using Craft Device to build a spell or other power into a device.
- **Hasty Bodge-up:** The Weird Scientist can build a device in the field out of spare parts that performs its function once and once only, then falls apart, with key components too badly damaged to re-use. The character makes a Craft Device Test and pays 2 Strain. On one success, the device performs as designed, once. On two successes, the Effect Step of the device gains +1. On three or more successes, the Weird Scientist may use Karma on the Effect Test. On a Rule of One result, the device misfires when assembled, doing its Effect Step in damage to the Weird Scientist, and potentially to an area of effect, as determined by the Gamemaster.

Notes

- The Profession Skill may be changed as appropriate to the School. For example, Newtonians could have Alchemy for their Profession Skill, and Prometheans could take Physician. Variants of the Weird Scientist Profession fully restructured for specific Schools will be included in the *1879 Companion*.
- The Weird Scientist uses Magic Theory to learn powers and spell effects from grimoires and other texts and record them in their own writings, for later incorporation into devices. The actual spell is not learned, but the Weird Scientist gains knowledge from study of the spell that can be used to empower a device.
- Spellcasting is used for enchanting only, to lay the effects of spells into devices. Weird Scientists do not cast spells.
- Like the Brassman, the Weird Scientist must have some device or tool to brandish when using Arcane Mutterings. The unease the target feels is directed more at the device or tool than the Weird Scientist.
- The Pilot Skill selected at Journeyman Optional must match the Crew Skill selected at Novice Optional.

Example Character

Professional Rank: 1

ATTRIBUTES

DEX: 13: 6/D10 STR: 8: 4/D6 TOU: 8: 4/D6
PER: 18: 7/D12
WIL: 17: 7/D12
CHA: 9: 4/D6

CHARACTERISTICS

Physical Defense: 8 Mystic Defense: 10 Social Defense: 6
Initiative: 6 Movement: 6 Carrying Capacity: 60
Mystic Armor Bonus: 3 Social Level: 3

KARMA

Current Karma: 6 Max Karma: 6 Karma Die: D8

DAMAGE

Unconsciousness: 16 Death: 20 Wound Threshold: 6 Recovery: 2

LANGUAGES

English (British): Speak, R/W

ARMOR

Ballistic vest (Cotton): Phys 4, Myst 0, Init 0

WEAPONS

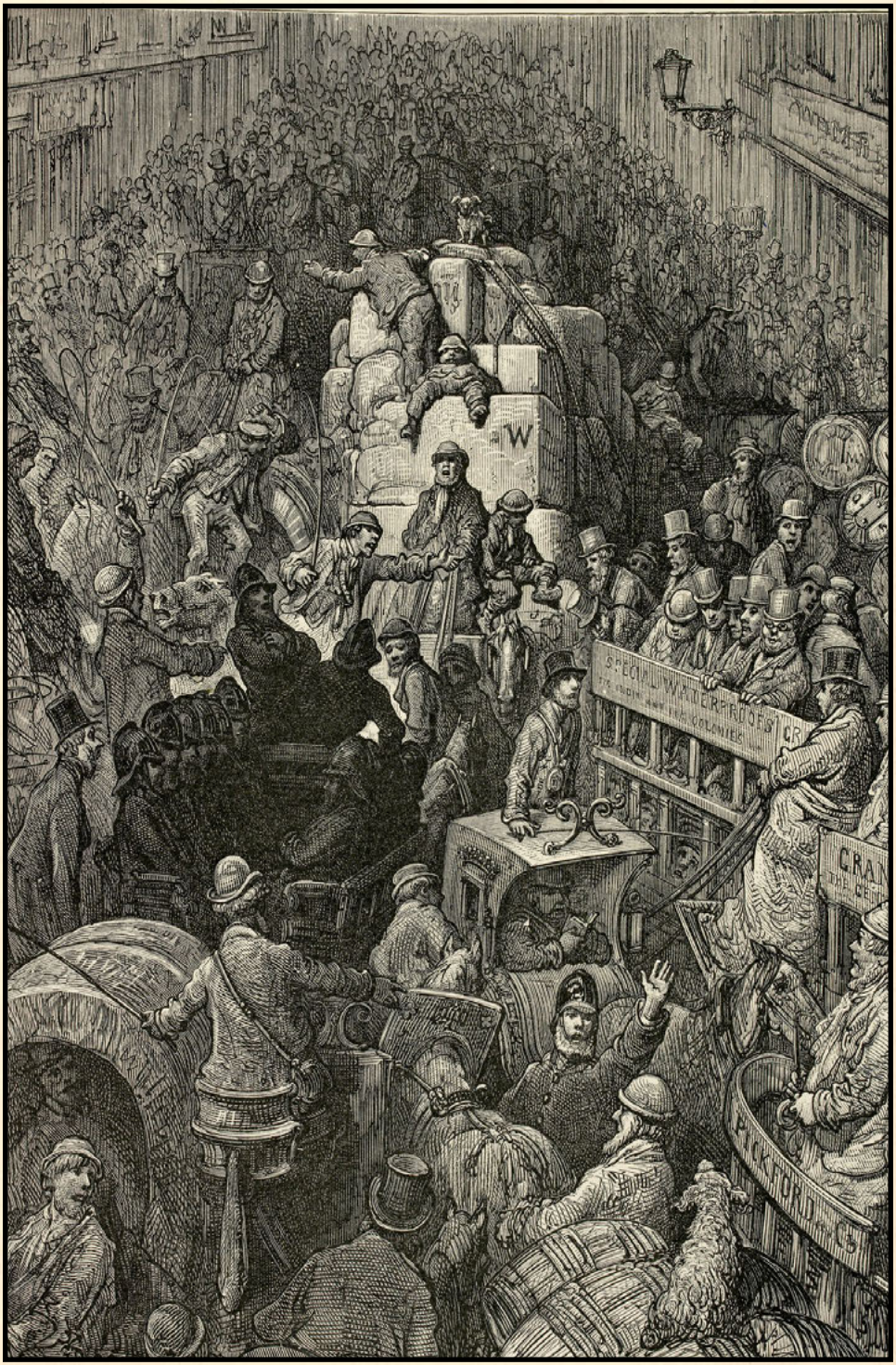
Light pistol, 10 rounds ammunition

EQUIPMENT

Weekday suit, City boots, Craftsman's tools (metalworking), Lockpicks. **Etheric oscillator:** One use of the Shield spell per day, casting automatically successful, Effect Step 8
Money: £2/7/-

SKILLS

Skill	C/O/F	Skill Rank	Skill Step
Craft Device	Prof	3	10
Speak Language	F	1	8
Read/Write Language	F	1	8
Craft Armor	C	1	8
Craftsman (Metalworking)	C	1	7
Eidetic Memory	C	1	8
Impressive Display	C	1	5
Mechanic	C	1	8
Firearms	O	1	7
Magic Theory	O	1	8
Research	O	1	8
Knowledge (Natural Philosophy)	F	2	9
Alchemy	F	1	8
Avoid Blow	F	1	7
Lockpicking	F	1	7
Streetwise	F	1	5
Taunt	F	1	5


W
PICKFORD



THE ASCENT OF SOCIETY

1879 PLAYERS GUIDE



Society & Social Level

"Never speak disrespectfully of Society, Algernon.
Only people who can't get into it do that."
- Oscar Wilde, The Importance of Being Earnest

Victorian society, not just in the British Empire but in other nations as well, was highly class conscious. Someone with lofty aspirations would be denigrated as having ideas above their station. Crude behavior by an aristocrat would be rebuked as déclassé.

Family reputation counts for a great deal. People start out in life with the reputation of their family, for better or for worse. If a person's family is well liked, then the person is in with the community, but if the family has a stain on its honor, then the person will have much to overcome.

The top classes do not approve of someone who made their fortune themselves. First off, someone who's made a fortune obviously did it by unscrupulous means, over the backs of their workers. Secondly, making a fortune means they've labored, gotten their hands dirty, and this sets them apart from the aristocrats who have never had to do such terrible things. It doesn't matter if they own half the fleet in the harbor and were knighted and given an earldom, there are still parties they won't get invited to because they're nouveau riche, not the right sort of people.

Conversely, the lower classes do not approve of the airs the aristocracy puts on, and derides them as lazy. Folk should pay their own debts, not use their family's money for them. And doesn't it say something in the Bible about earning your bread by the sweat of your own brow? Let the toffs parade around in their fancy clothes and give themselves titles. The working class knows who really makes the Empire function. A shipload of barons and knights could sink and there'd be a fancy funeral but the Empire would keep right on going; lose half the farmers in Derbyshire and people in London are going to starve.

Class Descriptions

The Industrial Revolution brought not only improved production and transport, but widespread unemployment, overcrowded cities, and increased tension between the social classes. London alone increased its population from one million inhabitants to over three million in just eighty years. An examination of the class structure will shed light on the origins, the nature, and the strife inherent within each level and between the classes.

Lower Class / Criminal (SL1)

Over a quarter of the population of London live at or below a level of income required for basic survival. These destitute are either homeless, or crowded into poorly constructed slums with no running water, no sewage systems, and no hope. Those that don't attempt to eke out a living by combing through sewage for lost valuables, cleaning chimneys, selling matches, sweeping the streets in front of the well-to-do, or criminal activities end up in the workhouses, smashing rocks or unraveling old ropes all day for a crust of bread, a bowl of watery soup, and something vaguely resembling a bed. In an ironic twist, the totally destitute in the workhouses are given free medical care, whereas the merely poor who manage to survive on their own are not. People of SL1 are not allowed in high street shops, and make most of their purchases from street markets, barrows, and back alleys. Banks will not do business with people of this class, as they are assumed to be of poor moral character.

While several initiatives and reform laws have upgraded the condition of workhouses in the past decades, many workhouse officials still hold on to the belief that the poor are poor because of their own moral failings. The workhouse system exists more to motivate the poor to better themselves, and avoid charity, than to support them. The Prime Minister saw a golden opportunity to create new wealth for the Empire by sending the underemployed destitute through the Portal. Given the choice between conditions scarcely better than prison, or the promise of a New Victorian Eden, volunteers lined up in droves, only to find themselves confined to workhouse settlements in the Gruv not much better than prison camps.

Working Class / Commoner (SL2)

The working class comprises of men and women who perform physical labor and are paid weekly or daily wages, the unskilled laborers, barrow merchants, factory workers, soldiers, and household servants. These people tend to make less than thirty pounds (£30) in an entire year. Skilled workers at the top of the social class, such as carpenters, might make twice that. Their workday often begins at five in the morning, averaging ten to fourteen hours of toil in the mill, factory, or mine before it ends. People of SL2 may make high street purchases if their family is known to the shopkeepers to be of good repute. Their food likely comes from the wet markets, where the ground or floor is hosed down at least once a day because of the offal and trash that accumulates.

At the lower end of the working class, people live two to ten families in a single room. The less income the family has, the more they pay in rent, their poverty rendering them untrustworthy, sometimes having to pay a toll to enter or leave the room or use the lavatory. At the upper end, shopkeepers, journalists, tailors, and similarly skilled workers can generally afford a two bedroom home and a diet consisting mainly of bread and vegetables. Meat might only be seen once a year, at Christmas. Alcoholism and addiction to opium is far too common, although the Portal and the promise of a new world almost within arm's reach has given many of the working class hope where

they previously held none. Many banks will not do business with commoners, and those that will are not of good repute. Their draughts may not be accepted at high street shops or more respected financial institutions.

Middle Class / Bourgeoisie (SL3)

A growing yet still relatively small group, these are the wealthiest of the inner cities; lawyers, accountants, keepers of large or more respected shops, doctors, and midtown landlords. These were the first to move to the suburbs and take advantage of the new railway systems. They enjoy houses with two or three bedrooms, a garden, and potentially even a servant or two. The middle class exists within sight of the truly affluent, and constantly strives to emulate their social betters and win their acceptance. Sadly, it is not at all uncommon for members of the middle class to drive themselves to bankruptcy attempting to keep up with the latest fashions, or to afford membership to an exclusive club that might advance them in social status. People of SL3 make most of their purchases in high street shops or open air markets of good hygiene.

Whereas once only those men of noble birth could be called gentlemen, by *1879* the practical use of the term has expanded to include those men of particularly respectable professions. The definitions of lady or gentlewoman are more difficult to describe. In many cases, women choose to ignore those terms altogether, instead earning titles such as professor, doctor, and military ranks.

Upper / Merchant Class (SL4)

The factory owners, great merchants, bankers, and uptown landlords enjoy a salary up to four hundred times that of their domestic help. On the outer edge of certain quarters of the city, a five story upper class townhouse might consist of a library, two drawing rooms (one for men and one for women, or perhaps one for married couples and one for the single crowd), two bedroom suites, four smaller bedrooms, a nursery, a garden, a carriage house complete with steam-powered conveyance and live-in coachman, and a basement to house the wine cellar, kitchen, scullery, pantry, and a boiler for heating and power. Quarters for anywhere up to seven servants would be split between the basement and the garret, tucked in wherever room for a narrow bed could be found. Most of their purchases are made from shops in the better end of town, with the high street being seen as déclassé. Their food is procured by servants using a household budget. Payments of more than pocket change tend to be handled with bank draughts. The more respected banks are restricted to people of SL4 or 5. "Not our kind of people" was a commonly heard phrase.

The upper class have so distanced themselves from the lower and working classes, in some cases they no longer recognize they are there. Those of lesser status are simply the cogs in the background that make things happen and tend to their whims and needs. If the lower and working classes form the realm of Dickens, the upper class live in the worlds of Jane Austen, the Brontë sisters, and Jules Verne.

Aristocrats / Royalty (SL5)

Looking down even on the upper class (especially the nouveau riche or "New Money" merchants, whose wealth still smells of work) are the families of the great landowners, usually ennobled with hereditary titles. These are people with titles that can only be granted by the Crown, and with well-known lineages and pedigrees. Their circles run so small and tight that even the upper class may escape their notice. Their money comes from inheritance, land ownership, and investments, and their time is truly their own. Purchases are made by appointment from exclusive shops, with the shopkeeper setting their hours by their customers' desires. People of SL5 may receive gifts from

merchants wishing to be known as their suppliers. At this SL, people have no clue where their food comes from, other than the kitchens. They dress for dinner and food is presented to them.

How Social Level Works

For game purposes, Social Level (SL) is given a Rating from one to five. At character generation, the character's SL determines their starting funds, their probable income, and the languages they speak. In play, SL and differences in SL determine how GMCs react to player characters, where people shop (and are allowed to shop), prices paid for goods and services (and what's available), and how much it costs to keep up the character's lifestyle: the higher the SL, the higher the maintenance cost. Pretension was rife in the Victorian age. Salons must be attended. Horses require upkeep and staff. Clothing must be in fashion. The **Lifestyle** column lists the cost in pounds sterling that must be paid each month to maintain the SL. If the cost cannot be paid, a downward slide begins. If the character gains wealth, an upward journey may begin. See the next section, **Gain and Loss of Social Level**. The Lifestyle cost may be adjusted by the Gamemaster according to circumstances, such as unexpected expenses or windfall income.

The following table summarizes SL and some of its effects on character build and gameplay. The effect of SL on Renown is covered in the **Character Advancement** chapter. Price differences and pricing structures based on SL are found in the **Equipment** chapter. Effects of SL differences on Interaction Tests with Gamemaster characters are covered in the ***1879 Gamemaster's Guide***.

Social Level Definition Table

Social Level	Class Name	Law	Lifestyle Cost	Languages
1	Lower Class / Criminal	Subject to arrest on suspicion. Never allowed to testify.	£-/1/6	English / Gaelic / Cornish or other native
2	Working Class / Commoner	Viewed with suspicion. Not brought as witnesses unless the police are desperate.	£-/6/-	Native language, may know others due to trade
3	Middle Class / Bourgeoisie	May testify in court, bring suit; regarded as solid	£-/14/-	Native language plus those learned for business
4	Upper Class / Merchant Class	Sought as character witnesses, problems usually settled quietly and out of court, may be involved in Chancery suits	£4/-/-	Native language plus one Classical (Greek / Latin) or that of a trading nation
5	Aristocracy / Royalty	Only the most scandalous of circumstances involve the courts or the law; these are the lawmakers and thus generally above the code	£72/-/-	Native language plus one Classical and French required, other European languages optional

Race and Other Physical Characteristics

Social Level and employment directly affect the possibility of Boojum status. Very few trolls exist among the lower classes, SL1 and SL2. The transformation requires tremendous amounts of food to provide for the massive expansion of body mass, and lower SL families simply don't have the resources. Thus, those LGF victims among the underclass unfortunate enough to begin the transformation into trolls tend to starve to death in the process. Trolls of lower SL origins tend to be in the military, or similar organizations, where adequate provisions were available for them to survive. Conversely, those of very high SL unfortunate enough to transform into Boojums have a tendency to be hidden away by their families, or become remittance men (or women), if they are not killed outright in the shock and horror of the moment. The predominance of elves in the higher SLs is directly related to their being found attractive by untransformed humans, with the other Boojum races being suppressed in one way or another.

A similar phenomenon affects average height. The higher the SL, the better the nutritional content of the diet. Better nutrition in early life results in larger, healthier people. Men of SL2 have an average height of 5' 6". Men of SL5 have an average height of 5' 9". Women of the respective SLs have a similar average height difference. Some members of the upper crust have abused Darwin's theory with this data, saying that it proves that the upper social levels are superior, that the lower classes are not just morally degenerate but physically inferior, a lesser breed of human.

Combine the two, and you have an exacerbation of class prejudice that explains why Boojums take an SL penalty when interacting with people of higher SL. The large, robust snarks especially frighten the upper classes, with their brutish appearance and obvious strength. Class warfare has not yet broken out into overt physical hostilities, but tracts have appeared wondering about the inevitability of such. Some of the more inflammatory publications, usually appearing under pseudonyms, call for pre-emptive action of one sort or another, demanding that the Boojums be exterminated before they rise up against their betters, or urging the snarks to band together against the oppression of the upper classes and force better treatment for themselves in one way or another. Of course, revolutionaries of various stripes have seized the opportunity to foment for their own causes. The pot hasn't boiled yet, but it's only a matter of time.

In the Gruv, Saurids have legends of Boojums among the Samsut, but the Samsut treated their Boojums abysmally. The Saurids think of Boojums as similar to their own Hulks, misshapen children who have to be treated with care because of their potentially violent nature, but more to be pitied than punished. Some Saurid tribes have had the situation clarified from their contact with Terrestrial humans and Boojums. News does not always travel among the tribes. What any individual Saurid knows of Boojums and how they react upon meeting one in person for the first time will vary considerably.

Gain and Loss of Social Level

Breaches of etiquette and the law can cause a drop in SL. Poverty was assumed to be a result of moral turpitude. The poor were expected to be doing terrible things. Thus, someone at SL1 is already assumed to be a criminal. Their SL can still drop if they do something that even the criminal underground finds repellant, causing Infamy (see pg.165). At upper SLs, scandal attaches to such doings. A firm's senior partner found to be jiggering the books to avoid taxes and afford a mistress has not only committed a crime, but breached the Gentlemen's Code. Such things simply aren't done. The senior partner may be able to avoid prison if they have a clever barrister, but they'll never be invited to the right parties again. Their SL will drop whether or not they are able to maintain their lifestyle costs.



Gallant behavior over time can bring someone up in SL. Robert Clive, for example, first arrived in India as a factor for the East India Company, not much more than a glorified clark and shopkeeper, at the lower end of SL3. By showing a cool head in a crisis, taking charge where he could, and rigorously following the Gentlemen's Code, Clive gained a commission in the army, the title of First Baron Clive of Plassey, a knighthood in the Order of the Bath, and eventually the rank of Major-General and the post of Commander-in-Chief of India. In the process, he rose to SL5, and left estates to his son that resulted in Edward Clive being elevated to Baron Powis of Powis Castle, Baron Herbert of Chirbury, Viscount Clive of Ludlow, and finally the Right Honourable Earl of Powis, with a seat in the House of Lords.

Accumulation of wealth and the ability to afford the lifestyle of a higher SL allows the person to rise, but only to SL 4. To rise to SL 5, the character must be ennobled, which requires performing some kind of service to the Empire that puts the character on the Honours List, or the equivalent, such as the tsar elevating the character to boyar. Gaining high political office, such as becoming the new nawab of the Awadh state, likewise advances the character to SL5. Loss of wealth or office or rank may cause a slide downward, especially if the loss was caused by socially disapproved actions such as theft or sexual misconduct on the part of the character.

The effect of wealth is not immediate. Maintaining the lifestyle of a higher SL must be sustained for a number of months equal to the destination SL. Thus, a businessman of SL3 achieving the lifestyle of the merchant class, SL4, must maintain that lifestyle for 4 months before rising in SL. Going down in lifestyle, unless catastrophic, takes a number of months equal to the current SL. Thus, a merchant of SL4 falling on hard times would have 4 months' grace to recover their lifestyle before sliding down to SL3.

Gain or loss of rank is public, and has an immediate effect. An officer receiving a promotion to flag rank, which tends to come with a title if the officer doesn't have one already, advances to SL4, and possibly SL5 depending on the title, at the end of the ceremony. An officer being sent down to the ranks drops in SL the moment their insignia is taken off their shoulders and put on their sleeves. The following table shows a few suggested SL adjustments. See the **Scandal** section, next, for more details on SL loss.

SL Adjustment Table

Event	SL Adjustment
Receiving a Military Commission	+1 SL if less than 4. Taking military service should never push SL to 5.
Loss of Military Rank	-1 SL
Loss of Military Commission	-2 SL
Military Gain of Rank (Staff to Flag)	+1 SL, allows rise to SL5 if promotion includes a title
Knighthood or Order of Peerage	Advance to SL5
Stripped of Peerage	-2 SL
Scandal, whether or not criminal charges ensue	See the next section
Criminal Charges being brought	-1 SL if SL is greater than 2
Criminal Conviction	-1 SL if SL is greater than 1

Scandal

When someone breaks societal rules or taboos in a way that people find shocking, scandal ensues. The person becomes a source of gossip, a subject for the tabloid press, and (to varying degrees) a pariah. Depending on the act that precipitated the scandal and the SL of the person, they may find their family, friends, and allies dropping away, at least until the situation is resolved, but possibly for much longer.

Temporary or Permanent SL loss can put the character at a negative SL. Characters with negative SL have achieved Infamy, explained in the next section. For now, suffice it to say that Infamy severely interferes with the ability to function in society, and that even the lowest SLl criminal will feel justified in rejecting someone with Infamy.

Degrees of Offense

The nature of the offense can be described as a matter of degree, from Minor up to Unforgivable. The following definitions apply, and provide basic information as to how the offense will be handled in the courts, in public opinion, and among the offender's family and friends.

Minor: A trifling insult, best forgotten. A quick apology may clear this up, although people may remember the insult long after it is ostensibly forgiven. The higher the SL, the longer the person will hold a grudge over an insult. No laws have been broken, and no blood has been spilled.

Moderate: A misdemeanor may have been committed. A small financial loss may have occurred. Apologies simply won't suffice. Restitution must be made. If a court case results, it will remain in the lower chambers. A few years on and nobody will remember any of this.

Serious: Simple restitution is no longer sufficient. The offender must compensate the victim for pain and suffering. Reputational loss may have been inflicted. The offender may be charged with an offense. Friends and family rally to the support of the victim. Physical injury may have occurred, or may be inflicted by the victim or their allies seeking to get their own back. This event will be remembered for months and possibly years.

Dire: Considerable injury has been done, whether physical, financial, reputational, or any combination thereof. The perpetrator will require intervention from the highest levels to keep them out of the dock. The restitution required could easily devour the family fortune, and result in considerable effort being required of the offender. An insult of this level results in a duel, whether it's a knife fight in an alley or pistols at dawn. Such a high degree of honor is involved that it can only be paid for in blood. The offender may be shamed and shunned for years, or even the rest of their life, and the story will not die down for a generation.

Unforgivable: The offender is executed or exiled. No amount of restitution will ever be sufficient. The victim, if there is one, may commit suicide out of shame, or may spend the rest of their life consumed with bitter rage. The offender's family lose friends and allies and may have to relocate. Family standing may be lost. A hundred years later, the history books will still be discussing the matter.

SL Loss Due to Scandal

The higher the SL of the person and the greater their transgression, the more impact on their lives (and those around them) the scandal will have. SL loss may be Temporary or Permanent. The greater the scandal, the greater the loss of SL, and the more likely a Permanent loss will follow. SL lost to scandal may be regained, but requires considerably more effort, as redeeming a tarnished reputation is much harder than building a new one. No SL can be regained until the Temporary loss period expires.

The first table below shows Temporary SL Loss, along with the duration of the effective loss, organized by the degree of the offense and the SL of the perpetrator. Temporary and Permanent SL

loss are cumulative. If the period of Temporary SL loss overlaps into the time the Permanent Loss begins, both are in effect. If this puts the person at a negative SL, they become Infamous, explained in the next section. When the Temporary loss expires, and the SL is regained, the Permanent loss still remains. If the person's SL rises above zero at that time, they lose their Infamy, but still suffer from their fall from grace.

Temporary SL Loss Due to Scandal

Offense Degree	SL1	SL2	SL3	SL4	SL5
Minor	1 / 1 day	1 / 2 days	1 / 3 days	1 / 4 days	1 / 5 days
Moderate	1 / 1 week	1 / 2 weeks	2 / 3 weeks	2 / 5 weeks	2 / 8 weeks
Serious	1 / 1 month	2 / 2 months	2 / 3 months	3 / 5 months	3 / 8 months
Dire	2 / 6 months	2 / 1 year	3 / 2 years	3 / 4 years	4 / 6 years
Unforgivable	3 / 2 years	3 / 3 years	3 / 5 years	4 / 8 years	5 / Never

Permanent SL loss incurs when the person does something particularly heinous. The following table shows the amount of Permanent SL loss based on the SL of the perpetrator and the severity of the offense. SL permanently lost to Scandal can be recovered, but requires substantial effort, as previously noted.

Permanent SL Loss Table

Offense Degree	SL1	SL2	SL3	SL4	SL5
Minor	0	0	0	0	0
Moderate	0	0	0	0	1
Serious	0	1	1	1	1
Dire	0	1	1	1	2
Unforgivable	1	1	2	2	3

Infamy

The difference between fame and infamy, reputation and notoriety, lies in who might be willing to associate with the person in question, and under what circumstances. His Grace the Duke of Wellington received invitations to society functions at the very highest level. Everyone knew of him, and more people claimed to know him than he could have ever met. Everyone knew of George Gordon, Lord Byron, as well, but considered him "mad, bad, and dangerous to know". Many people who had met him denied that they had done so. The Duke was invited to grand balls and functions with the most respected members of society, even when his political agenda in his later years led to mobs smashing his windows and the fall of his government. Lord Byron was invited to salons for shock value, and to weekends in the country full of laudanum and wild behavior, when he wasn't hosting such events himself. Having brazened out a series of SL losses, and refusing to apologize for his lifestyle, Lord Byron went into exile with his SL below zero, having achieved Infamy.

Someone famous receives offers of discount, goods, and services from people anxious to attach that person's good name to their business. The infamous person receives similar offers by people afraid of association or of the person themselves, or wishing to be associated for the shock value, or because their clientele is of a similar disreputable nature. For example, a laudanum

manufacturer could have profited from an endorsement by Lord Byron.

A negative SL automatically confers Infamy. It can also arise from having survived Scandal more than once, and having shown little or no remorse. People tend to harbor a sort of grudging admiration for those who refuse to conform and continue to defy society's expectations. In game mechanics, Infamy occurs after an SL loss, either Temporary or Permanent, reduces the person's SL below zero, into negative numbers. The Gamemaster must judge on a case by case basis whether an Infamous person is shunned, or gains a new sort of attention, either from those wishing to be thought daring for their association, or from other disreputable people who now find the Infamous person acceptable.

The Infamous may be insulted, derided, or otherwise treated cavalierly by anyone with a positive SL without penalty. Society has already disapproved of the person. Displaying an openly disapproving attitude toward them conforms to the judgement of society as a whole. Among the Infamous, a sort of scoundrel's code applies, where insults can still be taken seriously, and satisfaction demanded, based on the insult and the person. Someone who has become Infamous for being a drunken wastrel can hardly object to being called such when it is provably true, after all. Insulting their mother, who has never done wrong and suffers because of the outrageous behavior of her child, may result in weapons being drawn.

The Price of Fame

The average person may walk down the street unmolested, if one ignores the shouts of coster-mongers, the importunements of prostitutes, and the pleas of urchins and beggars. Not so the famous or infamous. They are recognized wherever they may go, are pointed out discreetly or rudely, and cannot so much as buy a copy of the paper without causing a stir. Once a person gains a certain measure of Renown, regardless of their SL, they are never left alone again. Even when fame's glittering star or infamy's smokey torch gutter out, the tabloids still speculate as to the fate of those who once strode the public stage.

As a simple mechanic to represent this, make a Test using the character's Renown + SL (change negative SL to positive) against their Social Defense. If successful, their sojourn is interrupted. The more successes scored in the Test, the greater the nuisance. With only one success, the person finds themselves asked their opinion on a subject they are known to be interested in or involved with. More successes increase the annoyance, to gushing autograph seekers, people offering business propositions of dubious provenance, and suggestions of highly improper liaisons. Of course, this sort of importunement should not occur every time the well known person ventures beyond their door, but as Renown + SL rise, the incidence should become frequent enough to cause an adjustment in estimates of travel time.

The Burden of the Crown

With high SL comes great responsibility. Titles confer office, which in turn requires decisions to be made. Gone are the feudal days when a baron sat in judgment of their demesne, but new duties have arisen. Some of these are ceremonial, some administrative, and some legal.

The holder of a title must at some point be ceremonially confirmed in the title, at their age of majority if they were born to the purple, or at the time of bestowment if they were raised to it. They must attend the confirmations of their peers and immediate superiors. Members of the chivalry are encouraged to be present when a new Knight or Dame is inducted into their ranks.

Every noble in the Empire does their utmost to be present at the crowning of a new sovereign. Full regalia is de rigueur, with all of the ribands and medals and ermine-trimmed cloaks. These events cost a considerable sum, not only in pounds sterling but in time, effort required for travel,

and interruption of other business. Failure to attend to these rituals will be regarded as bad form at best, and can result in loss of titles and the SL that goes with them.

While country barons no longer hold court, they still must see to the financial and physical well-being of their estates. Any landed noble who does not attend the sheep shearing or the harvest festival will lose the support of their people. Time must be set aside in the spring to walk the hedges with the greenskeeper and approve of the maintenance, in the fall to consult with the herdsmen and review the breeding plans for the livestock, and at various points in the year to see in person the health or lack thereof of the land. The books must be approved. Of course, a professional accountant does the sums, but the nobility must make decisions at the strategic level, and sign off that they have looked over the accounts and found them acceptable. Merchants and nobles have this in common, that they are both people of business, although that business is of somewhat different natures.

As the title holder for the lands, the person whose name is on the deeds and the county register, the noble is held responsible for taxes, maintenance, contracts, and enforcement of ordinances and special decrees. The noble may have inherited a royal decree from their distant ancestor that once a year, a sheep fair must be held on the green outside the castle. The green may now be the lawn, and the long-gone castle replaced by a manor house, but the farmers still raise sheep, the land still exists, and a royal decree is still valid until a sitting monarch rescinds it. The sheep fair must be held. If a court dispute arises over the land's use or boundaries or ownership or tenancy, the noble must either appear in court or (more likely) send a barrister on their behalf. Counsel must then be retained, briefed on the situation, provided with the relevant documents, consulted as to the progress of the suit, and finally paid once the whole horrid business is resolved.

With luck, the lands and other holdings that come with a title generate income, possibly enough to offset all the expenses that the position incurs. A stipend from the Crown may be present, although those tend to be just enough to cover the ceremonial dress and the costs of appearing at the necessary rituals. Odds are the noble has to spend a good deal of time managing their investments, seeing to their own financial support, as well as the support of their holdings.

So it's not all fancy-dress balls and riding to the hounds,. There's a great deal of dreary and tedious business that comes with holding a title. Achieving a high SL, like any other considerable achievement, comes with a price, in this case, the one known as the burden of the crown.





1879 PLAYERS GUIDE



Skills

Skill is the unified force of experience, intellect and passion in their operation.
– John Ruskin

Skills add a bonus to one of your character's Attribute Steps, providing an advantage when making things, engaging in combat, and so on. Skills allow a character to perform actions that require training or expert knowledge, and to make informed decisions based on available information during an adventure.

There are four types of skills: **Artisan**, **General**, **Knowledge**, and **Language**. Artisan Skills represent the arts and crafts. General Skills allow your character to perform everyday actions. Knowledge Skills represent how much your character knows about the world. Language Skills determine the spoken or written languages in which your character is fluent.

Learning & Improving Skills

Because both physical and mental effort are required, Skills take time and work to learn. A character must train and practice to learn a new Skill or to improve a Skill already known. Sometimes the character must pay an instructor for training, and buy practice materials.

Skill Ranks assigned during character creation assume that the character picked up the Skill during adolescence. To add Ranks later in life, the character must find and learn from a suitable tutor. If your character has the Adventure Points needed to learn a new Skill, or gain a Rank in a Skill, and access to a tutor or other source of training, the Skill can be learned or improved. See **Improving Skill Ranks**, pg.262, for more information.

Using Skills

Skill Ranks add a bonus to one of the character's Attribute steps, as shown in the Skill's description. For example, a character with the Melee Weapons Skill adds their Skill Rank to their Dexterity Step to find that Skill's Step number. A character with a Dexterity Step 6 and Melee Weapons Skill at Rank 5 would use Step 11 when wielding a melee weapon (6+5=11).

The Target Number for the Test is usually based on the target's Social, Mystic, or Physical Defense. Other Target Numbers appear in the individual Skill descriptions.

Default Skill Use

Some Skills represent abilities that every person knows a bit about, but that some have specialized training or extensive practice in. If a Skill indicates "Default Use: Yes", then untrained characters can use the Skill by making a Test using only the base Attribute. Despite the ability to default to an Attribute, the Target Numbers for many Skill Tests make it difficult to reliably succeed when defaulting. Any requirements based on Rank, such as duration or range, are considered to be equivalent to the character possessing the Skill at Rank 1.

Moran, a dwarf Sailor, is negotiating for a better price on an item he wants from a local merchant. After determining whether the item is available to be bought, and a base price for it, Moran attempts to bargain for the goods. He does not know Haggle, but it is a default Skill, so he can attempt to use it. Moran gets one chance to make a successful Charisma Test to negotiate a better price. Smiling, the merchant listens to the dwarf's stumbling attempt at explaining why he should pay less for the item, then waves it off and reiterates the price.

Skill Tests

To make a Skill Test (usually referred to by the name of the Skill, for instance, an Etiquette Test), the character rolls the Action Dice indicated by the Skill Step. For the Test to succeed, the result must be equal to or greater than the Target Number (TN). If the result exceeds the TN, the character achieves extra successes for each five points, which may increase or otherwise beneficially change the effect of the character's Skill use. For example, if the TN for the Test is 8, and the character rolls a 13, they get one extra success, which may make the action more effective or longer lasting.

Some Skills replace or substitute their Step for a step number used in another type of Test. For example, the Crushing Blow Skill replaces the character's Strength Step with the Skill Step for the purpose of determining damage. If a character has multiple Skills that replace the same type of Test, they may only benefit from the use of one of them. Using two would mean replacing the original Step once, and then replacing the new Step again. If the character had two Skills that substituted for their Strength Step, such as Crushing Blow and Down Strike, they would have to choose which Skill to use.

Skill Duration

The effects of some Skills vary in duration. Some take effect immediately, with no duration, such as Melee Weapons. Many have a duration determined by multiplying the Skill Rank by a given time unit (rounds, minutes, hours, days, and so on). For example, the effect of Engaging Banter lasts for a number of minutes equal to the character's Engaging Banter Rank. In most cases, if the character using the Skill is knocked unconscious, the Skill's effect ends.

Dispelling Skills

If a Skill is powered by magic, player and Gamemaster characters can interrupt or end an opponent's use of the Skill by using magic-disrupting abilities. The Target Number for dispelling a Skill is based on its Skill Rank. Only those Skills with an extended duration can be dispelled this way. Some Skills are more or less resistant to being dispelled. These Skills note the Dispel Difficulty in their description. See **Dispelling Magic**, pg.367, for more information.

Skill Range

Many Skills have a variable range based on the Skill Rank, or a Test result to determine a viable target, measure their effects, or determine the area affected. The Skill description will note this where it applies.

Artisan Skills

Of the four types of Skills available, Artisan Skills are the most subjective in their results. Production of creative work may or may not earn money or get the character out of trouble. It certainly will invite critique, as everyone has an opinion on a painting or a song, whether or not they themselves can create such. Use of Artisan Skills tends to require extended effort, work performed over time, to create the final product. The Gamemaster may call for the Artisan Skill Test at the beginning or end of that time, depending upon whether the Gamemaster wants to check for inspiration at the start or dedication at the conclusion.

Using Artisan Skills

If advancing the story requires that a character create a sculpture or painting, write a song or poem, or create some other form of artwork, the character may use an appropriate Artisan Skill to do so. See **Artisan**, pg.182, for examples of typical Artisan skills.

Making an Impression

Gamemasters can also treat the Artisan Skill as a way of making an impression. The Gamemaster compares the result of the character's Artisan Test against the highest Social Defense among the characters present. Success improves their attitudes by one degree. A Rule of One result worsens their attitude by one degree.

General Skills

General Skills allow your character to perform a variety of actions; basically anything that doesn't have to do with creativity, interpersonal communication, or remembering lore. Your character might use the Acrobatic Strike Skill to provide an edge in combat, or the Conversation Skill to worm vital information from a possibly reluctant contact. Characters frequently end up in situations where they need a General Skill – assuming, of course, they've had the time to acquire it.

Some of the General Skills described in this chapter have magical requirements, and are only available to appropriate characters. Some have constraints as to physical or mental ability, while others are peculiar to a race or culture and cannot be learned by non-natives. Skills with these constraints are noted as such at the top of the description.

Knowledge Skills

Your character has lived in the Gruv or on Earth for their entire life, and so will know more about it than you possibly can. Knowledge Skills represent that experience. They serve two main purposes:

- They simulate your character's knowledge of the world. The Gamemaster reveals or adds to this knowledge when it will advance the story.
- They allow you to further define your character, giving them unique quirks and interests.

In a game session, Knowledge Skills come into play when something your character might know would help you make an informed choice about what to do next. Your character may know a tremendous amount about the world, but the player will only learn that knowledge when the story dictates the need.

Using Knowledge Skills

Using Knowledge Skills works the same as using other Skills. The exact nature of each Knowledge Skill can have a narrow focus or broad perspective, and knowledge of any area may cover huge amounts of information with different levels of insight. As a result, there are different ways for players and Gamemasters to use Knowledge Skills during the game, and different ways to interpret Knowledge Skill Test results.

A character typically uses a Knowledge Skill in one of two ways:

- To determine if a specific fact is known
- To see how much is known about a given subject

Both require a Knowledge Test to be made. Learning a specific fact involves beating a given Target Number. Finding what body of knowledge a character has is an open roll, with extra successes representing more knowledge.

The use of Knowledge Skills does not reflect a character's only knowledge about any given situation. It is remembering the right thing at the right moment, or drawing conclusions between knowledge and situation. As such, a character may know something they failed to "remember" earlier.

Practical Knowledge

Optional Rule: Gamemasters may want to incorporate practical knowledge into Artisan or General Skills, allowing them to be used as Knowledge Skills. For example, they may want to make basic knowledge of melee weapon design available to all characters who know the Melee Weapons Skill, or may want to allow all characters with the Singing Skill to know a little about music, without requiring separate Knowledge Skills to be learned. The Gamemaster should limit the applicability of these practical Knowledge Skills by only allowing them to cover knowledge that is directly related to the subject, and nothing that exists more than one step away.

To implement this, the character simply determines an impromptu Knowledge Skill Step by adding the Rank of the Skill in question to their Perception Step, using the Skill as if it were a Knowledge Skill. The character then makes a Test as normal.

Winston knows the Dancing Skill at Rank 5 and has a Perception Step of 6. He is an accomplished dancer and has practiced many dances of his native Britain, but is now in a situation where a Saurid tribe from the Western Forest has invited him to join in their fertility dance—one he hasn't done before (and isn't quite sure he should).

The Gamemaster tells him to make a Knowledge Test with a Step 11, using his Dancing Skill with PER instead of the usual DEX, allowing Winston to use his knowledge of dance to look for typical rhythmic patterns and steps performed by Terrestrials from the United Kingdom. The Gamemaster judges Winston's Skill to be closely related, but as the Saurids' tribal dances in general are unfamiliar, requires him to achieve at least two successes. Winston needs to roll an 11 to succeed, which means he'll need an actual roll of 16, so that the +5 gives him an extra Success. Winston gets a 17, and manages to figure out the fertility dance well enough in a minute or two of study that he could participate, if he's willing to endure the potential scandal later on.

Making Knowledge Tests

When making a Knowledge Test, the player rolls the Skill Step (Rank+PER) against a Target Number determined by the Gamemaster. The Gamemaster decides how well the character's Skill covers the subject of the Knowledge Test, and determines whether the desired information is a well-known fact in that area of expertise or information known only to a few insiders.

If the character is looking for a fact, the Gamemaster's decision results in a Target Number, and possibly a number of successes to be achieved. This can be re-interpreted into a new Target Number. For example, if a Botany (7) Test requires three successes because the information is not well-known even among botanists, a Botany (17) Test might be asked for instead, as a 17 scores three successes against a Target Number of 7.

If the character tries to learn as much as possible about a subject, the Target Number is determined the same way, but no specific number of successes are required. Instead, extra successes give the character additional information. Adventures and other sourcebooks will often suggest a number of Knowledge Skills and associated Target Numbers along with a table showing what a character achieving different successes learns.

For example, if a character tries to remember all sausages important to Polish cuisine, a Polish Cuisine (5) or a Central European Cuisine (9) Test might be called for. One success with

either Skill would allow the character to learn the five most important Polish sausages, while two successes would allow them to learn both the five most important, plus another four less important sausages, and so on. Although the Skills and Target Numbers differ, the knowledge gained would be the same if identical numbers of successes were achieved.

Knowledge Relation

Before making a Knowledge Test, the Gamemaster determines how related the Knowledge Skill and the subject at hand are. The relation of Skill and knowledge determines the base Target Number of the Knowledge Test, as shown on the Knowledge Test Table (below). There are five broad categories for the relation a Knowledge Skill has to a subject:

To-the-Point Skills match the knowledge sought after exactly and are often very specialized Knowledge Skills. For example, the Current Politics Knowledge Skill indicates that the character keeps up-to-date on the day to day politics to the very detail.

Closely Related Skills cover the knowledge sought very closely, either by covering a slightly larger focus or a strongly related field of expertise. For example, the (City) Politics Knowledge Skill is still a good source of knowledge about the politics of a particular city.

Related Skills are the most common Knowledge Skill found and cover a wider area of expertise, but the Skill and knowledge sought are still related. For example, both the (Nation) Politics and (City) History Skills would allow some access to knowledge about the policies and politics of a city.

Hardly Related Skills might contain bits of relevant information where the desired knowledge is concerned. For example, the Military Knowledge Skill might cover some of the knowledge connected to politics, since there is some crossover between politics and the military.

Unrelated Skills cannot be used to learn anything about a given subject. For example, the Tavern Cuisine Knowledge Skill does not allow one to learn any facts about a politician at all, even if he frequently eats tavern food. They do not allow any Knowledge Tests to be made.

Knowledge Test Table

Type of Information	Target Number
To-the-point	5
Closely Related	7
Related	9
Hardly Related	12
Unrelated	NA

Knowledge Obscurity

Once the relationship of the Knowledge Skill and the field of expertise are determined, the Gamemaster decides how successful the Knowledge Test has to be to learn a specific fact or to what extent a character's Knowledge Test result covers it. The more obscure a piece of knowledge, the higher the Target Number or the more successes it requires.

General information requires a single success. For example, the approximate date and rough circumstances of King Nbomani's ascension to the Zulu throne are General information within the subjects of Nbomani's person, Zulu politics, or the Zulu Protectorate in general.

Detailed information requires two successes. For example, Nbomani's accurate age and the day he ascended to the throne are Detailed information.

Intricate information requires three successes. The stances that the Zulu Protectorate's chiefs and chieftains took towards the succession and their immediate reactions and displays during the coronation ceremony are Intricate information.

Obscure information requires at least four successes. Obscure information is typically secret knowledge, available only to insiders. The details of Mbuyazi's killing of his brother Cetshwayo in the Battle of Ndondakusuka and the Zulu Nation chiefs' reactions to learning of it are only known to members of the royal family and close friends, and is obscure information.

Knowledge Obscurity Table

Knowledge Obscurity	Successes Required
General	1
Detailed	2
Intricate	3
Obscure	4

Knowledge Skill Limits

Knowledge Skills give your character facts, not abilities. They do not allow your character to perform a task. For example, knowledge of art does not make your character a painter. Your character may know everything about every ship ever built and remain unable to sail one out of harbor. Knowledge Skills let you determine what your character might want to do next. They do not necessarily enable your character to put a plan into action.

A character successfully using a Knowledge Skill knows information that applies to their current situation. The Gamemaster gives the information to the player, allowing the character to act knowledgeably. If the Gamemaster considers the information the character is looking for unimportant to the adventure, using a Knowledge Skill will likely provide little information. Quite simply, players cannot expect the Gamemaster to know or create every possible fact about the world, nor every bit of knowledge they have to help them out in each and every circumstance.

Language Skills

Language Skills allow a character to speak, read, and write different languages. All characters begin the game with Ranks in the Speak Language and Read/Write Language Skills (unless the character is illiterate). Each Rank represents a language the character knows.

Learning new languages differs slightly from the process of learning other Skills. To learn a new language, the character increases their Rank in the appropriate Skill (see **Improving Skills**, pg.262). They then spend at least one month studying the language with a teacher or native speaker. If learning to read and write the language, the teacher must be literate in the language. At the end of this time, the character makes a Skill Test against the Learning Difficulty of the language.

If successful, they learn the language. If the Test fails, they may make an additional attempt after studying the language for another month. Degrees of fluency are not covered in the *1879* mechanic, as being more complicated than necessary for playing the game.

Game Terms

The Skill descriptions describe how to use each Skill. The text also describes the effects of the Skill, and boldface entries above each description summarize important game information. This information falls into the following categories.

Step Number

The Skill Step is usually determined by adding the character's Skill Rank to the Attribute Step listed under the "Step:" notation. If the Skill requires the character to make a Test, the Step number is used to determine the dice the player rolls. For example, a character with a Perception Step of 6 and the Awareness Skill at Rank 3 would have an Awareness Step of 9 (6+3=9). The Step/Action Dice Table shows that Step 9 uses D8+D6 Action Dice. Some Skills use only a Skill Rank. No Attribute Step is added to the Skill Rank in this case. Some Skills do not require a Test. Their effect is determined differently, as detailed in the Skill description.

Action

Different Skills require a character to perform different types of Actions. These indicate different amounts of effort the character has to put into using that Skill (and many other abilities). The type of Action required to use a Skill is indicated in the "Action:" notation in the Skill's characteristics. A Skill requires the indicated Action every time it is used, which normally means every time a Test is made. There are five types of Actions: Standard, Simple, Free, Sustained, and NA (Not Applicable).

Standard Actions require most of the character's attention or govern much of what they can do in one combat round. A character can use only one Standard Action per combat round. Note that some Skills explicitly allow several Tests be made as part of using that Skill. For example, characters with the Frenzy Skill make several Attack Tests as part of using the Skill, because the rules for that Skill allow it.

Simple Actions require little effort. There is normally no restriction to the number of Simple Actions a character can perform. Simple Actions differ from Free Actions (see below) in that they are usually independent from other Actions the character makes, but often indicate some sort of obvious activity to be performed, such as speaking, moving, or making gestures.

Free Actions, like Simple Actions, are not limited, but are not usually independent from other actions. They are typically used as part of a character's general defensive or enhancement abilities. For example, using a Skill that enhances Damage Tests is often a Free Action, resulting from the initial attack that used a Standard or Simple Action. Except where otherwise noted, Free Actions are usually not indicated by any special visible effects, but may intensify an existing visible effect. For example, all characters continuously dodge and evade in combat, which is represented by their Physical Defense. A character using Avoid Blow to dodge attacks might look as if they did so with more effort than normal. Free Actions are normally the only type of Action a character can use when it is not their turn. They are often reactions to other Actions in this capacity.

Sustained Actions take more than one round to perform, and use the character's Standard Actions over the course of several consecutive rounds, minutes, or hours, as indicated in the Skill description. They usually apply more special rules to how they are used than other Skills, or require the player and Gamemaster to determine how many Standard Actions are used. Sustained Actions often require complicated activities before they can be used, and these may differ from

use to use. While some Skills might require efforts over multiple rounds, they are only Sustained Actions if they actually require a Standard Action to be used several times in a row before the Skill takes effect. For example, the Book Memory Skill requires only one Standard Action, despite the character only being able to memorize a specific number of pages per minute. However, the memorization takes place after the Book Memory Test is made. The Forge Skill, on the other hand, requires the character to work on a weapon for an extended period of time before making the Forge Test, and therefore uses a Sustained Action.

Some Skill Actions are shown as NA or Not Applicable. These Skills do not use Actions. They are usually active all of the time and typically do not use Skill Tests.

Karma

Some Skills require a character to spend Karma, providing the necessary magical energy to fuel the Skill. These Skills are noted by the word "Yes" in the "Karma:" notation in their description. If a Skill requires Karma, the character must spend a Karma Point when using the Skill. If the Skill is a Profession Skill or Core Skill for a character, and requires Karma, one point must be spent, but the player may choose whether or not to spend a second Karma Point. Otherwise, unless specifically stated, a character can spend only one Karma Point on a Skill Test.

If a character has no Karma Points, they may use a Recovery Test to generate the magical energy required. If a character has no Karma Points or Recovery Tests, they cannot use a Skill that requires Karma.

When adding Karma to a Skill Test, roll the Karma Die and add it to the result from the Skill's Action Dice. If the Skill does not require a Skill Test, but adds its Rank as a bonus to another Test, the Karma Point is spent on every use of the Skill and the Karma Die rolled with the enhanced Test. If the Skill use does not involve any Test, the Karma Point is simply used to fuel the Skill's effect, and no Karma Die is rolled.

Strain

Skills that cause Strain require an extra bit of effort to fuel their use. The "Strain:" notation shows the number of Stun Damage Points the character takes each time the Skill is used. A character always takes full, unmodified damage from Strain — no armor provides protection — and may take Strain damage multiple times for a single Skill during a round.

Malgat, a Saurid Tribal Warrior, knows the Frenzy Skill at Rank 3. She may make up to three attacks per round using this Skill. Frenzy has a Strain cost of 1. If Malgat used Frenzy to make three attacks, she would take 3 Strain damage.

Tier

Tier indicates the point in character advancement when the Skill may become available as well as determining the base cost. A Novice Skill would be available to any character, and could be purchased at the cost appropriate to the Novice Tier. A Journeyman Tier Skill will not be available for purchase to characters that have only achieved the Novice Tier, and so on.

Skill Descriptions

Acrobatic Defense

Step: Rank+DEX **Default:** No
Action: Simple **Karma:** No
Strain: 1 **Tier:** Novice

The character performs flips, somersaults, or similar acrobatic maneuvers, making them harder to hit. They must be able to move and have sufficient space to perform maneuvers in. The character makes an Acrobatic Strike Test against the highest Physical Defense of any opponents in close combat range (2 yards) and must then attack one of the opponents in close combat. If both the Acrobatic Strike Test and the Attack Test are successful, the character adds their Acrobatic Strike Rank to their Physical Defense against the opponents for the remainder of the round. If the character is Knocked Down or otherwise finds their movement restricted, they lose this bonus. Acrobatic Defense cannot be used in the same round as Anticipate Blow.

Acting

Step: Rank+CHA **Default:** No
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

The character plays the role of another person, real or fictional, in a stage production, or otherwise pretends that they are someone else. Actors can portray emotions they do not feel, persuading listeners and watchers that the emotions are genuine. Though the Acting Skill does not allow a character to physically alter their appearance, the character can mimic voice and speech patterns, copy gestures and movements, and convey energy, attitudes, and mannerisms appropriate to the role.

The character makes an Acting Test against the target's Social Defense. If successful, the target believes the character to be the type of person they are portraying. If the character pretends to be a specific person whom the target knows, the character needs at least three successes to convince the target of their authenticity.

When using this Skill during a theatrical performance, the character makes an Acting Test and compares the result against the Social Defense of each member of the audience. For large audiences, the Gamemaster may choose to use the average Social Defense of the audience. The number of successes determine how much each audience member enjoys the performance.

Acting can be used as an Artisan Skill.

Air Speaking (Magic)

Step: Rank+PER **Default:** No
Action: Simple **Karma:** No
Strain: 1 **Tier:** Novice

The character communicates without vocalizing, moving their lips and mouthing the words they want to speak, and makes an Air Speaking Test. The desired targets hear the character speaking as if they were conversing normally, regardless of other noise in the area. No one other than the targets hear the character's voice. The maximum number of targets that can be affected is equal to the Test Result, and all targets must be within Rank x 10 yards.

The character speaks in a language they know. If those listening do not know that language, they cannot understand what is being said.

Alchemy (Magic)

Step: Rank+PER **Default:** No
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

This Skill requires an alchemist's field kit or access to an alchemist's workshop. The Alchemy Skill includes an understanding of the fundamentals of chemistry, the magical principles and formulas used to create magical concoctions, the knowledge needed to gather ingredients, and the ability to test and analyze substances, including potions, that a character might discover in the course of adventuring.

Gathering Ingredients: Creating most alchemical concoctions requires herbs, roots, leaves, minerals and animal parts. Characters may purchase ingredients from herbalists or

other alchemists, or may gather them on their own. This usually requires at least one day of work. At the Gamemaster's discretion, some concoctions may require exotic ingredients that characters must travel far and wide to find. Once a character has gathered the necessary ingredients, they may begin combining them.

Creating Potions and Salves: Creating an alchemical recipe takes at least a day's work. The character makes an Alchemy Test against the appropriate Target Number for the desired result. If successful, the potion or other resulting substance is finished and immediately usable, creating one dose per success or one dose with the extra successes turned into bonuses for the effect. If the Test fails, the result is inert and useless. Gamemasters may allow player characters with the Alchemy Skill to create new potions with unique effects. Base the difficulty for such creations on similar potions, with a +3 modifier to reflect the difficulty of creating new potions.

Creating Poisons: Alchemists can brew poisons (see the ***1879 Gamemaster's Guide***). The base difficulty for brewing a poison is equal to the poison's Mystic Defense or Step Number, whichever is higher. The process works the same way as creating potions. Most alchemists working in cities will not sell poisons openly. Many alchemists, however, will sell them under the counter to favored or known customers. This is especially true in cities like Kiev, where the skills of a capable poisoner are constantly in demand.

Analysis: A character who possesses a potion or substance of unknown properties may attempt to analyze it. This requires a few drops of the substance and about an hour's time for analysis. The player makes an Alchemy Test against the result of the Test used to create the potion or other substance, or the substance's Mystic Defense, at the choice of the Gamemaster. One or two successes reveals the substance's general purpose, such as for healing, harm, or an antidote. Three or more successes reveals the exact effects of the potion or poison.

Animal Bond

Step: Rank+CHA **Default:** Yes
Action: Standard **Karma:** No
Strain: 0 **Tier:** Novice

The character develops a bond of trust with an animal. The player makes an Animal Bond Test against the animal's Social Defense. If successful, the animal takes a Neutral Attitude toward the character. The ***1879 Gamemaster's Guide*** has more information on Attitudes. The character may make additional Tests to further improve the animal's Attitude, but must spend at least one week with the animal between Tests, treating it well during that time. Each subsequent improvement requires an additional Success on the Animal Bond Test (so it requires two Successes to improve from Neutral to Friendly).

Once the animal's Attitude increases to Loyal, it willingly takes risks for the character and expects appropriate rewards for doing so. (This is more easily accomplished for an animal than for a person. For example, all a dog really wants is lots of affection and enough food.) A Loyal animal will accompany the character on adventures if so desired, and is referred to as an animal companion. A character can only maintain a number of animal companions equal to their Rank in Animal Bond.

An animal will not maintain a better Attitude towards a character than the character shows to it. As a result, mistreatment, neglect, or abandonment can offset the Skill's effects, worsening the animal's Attitude towards the character. If an animal companion's Attitude drops below Loyal, Skills or abilities that target animal companions will no longer work.

This Skill can only be used on non-sentient, natural creatures. It cannot be used to improve the attitudes of constructs, spirits, or sentient beings of any kind.

Animal Handling

Step: Rank+WIL **Default:** Yes
Action: Standard **Karma:** No
Strain: 0 **Tier:** Novice

The character works with domesticated animals, for example as a rider commanding horses, a driver urging mules to move, or a handler getting dogs to attack. Making an

animal perform any action beyond its normal activities requires the character to make an Animal Handling Test against the highest Social Defense among the target group, +1 for each additional animal. If successful, the animals perform the requested action. The Animal Handling Skill requires the character to have at least a Neutral Attitude with all of the animals being commanded. Animals with a Neutral Attitude will not put themselves in dangerous situations. Animals with a better attitude towards the character might. See the **Animal Bond** Skill (pg.179) for details.

Animal Possession (Magic)

Step: Rank+WIL **Default:** No
Action: Standard **Karma:** No
Strain: 2 **Tier:** Novice

The character moves their spirit into the body of an animal by touching it and making an Animal Possession Test against the animal's Mystic Defense. If successful, the character's spirit takes possession of the animal's body. The character controls the animal's body for a number of hours equal to their Animal Possession Rank, or until animal and character touch again with the intent of ending the effect. While using this Skill, the character's physical form slumps into a coma-like state. The character retains their own intellect while in the animal's body, but cannot perform any actions that the animal is normally incapable of, such as speaking. If the animal body is killed during this time, the possession ends immediately. Any damage inflicted on the animal's body during the possession is applied to both the animal and to the character (no armor provides protection).

When the duration of the Skill ends, the character's spirit returns to their own body automatically. An unwilling animal may attempt to resist the Skill at the time of possession by making a Willpower Test against the character's Animal Possession Step. If successful, the animal prevents the possession from occurring, although the character can try again. If the animal fails to resist, the Skill functions normally, and the animal may take no further actions of its own volition until the possession ends.

Animal Talk (Magic)

Step: Rank+PER **Default:** No
Action: Standard **Karma:** Yes
Strain: 0 **Tier:** Novice

The character comprehends animals and non-sentient creatures, speaking with them by imitating their own forms of communication and making an Animal Talk Test against the target creature or animal's Mystic Defense. If successful, the character can speak to and understand the target for a number of minutes equal to their Animal Talk Rank. This Skill does not compel the animal or creature to communicate with the character. It merely makes communication possible. While the Gamemaster is advised to treat animals as if they were Gamemaster characters, using the rules for Social Interactions (see the ***1879 Gamemaster's Guide***), the Gamemaster should keep in mind that animals aren't as intelligent as people and perceive the world differently.

Animal Training

Step: Rank+CHA **Default:** Yes
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

The character trains an animal to obey simple commands such as "scout ahead," "smell that," and "go home," as well as the more usual "stop," "heel," "fetch," and "kill." An animal can be taught a maximum number of commands equal to the character's Animal Training Rank. Each command requires a separate successful use of Animal Training. The animal must hold a Friendly or better Attitude towards the trainer.

The character spends a week with the animal, working with it for a minimum of one hour per day, teaching it the new command, and reviewing any commands it already knows. At the end of this time, the character makes an Animal Training Test against the creature's Social Defense. If successful, the animal understands and obeys the command. Trained animals only respond to commands given by characters they are Friendly with, including their trainer.

The animal remembers the commands it has learned for a number of months equal to the character's Animal Training Rank. If a character

tries to maintain too large a collection of trained animals, they will find their training slipping unless they constantly work with the animals. If the character neglects an animal's training, it will forget all of its training within a month of the Skill duration ending.

Instead of teaching the animal commands, the character can grant the animal a +1 bonus to a Skill or ability that the animal knows, including their natural attack step. This bonus can also be applied to a mount's Spook Test, increasing its WIL by +1 Step against spooking. The bonus against spooking can accumulate, up to the trainer's Animal Training Rank. Thus, if the trainer has the Animal Handling Skill at a Rank of 5, over the course of five weeks of training, the mount can gain a +5 bonus to its WIL to avoid spooking.

This sort of training is frequently used for war horses and other battle-ready mounts.

At the Gamemaster's discretion, the character can use this ability to teach the animal companion Skills the animal doesn't know, but would conceivably be able to perform. These enhancements must be maintained the same way as other commands.

Anticipate Blow

Step: Rank+PER **Default:** No
Action: Simple **Karma:** No
Strain: 1 **Tier:** Novice

If the character has a higher Initiative Test result than their foe, they may choose to try and strike first. The character makes an Anticipate Blow Test against the opponent's Mystic Defense. If successful, the character adds their Anticipate Blow Rank to their Physical Defense against that opponent's attacks until the end of the round. The character can use this Skill against a number of different opponents equal to their Anticipate Blow Rank each round, taking the strain for each opponent targeted.

After one or more successful Anticipate Blow Tests, the character may announce a Reserved Action (pg.234) for later that round, using it to interrupt the attack of an opponent successfully targeted by Anticipate Blow. When doing so, they do not take the +2 adjustment to the Target Number for physical attacks normally required for a Reserved Action attack. (The adjustment is still made to other Target Numbers while holding the Reserved Action). Instead, the character adds their Anticipate Blow Rank as a bonus to the first Attack Test made against the opponent that round. Anticipate Blow does not convey any additional attacks. Any attacks used for the interruption must be provided by other Skills or Abilities.

Francois successfully uses his Anticipate Blow Skill against two opponents. He decides to Reserve his Action until he is attacked, to benefit from the Attack Test bonus Anticipate Blow provides. When the first opponent tries to attack him, Francois interrupts, shouting "Voila!" and attacking his opponent instead. He would normally add +2 to the Target Number of all of his actions when he takes his Reserved Action, but the Anticipate Blow Skill negates this effect and gives a bonus to his first counter-attack. Francois makes a Melee Weapons Test using his Standard Action as his first attack, and adds his Anticipate Blow Rank of 6 as a bonus to that Test. He then uses his Second Attack Skill, to press his advantage, but neither receives a bonus to the Test nor increases his Target Number.

He then decides to use Taunt against his second opponent. As this is not a physical attack, the Target Number for the Taunt Test is increased by +2, despite Francois having used Anticipate Blow successfully against that opponent. After his turn has ended, Francois's opponents can now attack him, but they do so against his Physical Defense +6, due to the bonus conveyed by using Anticipate Blow.

Arcane Mutterings

Step: Rank+CHA **Default:** No
Action: Standard **Karma:** Yes
Strain: 0 **Tier:** Novice

The character confuses others by muttering dire, largely incomprehensible warnings and making an Arcane Mutterings Test against the highest Social Defense among the target group, +1 for each additional character after the first. If successful, the target characters become

confused and are considered Harried for a number of rounds equal to the character's Arcane Mutterings Rank. Due to the disconcerting nature of the Skill, this penalty also applies to the target's Social Defense.

During this time, the character must continue to murmur imprecations or the effect ends. If the character achieves an extra success, those affected by the Skill will take no hostile actions against the character or their obvious companions, so long as no one takes any hostile action against them. Arcane Mutterings is ineffective against targets already engaged in combat. As the warnings are mumbled and hard to understand, the targets do not have to speak the language the character is using.

Artisan

Step: Rank+CHA
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

This Skill serves as a template for most Artisan Skills, and can be recorded as Artisan, Artisan (Art form), or Art Form. Each Artisan Skill represents an art or craft practiced by the character as a creative pursuit. Practicing an Artisan Skill, however, does not necessarily make the character an artist or entertainer. For example, a character with the Artisan Skill of Canvas Painting may paint pictures every other day, but may lack the impact of a true artist's work, or simply do it as a hobby and not a profession.

The Target Number for most Artisan Skill Tests is 5, making it relatively easy for novice characters to succeed. This ease reflects the fact that most everyone practices some form of Artisan Skill, such as aristocratic ladies who embroider or soldiers who tell stories or sing. Listed below are a number of common Artisan Skills (some of which are also General Skills, described separately).

As with Knowledge Skills, players may invent any Artisan Skill they please for their character, subject to Gamemaster approval.

Typical Artisan Skills

Acting
Basket Weaving
Carving
Composition (prose writing)
Cooking
Court Dancing
Craftsman
Dancing
Drawing
Embroidery
Entertainer
Juggling
Mapmaking
Musician
Painting
Poetry
Sculpting
Singing
Storytelling
Tattooing
Wardrobe and Style

Artist

Step: Rank+CHA
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

Artists produce physical works of art, such as paintings or sculpture, that evoke an emotion in those who see it. The character makes an Artist Test and records the Test result. To determine the impact of the work, observers make a Perception Test against their own Social Defense, with a bonus equal to the artist's Artist Rank. The number of successes determines how well the observer remembers the work of art. The previously recorded Artist Test is then compared to the observer's Social Defense to determine what depth of meaning and emotional resonance they experience from it.

Higher Success Levels create a richer and more memorable experience for the observer.

Examples of the fine arts include painting, poetry (written), sculpture, and writing. A character may acquire the Artist Skill multiple

times to learn different types of art. This Skill can be used as an Artisan Skill.

Emily Plattwort is a landscape painter from Devonshire with the Artist Skill at Rank 6. Emily paints what she personally judges to be one of her best works. After finishing the painting, she makes an Artist Test with a result of 17. Some time later, Simon de Beauville, the notorious arts Fiddler, acquires the painting, looking at it ostensibly to judge its merits before he tries to put a financial value on it. To make his Perception Test, Simon adds his Perception Step of 6 to Emily's Artist Rank of 6, for a total step of 12. Simon rolls 2d10 against a Target Number of 7, his own Social Defense, for his Perception Test to appreciate the painting, with a result of 19, for two extra Successes. Simon finds Emily's painting to be one of the most memorable he has ever seen.

Comparing Emily's Artist Test result of 17 against Simon's Social Defense also results in three successes. Simon decides that Emily's work is far too good to be sold to a commoner! He decides to stash it away in the hope of finding a worthy patron to whom he can sell it later - that is, if he can bear to part with it.

Astral Sight (Magic)

Step: Rank+PER **Default:** No
Action: Simple **Karma:** No
Strain: 1 **Tier:** Novice

The character sees into the astral plane to a distance equal to their Astral Sight Rank×10 yards and for a number of rounds equal to their Astral Sight Rank. Details on perceiving astral space and the Target Numbers associated with it are explained in the Workings of Magic chapter; see **Using Astral Sensing**, pg.341. Examining magical items using Astral Sight in this way does not provide any information about the item's powers or how to use them.

Athletics

Step: Rank+DEX **Default:** Yes
Action: Simple **Karma:** No
Strain: 0 **Tier:** Novice

The character has training in sports and other physical pursuits. Athletics Tests may be made to play a game, such as cricket or rugby, to make running or standing broad jumps, to throw objects other than weapons, or to perform other typical athletic pursuits. Note that Swimming is covered under its own Skill. The TN and usefulness of the Skill must be determined by the Gamemaster on a case by case basis.

Avoid Blow

Step: Rank+DEX **Default:** Yes
Action: Free **Karma:** No
Strain: 1 **Tier:** Novice

The character avoids injury by dodging attacks. When attacked in close or ranged combat, the character makes an Avoid Blow Test against their opponent's Attack Test result. If successful, the character sees the attack coming and dodges or parries it at the last moment. Firearm attacks require an extra success to dodge, due to the speed of the projectile and the difficulty of predicting its trajectory, and can only be dodged at close or medium range. Long-range firearms attacks cannot be Avoided due to the nature of the attack.

The character can avoid a maximum number of attacks equal to their Avoid Blow Rank each round, but may make only one attempt per Attack Test. A character cannot use Avoid Blow if they are Blindsided or Surprised by their attacker.

Awareness

Step: Rank+PER **Default:** Yes
Action: Simple **Karma:** No
Strain: 0 **Tier:** Novice

The character has trained to be more aware of their surroundings, noticing things that they might otherwise miss. When trying to spot someone or something, including hidden vaults, secret doors, or disguised or concealed characters who are actively avoiding attention, the character makes an Awareness Test against the Mystic Defense of the target instead of a

Perception Test. If successful, they notice the target of their search, if it is Visible at short range (see the *1879 Gamemaster's Guide*). With three or more successes, the character notices the target at medium range. Unless the character has a Profession ability that indicates otherwise, this Skill does not enable them to find traps or wards.

Battle Bellow

Step: Rank+CHA **Default:** No
Action: Simple **Karma:** No
Strain: 1 **Tier:** Journeyman

The character shouts challengingly with all their might, either bolstering the resolve of comrades or intimidating enemies, within a distance equal to the Battle Bellow Rank x6 yards. The character decides whether they are targeting friends or foes, then makes a Battle Bellow Test against the highest Social Defense among the target group, +1 for each additional character. If successfully targeting friends, affected characters add +1 to their Social Defense per success achieved. If targeting foes, affected characters suffer a –1 penalty to their Action Tests per success achieved. The effect lasts for a number of rounds equal to the character's Battle Bellow Rank. Targets who are immune to fear are immune to this Skill's effects.

Battle Shout

Step: Rank+CHA **Default:** Yes
Action: Simple **Karma:** No
Strain: 1 **Tier:** Novice

The character shouts aggressively, intimidating a single foe within a distance equal to the Battle Shout Rank x2 yards. The character makes a Battle Shout Test against their opponent's Social Defense. If successful, the target incurs a penalty equal to the character's Battle Shout Rank to all Action Tests until the end of the following round. Reduce the penalty by –1 for each additional successful Battle Shout Test made against the same target during the encounter. Targets which are immune to fear are immune to this Skill's effect.

Bribery

Step: Rank+CHA **Default:** Yes
Action: Standard **Karma:** No
Strain: 0 **Tier:** Novice

Though most societies publicly disapprove of bribes, many people are more than willing to take them. Bribery is the Skill of discreetly buying favors, or influencing someone's judgment by offering them illicit compensation. The character makes a Bribery Test against the target's Social Defense, +1 for each additional character. If successful, the target will do the favor asked.

Small favors require a small amount of cash, for example, 5 shillings or the equivalent of a couple hours' wages for a target of low Social Level, and perhaps several pounds or a nice trinket for someone of high Social Level. For larger favors, a bribe equal to at least a day's earnings for the target will be required. Anything truly grandiose will only be done for the cost of personal connection, requiring the character to have cultivated a friendly Attitude with the target beforehand. At the Gamemaster's discretion, a character willing to offer larger-than-necessary bribes may receive a bonus to their Bribery Test.

Call Animal Companion (Magic)

Step: Rank+WIL **Default:** No
Action: Standard **Karma:** No
Strain: 1 **Tier:** Journeyman

The character magically calls an animal companion, previously established with the Animal Bond Skill, by making a Call Animal Companion Test against the animal's Mystic Defense. If successful, the animal senses the character's call and attempts to make its way to him as fast as possible.

The animal companion must be within the character's Call Animal Companion Rank×100 yards to hear the call.

This Skill only applies to animal companions with a Friendly or better Attitude (see the *1879 Gamemaster's Guide*).

Charge

Step: Rank+STR **Default:** No
Action: Free **Karma:** No
Strain: 0 **Tier:** Novice

The character increases the effectiveness of a successful Charging Attack, using their Charge Step in place of their Strength Step for the Damage Test. The character must be mounted, and the normal rules for Charging Attacks otherwise apply (see **Mounted Combat**, pg.253). The character may make a Charge Test in place of a Strength Test to avoid losing their weapon or being dismounted by lance or spear attacks. The character's mount does not benefit from this Skill.

Civil Engineering

Step: Rank+Per **Default:** No
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

The character can design and oversee the construction of large mechanical and architectural works, such as locomotives, bridges, and steamships. The character must spend a number of days equal to the sum of the project's attributes drawing up the plans. For example, if the character is designing a steamship, the ship's Speed Step, Maneuverability, Firepower Attribute, Hull Attributes (Armor, Ramming, and Cargo/100), and Destroyed Rating must be added together to produce the number of days the plans will require. At the end of that time, the character makes an Engineering Test against a Target Number based on the Attribute Sum, shown on the following table. A success indicates that functional plans have been created. Extra successes can be used for raising the project's attributes, one success per attribute point, or saved against the construction. A Rule of One result indicates a fatal flaw in the plans that will be obvious to the first qualified person to review them, rendering the plans useless. Cost of the project is generally equal to the total cost if purchased on the market, due to a combination of materials and labor. The cost may be reduced with extra successes. Divide the cost by the sum of the Attribute points, giving the Cost Per Point. The result is the amount of cost that may be eliminated by spending an extra success.

Attribute Sum	Design Target Number
0-20	7
21-40	10
41-60	13
61-80	16
81-100	19
100-150	22
151-200	26
201-300	30
301+	35

The character may oversee construction of the project, or hand it off to someone else. The work requires one week per Attribute point for the finished product. This time may be shortened by spending extra successes from the planning stage, at a rate of one Attribute point and week per success. At the end of each week, the character must make an Engineering Test against the remaining Attribute points of the project. If successful, one point is deducted from the total, and the remaining points roll into the next week. Extra successes may be exchanged for Attribute points on a one to one basis.

A Rule of One result indicates that the week's work has been done wrong, and must be undone and redone, adding two weeks to the project and incurring additional costs equal to twice the Cost Per Point. At the Gamemaster's discretion, a Rule of One result may have other detrimental effects, such as a labor strike, or an error that cannot be corrected that ruins the entire project.

Albert Poincare' sets about creating a new steamship that will rival those of the British. He wants to give it a Speed Step of 11, and a Maneuverability of 9, to make it quick and agile. He gives it 15 points of Hull Armor and a Ramming of 10, as it's not a warship, but needs to be able to survive attempts at piracy. Since the steamship is being designed for commercial use, he gives it 300 units of Cargo space. He wants the ship to be sturdy, and sets its Destroyed Attribute at 65. Finally, he gives it 16 points of Firepower, so that it can fend off would-be pirates on its own. The ship's Attribute

Sum is 11+9+15+10+3+65+16, for a total of 129. Mssr. Poincare' needs a 22 on his Engineering Test to successfully design such an ambitious vessel. Fortunately, he has achieved the Warden Tier, as no Journeyman would even attempt such a thing, and has a total Engineering Step of 20 (his Engineering Rank of 11 plus his Perception Step of 9). He rolls up on the d10, for a total Test result of 37. This gives him a total of four successes. He could use the extra three successes to reduce the cost of the project, but opts to retain them for overseeing the construction, reducing the construction time from 129 weeks to 126. Yes, steamships can take years to build. In this case, with Mssr. Poincare's Engineering Skill applied, and a few extra successes along the way, the construction requires 101 weeks, and the Longine is launched not quite two years after construction starts. Coming in early and on budget earns Mssr. Poincare' considerable renown, and may help advance his Social Level.

Claw Shape (Magic)

Step: Rank+STR
Action: Simple
Strain: 0
Default: No
Karma: Yes
Tier: Novice

The character transforms their hands into fearsome claws, using their Claw Shape Step for Damage Tests in unarmed combat until the end of the round. Each use of Claw Shape within a round requires Karma.

Climbing

Step: Rank+DEX
Action: Standard
Strain: 0
Default: Yes
Karma: No
Tier: Novice

The character traverses up or down vertical surfaces and objects by making a Climbing Test against the Difficulty of the surface being scaled, as determined by the Gamemaster (see the ***1879 Gamemaster's Guide***).

If successful, the character can move up or down a number of yards equal to their Climbing Rank each round, +1 yard for each additional success (to a maximum of their Movement Rate). If the Test fails, the character makes no progress. On a Rule of One result, the character loses his grip and falls, possibly suffering Falling damage (see the ***1879 Gamemaster's Guide***). Climbing uses a Standard Action in every round spent climbing.

At the Gamemaster's discretion, Climbing may be used on a Knockdown Test when taking damage while climbing.

Clockwork

Step: Rank+PER
Action: Standard
Strain: 0
Default: No
Karma: No
Tier: Novice

The character may design and build complex mechanical objects that operate by gears in an automatic faction, using a physical source of energy such as weights, springs, or steam. These devices may range from pocket watches to wind-up musicians, as long as they operate according to a regular movement of interlocking machinery. Devices may be restricted to a single function, or may have multiple functions using cam-based programming, and perform complex operations in each. Each function added requires one additional success on the Clockwork Test. Adding the capability for multiple functions, such as adding a cam system that allows functions to be switched out by changing a set of irregular disks, likewise requires one additional success. Characters may also add functionality to an existing device. Again, additional successes are required to incorporate more than one function or capability at a time.

Cobra Strike

Step: Rank+DEX
Action: Free
Strain: 1
Default: No
Karma: No
Tier: Journeyman

The character attacks suddenly and unexpectedly. When entering the first round of close combat with an opponent, the character may substitute their Cobra Strike Step for their Initiative Step. If the character's Initiative Test result is higher than their opponent's, they catch their opponent off-guard, preventing the opponent from using any defensive abilities, such as Avoid Blow or Riposte Skills, against the first Attack Test made that round. Abilities

that function independently of the character remain unaffected.

Conceal Object

Step: Rank+DEX
Action: Standard
Strain: 1
Default: Yes
Karma: No
Tier: Journeyman

The character hides one or more objects on their person. A reasonable attempt to conceal the object must be made. This Skill is often used to conceal weapons, so its effects are measured by weapon Size (pg.277), but other objects can be hidden just as easily, with the Gamemaster assigning an appropriate Size to them. No object can be greater in Size than the character's one-handed weapon Size limit. Objects up to a combined Size equal to the character's Conceal Object Rank may be hidden using this Skill.

The character makes a Conceal Object Test, the result being the Detection Difficulty for attempts made to find the item. Items of Size 1 (Size 2 for trolls) are hidden from all kinds of searches. Larger items are only hidden from visual inspections. As long as an item is concealed, the character gains the benefit of Surprise when producing it for a fitting purpose, such as drawing a weapon to attack. Characters may use this Skill to regain Surprise when using the Surprise Strike Skill. The target of a concealed weapon attack is entitled to a Perception Test to avoid being Surprised (pg.249).

Conversation

Step: Rank+CHA
Action: Sustained
Strain: 0
Default: Yes
Karma: No
Tier: Novice

The character takes part in social conversations, using quips, clever timing, and other verbal tricks to make a favorable impression. The character makes a Conversation Test against the highest Social Defense among the target group, +1 for each additional character. If successful, the Attitude (see the ***1879 Gamemaster's Guide***) of the target characters rises favorably toward the character by one degree (for example, from Neutral to Friendly) for the duration of the conversation and for a number of hours afterward equal to the character's Conversation Rank. The target's Attitude cannot be improved further while the Skill is in effect. On a Rule of One result, the Attitude of the target group drops by one degree (for example, from Neutral to Unfriendly), remaining such for the duration of the conversation and for a number of hours afterwards equal to the character's Conversation Rank. The character can use this Skill with a maximum number of characters equal to their Conversation Rank at one time.

Craft Armor

Step: Rank+PER
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

This Skill allows the character to create new armor and shields. The work must be carried out at a properly equipped forge or armorer's shop. Outside of a proper workshop, the character can only make minor repairs. At the Gamemaster's discretion, the forge's quality may affect the amount of time required to use this Skill. The material cost of creating a set of armor or a shield is generally half of the price shown in the **Equipment** chapter, (pg. 273).

To make new armor, the character makes a Craft Armor Test against the armor's combined Physical + Mystic Armor ratings, +5, thus if the completed armor is to have a Physical Armor rating of 5 and a Mystic Armor of 2, the Target Number will be 12 (5+2+5). The character must accumulate a total number of successes equal to the armor's Physical Armor rating to complete the work. Each Test requires one week of effort prior to making the Test. To craft shields, the armorer needs half the number of successes, rounded up.

If the character fails a Test, no progress is made, but the only thing lost is time. The character may continue to work. A Rule of One result, however, ruins the armor or shield completely. Both the materials and time invested are wasted.

Crafting a set of hide armor (Physical 5; Mystic 1) requires five successes against a Target Number of 11 (5+1+5=11). Hans gains one success after

his first week of work, two successes after his second week, and two more successes after his third week, and takes three weeks to make the armor. Crafting a set of plate mail armor (Physical 9; Mystic 0) requires nine successes against a Target Number of 14 (9+0+5=14). Hans does better with plate, achieving two successes his first week, three his second, two his third, and three after the fourth week, putting him one success over and finishing the armor at the end of the fourth week. Crafting a body shield (Phys 5; Myst 0) requires three successes against a Target Number of 10 (5+0+5=10). Hans achieves three successes on his first Test, knocking out the body shield in just one week.

Damaged armor and shields can be repaired using this Skill, against a Target Number equal to half that required to create the item. Each success on the Test repairs one point of Physical or Mystic Armor (see **Repairing Damaged Armor**, pg.293).

This Skill can be used as an Artisan Skill.

Craft Device (Magic)

Step: Rank + PER
Default: No
Action: Sustained
Karma: No
Strain: 0
Tier: Novice

Note: This ability is not considered magical in-game. People in the game world believe that device crafting is an application of poorly understood scientific principles by fringe scientists, whose work for reasons not immediately understood cannot be replicated except by other fringe scientists of the same School. From a game mechanic standpoint, use of this Skill falls under **Enchanting** (pg.411). From an in-character standpoint, it falls under Weird Science.

The character may create and repair complex devices, and incorporate spell effects, special powers, or abilities into them. The work is normally carried out at a properly equipped workshop. In the field, the character takes a -3 Step penalty to the Skill Test for lack of proper facilities. At the Gamemaster's discretion, the workshop's quality or tools available in the field may affect the amount of time required to use this Skill, or impose a penalty on the Target Number. The material cost of creating a device is generally half of the price shown in the **Equipment** chapter (pg.273). For devices not defined in this book, the cost should be a base of £10 plus £50 per Tier of the Spell or Rank of the Power incorporated. The Gamemaster may adjust the cost and the difficulty of obtaining the materials required as appropriate to the device and its capabilities. For on the fly device creation in the field, the Gamemaster may require an initial Skill Test to gather the materials needed, and may or may not allow a second Skill Test to try to create the device based on the result of the first Test.

To make a new device, the character makes a Craft Device Test as follows:

- If a spell effect is being incorporated, against the Dispel Difficulty +3. A device meant to throw lightning would use the Novice Tier spell Bolt (pg.373), under the Galvanic Discharge KAV (see the Galvanic Order spell list, pg.472), giving the device a Target Number of 16 (the spell's Dispel Difficulty of 13 + 3).
- If a Power naturally occurring in a creature or spirit is being incorporated, against the Rank or Force Rating of the Power plus the appropriate Attribute Step, doubled. A device meant to extract water from the target would use the Remove Element spirit Power. Using the equivalent ability of a Force 3 water spirit, this gives a Target Number of 16 (Force 3 + WIL 5 for the spirit equals 8, times 2 is 16).
- If the device is meant to augment the normal function of a non-magical system, such as an overthruster meant to double the power output of a steam engine, against the combined Physical Defense and Barrier Rating of the system. The overthruster would have a Target Number of 17, since the steam engine has a Physical Defense of 8 and a Barrier Rating of 9.

The character must accumulate a total of five successes to complete the work. Each Test

requires a minimum of one hour of effort prior to making the Test. The character may gain a +1 Step bonus to the Test for each full day of effort put in, up to a maximum of their Skill Rank. If the character fails a Test, no progress is made, but the only thing lost is time. The character may continue to work. A Rule of One result, however, ruins the device completely. Both the materials and time invested are wasted.

Craft Firearm

Step: Rank+PER
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

The Skill allows the character to create new firearms or repair old ones, including making or reloading ammunition. The work must be done at a properly equipped gunsmith's workshop. Outside of an appropriate workshop, the character can only make minor repairs. At the Gamemaster's discretion, the workshop's quality may affect the amount of time required to use this Skill. The material cost of creating a firearm is generally half of the price shown in the **Equipment** chapter, pg.273.

To make new firearms, the character makes a Craft Firearm Test against the gun's Damage step + 5, and must accumulate a total number of successes equal to the gun's Size over a series of Tests. Each Test takes one day to perform. If the character fails the Test, no progress is made, but the character may continue to work the next day. The only thing lost is time. A Rule of One result, however, ruins the firearm completely. Both the materials and time invested are wasted.

Bullets require one Test against the Damage Step of the gun they are made to fit. The character produces a number of standard rounds equal to their Craft Firearm Rank times the number of successes on the Test. Producing Gehrlaus, express, or other specialty rounds consumes one success on the Test, so that the character needs two successes to produce any rounds at all.

Crafting a derringer (Size 1, Damage 2) requires one success against a Target Number of 7 (2+5=7). Crafting a carbine (Size 6; Damage 8) requires six successes against a Target Number of 13 (8+5=13). Crafting rifle bullets (Damage 5) requires at least one success against a Target Number of 10 (5 + 5 = 10) and creates a number of rounds equal to the character's Rank times the number of successes. Thus, if the character has a Rank of 4, and achieves two successes on the Test, they create 8 bullets.

Damaged guns can be repaired using this Skill, against a Target Number equal to half that required to create the firearm. Each success on the Test repairs one point of Damage Step (see **Repairing Damaged Weapons**, pg.278).

This Skill can be used as an Artisan Skill.

Craftsman

Step: Rank+DEX
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

Characters use Craftsman skills to make or repair items not covered under specific Skills listed elsewhere in this chapter. For example, making a gun requires the Craft Firearm Skill, but making a holster requires the Craftsman (or specific Leatherworking) Skill. The time required to make the item varies from a few hours for a simple item, to weeks or even months for large or intricate items. The character makes a Craftsman Test against the Target Number of making or repairing the item. Simple, everyday items have a Target Number of 2. Ordinary items have a Target Number of 5. Unusual or exotic items have a Target Number of 8 or more. If the item is unusually complex, or requires expensive or rare materials, or both, the character may need to accumulate multiple successes at the Gamemaster's discretion.

The character can only make or repair an item if they have access to the proper tools and materials for the task. A successful Test means the character has successfully made or repaired the item. If the Test fails the character can try again. The only thing the character has lost in the first attempt is time. A Rule of One result means the attempt failed miserably, destroying the item beyond salvation.

Common crafts include Baker, Blacksmith, Cooper (barrel maker), Mason,

Tailor and Woodworker. The Skill is usually given the name of the craft when learned, instead of the generic Craftsman, and applies only to the work of that specific craft.

This Skill can be used as an Artisan Skill.

Craft Weapon

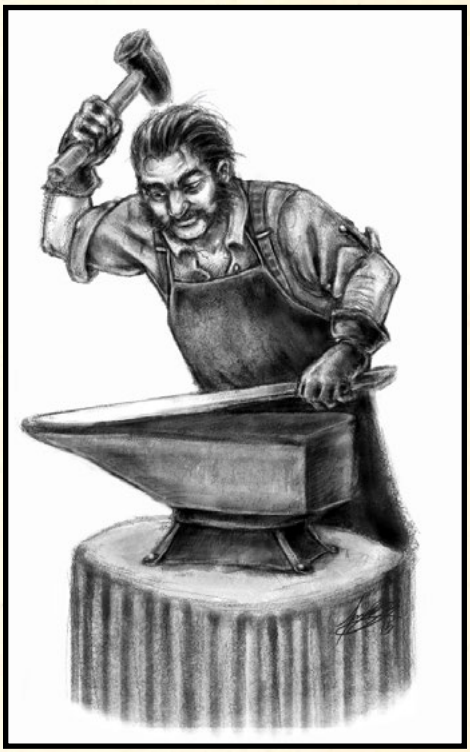
Step: Rank+PER
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

The Skill allows the character to create new weapons or repair old ones, including making ammunition for missile weapons (arrows, bolts, quarrels, etc.). The work must be done at a properly equipped forge, workshop, or armory. Outside of an appropriate workshop, the character can only make minor repairs. At the Gamemaster's discretion, the workshop's quality may affect the amount of time required to use this Skill. The material cost of creating a weapon is generally half of the price shown in the **Equipment** chapter, pg.273.

To make new weapons, the character makes a Craft Weapon Test against the weapon's Damage step + 5, and must accumulate a total number of successes equal to the weapon's Size. Each Test takes one day to perform. If the character fails their Test, they make no progress, but may continue to work; the only thing lost is time. A Rule of One result, however, ruins the weapon completely—both the materials and time invested are wasted.

Bolts, arrows and other missiles require one Test against the Damage Step of the weapon they are made to fit. The character produces a number of standard missiles equal to their Craft Weapon Rank times the number of successes on the Test.

Crafting a dagger (Size 1, Damage 2) requires one success against a Target Number of 7 (2+5=7). Crafting a pole-axe (Size 6; Damage 8) requires six successes against a Target Number of 13 (8+5=13). Crafting medium crossbow bolts (Damage 5) requires at least one success against a Target Number of 10 (5 + 5 = 10), and creates a number of bolts equal to the character's Rank times the number of successes. Thus, if the character has a Craft Weapons Rank of 3 and achieves 3 successes, they create 9 bolts.



Damaged weapons can be repaired using this Skill, against a Target Number equal to half that required to create the item. Each success on the Test repairs one point of Damage Step (see **Repairing Damaged Weapons**, pg.278).

This Skill can be used as an Artisan Skill.

Creature Analysis

Step: Rank+PER
Action: Simple
Strain: 1
Default: No
Karma: No
Tier: Novice

The character uses accumulated knowledge to make an educated guess about a creature they are observing. Make a Creature Analysis Test against the target's Mystic Defense. If successful, the character's player can ask a specific question that would reveal one of the creature's game statistics or abilities for each success achieved, such as, "What is its Physical Defense?" or

"What is its Death Rating?" The question must be about a specific trait. General questions such as "How tough is it?" should warrant equally vague answers ("Pretty tough").

The Gamemaster should disallow questions comparing more than one statistic, such as "Is this beast tougher than I am?" or "Which is higher, its Physical or Mystic Defense?" Characters often use this Skill to size up an unknown creature's Mystic or Social Defense to determine how well non-combat Skills, such as Dominate Beast, will work on it. At the Gamemaster's discretion, using this Skill yields insights about a creature's vulnerabilities that can prove useful to an adventuring group about to tangle with an unknown beast.

Crew Airship

Step: Rank+DEX
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

The character knows how to work as crew aboard an airship. Deckhand positions require Crew Airship at Rank 1 or higher. Positions of command require greater ability. Controlling the airship in maneuvers requires the **Pilot Airship** Skill (pg.212) in addition to Crew Airship. The higher a character's Crew Airship Rank, the bigger the ship that can be commanded and the higher the position the character can fill within a ship's crew.

The character makes a Crew Airship Test to help operate an airship. If successful, they effectively do the work of one crew member for each success achieved. For an airship to stay airborne under normal conditions, at least 25 percent of the crew must make successful Crew Airship (5) Tests each hour. For example, an airship with a crew of eight needs at least two crewmen to succeed at their Crew Airship Test for normal operation. This might be an equivalent number, such as one achieving three extra successes, thereby doing the work of four crew. If at least 50 percent of the crew make successful Tests, the airship can maneuver at its current altitude, dive, or climb slowly in a straight line. If 75 percent of the crew are successful, the airship can speed up, maneuver while climbing, or perform aerobatics.

Enhancing the ship's performance requires Mechanics. Steering it through hazardous situations requires Pilot Airship.

Crew Ship (Sail/Steam)

Step: Rank+DEX
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

The character knows how to work as crew aboard either a sailing vessel (including both those driven by sail and those driven by oars) or a steamship, specified in the Skill name in parentheses. Deckhand positions require Crew Ship at Rank 1 or higher. Positions of command require greater ability. Controlling the ship in maneuvers requires the **Pilot Ship (Sail/Steam)** Skill (pg.213) in addition to Crew Ship. The higher a character's Crew Ship Rank, the bigger the ship that can be commanded and the higher the position the character can fill within a ship's crew.

The character makes a Crew Ship Test to help operate the vessel. If successful, they effectively do the work of one crew member for each success achieved. For a ship to remain under control under normal conditions, at least 25 percent of the crew must make successful Crew Ship (5) Tests each hour. For example, a vessel with a crew of twenty needs at least five crewmen to succeed at their Crew Ship Test for normal operation. This might be an equivalent number, such as one succeeding, and another achieving three extra successes, thereby doing the work of four crew.

If 25 percent of the crew make successful Tests, the ship is kept from drifting. If at least 50 percent of the crew make successful Tests, a sailing vessel can sail with the wind, and a steamship can maintain a steady course and achieve half speed. If 75 percent of the crew are successful, a sailing vessel can sail against the wind, steamships may achieve flank speed, and both sail and steam vessels may perform maneuvers.

Enhancing the ship's performance requires Mechanics. Steering it through hazardous situations requires Pilot Ship.

Crew Vehicle

Step: Rank+DEX
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

The character knows how to work as crew aboard a surface vehicle, such as a steam coach, a locomotive, or a steam tank. Crew positions require Crew Vehicle at Rank 1 or higher. Positions of command require greater ability. Controlling the vehicle in maneuvers requires the **Pilot Vehicle** Skill (pg.213) in addition to Crew Vehicle. The higher a character's Crew Vehicle Rank, the bigger the vehicle that can be commanded and the higher the position the character can fill within a vehicle's crew.

The character makes a Crew Vehicle Test to help operate the vehicle. If successful, they effectively does the work of one crew member for each success achieved. For a vehicle to remain under control, at least 25 percent of the crew must make successful Crew Vehicle (5) Tests each hour. For example, a vehicle with a crew of five needs at least one crewman to succeed at their Crew Vehicle Test for normal operation. This might be an equivalent number, such as one of a crew of sixteen achieving three extra successes, thereby doing the work of four crew.

If 25 percent of the crew make successful Tests, the vehicle is kept operational. If at least 50 percent of the crew make successful Tests, the vehicle may perform simple maneuvers and achieve half speed. If 75 percent of the crew are successful, the vehicle may achieve flank speed, and may perform complex maneuvers.

Enhancing the vehicle's performance requires Mechanics. Maneuvering it requires Pilot Vehicle.

Crushing Blow

Step: Rank+STR
Action: Free
Strain: 1
Default: No
Karma: Yes
Tier: Journeyman

The character inflicts fearsome damage on an opponent from a successful close combat attack. Substitute their Crushing Blow Step for their Strength Step for the Damage Test.

Cryptography

Step: Rank + PER
Action: Standard
Strain: 0
Default: No
Karma: No
Tier: Novice

The character understands codes, including making and breaking them, and can secure information by encrypting it and reveal information by decrypting it.

To encrypt text, a telegraphy signal, Engine code, or other information, the character makes a Cryptography Test against the Mystic Defense of the information to create the cipher key and encrypt the information. The base Mystic Defense of any document is 5, but may be increased by the information's complexity. The Gamemaster must consider the Task Difficulty table and the complexity and nature of the information and compare to the character's Professional and Cryptography Ranks. Encryption requires five minutes base time plus five minutes per page of text or equivalent. The result of the Cryptography Test becomes the Code Rating of the encryption. The Mystic Defense of the encrypted information is equal to the Cryptography Rank of the character, +1 for each extra success scored on the Cryptography Test. The time required may be shortened by one minute per extra success.

To decrypt encoded information, the character has three options. If the key to the cipher is known, the character may simply spend five minutes per page of text or the equivalent to work through the decryption process. This time may be shortened by making a Cryptography Test and spending extra successes to reduce the time by one minute each, but if the Test fails, the character must either make another Test or go back to the longer, if easier, method. If the key to the cipher is not known, the character must attempt to break the code, making a Cryptography Test against the Code Rating of the encryption. A success reveals the key to the cipher, and the character may then decrypt the information at a rate of five minutes per page equivalent. Each codebreaking attempt requires ten minutes, but may be shortened by one minute per extra success. The character may only make a number of attempts equal to their Cryptography Rank before being defeated

by the encryption. Certain spells and Weird Science devices may be used to try to decrypt the information. These make their Tests against the Mystic Defense of the encryption.

Danger Sense

Step: Rank+Dex **Default:** No
Action: Free **Karma:** No
Strain: 1 **Tier:** Novice

The character develops a preternatural awareness of danger, allowing faster reactions in hazardous situations. This Skill may be used when the character might be Surprised, or when they are trying to avoid a trap or other danger. The character makes a Danger Sense Test against the Initiative Test result of the trap or hazard. If successful, the character may take whatever actions seem appropriate in view of the knowledge of the trap or hazard, before the trap or hazard takes effect, possibly avoiding harm.

Detect Trap

Step: Rank+PER **Default:** No
Action: Standard **Karma:** No
Strain: 1 **Tier:** Novice

The character can find mechanical traps by making a Detect Trap Test. The TN for most traps is 5, but well concealed traps could have a higher TN. On a single success, the character notices something that gives away the trap's presence. Two successes allow the character to spot the trap's trigger and know how to avoid setting it off. Three successes tells the character what type of effect (crushing, poison, etc.) the trap employs.

Diplomacy

Step: Rank+CHA **Default:** Yes
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Journeyman

The character mitigates disputes and influences the development of mutual interests. Make a Diplomacy Test against the target's Social Defense. If successful, the opponent's Attitude towards the negotiator improves by one degree for a number of hours equal to the character's Diplomacy Rank. While this might not necessarily settle a dispute or prompt the target to sign a contract, the use of Diplomacy usually helps to get the parties working together to approach the matter from a mutual perspective.

Disarm

Step: Rank+DEX **Default:** No
Action: Standard **Karma:** No
Strain: 1 **Tier:** Journeyman

The character uses a combination of clever feints and flashing weapon-play to knock an opponent's weapon from their hand. Make a Disarm Test against the target's Physical Defense. An extra success is required to disarm an opponent wielding a two-handed weapon. If successful, the opponent's weapon is sent spinning from the wielder's hand in a direction of the character's choice for a number of feet equal to the Damage Test result.

The target takes no damage from being disarmed. Disarm cannot be used against shields, or against weapons that are part of the defender's body, such as claws. Disarm counts as an Attack Test, and can be defended against accordingly.

Disarm Trap

Step: Rank+DEX **Default:** No
Action: Standard **Karma:** No
Strain: 1 **Tier:** Novice

The character uses deduction, professional know-how, and a deft touch to render traps inoperative. Make a Disarm Trap Test against the trap's Disarm Difficulty, as determined by the Gamemaster (see the *1879 Gamemaster's Guide*). If successful, the trap's trigger mechanism is disabled, preventing it from activating. On a Rule of One result, the trap immediately goes off. The character may attempt to disarm the same trap a number of times equal to their Disarm Trap Rank. Should the character fail all of their attempts, they cannot try again until they increase their Disarm Trap Rank.

Disguise

Step: Rank+PER **Default:** No
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

The character uses costumes and make-up to change their appearance, or that of another person, to look like someone else. It takes a

minimum of 30 minutes to prepare the disguise, and the character needs access to a full make-up kit, clothing, jewelry, and the like.

The character makes a Disguise Test, the result becoming the Target Number for any attempts made to see through the disguise. The effect lasts for a number of hours equal to the character's Disguise Rank, or until the disguised character discards the costume.

The disguise cannot make radical changes. While make-up could make a dwarf look like a snark, it is difficult to make them as tall. At the Gamemaster's discretion, overly ambitious disguises can grant a bonus to Tests made to see through the disguise.

This Skill only alters appearance. If a disguised character is attempting to impersonate someone else, the character will likely need other abilities, such as Acting or Mimic Voice, to convince others of the false identity.

Dispel Magic (Magic)

Step: Rank + WIL
Default: No
Action: Standard
Karma: No
Strain: 1
Tier: Novice

The character attempts to stop an ongoing magical effect, such as the result of a spell or spirit Power. The character must be within Rank x2 yards of the target effect, and makes a Dispel Magic Test against a Target Number based on the power of the effect (see **Dispelling Magic**, pg. 367). If successful, the effect halts immediately.

Distract

Step: Rank+CHA
Default: Yes
Action: Standard
Karma: No
Strain: 0
Tier: Novice

The character diverts an opponent's attention. Make a Distract Test against the target's Social Defense. If successful, the target focuses their attention on the character until the end of the next round, losing track of everything else. The character's allies may attack the target as if they were Blindsided until the end of the next round.

Double Charge

Step: Rank+DEX
Default: No
Action: Simple
Karma: Yes
Strain: 1
Tier: Journeyman

The mounted character makes two attacks during a Charging Attack, either attacking two targets or attacking the same target twice. The character makes a standard Charging Attack (pg.254) for the first attack or uses the Wheeling Attack Skill (pg.225), then makes a Double Charge Test to attack a second time. If attacking a second target, the character and their mount must move at least two yards between attacks. If attacking the same target twice, the character must either use a one-handed weapon in their off-hand or use a one-handed weapon on both attacks. Damage for the second attack is determined as if it was a Charging Attack.

Down Strike

Step: Rank+STR
Default: No
Action: Free
Karma: No
Strain: 1
Tier: Journeyman

The character takes advantage of higher ground to deliver more devastating close combat attacks. They must be in a stable position at least one yard above their opponent (either mounted or standing on higher ground), or must jump down onto the opponent. If the attack is successful, the character substitutes their Down Strike Step for their Strength Step on the Damage Test.

Eagle Eye

Step: Rank+PER
Default: No
Action: Simple
Karma: No
Strain: 1
Tier: Novice

The character draws a steady aim with a ranged weapon, such as a firearm, bow, or railgun, on a visible target within range. The character makes an Eagle Eye Test against the target's Mystic Defense, and gains a +1 bonus for each success on their next ranged attack against that opponent.

Eidetic Memory

Step: Rank+WIL
Action: Standard
Strain: 0
Default: No
Karma: Yes
Tier: Novice

The character commits the content of a book or other written text, or a complex image such as a painting or map, to memory for use at a later time. They do not need know the language of the text. The character makes an Eidetic Memory Test against the target's Mystic Defense, typically 5 for ordinary books or paintings, but higher for magical texts and encrypted maps. The Mystic Defense of a grimoire is equal to the Dispel Difficulty of the highest-Tier spell it contains (see **Grimoires**, pg.358, and **Dispelling Magic**, pg.367).

The Mystic Defense of an encrypted document or map is equal to the Cryptography Rank of the person who encoded it, +1 for each extra success made in the Cryptography Test. If successful, the character memorizes a number of pages per minute equal to their Eidetic Memory Rank. If interrupted, the character retains what they have already memorized, but must make another Test to append to their memory. While the book remains memorized, the character can read, transcribe, or look up information as though reading an actual copy of the book. A character can memorize a maximum number of texts at a time equal to their Eidetic Memory Rank. They may voluntarily discard currently memorized texts in order to memorize new ones.

For 2 points of Strain, the character may memorize their surroundings. The Eidetic Memory Test is made against the Mystic Defense of the location. If successful, the character may memorize what they can see from their current vantage point, up to a distance of Rank x2 yards. The character may turn in place while memorizing but may not move to another spot. This effort requires one minute per Rank used. Thus, if the character has a Rank of 6, but elects to only memorize a radius of four yards, the time required is two minutes. If interrupted, the character retains an incomplete memory of the location, and must make an Eidetic Memory Test against the Mystic Defense of the location to recall its details later. One location takes up one slot in their Eidetic Memory, just as a book does.

Empathic Command (Magic)

Step: Rank+WIL
Action: Free
Strain: 0
Default: No
Karma: No
Tier: Novice

The character commands and calms an animal companion through emotion and mental imagery. The character does not need to speak any commands, but must be within their Empathic Command Rank in yards of the target. The character may make an Empathic Command Test in place of their animal companion's Willpower Test to resist the effects of fear, charm, or spells directed against the mount that allow a Test to resist or shake off the effects.

Empathic Sense

Step: Rank+CHA
Action: Standard (see text)
Strain: 1 (see text)
Default: Yes
Karma: No
Tier: Novice

The character gains information about the emotional state of a character within 10 yards by making an Empathic Sense Test against the target's Social Defense. If successful, they sense the target's emotions and gain information appropriate to the number of successes achieved. A single success gives the character an idea of the target's general emotional state. Two successes allows reading of the target's surface emotions. Three or more successes allow the character to know exactly what the target is feeling, and what those emotions are directed toward. The character gains a +1 bonus per success achieved to any Interaction Tests made where knowledge of the target's emotional state would be helpful. Each use of this Skill lasts for a number of minutes equal to the character's Empathic Sense Rank.

Engaging Banter

Step: Rank+CHA
Action: Standard
Strain: 1
Default: Yes
Karma: No
Tier: Journeyman

The character uses charm and wit to distract a target character, who must be able to understand the language being spoken for

the banter to work. The character makes an Engaging Banter Test against the target's Social Defense. If successful, both parties engage in witty, idle chat for a number of minutes equal to the character's Engaging Banter Rank, during which time the target is distracted and considered Harried. For every success achieved, the target suffers a –1 penalty to all Perception Tests made to notice anything but the character. Bantering requires the character's concentration; if broken, or if the target is attacked, the effect of the Skill ends. Each additional use of Engaging Banter against a given target in the same encounter requires an extra success per use, one extra for the second use, two for the third, and so on.

Engine Programming

Step: Rank+PER
Default: No
Action: Sustained
Karma: No
Strain: 0
Tier: Novice

The character knows how to write code for a Differential or Analytical Engine. If the character is working on an Engine to which they have legitimate access, they must spend one hour times the Difficulty of the task they are assigning to the Engine (see the ***1879 Gamemaster's Guide***) – one hour for an Easy task, two for an Average, three for a Hard, four for a Very Hard, and five for a Heroic – writing the code. The character must then make an Engine Programming Test against the Target Number for the task to see if the code runs properly. Extra successes reduce the run time for the task. On a Rule of One result, the code throws a fatal error and halts, possibly leaving the Engine in a bad state and in need of reset, at the Gamemaster's discretion.

If the character does not have legitimate access to the Engine, they must write the code, then make an Engine Programming Test against the Software Defense of the Engine to get the Engine to accept their code. On a Rule of One result, the Engine locks down and will not accept new code until an administrator enters a reset passcode. Alarms may sound if the Engine has such installed. If the Test succeeds, the character may make an Engine Programming Test against the TN for the task as normal.

Entertainer

Step: Rank+CHA
Default: No
Action: Sustained
Karma: No
Strain: 0
Tier: Novice

Entertainer is used for most performing arts. The character makes an Entertainer Test against the highest Social Defense of anyone observing the performance. Each success scored means that 25 percent of the audience enjoys and remembers the performance. A character may acquire the Entertainer Skill multiple times to learn different types of performing arts, with the Skill taking the name of the art form on the character sheet. Examples include Musician (one instrument), Poet (spoken), Singer, and Storyteller.

This Skill can be used as an Artisan Skill.

Equestrian

Step: Rank + DEX/CHA/PER
Default: Yes
Action: Standard
Karma: No
Strain: 0
Tier: Novice

The character knows how to ride a mount animal; typically a horse for Terrestrials, or a theropod such as a buff or harpy for Saurids. This Skill covers not only staying in the saddle, but reacting to problems such as spooking, or obstacles such as jumps or water. The character also knows how to put on and remove saddle and tack, care for the equipment, feed and care for the animal, and deal with basic health issues, such as colic or a sore tendon. The character may make a DEX-based Equestrian Test for basic riding, and to jump their mount over an obstacle, ford a stream or other body of water no deeper than the mount's hips. A DEX-based Test also allows the character to make minor repairs to equipment, such as replacing a broken girth strap. Treating minor ailments of the mount requires a PER-based Equestrian Test. The Target Number for these tasks is determined by the Gamemaster based on the situation. If the mount spooks, the character may make a CHA-based Equestrian Test against the mount's Social Defense to calm them. Extra successes may be spent to convince the mount to move on and ignore the source of the spook, or to attack the cause. Trampling the wind-

blown bit of paper does make some horses feel better. If this fails, the character must make a DEX-based Equestrian Test against the mount's Physical Defense to stay in the saddle, taking falling damage if thrown. On a Rule of One result to a Test to deal with a spooked mount, the rider is automatically thrown and takes a Wound in addition to any falling damage.

Etiquette

Step: Rank+CHA
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

Etiquette is the art of proper behaviour in social situations and can be extremely important. Improper behaviour may be punished by responses ranging from the scorn of aristocrats to beheading at the hands of enraged despotic nobles. The character observes the surrounding culture for a minute, then makes an Etiquette Test against the Target Number of knowing the proper behavior for a given social situation. The base Target Number is 5, with the Gamemaster modifying the target depending on how unfamiliar the character is with that culture. The Target Number is typically increased by +3 for each differing aspect. Typical sources for modification include different Social Level, different race, a foreign land with different customs, and so on.

If successful, the number of successes alters the reaction of observers. A single success means observers believe the character possesses the rudiments of proper behavior. Two successes mean those same people approve of the character's manners. Three or more successes so impresses observers with the character's manners that their Attitude improves by one degree (to a maximum of Friendly). The effect lasts for a number of days equal to the character's Etiquette Rank or until the social situation ends, whichever comes first.

Evaluate

Step: Rank+PER
Action: Standard
Strain: 0
Default: No
Karma: No
Tier: Novice

The character has a shrewd sense for the true market value of an object. The character examines the object and makes an Evaluate Test against the item's Mystic Defense. On a single success, they learn the item's approximate price on the local market. Additional successes may disclose more detailed information based on the local or global economy, at the Gamemaster's discretion. With two extra successes, the character also learns the item's hidden value, if any, not readily apparent to the casual observer (for example, if it is worth more to collectors). When evaluating magical items, the character learns that the item is magical with three successes, but not the effect or purpose of its enchantment.

Evidence Analysis

Step: Rank+PER
Action: Sustained
Strain: 1
Default: Yes
Karma: No
Tier: Novice

Using equal parts observation, logic, and an understanding of human nature, the character examines physical evidence to determine the answers to questions relating to an investigation. For example, the character might examine a bed to determine if its occupant had slept well, could identify a weapon as being the object used to murder someone, or, noticing the pattern of ink stains on a person's hand and the notebook in their vest pocket, would know that they made their living as a professional writer, possibly as a journalist. The character makes an Evidence Analysis Test against the Mystic Defense of the person responsible for leaving the evidence. If successful, they learn the answer to one question about the object or place for each success achieved.

As a general rule, this Skill only answers questions regarding what happened, or how something happened, to an object or place, or the nature and occupations of a person. In the previous example, the character would make an Evidence Analysis Test against the Mystic Defense of the person who had slept in the bed. With three successes, the player could ask the Gamemaster up to three "what" or "how" questions related to the bed. If the activity occurred within a day of the Evidence Analysis Test, the character gains a general impression of when the event happened (morning, afternoon, or evening) with a successful Test Result. When

using this Skill to evaluate evidence that is more than a day old, add +1 to the Target Number for each day after the first. Other than the increased Target Number, there is no limit to the age of the evidence being analyzed. The Gamemaster answers the questions posed according to how they are asked. Vague questions deserve vague answers. Evidence Analysis cannot help the character answer the questions of "who" or "why". The focus of the examination is on facts, not motive or intent.

Exploding Ammunition (Magic)

Step: Rank+WIL
Action: Free
Strain: 1
Default: No
Karma: Yes
Tier: Journeyman

This Skill charges a normal bullet, turning it into a fiery missile. The character makes a Firearms Attack Test against the target. If successful, the character substitutes the Exploding Ammunition Step for the gun's Damage Step on the Damage Test. Using this Skill to charge another character's ammunition, or to charge ammunition for later use, requires a Profession ability.

Fast Hand

Step: Rank+DEX
Action: Standard
Strain: 0
Default: Yes
Karma: Yes
Tier: Journeyman

The character uses sleight-of-hand to move one or two small items, no bigger than 6 inches along any one dimension, from one place to another without being noticed. The character makes a Fast Hand Test, the result being the Detection Difficulty for attempts made to notice the move. Anyone observing the character may make a Perception Test against the Detection Difficulty to notice the action immediately after the switch has occurred. This Skill does not allow the character to empty a purse or pocket of its contents (see **Picking Pockets**, pg.212), although it could be used to switch two purses around.

Field Engineering

Step: Rank+Per
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

Field Engineering can be used to analyze an existing building, vehicle, industrial machinery, and the like, to determine how it functions and potentially how it might be disassembled, broken, repaired, modified, or enhanced. Characters with the Engineering Skill may design and help build temporary or improvised projects from available materials. Engineering may be used in place of associated Skills, such as Mechanics or Mason, at a -3 Step penalty.

To analyze an existing machine or building, the character makes an Engineering Test against the Mystic Defense of the target. One success provides general information, such as the probable towing capacity of a locomotive, or whether a bridge will hold up under the weight of a specified vehicle. Additional successes provide additional or more specific information, such as the weight loading of each pier of a bridge, or the best place to put an explosive charge to bring down a wall.

Engineering may be used against fortifications in a fashion similar to **Spot Armor Flaw** (pg.220). The character makes an Engineering Test against the sum of the fortification's Physical Defense and Barrier Rating to locate weak points in the construction. These can then be either shored up or exploited.

When putting up a temporary structure, the character makes an Engineering Test against the primary Attribute of the project. For example, when throwing together an improvised bridge, the character makes a Test against its intended STR. On a success, the bridge achieves that STR Attribute. Additional successes may be used to raise the bridge's Attributes by one step per success. For a barricade, the character makes their Engineering Test against the sum of the Barrier Rating and Physical Defense. Construction takes one hour per Attribute point, reduced by 25% for each additional success. Thus, with one extra success, the construction takes 25% less time, with two 50% less time, and with three 75% less. The Gamemaster may disallow an Engineering Test if appropriate tools

and/or materials are not available. If all the character has to work with are a paper clip, a rubber band, and a hockey ticket, they will not be able to stop a runaway locomotive.

Firearms

Step: Rank+DEX
Action: Standard
Strain: 0
Default: Yes
Karma: No
Tier: Novice

The character makes an attack in ranged combat against an opponent by using a rifle, pistol, or other weapon that fires projectiles using gunpowder, magnetic acceleration, or other non-mechanical propulsive force (bows use a stretched string, which is mechanical force). The character makes a Firearms Test against the target's Physical Defense. If successful, the attack hits the target, and the character makes a Damage Test for the weapon used. See **Ranged Attacks** (pg.251) for more information.

First Impression

Step: Rank+CHA
Action: Standard
Strain: 0
Default: Yes
Karma: No
Tier: Novice

The character favorably impresses a Gamemaster character that has just been met for the first time. Make a First Impression Test against the target's Social Defense. If successful, the target's Attitude improves toward the character by one degree (a Neutral character becomes Friendly; an Unfriendly character becomes Neutral; and so on).

With three or more successes, Attitude improves by two degrees. The new Attitude may change for better or worse through future interactions, but reverts back to the original level at a rate of one degree per day. Any hostile act the character commits against the target immediately erases the impression. The character may only attempt to use this Skill once against any given character.

Fishing

Step: Rank+PER
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

The character knows how to catch fish in lakes, rivers, or seas using a variety of methods, including fishing nets and rods. The Target Number for Fishing Tests ranges from 3 to 10, as determined by the Gamemaster according to where the character is fishing and what might be available to catch. Each use of this Skill takes four hours. Each success scored catches enough fish to feed one person for one day. Use of this Skill requires a fishing kit or similar equipment (see the **Equipment** chapter, pg.273).

Flirting

Step: Rank+CHA
Action: Sustained
Strain: 0
Default: Yes
Karma: No
Tier: Novice

The Flirting Skill combines elements of flattery, intense attention, and clever word-play to start a relationship with another person. Flirtatious behaviour accents conversations with hints of romance. The character makes a Flirting Test against the target's Social Defense. A single success intrigues the target. He or she wants to spend more time with the flirting character, trying to learn more about him or her. With two successes, the character gains the target's full attention. He or she wants to spend almost all available time with the character. Three successes leaves a lasting impression on the target.

He or she will try to follow up on the relationship, seeking to continue and deepen it. Four or more successes means the target is completely smitten. They cannot get enough of the flirting character. The Skill's effect fades after one week, but another successful Flirting Test could start it all over again.

Forge Armor

Step: Rank+PER
Action: Sustained
Strain: 2
Default: No
Karma: No
Tier: Journeyman

The character must already know the Craft Armor Skill to learn this Skill. The character improves the Armor Rating of armor or shields. The work must be carried out at a properly-equipped forge or workshop. This work cannot be performed in the field. The work takes one week, after which the character makes a Forge Armor Test against a Target Number of 6 plus the number of forge enhancements the item has received. Thus, if the item has already

been enhanced twice, the Target Number would be 8. If successful, the character improves the item's Physical or Mystic Armor Rating (choose one) by +1. On a Rule of One result, the smith destroys all enhancements made to the armor. There may be other detrimental effects at the Gamemaster's discretion. The Skill can be used on mundane or magical armor or shields.

The character cannot forge a total bonus higher than their Forge Armor Rank. For example, a character with Forge Armor at Rank 4 can perform increases to a total of +4 (between Physical and Mystic Armor), regardless of whether they forged the previous increases.

The services of armorers can be bought in larger cities, but the more skilled the armorer, the higher the cost. The typical cost is £50 times the armorer's Rank in Forge Armor per attempt. It is typical for half the fee to be paid up front, with the rest paid on delivery after successful use of the Skill.

Forge Device

Step: Rank+PER
Action: Sustained
Strain: 2
Default: No
Karma: No
Tier: Journeyman

The character must already know the Craft Device Skill to learn this Skill. Forge Device allows the user to improve the effectiveness of Weird Science devices. The work must be carried out at a properly-equipped forge or workshop. This work cannot be done in the field. The work takes one week, after which the character makes a Forge Device Test against the current Effect Step of the device plus the number of enhancements the device has received. Thus, if the item had an original Effect Step of 8, and has already been enhanced twice for a total Effect Step of 10, the Target Number would be 12. If successful, the character improves the device's Effect Step by +1. On a Rule of One result, the character destroys all enhancements made to the device. There may be other detrimental effects at the Gamemaster's discretion. Characters can only Forge the sort of Devices they can Craft. Thus, a Heron specializing in clockwork devices would be unable to Forge a living Device grown by a Promethean. See the **Magic** chapter (pg.333) for more information on the specializations of Weird Science Lodges.

Forge Firearm

Step: Rank+PER
Action: Sustained
Strain: 2
Default: No
Karma: No
Tier: Journeyman

This Skill applies only to gunpowder-based projectile weapons. Samsut weapons require Forge Device, as their function relies on Weird Science.

The character must already know the Craft Firearm Skill to learn this Skill. Forge Firearm allows the user to improve the Damage Step or rate of fire of personal firearms, such as pistols or rifles. This Skill cannot be used on weapons that require the Gunnery Skill to fire.

The work must be carried out at a properly-equipped forge or workshop, and cannot be performed in the field. The work takes one week, after which the character makes a Forge Firearm Test against the current Damage Step of the gun plus the number of enhancements the gun has received. Thus, if the gun had an original Damage Step of 8, and has already been enhanced twice for a total Damage Step of 10, the Target Number would be 12. If successful, the character improves the gun's Damage Step by +1. With three successes, the character can choose instead to improve the gun's Rate of Fire by +1. On a Rule of One result, the character destroys all enhancements made to the gun. There may be other detrimental effects at the Gamemaster's discretion.

Forge Weapon

Step: Rank+PER
Action: Sustained
Strain: 1
Default: No
Karma: No
Tier: Journeyman

The character must already know the Craft Weapon Skill to learn this Skill. The character can improve the Damage Step of an impact or mechanical weapon, including melee, missile, and thrown weapons, but not firearms, Weird Science weapons, or ammunition of any sort. The work must be carried out at a properly-equipped forge or workshop, and cannot be performed in the field. The work takes one week, after which the character makes a Forge

Weapon Test against a Target Number of 6 plus the number of forge enhancements the weapon has received. If successful, the weapon's Damage Step is increased by +1.

This Skill can be used on mundane or magical weapons.

Characters cannot forge a weapon's bonus higher than their Forge Weapon Rank. For example, a character with Forge Weapon at Rank 4 can perform increases up to +4 and no further, regardless of whether they forged the previous increases.

The services of smiths can be bought in larger cities, but the more skilled the smith, the higher the cost. The typical cost is £50 times the smith's Rank in Forge Weapon per attempt. It is typical for half the fee to be paid up front, with the rest paid on delivery after successful use of the Skill.

Forgery

Step: Rank+DEX **Default:** No
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

Forgers create false papers, legal documents, and correspondence. A character with the Forgery Skill can forge artwork if they also have the appropriate Artist Skill. For example, a character with the Forgery and Artist (Painter) Skills could fake the work of a famous master. Creating a forgery takes two to five times as long as creating the original. For example, a letter jotted hastily in a few minutes might take nearly an hour to forge. The character makes a Forgery Test, the result becoming the Target Number for attempts to detect the forgery. Use of this Skill requires materials appropriate to the item being forged.

Frenzy

Step: Rank+DEX **Default:** No
Action: Standard **Karma:** Yes
Strain: 1 (per attack; see text) **Tier:** Journeyman

The character makes multiple frenzied attacks in close combat in the same round. The player declares how many attacks to attempt before making any Attack Tests, to a number equal to the character's Frenzy Rank, taking 1 Strain per attack declared before making any Tests. The character then makes Frenzy Tests as Attack Tests in close combat until the declared number of attacks has been made. The Frenzy continues only as long as the character successfully hits. If an attack misses, the series and the Frenzy end, though the character still takes the full amount of Strain based on the declared number of attacks.

Frenzy cannot be combined with Skills that allow additional attacks in close or ranged combat, such as Second Attack, Swift Kick, or Momentum Attack.

Frighten

Step: Rank+WIL **Default:** No
Action: Standard **Karma:** Yes
Strain: 0 **Tier:** Novice

The character scares another by staring silently into the target's eyes and making a Frighten Test against the target's Mystic Defense. If successful, the target becomes frightened and suffers a −1 penalty to all Action Tests for each success generated by the character. The target remains afraid for a number of rounds equal to the character's Frighten Rank. Each round, the target may make a Willpower Test against the character's Frighten Step. If successful, the target throws off the effect. Renewing the effect after a target has shaken it off requires an extra success.

Gambling

Step: Rank+PER **Default:** Yes
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

The character understands games of chance, and knows how to figure the odds. Make an opposed Gambling Test against a game opponent, with the higher Test result winning the round. Make the Gambling Test against the Mystic Defense of the dealer, croupier, or house if gambling at a casino or other table-based establishment. Note that three straight successes will attract unwanted attention.

Graceful Exit

Step: Rank+CHA | **Default:** No
Action: Standard | **Karma:** No
Strain: 0 | **Tier:** Journeyman

The character escapes from combat or social conflict by distracting their opponents, making a Graceful Exit Test against the highest Social Defense among the target group, +1 for each additional character. If successful, the character makes good their escape, immediately moving their Full Movement away from the combat. The character may not take any actions other than movement or the Skill's effect ends. For each additional success generated on the Graceful Exit Test, the character can extend the effect to cover another character. The same restrictions apply: if any character involved takes an action that breaks the Skill's effect, it is ended for everyone.

Those characters bedazzled by the character's sudden departure may take no direct action against anyone under the Skill's effect for a number of rounds equal to the character's Graceful Exit Rank. If anyone affected by this Skill returns to the combat after having made a Graceful Exit, the opponents who were originally targeted become enraged. If possible, they will try to attack the offender in preference to others, and are immune to all Interaction Tests made against their Social Defense to influence them otherwise. Their anger and outrage gives them a +1 bonus to any Action Tests they make against the offender.

Gunnery

Step: Rank + PER | **Default:** No
Action: Standard | **Karma:** No
Strain: 0 | **Tier:** Novice

The character knows how to load, aim, fire, and maintain heavy weaponry, such as artillery pieces and ship's guns. The character makes a Gunnery Test against the target's Physical Defense. If successful, the shot hits the target, and the character makes a Damage Test based on the gun's rating. Note that most heavy weapons require extra Gunnery Tests to prepare the weapon for firing. See the **Combat** chapter (pg.229) for more information.

Haggle

Step: Rank+CHA | **Default:** Yes
Action: Sustained | **Karma:** No
Strain: 0 | **Tier:** Novice

The character makes a deal more to their own advantage when selling or buying goods by making a Haggle Test against the customer's or merchant's Social Defense.

If successful, the price rises or falls by 5 percent of the goods' cost per success in favor of the character. Merchants or customers can make Haggle Tests to readjust the price in their favor. The character may make a number of Tests per transaction equal to their Haggle Rank. However, as soon as a character on either side of the bargaining fails a Haggle Test, their bargaining stops. The other side may continue to Haggle as long as they have Tests left and do not fail a Test. On a Rule of One result, the price is driven to the failing character's disadvantage by 20% and all bargaining ends.

Haggle can also be used to get a better price for stolen or illegal goods. Shady merchants usually buy stolen or illegal goods for a base 10 percent of their value (see the **Equipment** chapter, pg.273). What constitutes a transaction may vary from a single ring to an entire chest of jewelry. The character can only use the Haggle Skill on one transaction per day against a particular target.

Heal Animal Companion (Magic)

Step: Rank+TOU | **Default:** No
Action: Standard | **Karma:** No
Strain: 0 | **Tier:** Journeyman

The character heals a Loyal animal companion, spending one of their own Recovery Tests to make a Heal Animal Companion Test, and reducing the animal's Current Damage by the result.

Heartening Laugh

Step: Rank+CHA | **Default:** No
Action: Simple | **Karma:** Yes
Strain: 1 | **Tier:** Novice

The character bolsters morale by directing a booming, mocking laugh at their opponents. The character makes a Heartening Laugh Test

against the highest Social Defense among all opponents within earshot.

If successful, any characters Friendly (or better) to the character and who hear the laugh add the character's Heartening Laugh Rank to any Willpower Tests made to resist the effects of Fear or Intimidation caused by the character's opponents for a number of rounds equal to the Heartening Laugh Rank. On a Rule of One result, the opponents gain +1 to Fear and Intimidation Tests for a number of rounds equal to the character's Heartening Laugh Rank.

Hunting

Step: Rank+DEX **Default:** No
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

The character knows how to find and kill game animals in wilderness areas. The Target Number for Hunting Tests ranges from 5 to 12, as determined by the Gamemaster based on the terrain. Suggested Target Numbers for hunting in various areas of the Gruv are shown below. Barren areas may not support wildlife at all. A character cannot successfully hunt for food in these areas.

Each use of the Hunting Skill takes four hours. The Test result determines the amount of food captured. Each success provides enough meat to feed one person for one day. At the Gamemaster's discretion, characters who follow certain Professions or know related Skills may gain a bonus to Hunting Tests for creative use of their other abilities, such as using the Tracking Skill. The recommended bonus is +1 Step added to the Hunting Test per success scored on the relevant ability.

Hunting Table

Terrain	Target Number
Western Forest	5
Eastern Alpine Forest	9
Central Plains	7
Southern Scrublands	8
Mountains, lowland	5
Mountains, highland	9

Hypnotize

Step: Rank+CHA **Default:** No
Action: Standard **Karma:** No
Strain: 1 **Tier:** Journeyman

The character mesmerizes another character, making the target susceptible to persuasion. The target must be within 10 yards of the character and in a state where they are not distracted. For example, a target involved in combat cannot be hypnotized. The character makes a Hypnotize Test against the target's Social Defense. If successful, the target's Attitude improves toward the character by one degree, to a maximum of Friendly. While hypnotized, the target remains placid, unless attacked.

Over a number of minutes equal to their Hypnotize Rank, the character can make post-hypnotic suggestions to the target. The character makes as many Interaction Tests as required against the target's Social Defense, with successful Test Results persuading the target to perform the suggested actions. The target will carry out any actions to which they agree while under the Skill's effects, as long as the actions can be completed within a number of hours equal to the character's Hypnotize Rank after the hypnosis session ends. A character can only be affected by a single Hypnotize effect at a time. This Skill does not require the character to be able to speak with the target, merely to hold his attention long enough to exercise the Skill's effect on him.

Nigel the Dodger successfully hypnotizes an off-duty guard in a pub. He improves the guard's Attitude and uses a little persuasion to get what he wants. While hypnotized, the guard agrees to let Nigel into the warehouse he guards as long as the Dodger brings some beer to share. Nigel knows Hypnotize at Rank 3, so the effect lasts for three hours. At the end of that time, the guard will come to his senses.

While he may not blame the Dodger for having tricked him, he will no longer be bound by any promises made while under the Skill's effects. Nigel had better get round to the warehouse with the beer

double quick if he wants to pick through its contents while the guard enjoys his pint.

Impressive Display

Step: Rank+CHA
Action: Simple
Strain: 1
Default: No
Karma: No
Tier: Novice

The character impresses another character with a display of Skill. The display can use any Skill, as long as the target character observes it. Most characters will use a display that fits their style. A Big Game Hunter, for example, will perform a called shot, while a Journalist will write a stirring epic, and a Military Officer will cut the buttons off an opponent's coat with his or her saber.

The character uses the appropriate Skill for the chosen display. If the Skill Test is successful, the character makes an Impressive Display Test against the target's Social Defense, with a +2 bonus per success from the original display. If successful, the target becomes favorably impressed and the character adds +1 per success of the Display Test to any Interaction Tests made against the target for a number of hours equal to the Impressive Display Rank.

Inspire Others

Step: Rank+CHA
Action: Standard
Strain: 0
Default: No
Karma: Yes
Tier: Journeyman

The character inspires their companions, raising spirits and boosting morale. The character speaks inspirational words, then makes an Inspire Others Test against the highest Social Defense among the target group, +1 for each additional character, targeting Friendly characters only. If successful, all affected characters add +1 to Social Defense and gain a +1 bonus to their Action Tests for each Success achieved. The Skill effect lasts for a number of rounds equal to the character's Inspire Others Rank.

Knowledge

Step: Rank+PER
Action: Standard
Strain: 0
Default: No
Karma: No
Tier: Novice

The character is familiar with a specified topic, having studied it deliberately and for some time. The precise definition of any particular Knowledge Skill is determined by the player, keeping in mind that all Knowledge Skills are subject to the Gamemaster's approval. A Knowledge Skill may cover broad areas of knowledge, meaning that the character knows a little bit about a lot of things, or they may have more focused knowledge, giving them more detailed knowledge within a smaller area of expertise. While the area of expertise is determined by the player, the Gamemaster determines how applicable the knowledge is to the question at hand.

Examples of Knowledge Skills that might be appropriate or useful for characters are listed below, with definitions of how they can be used. See **Knowledge Skills** (pg.172) for more information on how they work.

Example Knowledge Skills

Skill	Definition
Animal Husbandry	The character knows how to manage livestock, including basic care, feeding, breeding, and herd management.
Aviation History	The character can recall stories of famous aviators, details of their aircraft, and possibly remember a situation similar to the current predicament and the solution that was tried at that time.
Botany	The character knows quite a bit about plants and their uses. Identifying a plant requires only one success. Knowing how to prepare it for eating or medicinal use takes two or more successes. Extra successes past two can be used as +1 bonuses to a Physician Test.

Skill	Definition
Building Security	The character knows what sort of means a building or other structure might have for its defense, ranging from guard patrols to bars on the windows to locks on the doors. Successes with a Knowledge (Building Security) Test can be applied to dodging guards, having the right tools along for the job, and gaining steps on Lock Picking and similar Tests from having studied the possible systems.
Chemistry	Airship Pilots use this for managing the Kipp apparatus that generates hydrogen for the ship's gasbag. The Skill can be applied to other operations aboard an airship, such as using the leftover acidic effluent to flush the ship's sanitation system or clean the engine stack. Doctors use this to compound medications, extract pharmaceutical components from plants and other materials, and for diagnostic chemical analysis. For example, a Doctor could use this Skill to try and determine the nature of a poison from a patient's blood sample.
Court Protocol	The character knows the procedures for handling situations in the courts of the nobility, not just of the royalty but of the dukes and counts and barons as well. The character may make a Knowledge Test to know when and how to file the appropriate paperwork to bring business before a noble in court. They may use a Knowledge Test against the Social Defense of another person to embarrass them in court, pointing out an error in procedure or directing attention to the person when they don't want it.
Finance	The character understands how the monetary system works, and how businesses and governments use capital and the flow of money to operate. The character may make a Knowledge Test to analyze possible returns from an investment, determine the risk of a business transaction, predict the performance of a government bond issue, or find patterns in the flow of money that can be turned to an advantage. Given access to financial data, the character may check over the books to see if all is in order, and spot problems, such as embezzlement or hidden resources. Applying this Skill to a business investment improves the chances of return, and increases profit by 5% per success.
Geography	Characters can use this Skill in place of a map in familiar areas, and can apply successes from a Test as +1 bonuses to Navigation Tests. The Skill can also be used to find shelter from weather conditions, predict the likelihood of villages that are not yet on the map, and otherwise make educated guesses about the land and what lies on it.
Law	The character has learned a good deal about the legal system of a culture, assumed to be their own unless specified. Knowing the laws and legal processes of more than one culture requires separate Knowledge (Law) Skills for each. The character may make a Knowledge Test to know the regulations concerning a specific action, area, or item, such as the penalty for a crime, the zoning restrictions for a neighborhood, or the standards of measure and quality for a trade good. A Test may also be made to either prosecute or defend in a legal action, such as filing a complaint with the authorities, or resolving a civil suit or criminal charges in a court of law. The Target Numbers for these Actions will vary considerably, and will be assigned by the Gamemaster according to context.

Skill	Definition
Mathematics	The character is well versed in the science of numbers and logic. The character may make a Knowledge Test any time higher order math is applicable, such as designing an algorithm for an Engine, calculating the load balance for an airship, or working out the probable return on an investment based on previous financial performance information. The character may add +1 per success to a related Skill Test, such as Engine Programming, Pilot Airship, or Knowledge (Finance).
Music	The character is well versed in the popular music of their time and place, and may be familiar with music from previous eras or other cultures. Make a Knowledge Test to recall the lyrics or tune of a popular song, the name of the composer of a piece heard or referred to, or to know who's performing locally this week.
Natural Philosophy	Later known as Physics, the Natural Philosophy Skill acquaints the character with the workings of reality and an understanding of natural forces, such as electricity and gravity. The character may make a Knowledge Test to predict whether a person will survive leaping off a building based on the height of the drop, advise the person as to how large a bed sheet they will need to act as a makeshift parachute, and predict where the person will land. This Skill may be used as a general physical sciences ability, to put to use any mechanical force, from heat to light to wound-up springs. Note that a Clockwork, Field Engineering, or Craftsman Skill will be needed to actually construct a device applying the physical science principles.
Politics	The character understands the system of governance, and the difference between the official structure and the way things actually get done. With a Knowledge Test, the character can figure out who to buttonhole at a party, or approach at their club, to help move a political action along. Using a Knowledge Test against a government official's Social Defense, the character can play on the official's standing and relationships with other officials and persons of importance to curry favor, build a contact, or convince the official to take a specific action in the course of their daily work.
Secrets of the Aristocracy	The character can make a Knowledge Test against the Social Defense of anyone with a Social Level of 4 or 5, at a +1 Step bonus if the person holds a title, to know something about the person that they'd rather not have noised abroad. The number of successes determines the degree of the secret. On a single success, the person would be annoyed if it became known. On two successes, a minor scandal could erupt. On three successes, a major scandal would arise, which could cost the person their current position and standing. On four or more successes, the secret is so dire that if revealed, the person would have to go into exile, or risk being imprisoned or executed. What use the character makes of this secret is up to them, but care should be taken, as other aristocrats will have this Knowledge Skill as well, and may use it in retaliation if offended.
Sport	The character is well versed in the spectator sports popular in the culture and time period. With a Knowledge Test, the character can discuss team performance, know the history of a racehorse, or make an educated guess as to who will win the upcoming match. Multiple successes on the Test can be used as +1 bonuses per success for Gambling Tests in regard to the event.

Skill	Definition
Telegraphy	The character understands how information can be sent as coded electrical signals across wires. This Skill includes knowledge of Morse Code and other algorithms used for transmission of data. The character may make a Knowledge Test to interpret a transmitted message, encode a message for transmission, send a message using telegraphic equipment, make basic repairs to the equipment, and identify the various components of a telegraphic system.
Trade Routes	The character knows what firms and independent merchants are doing business, what they are buying and selling, and the paths by which they move their goods. This Skill can be used to help find employment, locate a merchant, locate a source or buyer for goods, and other related business actions.
Weather	Pilots may make a Knowledge Test to avoid potential storms, to take advantage of prevailing winds, and to generally make use of the weather. A Test may also be made to predict what sort of winds and weather might be encountered in a remote area, based on maps, charts, and other information.
Wild Animals	The character knows the wildlife of the area and its habits. A Knowledge Test can be made to determine what wild animals might live in an area, to make an educated guess as to what animal left tracks or lives in a burrow, or to know what hunting methods are the most effective against a particular species. Extra successes can be applied to a Hunting Test at +1 Step per success.

Lasting Impression

Step: Rank+CHA
Action: Standard
Strain: 0
Default: No
Karma: Yes
Tier: Novice

The character impresses a group of characters when taking leave of the group. The character strikes a dramatic pose and/or makes a short impassioned soliloquy, then makes a Lasting Impression Test against the highest Social Defense among the target group, +1 for each additional character. If successful, a powerful image of the character is imprinted in the targets' minds. The character adds their Lasting Impression Rank to Interaction Tests made against the affected characters for a number of weeks equal to their Lasting Impression Rank. Once impressed, a target cannot be affected by the same character until the Skill's duration expires. If the character is seen by any of the target characters within one day of departure after using this Skill when leaving the group, the effect ends.

Leadership

Step: Rank+CHA
Action: Sustained
Strain: 0
Default: No
Karma: Yes
Tier: Journeyman

The character leads a group of Gamemaster characters no larger than the character's Leadership Rank ×20 members by giving a short speech, then making a Leadership Test against the highest Social Defense among the target group. If successful, characters with a Neutral attitude or better towards the character will follow the character's lead. The number of successes determines the Skill's effect and duration. A single success means the target group treats the character as their leader for the Leadership Rank×10 minutes. Two successes means the target group follows the character for Leadership Rank hours. Three or more successes means the target group treats the character as their leader for Leadership Rank days. While under the character's leadership, the target characters will follow the character and accept the character as their commander. This grants the character an authority typical to being their designated commander in a military environment, but can be used in other situations, such as being a superior in an administration or

a foreman in construction. If the character causes any individual to change their Attitude to worse than Neutral, the effect of the Skill ends for that individual, but not for the rest of the group.

Life Check

Step: Rank+TOU
Action: Free
Strain: 0
Default: No
Karma: No
Tier: Journeyman

The character gains a last chance to avoid dying. When the character's Current Damage equals or exceeds their Death Rating, they make a Life Check Test against a base Target Number of 8, plus the difference between their Current Damage and their Death Rating. If successful, they spend a Recovery Test, gaining +1 step per success on the Life Check Test, and reduce their Current Damage by the result. If the character's Current Damage is reduced below their Death Rating, they have cheated death and survive to adventure another day. This Skill may be used repeatedly in a single scene, as long as the character has Recovery Tests available and does not fail the Test. An ordinary Test failure does not prevent the application of other means that prevent the character from dying. A Rule of One result means that the character has died and is beyond any possible recovery. This Skill cannot be used if the character has no Recovery Tests remaining for the day.

Lifesight (Magic)

Step: Rank+PER
Action: Simple
Strain: 1
Default: No
Karma: No
Tier: Journeyman

The character can see the strength and composition of another being's life force by making a Lifesight Test and comparing the result against the Mystic Defense of each living being within Lifesight Rank×10 yards. If successful, the character can see that target's life force, which appears as an interpretation of their astral imprint, for a number of rounds equal to the character's Lifesight Rank, and gains qualitative information about it. A vibrant, healthy life force appears as a strong but delicate latticework of light and opalescent force. Weaker life forces are dimmer, and parts of the latticework may appear warped or broken. The life force of a character near death shows almost no visible latticework, just a few disconnected bright spots, one or more of which is fading.

A character can use Lifesight to view a target's life force through solid, non-living objects. For example, a character could see the life forces of people hiding behind a brick wall, but not someone hiding inside the bole of a tree.

Lion Heart

Step: Rank+WIL
Action: Free
Strain: 0
Default: No
Karma: No
Tier: Journeyman

The character's resolve improves, allowing them to use their Lion Heart Step in place of their Willpower Step when making Tests to resist the effects of any Skill, spell, or ability that allows a Willpower Test to shake off the effect.

Lip Reading

Step: Rank+CHA
Action: Standard
Strain: 1
Default: No
Karma: Yes
Tier: Novice

The character eavesdrops on a conversation by watching the target character's lips move and making a Lip Reading Test against the target's Social Defense. If successful, they are able to read what the speaker is saying for a number of minutes equal to the Test Result, as long as they can see the target's lips. The character must be able to understand the language being spoken to make sense of the conversation. If they don't, the character can phonetically sound out what the target is saying, allowing someone nearby who can understand the language to translate.

Lock Picking

Step: Rank+DEX
Action: Standard
Strain: 0
Default: No
Karma: No
Tier: Novice

The character uses a set of lock picks to open locks by making a Lock Picking Test against the lock's Rating. If successful, the lock opens. The character may attempt to open the same lock a number of times equal to their Lock Picking Rank. Should all the attempts fail, or any attempt end in a Rule of One result,

the character cannot open that lock until they increase their Lock Picking Rank.

Long Shot

Step: Rank | **Default:** No
Action: Simple | **Karma:** No
Strain: 1 | **Tier:** Journeyman

The character increases the effective range of their weapons, allowing them to hit targets beyond the normal distance allowed for the ranged weapon. When used, the ranges of firearms are extended by 4 yards times the Long Shot Rank, missile weapons are increased by 5 yards times the Long Shot Rank, and throwing weapons by 2 yards times the Long Shot Rank.

A character with Rank 6 in Long Shot can activate the Skill and extend the ranges of a short bow to 60 yards for short range and 90 yards for long range. A throwing axe would have its short range extended to 24 yards and its long range to 36 yards.

Magic Theory

Step: Rank+PER | **Default:** No
Action: Standard | **Karma:** 0
Strain: 0 | **Tier:** Initiate

The character gains a greater understanding of the mysteries and applications of magic. This includes the ability to read and write magical writing, such as that found in grimoires or magical glyphs. For each page or set of glyphs that the character is attempting to translate, make a Magic Theory Test against the writing's Target Number, determined by the Gamemaster. The number of successes determines how well the character understands the content. A single success allows the character to understand the basic gist of the text, but not any subtle or complex ideas it contains. Two or three successes allow the character to understand the subtleties of the text, though obscure clues or riddles might be misinterpreted. Four or more successes mean the character completely understands content, easily deciphering any hints, clues, or hidden meanings.

This Skill also allows magicians to learn new spells. A magician can attempt to learn a spell by making a Magic Theory Test against the spell's Learning Difficulty. If successful, the magician has learned the spell and can write it in their grimoire. The magician can learn only one spell per day at no cost. More spells may be learned by sacrificing Recovery Tests. For each Test sacrificed, the magician may make an additional Magic Theory Test. See **Learning New Spells** (pg.361) for more information on learning and scribing spells.

Other functions of this Skill include identifying spells (Target Number equal to the Dispel Target Number, with a +4 bonus if it is from the magician's type of magic – Mage, Priest, Weird Science), and creating new Known As Variants (KAVs) of spells.

Maneuver

Step: Rank+DEX | **Default:** No
Action: Simple | **Karma:** No
Strain: 1 | **Tier:** Novice

The character takes uses fancy footwork and mobility to gain a superior position against their opponent. The character makes a Maneuver Test against the target's Physical Defense, and gains a +2 bonus for each success on their next close combat attack against that opponent.

Mapmaking

Step: Rank+PER | **Default:** No
Action: Sustained | **Karma:** No
Strain: 0 | **Tier:** Novice

To get where they want to go and avoid unsafe spots, characters traveling over land need a map. Characters can create maps in two ways: by copying an existing map or drawing an original map. To draw an original map, a character must have traveled over the area they are mapping. The character makes a Mapmaking (7) Test. This must be accompanied by successful **Navigation Tests** (pg.211) to keep track of position, unless the map is for a very small area.

To copy an existing map, the character makes a Mapmaking (5) Test. The Success Level of the Test determines the quality of the map produced. A single success yields a functional map with a few basic details and landmarks. Two or three successes yields a map that characters can use with a sextant or other

navigational tool. Four or more successes yields a highly accurate map that gives a +1 bonus to any Navigation Test made using it.

Mapmaking is a Craftsman Skill, but can be used as an Artist Skill.

Mechanic

Step: Rank+PER
Action: Standard
Strain: 0
Default: No
Karma: No
Tier: Novice

The character can build and repair machinery, ranging from small devices such as sewing machines up to locomotives and steamship engines. The character makes a Mechanic Test against a Target Number determined by the Gamemaster according to the complexity of the task and the availability of the proper tools and parts. On a success, the character puts together or repairs the target machinery. Additional successes may be used to improve the function of the machine. On a Rule of One result, the character fails to accomplish the task, and damages at least one tool or vital part. Note that working on some machinery, such as an airship's Kipp apparatus, may require additional Skills, such as Knowledge (Chemistry).

Melee Weapons

Step: Rank+DEX
Action: Standard
Strain: 0
Default: Yes
Karma: No
Tier: Novice

The character makes a direct physical attack in close combat against an opponent with a hand-held weapon, such as a sword, axe, or dagger. The character makes a Melee Weapons Test against the target's Physical Defense. If successful, the attack hits the target, and the character makes a Damage Test for the weapon used. See **Melee Attacks** (pg.229) for more information.

Mimic Voice

Step: Rank+CHA
Action: Simple
Strain: 0
Default: No
Karma: No
Tier: Novice

The character imitates a voice currently being heard by making a Mimic Voice Test against the speaker's Social Defense. If successful, the character learns the voice and can mimic it for a number of hours equal to their Mimic Voice Rank. When attempting to fool others, the character makes a Mimic Voice Test, the result being the Detection Difficulty for any Tests made to detect the mimicry. If the character does not understand the language of the person whose voice they are trying to copy, the Skill produces the equivalent of baby babble to those hearing it. The sounds are right, but the words don't mean anything.

Missile Weapons

Step: Rank+DEX
Action: Standard
Strain: 0
Default: Yes
Karma: No
Tier: Novice

The character makes an attack in ranged combat against an opponent by using a bow, crossbow, atlatl, or other weapon that fires projectiles using mechanical force. The character makes a Missile Weapons Test against the target's Physical Defense. If successful, the attack hits the target and the character makes a Damage Test for the weapon used. See **Missile Attacks** (pg.251) for more information.

Momentum Attack

Step: Rank+DEX
Action: Simple
Strain: 1
Default: No
Karma: No
Tier: Journeyman

The character makes an additional close combat attack while the opponent recovers from the first blow. If the character achieves one extra success on a close combat Attack Test against an opponent, they may make a Momentum Attack against that opponent.

After resolving the damage from the first attack, the character makes a Momentum Attack Test against their opponent's Physical Defense. If successful, they make a Damage Test as normal. Damage bonuses applied to the initial attack do not carry over. For example, if the character uses Crushing Blow with the first attack, they do not add that damage bonus to the Momentum Attack, though they may use Crushing Blow again. This Skill can only be used once per round.

Mount Attack

Step: Rank | **Default:** No
Action: Simple | **Karma:** No
Strain: 1 | **Tier:** Journeyman

The Mount Attack Skill allows a character to increase the accuracy of their mount's attacks. The character must be riding the mount for it to benefit from this Skill. The character adds their Mount Attack Rank to the mount's Attack Test.

Navigation

Step: Rank+PER | **Default:** No
Action: Sustained | **Karma:** No
Strain: 0 | **Tier:** Novice

The character can read maps, chart courses, and travel safely: on land, on sea, or in the sky, minimizing environmental challenges and other hazards. To pinpoint their location, navigators must be able to see the sky and must possess a set of navigator's charts. Navigation often relies on the movement of the sun, the constellations, and similar astronomical phenomena for direction. Consequently, navigation is most effective on clear nights when the stars shine brightest, or during the day when the sun can be sighted upon at specific times.

The character spends ten minutes determining their current position and makes a Navigation Test against a Target Number determined by the Gamemaster, based on the Navigation Table (below), and modified depending on the circumstances. Incomplete or inaccurate charts can increase the Target Number by +1 to +5.

The Test Result determines the character's accuracy. A single success gives a position accurate to within 10 miles. Two successes yields one accurate within 5 miles. Three successes locates the character within 2 miles. Four or more successes places the navigator within a mile of their target location.

If the Test fails, the character inadvertently plots a destination 20 to 25 miles wide of their intended destination. They only recognize their mistake if they make another Navigation Test that yields a better result, or arrive at the destination and realize that it's not the place where they intended to arrive. A Rule of One result positions the character more than 25 miles away from the intended destination, completely lost, but adamant that they know exactly where they are. Any further Navigation Tests the character makes at that point add +2 to the Target Number per Test (assuming the character can be convinced to make another Test by their traveling companions).

Navigation Table

Condition	Target Number
Clear night sky, few obstructions blocking the character's view (on an open plain, for instance)	5
Scattered clouds and/or minor obstructions, such as low buildings	7
Partly cloudy or significant obstructions (trees, nearby mountains, and so on)	9
Overcast, heavy foliage or other conditions blocking the character's view of the sky	12
Severe rainstorm or blizzard blocking the sky	18

Orbiting Spy (Magic)

Step: Rank+PER | **Default:** No
Action: Standard | **Karma:** Yes
Strain: 0 | **Tier:** Journeyman

The character summons a spy spirit to serve as a lookout by making an Orbiting Spy (6) Test. If successful, the spirit travels in a circular pattern around the character, up to 20 yards distance, for one hour per success on the Test. Conjured spy spirits cannot affect or be affected by the physical world and are immune to most spells, except those which disrupt or dispel magic. A character can only have one orbiting spy active at a time.

Whenever the character wants to use the spirit to detect something, they make an Orbiting Spy Test instead of a Perception Test. If successful, the spy spirit informs the character of anything unusual it notices. The spirit can be given specific instructions on what to look for,

to prevent unpleasant surprises. The character may direct the spirit to look out for and inform them of the presence of a number of objects or creatures equal to their Orbiting Spy Rank. The spirit will remain on alert for these creatures or objects, and will notify the character if they are detected. The Gamemaster makes Orbiting Spy Tests for the spirit in this instance and advises the character of the results, if applicable.

Spy spirits can see into the astral plane as well as the physical world, though this follows the normal rules for astral sensing (pg.341), so they can inform the character of anything lurking around in astral space.

Physician

Step: Rank+PER **Default:** No
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

The character diagnoses and prescribes treatments for injuries and diseases by examining the patient, then making a Physician Test against the condition's Target Number. If successful, the character knows what the problem is and how to treat it.

The character's Physician Rank is added to the next Recovery or Resistance Test the patient makes as applicable. The Gamemaster determines the Target Number for ailments, with suggested Target Numbers for common ailments listed below. A physician can attempt to treat the same ailment a number of times per day equal to the number of the patient's Recovery Tests.

Treating raw damage is treating an Injury. The effect of successful treatment is a Recovery Test bonus, as noted above. The Physician Skill can also be used to treat Wounds, which are treated individually. The physician has to take time to stitch or bandage each Wound. Successful treatment of a Wound does not heal it, but removes its penalty to Recovery Tests, thereby allowing to heal it faster. See **Effects of Injury** (pg.239). Treating Wounds also eliminates most risks of infection.

Physician Table

Ailment	Target Number
Common Cold	4
Injury and Wounds	5
Influenza	6
Mild Poison	6
Broken Bones	8
Strong Poison	11
Black Death	15

Picking Pockets

Step: Rank+DEX **Default:** No
Action: Standard **Karma:** No
Strain: 0 **Tier:** Novice

The character combines a deft touch with misdirection to remove an item from the pocket or pouch of another character. The character makes a Picking Pockets Test, the result being the Detection Difficulty for attempts made to notice the theft.

Anyone able to observe the character's action, including the target character, may make a Perception Test against the Detection Difficulty to notice the action immediately after the act has occurred.

Pilot Airship

Step: Rank+PER **Default:** No
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

Characters use the Pilot Airship Skill to maneuver and control Giffards and similar airships. Under normal circumstances, the helmsman makes a Pilot Airship Test against the Maneuverability of the vessel for control. A success means that the ship can hold position and course, and does not drift. One extra success allows the ship to maneuver against the wind in straight lines. Two extra successes allow the ship to navigate freely and make complex maneuvers. The Target Number will vary according to weather, enemy fire, and other circumstances. See ***1879 Gamemaster's Guide*** for more details on airship maneuvering.

Pilot Ship (Sail/Steam)

Step: Rank+PER **Default:** No
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

Characters use the Pilot Ship Skill to maneuver and control water-going vessels, either driven by sail (or oars) or by steam, as specified in the Skill name in parentheses. (The differences between sail and steam are significant enough to require a specialization.) Under normal circumstances, the helmsman makes a Pilot Ship Test against the Maneuverability of the vessel for control. A success means that the ship can hold position and course, and does not drift. One extra success allows the ship to maneuver against the current in straight lines. Two extra successes allow the ship to navigate freely and make complex maneuvers.

The Target Number will vary according to weather, enemy fire, and other circumstances. See *1879 Gamemaster's Guide* for more details on ship maneuvering.

Pilot Vehicle

Step: Rank+PER **Default:** No
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

Characters use the Pilot Vehicle Skill to maneuver and control powered land vehicles, such as steam coaches. Beast-driven vehicles require the **Animal Handling** Skill (pg.179). Under normal circumstances, the pilot makes a Pilot Vehicle Test against the Maneuverability of the vehicle for control. A success means that the vehicle can hold position and course. One extra success allows the vehicle to make simple maneuvers. Two extra successes allow the vehicle to navigate freely and make complex maneuvers. The Target Number will vary according to weather, enemy fire, and other circumstances. See *1879 Gamemaster's Guide* for more details on vehicle maneuvering.

Poison Resistance

Step: Rank+TOU **Default:** No
Action: Free **Karma:** Yes
Strain: 0 **Tier:** Novice

The character has increased tolerance of toxins. They may substitute a Poison Resistance Test for a Toughness Test against poison, venom, or other toxic substance.

Read and Write Language

Step: Rank+PER **Default:** No
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

Note: All characters start with this Skill at a Rank of 1, to represent their native language, unless they are specifically designed as being illiterate. No Test is required to read or write in the character's native language, unless they become literate after beginning game play.

The character learns to read and write different languages. Using this Skill, the character can learn a number of languages equal to their Read and Write Language Rank. If they have not reached this maximum, the character can attempt to learn a new language by studying with a tutor literate in the language for at least one month, then making a Read and Write Language Test against the language's Learning Difficulty. If successful, the character gains basic proficiency in the language and notes it on their Character Record Sheet. If the Test fails, the character cannot attempt to learn that specific language again until they have studied for another month.

The Learning Difficulty for some languages of Earth and the Gruv are shown in the Language Table (below). The numbers reflect the difficulty of learning the base versions of these languages. Dialects are considered different languages for the purposes of this Skill (see below).

When reading a language learned through this Skill, the character makes a Read and Write Language Test against the Learning Difficulty of the language. The success level determines how well they understand the content.

Simple sentences or ideas, such as "The mayor's house lies east of here," only require a single success. Histories or legends containing peculiar idioms or flowery phrases require two. Manuals or other books filled with jargon specific to a field of study require three successes. Understanding scientific treatises on natural philosophy, or other writings filled with specialized academic language and abstract ideas,

may require four or more. Partial successes may convey more or less detail at the Gamemaster's discretion. When writing, use the same process as for reading, depending on the complexity of the topic the character is writing about.

Dialects

Languages are often complex and most possess many different variations, called dialects. These dialects are sometimes regional, others by city, or even by neighborhood. The Learning Difficulty of a dialect is based on the original language, usually the base TN +2, but higher difficulties are possible. The character must know how to read and write the base language before they can attempt to learn a dialect of that language. If the character knows the base language of a dialect, they can communicate, but their ability to do so may be limited at the Gamemaster's discretion.

Language Table

Language	Learning Difficulty
English*	5
French	6
Italian	6
Polish	7
Russian	7
Samsut	8
Saurid	10
Spanish	6

* All characters beginning play with the English language know the British received-pronunciation dialect.

Read Ocean

Step: Rank+PER
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

The character guides a vessel through oceanic waters, dealing with both the changing currents of the open sea and areas closer to shore which may hide obstacles such as reefs or sand bars. The character makes a Read Ocean Test. The Target Number for open water is 7, with areas closer to shore scaling in difficulty depending on the coastline. If the Test fails, the vessel is damaged or encounters some other sort of trouble.

This Skill can also be used to track another oceanic vessel, notice approaching ships, and anticipate features such as upcoming land or the movements of wildlife and thus good fishing opportunities. To track another vessel or notice an approaching ship, the character makes a Read Ocean Test against the target captain's Pilot Ship or Crew Ship Step, whichever is higher, modified at the Gamemaster's discretion.

Read River

Step: Rank+PER
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

The character guides a riverboat or sailing vessel through the often treacherous waters of a river, which can be filled with sandbars, deceptive currents, and hidden reefs. The character makes a Read River Test. The Target Number for the average British or European river is 7, but some areas are more hazardous. If the Test fails, the vessel is damaged or encounters some other sort of trouble.

This Skill can also be used to track another riverboat along the river, notice approaching ships, and anticipate features of the river such as towns, villages, or good places to fish. To track another riverboat or notice an approaching ship, the character makes a Read River Test against the target captain's Pilot Ship or Crew Ship Step, whichever is higher, modified at the Gamemaster's discretion.

Read Sky

Step: Rank+PER
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

The character provides guidance for an air ship in flight, which can be more treacherous than sailing a water-bound vessel, as most airborne obstacles are invisible. Open, cloudless expanses of sky can have sudden weather shifts, changes in air currents, and unexpected thermals and updrafts.

The character makes a Read Sky Test. The Target Number for open sky on a calm day is 7, but the difficulty can scale up considerably

for adverse weather conditions. If the Test fails, the vessel is damaged or encounters some other sort of trouble.

This Skill can also be used to track another airship by anticipating its most likely course, notice approaching ships, and anticipate geographical features of the land below, usually to find a good place to set down. To track another airship or notice an approaching ship, the character makes a Read Sky Test against the target captain's Pilot Airship or Crew Airship Step, whichever is higher, modified at the Gamemaster's discretion.

Research

Step: Rank+PER **Default:** Yes
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

The character finds information through study and investigation, including library research and following up on rumors and legends, by making a Research Test against a Target Number determined by the type of information sought. The Gamemaster may use the numbers suggested in the Research Table, or the guidelines for creating Target Numbers in the *1879 Gamemaster's Guide*. The number of successes determines how much information is obtained. More successes often turns up more detailed information than the character initially sought.

Research Table

Type of Information	Target Number
General	5
Detailed	7
Intricate	9
Obscure	11

Resist Magic

Step: Rank+WIL **Default:** No
Action: Free **Karma:** No
Strain: 1 **Tier:** Journeyman

The character attempts to turn aside magical abilities that target Mystic Defense. Any time the character is targeted by such an ability, they may make a Resist Magic Test against their opponent's Test Result. If successful, the character channels their mind into a stronger pattern, preventing the ability from affecting them. The character can use this Skill a number of times equal to their Resist Magic Rank each round, but only once against each such effect directed at them.

Litissthrol, a Saurid Shaman, successfully casts a spell at Garratri, a Tribal Warrior from a rival tribe, with a Spellcasting Test result of 16. Realizing her peril, Garratri makes a Resist Magic Test to protect herself against the Shaman's magical assault, rolling an 18. Success! Litissthrol's spell has no effect, leaving him face-to-face with an angry warrior.

Resist Taunt

Step: Rank+WIL **Default:** Yes
Action: Free **Karma:** No
Strain: 1 **Tier:** Journeyman

The character resists the effects of insults by making a Resist Taunt Test against the attack's Test Result. If successful, the character disregards the insult or jibe and reconsiders their response at the last instant, negating the effect. Resist Taunt is effective against Persuasion, Taunt, Intimidation, and other similar Skills or Interaction Tests (see the *1879 Gamemaster's Guide*) that target Social Defense. The character can use this Skill a number of times each round equal to their Resist Taunt Rank, but only once per social attack.

Sergei, a Russian musician, has a Social Defense of 7. Yvgeny, a Cossack swordsman, Taunts him, making a quip about Sergei's grandmother being able to play better music with a pot and a soup ladle than Sergei can with his balalaika, with a Test Result of 14. Sergei chooses to ignore the Taunt, so he uses his Resist Taunt Skill, rolling a 15 on his Resist Taunt Test. Success! Strumming a complicated set of chord changes on his balalaika, Sergei puts on an air of blatant disdain. Yvgeny,

realizing his Taunt has failed, swears a round oath and stomps away in frustration.

Riposte

Step: Rank+DEX
Action: Free
Strain: 2
Default: No
Karma: No
Tier: Novice

The character uses their melee weapon to block an opponent's melee attack, possibly turning it back on the attacker. The character makes a Riposte Test against the opponent's Attack Test result. If successful, the character parries or blocks the attack and avoids any damage. If the Riposte Test scores any extra successes, the character counterattacks, making a Damage Test as normal. Bonus damage from this counterattack is determined by reducing the number of successes by one.

Lieutenant Gadberry, a British infantry officer, is in melee combat with a Mushkenite swordsman. The Samsut attacks, and scores a 13 on his Attack Test. Lt. Gadberry uses Riposte, and rolls a 21 on his Riposte Test, a total of two successes. He successfully parries the Mushkenite's attack and counterattacks, doing normal damage. His two successes only count as one for the purposes of bonus damage.

The character can only Riposte attacks that they are aware of. If they are Blindsided or Surprised, they cannot use this Skill. The character can use this Skill a number of times each round equal to their Riposte Rank, but may only make a single counterattack per round, regardless of how many successes they achieve on additional Riposte Tests. Riposte can only be used against melee Attack Tests directed against the character, including an opponent's Riposte Test, if the opponent also knows the Skill. A character may not use both Riposte and another Skill that negates being hit, such as Avoid Blow, against the same attack.

Riposting Longer Weapons

Optional Rule: When using Riposte against longer melee weapons, the character may not be able to reach the opponent to make an effective counterattack. The character must have a higher Initiative Test result than the opponent or be wielding a weapon with a Size no smaller than the opponent's weapon Size–2, to be able to inflict a return attack and therefore damage the foe. For example, a damaging response to a lance (Size 6) attack may be made with a successful two-handed sword (Size 5) Riposte, but not with a broadsword (Size 3) Riposte. The Riposte Test is made as normal against long weapons and can deflect such attacks, thus avoiding harm, but the character cannot inflict a return blow if their own weapon does not have sufficient reach.

Safe Path (Magic)

Step: Rank+PER
Action: Standard
Strain: 0
Default: No
Karma: Yes
Tier: Journeyman

The character contacts a local spirit to find the safest path through unfamiliar territory. The character does not conjure the spirit, but only establishes contact. Unless the character knows the Spirit Talk Skill, the spirit communicates by using a form of sign language, utilizing its native environment to produce simple, but effective, signals for the character to translate. The spirit may choose to animate a part of the nearby landscape, making its conversation perceptible to other characters.

The character makes a Safe Path Test, the result being the number of miles of safe passage the spirit can predict. The spirit communicates the safest path to take and indicates possible environmental dangers or natural beasts along the way. The spirit can only warn of dangers if the Safe Path Test result exceeds the Mystic Defense of the danger. Keep in mind that what a spirit considers dangerous can be vastly different to what poses danger to a person. The spirit's knowledge of an area is also limited by its type.

For example, earth spirits know very little about flying or waterborne dangers, but may be able to describe the arms and armor carried by other adventuring groups within the Skill's effective distance.

The information relayed by the spirit does not indicate the intentions of other characters or creatures, merely their presence and whether the spirit considers them dangerous. Also, the character is not guaranteed to make contact with a spirit. If the Gamemaster determines that a spirit is not present in the vicinity, then the Skill has no effect.

Second Attack

Step: Rank+DEX **Default:** No
Action: Simple **Karma:** Yes
Strain: 1 **Tier:** Journeyman

The character makes an additional close combat attack, using the same weapon wielded for the first Attack Test that round. The character makes a Second Attack Test against the opponent's Physical Defense. If successful, the character makes a Damage Test as normal.

Second Shot

Step: Rank+DEX **Default:** No
Action: Simple **Karma:** Yes
Strain: 1 **Tier:** Journeyman

The character makes an additional ranged combat attack. For firearm attacks, the gun used must have a rate of fire that allows for more than one shot per round. For missile attacks, the character must use the same weapon as their first Attack Test that round. For thrown attacks, they must use the same type of weapon. The character makes a Second Shot Test against their opponent's Physical Defense. If successful, the character makes a Damage Test as normal.

Second Weapon

Step: Rank+DEX **Default:** No
Action: Simple **Karma:** No
Strain: 1 **Tier:** Journeyman

The character wields a one-handed melee weapon in their off-hand to attack an opponent in the same round as their primary melee weapon. They make a Second Weapon Test against their opponent's Physical Defense. If successful, they make a Damage Test for the weapon, as normal. Saurid characters may use a tail weapon as a second weapon.

Seduction

Step: Rank+CHA **Default:** Yes
Action: Sustained **Karma:** No
Strain: 0 **Tier:** Novice

Characters use the Seduction Skill to convince members of their preferred sex to become romantically involved with them. A seduction has four stages: First Impression, Intriguing Conversation, Move To Intimacy, and the Suggestion. Each stage requires at least 10 minutes of interaction before the Test is made. The Gamemaster may modify this for the target's Attitude or the player's roleplaying. After sufficient time has passed with the characters engaged in conversation and flirtation, the character makes a Seduction Test against the target's Social Defense. If successful, the seduction moves to the next stage. Failure means the stage has to be repeated, requiring more time. A Rule of One result ends with the target walking away insulted at best, and possibly calling for retribution.

Each stage can be repeated a number of times equal to the character's Seduction Rank per day. For each success above that required for moving to the next stage, the character gains a +1 bonus to all Seduction Tests made during the next stage of the process.

First Impression (different from the Skill of the same name) can be a glance, a striking outfit, a dramatic entrance, or an opening line; all the pieces that fit together to make a good impression. To make a successful First Impression, a character needs only a single success.

Intriguing Conversation requires wit, flattery, a willingness to reveal hints about oneself, and the ability to pick up and respond to cues from the target. The object of Intriguing Conversation is to make the target feel special, like the most important and attractive person in the room, at the same time presenting the character as an attractive partner. To be successful, Intriguing Conversation requires two successes.

With a **Move to Intimacy**, the character begins to get more personal with the target character, gradually altering tone of voice, body language and the subjects of conversation to reveal even more personal details, learn more about the target, and develop a deeper rapport. A successful Move to Intimacy requires two successes.

The **Suggestion** occurs when the character suggests to the target character just how the character would like this encounter to end. A successful Suggestion requires three successes. The character gets only one chance to make the Suggestion. Failure here destroys all work leading up to this point, requiring the Seduction to start over from scratch. A Rule of One result here leaves the target character with an Unfriendly Attitude at best, and may lead to hostilities.

A successful seduction creates other effects beyond satisfying the immediate suggestion. The seduced character's Attitude toward the seducing character improves by two degrees for the next 24 hours, and permanently improves by one degree as long as the character does not behave badly toward or betray the seduced character.

Shake It Off

Step: Rank+TOU
Action: Standard
Strain: 0
Default: No
Karma: No
Tier: Novice

This Skill allows the character to summon their fortitude and get rid of injuries they've just taken. The character must be currently engaged in combat, although they do not have to be directly facing an opponent. The adrenaline rush of being in or near a battle provides the stimulus for the Skill. The character spends a Recovery Test to immediately heal a number of Physical Damage Points equal to the result of the Shake It Off Test. Using this Skill supersedes the normal waiting time requirements for Recovery Tests (see **Effects of Injury**, pg.239).

Shield Charge

Step: Rank+STR
Action: Simple
Strain: 1
Default: Yes
Karma: No
Tier: Novice

The character bashes an opponent by making an attack in melee combat using their shield as a weapon. The character makes a Melee Attack Test as normal. If successful, they make a Shield Charge Test instead of a Damage Test. If successful, the target of the attack makes a Knockdown Test (pg.237) whether or not they took a Wound, using the result of the Shield Charge Test as the Target Number.

Slough Blame

Step: Rank+CHA
Action: Standard
Strain: 1
Default: No
Karma: Yes
Tier: Novice

The character temporarily diverts suspicion and blame from themselves to another person by concocting a plausible explanation, then making a Slough Blame Test against the higher of the accuser's or scapegoat's Social Defense, +1 for each additional character involved. If successful, the blame is passed on per the character's explanation for a number of minutes equal to their Slough Blame Rank, hopefully sufficient time for the character to make an exit.

Speak Language

Step: Rank+PER
Action: Standard
Strain: 1 (see text)
Default: No
Karma: No
Tier: Novice

The character learns to communicate with others in different languages. Using this Skill, they can learn a number of languages equal to their Speak Language Rank. If the character has not reached this maximum, they can attempt to learn a new language by studying with a fluent speaker for at least one month, then making a Speak Language Test against the language's Learning Difficulty. If successful, the character learns the language at basic fluency and notes it on their Character Record Sheet. If the Test fails, the character cannot attempt to learn that specific language again until they study for another month.

All characters begin the game with a Rank of 1 in this Skill, reflecting their native language.

No Test is required to speak the character's native language, and no Strain is incurred by doing so. Only those languages learned after Rank 1 require a Test and incur Strain.

The Learning Difficulty for some of the available languages is shown in the Language Table below. The numbers reflect the difficulty of learning the base versions of these languages. Dialects are considered different languages for the purposes of this Skill (see below).

When speaking a language learned through this Skill, the character makes a Speak Language Test against the Learning Difficulty of the language. The success level determines how well they communicate. Simple sentences or ideas, such as "Which way to the sheriff?" may only require a single success. Normal conversation that includes idioms or jargon require two. Technical conversations or other discussions filled with specialized jargon require three successes. Conversations about philosophy, or other abstract ideas, may require four or more. Partial successes may convey more or less detail at the Gamemaster's discretion.

The effect of each Test lasts for a number of hours equal to the character's Speak Language Rank, allowing communication at the level achieved by the Test Result. If the character requires more complex conversation, they must make another Speak Language Test. The Strain cost reflects the concentration required to establish and maintain communication.

Dialects: Languages are often complex and most possess many different variations, called dialects. These dialects are sometimes regional, others by city, or even by village. The Learning Difficulty of a dialect is based on the original language, usually the base Difficulty Number +2, but higher difficulties are possible. The character must know how to speak the base language before they can attempt to learn a dialect of that language. If the character knows the base language of a dialect, they can communicate, but their ability to do so may be limited at the Gamemaster's discretion.

Language Table

Language	Learning Difficulty
English*	5
French	6
Italian	6
Polish	7
Russian	7
Samsut	8
Saurid	10
Spanish	6

* All characters beginning play with the English language know the British received-pronunciation dialect.

Spellcasting (Magic)

Step: Rank+PER
Action: Standard
Strain: 0
Default: No
Karma: No
Tier: Novice

The magician casts spells by making a Spellcasting Test against the Casting Difficulty given in the spell's description. If successful, the spell is successfully cast and the effect determined. See the **Magic** chapter (pg.333) for more information, and the **Spells** chapter (pg.369) for spell descriptions.

Spirit Dodge (Magic)

Step: Rank+PER
Action: Standard (see text)
Strain: 1
Default: No
Karma: No
Tier: Journeyman

The character conjures a tasked spirit to provide protection in combat. They make a Spirit Dodge (6) Test. If successful, a spirit is conjured, which stays with the character for a number of hours equal to the Spirit Dodge Rank or until dismissed by the character.

The spirit automatically tries to divert all close or ranged combat attacks that would otherwise hit the character, even if the character is unable to see the blow coming, pulling or pushing the character in any direction needed to avoid being struck. The character makes a Spirit Dodge Test against the Attack Test result as a Free Action. If successful, the attack misses, as the spirit drags the character out of the way at the last instant. Each time the character makes a Spirit Dodge Test to avoid a blow, they suffer 1 Strain.

Action Test penalties for being Knocked Down are also applied to the Spirit Dodge Test, as the spirit's ability to move the character to avoid being struck is impaired. The character incurs Blindsided or Surprised penalties as normal, simply reacting against attacks when they wouldn't normally be able to.

Spirit Hold (Magic)

Step: Rank+WIL **Default:** No
Action: Standard **Karma:** No
Strain: 1 **Tier:** Novice

The character boldly faces a spirit within 20 yards and orders it to halt, making a Spirit Hold Test against the spirit's Mystic Defense. If successful, the spirit is held in place, unable to move or take any actions other than communicating for a number of rounds equal to the character's Spirit Hold Rank. This Skill requires the character's concentration. Other than communication, they cannot move, cast spells, or perform any other actions. If they do, the effect of the Skill ends, freeing the spirit.

Each round, the spirit may attempt to break free by making a Willpower Test against the character's Spirit Hold Test result. If successful, the spirit is freed and the Skill's effect ends. If the Skill's duration runs out, the character may use it again to prolong the hold. If the Skill's effect ends before the duration runs out by the character taking other actions or the spirit freeing itself, subsequent uses of the Skill against the same spirit require an extra success.

Spirit Talk (Magic)

Step: Rank+PER **Default:** No
Action: Standard **Karma:** Yes
Strain: 1 **Tier:** Novice

The character is able to talk with spirits and entities, including those who do not speak a language known to the character and those who do not communicate verbally, by making a Spirit Talk Test against the spirit's Mystic Defense. If successful, the character may talk with the spirit for a number of minutes equal to their Spirit Talk Rank. This Skill does not compel the spirit to reply to the character. It merely makes communication possible.

Spot Armor Flaw

Step: Rank+PER **Default:** No
Action: Simple **Karma:** Yes
Strain: 0 **Tier:** Journeyman

The character detects weaknesses in another person's armor by making a Spot Armor Flaw Test against the higher of the target's or their armor's Mystic Defense. If successful, the character sees any flaws in the armor and gains a +2 bonus to their Attack Tests for each success scored on the Spot Armor Flaw Test. This bonus lasts for a number of rounds equal to the character's Spot Armor Flaw Rank. The effects of this Skill are not cumulative with the Show Armor Flaw Skill (see the **1879 Companion**). The **Civil Engineering** (pg.185) or **Field Engineering** (pg.198) Skills may be used in the same way against fortifications.

Sprint

Step: Rank **Default:** No
Action: Simple **Karma:** No
Strain: 1 **Tier:** Novice

The character puts extra effort into their speed, adding their Sprint Rank to their Movement Rate for a round. Sprint cannot be used during the same round as other movement-enhancing Skills.

Stealthy Stride

Step: Rank+DEX **Default:** Yes
Action: Simple **Karma:** No
Strain: 0 **Tier:** Novice

The character combines fluid movement from cover point to cover point with careful placement of their steps to avoid making noise and revealing their presence. The character makes a Stealthy Stride Test, the result being the Detection Difficulty for any Perception Tests made to notice the character. This Skill does not allow the character to vanish while being observed. Once someone is aware of the character's presence, the Skill will not work. Using Stealthy Stride halves the character's Movement Rate and the effect of any abilities used to increase movement speed.

Steely Stare

Step: Rank+CHA
Action: Standard
Strain: 1
Default: No
Karma: No
Tier: Journeyman

The character intimidates another person with a piercing gaze, staring intently at the target and making a Steely Stare Test against the target's Social Defense. If successful, the target feels a chill travel up their spine and becomes wary of the character for a number of minutes equal to the character's Steely Stare Rank. While affected, the target will not take any actions against the character, including Interaction Tests, such as Persuasion, Intimidation, Taunt, and so on, unless attacked. The target can shake off the effect by making a successful Willpower Test against the character's Steely Stare Step.

Stout Constitution

Step: Rank+TOU
Action: Free
Strain: 0
Default: No
Karma: No
Tier: Journeyman

The character's resistance to poison and disease improves, allowing them to make a Stout Constitution Test in place of a Toughness Test when resisting the effects of poison or infection by disease. The character may also make a Stout Constitution Test in place of a Recovery Test when healing damage inflicted by poison or disease.

Each successful Stout Constitution Test made removes some of the poison or disease from the character's body. The character breaks a sweat as their metabolism rises, dealing with some of the poison or disease affecting the character, and reducing the Target Number and Effect Step by –1 for each successive Stout Constitution Test made against the same poison or disease.

Streetwise

Step: Rank+CHA
Action: Sustained
Strain: 0
Default: No
Karma: No
Tier: Novice

A character with the Streetwise Skill knows the ins and outs of urban environments, particularly the seedier side of cities. Streetwise is used like **Etiquette** (pg.197) for situations where the character tries to fit into criminal or street subculture. Streetwise also allows a character to gain the trust of other characters living apart from society who would otherwise not speak to them. The character makes a Streetwise Test against the highest Social Defense among a target group, +1 per additional character. If successful, the targets are convinced that the character is a local street element and not sent by the authorities or otherwise out to disrupt their trade. They will interact with the character, but are not necessarily friendly.

Streetwise can also act as a Knowledge Skill when trying to find information typically available to local underground characters, such as the location of black markets. The character can emulate a Knowledge Skill by asking around, dropping a few coins into the right palms, and observing the urban environment. This follows the rules for making **Knowledge Tests** (pg.173).

Summon (Magic)

Step: Rank+PER
Action: Standard
Strain: 0
Default: No
Karma: Yes
Tier: Journeyman

The character summons a spirit, elemental, or other extra-planar being to their current location by making a Summon Test against the entity's Mystic Defense, as determined by its Force Rating (see the **Astral Denizens** chapter of the ***1879 Gamemaster's Guide***). If successful, the entity appears. If the entity's Force Rating is equal to or less than the character's Summon Rank, the character may demand a number of services of the entity equal to the number of successes scored in the Summon Test. If the entity's Force Rating is higher than the character's Summon Rank, the character will need other magic or Skills to successfully negotiate with or control it. See **Summoning** (pg.403) for more information.

Suppress Curse (Magic)

Step: Rank+WIL
Action: Standard
Strain: 1
Default: No
Karma: No
Tier: Novice

The character temporarily nullifies any curses or negative spell effects affecting a target. The character makes a Suppress Curse Test against the highest Step Number of any

curse or the highest **Dispel Difficulty** (p.367) of any spells present on the target, +1 for each additional curse or spell. If successful, all of the curses and spells are neutralized for a number of rounds equal to the character's Suppress Curse Rank. While their effects are suspended, their duration is still tracked. If a magical effect's duration ends while the Skill is in effect, it will not resume when the Skill's duration ends. The character must remain within a number of yards equal to their Suppress Curse Rank of the target throughout the Skill's duration or the effect ends.

Sure Mount

Step: Rank+STR **Default:** No
Action: Free **Karma:** No
Strain: 0 **Tier:** Novice

The mounted character avoids being dismounted by making a Sure Mount Test in place of any Knockdown Test they are required to make (see **Mounted Combat**, pg.253). Characters may also use this Skill in place of Equestrian to remain in the saddle when their mount **spooks** (*1879 Gamemaster's Guide*), but they sacrifice the opportunity to regain control of the mount, instead riding out the spook.

Surprise Strike

Step: Rank+STR **Default:** No
Action: Free **Karma:** No
Strain: 1 **Tier:** Novice

The character takes advantage of an unaware or distracted opponent to inflict a telling blow. This Skill may be used against targets that are Surprised, Harried, Blindsided, or Knocked Down, or as the first action in a fight. If the character's Attack Test against such an opponent is successful, they substitute their Surprise Strike Step for their Strength Step in the Damage Test.

Swift Kick

Step: Rank+DEX **Default:** No
Action: Simple **Karma:** No
Strain: 1 **Tier:** Novice

If the character has free use of a leg (or tail, if a Saurid), they may kick (or tail-strike) an opponent as an additional attack in close combat. The character makes a Swift Kick Test against the target's Physical Defense. If successful, the character makes an unarmed Damage Test as normal.

Swimming

Step: Rank+STR
Default: Yes (see text) **Action:** Standard
Karma: No **Strain:** 0
Tier: Novice

All Saurids, and many other people who live near water, learn to swim. Characters make a Swimming Test against a Target Number determined by the condition of the water around them. Recommended Target Numbers are given below.

Swimming uses a Standard Action every round, but a Test is only made when the water condition changes or at the Gamemaster's discretion. While swimming, a character's Movement Rate is normally halved, though when swimming with or against a strong current, the Gamemaster may grant a bonus (or penalty) to the Movement Rate. Saurids are at home in the water and use their normal Movement Rate when swimming. Characters who fail their Swimming Test make no appreciable progress. On a Rule of One result, the character starts drowning (see the *1879 Gamemaster's Guide*).

Water Condition Table

Water Condition	TargetNumber
Calm	4
Small waves	5
Slow river current	7
Moderate river current	9
Major river current	13
Open ocean	15

Swing Attack

Step: Rank+DEX **Default:** No
Action: Standard **Karma:** No
Strain: 1 **Tier:** Journeyman

The character swings down at an opponent from an elevated position using sturdy ropes, ship's rigging, or vines. Before the attack, the character decides whether to swing on past, or to stop swinging and land next to their opponent.

If they decide to continue swinging, the attack is treated as a **Swooping Attack** (pg.256), but no penalties or Strain for Splitting Movement are applied. They are covered by the effects of the Skill.

The character makes a Swing Attack Test as their close combat Attack Test. If successful, they add their Swing Attack Rank to their Damage Test. When trying to swing on after a successful attack, the character makes a Strength Test against the target's Toughness Step to avoid being knocked off the rope or vine from the impact. If this Test fails, the character falls, taking Step 5/D8 Falling damage, and is automatically Knocked Down.

Many Sailors learn to use Swing Attack as a tactic for dropping into the thick of trouble from a position of advantage, swinging down to the deck from a ship's rigging. When climbing trees, Saurid Tribal Warriors use vines to swoop down on their opponents. A character with this Skill can substitute their Swing Attack Step for their Dexterity Step when attempting other non-combat actions, such as swinging from rigging and the like.

Tactics

Step: Rank+PER
Action: Standard
Strain: 0
Default: No
Karma: No
Tier: Novice

The character directs combat to the advantage of their troops. For the commanding character to effectively use the Tactics Skill, their troops must be at least Friendly to them. The commander decides whether their troops are taking the offensive or the defensive, then makes a Tactics Test against the opposing commander's Social Defense.

If the troops go on the offensive, they gain a +1 bonus to their Attack or Damage Tests (commander's choice) for each success achieved. This bonus may be split between Attack and Damage if the Tactics Test scores more than one success. If on the defensive, they add +1 to their Physical, Mystic, or Social Defense (commander's choice) for each success achieved. Again, multiple successes may be distributed across these as the commander sees fit. A Rule of One result works to the enemy's advantage. The character completely fails to read the situation correctly and their troops suffer a –1 penalty to their Tests or Defense Ratings, as appropriate.

The character may command a maximum of Tactics Rank×20 troops at a time for a number of minutes equal to their Tactics Rank. If several characters attempt to command the same group of soldiers, the highest Result Level determines the bonus, and who is in command. Tactics can only be used on Gamemaster characters. Player characters do not benefit from having this Skill used on them.

Taunt

Step: Rank+CHA
Action: Simple
Strain: 1
Default: No
Karma: No
Tier: Novice

The character distracts another person by insulting and humiliating them. The target must be able to understand the character, or the Skill has no effect. The character makes a Taunt Test against the target's Social Defense. If successful, the target incurs a –1 Action Test penalty and subtracts –1 from their Social Defense for each success achieved, for a number of rounds equal to the character's Taunt Rank.

Thought Link (Magic)

Step: Rank+PER
Action: Standard
Strain: 1
Default: No
Karma: No
Tier: Journeyman

The character establishes a telepathic link with a character, an animal companion, or a familiar within line of sight by making a Thought Link Test against the target's Mystic Defense. If successful, the character may talk telepathically with the target, as long as they remain within Thought Link Rank×100 yards, for a number of minutes equal to the Test Result.

Telepathic communication is silent and requires no more effort than forming the words in one's mind. Thoughts come across as words, accompanied by a buzzing, ticklish pressure. The recipient of the thought hears and feels the words. Though not painful, the effect is known to cause peculiar expressions on the faces of those not expecting it.

Throwing Weapons

Step: Rank+DEX | **Default:** Yes
Action: Standard | **Karma:** No
Strain: 0 | **Tier:** Novice

The character makes a ranged attack in combat against an opponent by hurling a weapon made for throwing, such as a knife or spear. Using an object not made specifically as a thrown projectile, such as a rock, incurs a -1 Step penalty. The character makes a Throwing Weapons Test against the target's Physical Defense. If successful, the attack hits the target and the character makes a Damage Test for the weapon used. See **Thrown Attacks** (pg.252) for more information.

Tiger Spring

Step: Rank | **Default:** No
Action: Free | **Karma:** No
Strain: 1 | **Tier:** Novice

The character reacts more quickly than normal in combat, adding their Tiger Spring Rank as a bonus to their Initiative Test each round the Skill is used. For example, a character with Tiger Spring at Rank 3 gains a +3 bonus to their Initiative Test. Tiger Spring can be used with other Skills that improve Initiative.

Tracking

Step: Rank+PER | **Default:** No
Action: Standard | **Karma:** No
Strain: 1 | **Tier:** Novice

The character follows the trails left by people or animals across great distances, using a combination of knowing what traces might be left based on the environment, and the evidence of their senses, in particular sight and smell, to find traces of the target's passage. After locating some apparent trace of passage, either by searching for it (taking five minutes) or spotting it with a Perception Test (immediate), the character makes a Tracking Test against the tracks' Detection Difficulty. If successful, the character may follow the tracks for a number of hours equal to their Tracking Rank before requiring another Tracking Test.

The base Detection Difficulty of a trail is equal to the lowest Dexterity Step among the target group. If the trail is over a day old, add +2 to the Detection Difficulty; if the trail is a week or more old, add +3 to the Detection Difficulty for every week that has passed. If the tracks have been obscured by weather, such as rain or snow, the character requires an extra success on their Tracking Test to be able to follow them.

The character may also use this Skill to obscure their own tracks, as long as they travel no faster than their Movement Rate. If disguising a group's tracks, travel is limited to a maximum speed equal to half the character's Movement Rate. The character must keep to the rear of the group and spend time masking signs of their passage. The character makes a Tracking Test once for each day of travel, the result of which becomes the Detection Difficulty for attempts to follow the group.

Trick Riding

Step: Rank+DEX | **Default:** No
Action: Simple | **Karma:** No
Strain: 1 | **Tier:** Novice

The mounted character performs acrobatics on their mount, making Trick Riding Tests in place of Avoid Blow Tests to dodge close or ranged combat attacks directed against the character or their mount. The character may also guide their mount into jumping fences, chasms, flames, or other obstacles by making a Trick Riding Test against a Target Number determined by the Gamemaster. For example, jumping a short one-yard-high fence could have a Target Number of 4, where jumping over a three-yard-wide chasm could have a Target Number of 12. The mount must have an Attitude of Friendly or better toward the rider for this Skill to be used.

If the character or the mount is required to make a Dexterity Test for any acrobatic maneuver, the character may make a Trick Riding Test instead. Some maneuvers in **Mounted Combat** (see pg.253) require a Trick Riding Test if the mount is not sufficiently combat-trained.

True Shot

Step: Rank+DEX **Default:** No
Action: Standard
Karma: Yes (see below)
Strain: 0 **Tier:** Novice

The character makes extremely reliable ranged attacks. True Shot requires 1 Karma Point to be spent even if it is a Core Skill. The character makes a True Shot Test as their ranged Attack Test. If the Test Result is not high enough to achieve success against the Target Number (usually an opponent's Physical Defense), the character must spend another Karma Point, roll the Karma Die, and add it to the Test Result. This is repeated until the Test Result is sufficient to hit the target or the character has spent a number of Karma Points equal to their True Shot Rank, at which point no more Karma may be spent. Once the Attack Test is successful, no more Karma can be spent to increase the Test Result. If the character runs out of available Karma before either the Attack Test is successful, or the Karma spent equals the character's True Shot Rank, Strain is substituted. The target may attempt to dodge the attack with defensive abilities such as Avoid Blow. This Skill may be used with thrown weapons, missile weapons, or firearms.

True Sight (Magic)

Step: Rank **Default:** No
Action: Free **Karma:** No
Strain: 0 **Tier:** Journeyman

The character sees through illusions more easily, adding their True Sight Rank to the result of any Tests they make to Sense, Disbelieve, or otherwise see through an illusion. This bonus does not increase the efficacy of the original Test for any purposes other than detecting illusions. For example, if the character had made a Damage Test which also counted as a Sensing Test to detect an illusion, adding their True Sight Rank to the Test Result would not inflict further damage. It simply increases the Test Result and improves the chance of success with the Sensing Test. See **Illusions** (pg.381) for more information on illusions and how they work.

Unarmed Combat

Step: Rank+DEX **Default:** Yes
Action: Standard **Karma:** No
Strain: 0 **Tier:** Novice

The character makes an attack in close combat without weapons, using hands, feet, or another body part against an opponent. The character makes an Unarmed Combat Test against the target's Physical Defense. If successful, the attack hits the target. Unless noted otherwise, the character uses their Strength Step only for the Damage Test. See **Unarmed Attacks** (pg.249) for more information.

Wheeling Attack

Step: Rank+DEX **Default:** No
Action: Standard **Karma:** Yes
Strain: 1 **Tier:** Journeyman

The mounted character makes more effective Charging Attacks (see **Mounted Combat**, pg.253). They are not required to have their mount move more than its Movement Rate before the attack, but are instead required to have the mount move at double its Movement Rate during the round. Wheeling Attack requires the character to use the **Splitting Movement** combat option (pg.244), but they do not suffer a Harried modifier or Strain (which is covered by the Skill). The character makes a Wheeling Attack Test as their Attack Test in close combat. The mount must have a Friendly Attitude or better toward the character for this Skill to be used.

Vorrallio of the Burning Teeth rides a harpy with a Movement Rate of 25, but the distance to his target is only 10 yards. Normally, Vorrallio would have to be 26 yards from his target to make a Charging Attack (1 higher than his mount's Movement Rate of 25). When using Wheeling Attack, however, Vorrallio can make a Charging Attack against any target within reach (which is double the mount's Movement Rate, or 50 yards), but the mount has to use up all of its movement. In this example, Vorallio moves 10 yards adjacent to his target, attacks, then moves 40 yards away from the target. This split

movement is covered by the Skill's effects, so Vorallio suffers no additional penalty.

Wheeling Defense

Step: Rank | **Default:** No
Action: Simple | **Karma:** No
Strain: 1 | **Tier:** Journeyman

The mounted character urges their mount into a whirling circle, confusing their attackers by presenting a constantly moving target. The Physical Defense of both the character and the mount are increased by the character's Wheeling Defense Rank until the end of the next round. When using Wheeling Defense, the mount's Movement Rate becomes 4, unless another effect causes it to be lower. If the mount moves farther, the Skill's effects end. The mount must have a Friendly Attitude or better towards the rider for this Skill to be used.

Wilderness Survival

Step: Rank+PER | **Default:** No
Action: Sustained | **Karma:** No
Strain: 0 | **Tier:** Novice

The character knows how to survive in the wild. They are able to locate or build shelter, start a fire, find water, or forage for edible vegetation, such as berries, roots, fruits, mushrooms, and other plants. The character makes a Wilderness Survival Test against a Target Number determined by the Gamemaster, based on those shown in the Survival Table below, and taking circumstances such as season, weather, and environment into account. Each use of this Skill takes two hours, and the character may make four such Tests per day, meaning they will sometimes need to make difficult survival decisions: food or water? shelter or food?

Finding Food

Wilderness Survival allows the character to forage for food, but it does not provide them with any special advantages for hunting, fishing, or tracking. These are separate Skills. Some barren areas may not support any plants or animals at all. The character cannot successfully forage in such areas. For each success on a Wilderness Survival Test, the character finds enough food for one person for one day. On a Rule of One result, the character finds what appears to be food, but will leave the person consuming it ill or poisoned.

Finding Shelter

Unless the character carries a tent or tarp, they will need to find or build shelter when traveling through the wild. Natural shelters include caves, rock formations, fallen trees, or anything else that can block the wind and/or offer some sort of protection from the elements. For each success on a Wilderness Survival Test, the character finds or builds a shelter providing adequate protection for one person from light rain, wind, or snow. On a Rule of One result, the character not only fails to find or build shelter, but suffers minor injury from exposure and/or inept use of tools.

Finding Water

Generally, a human requires a minimum of one quart of water each day to remain healthy. Trolls, being larger, require more, as do Saurids, due to their semi-amphibious nature. Unfortunately, not all the water found in the wilderness is safe to drink. Precautions should always be taken before drinking from any untested water source. In areas without obvious sources of water, alternative water sources must be found. For each success on a Wilderness Survival Test, the character finds enough safe water for one person for one day. On a Rule of One result, the water turns out to be brackish or toxic, leaving anyone consuming it ill and/or poisoned.

Survival Table

Terrain	Target Number
Forest	5
Jungle	7
Alpine Forest	8
Plains	6
Scrublands	7
Mountains, lowland	7
Mountains, highland	9

Willforce

Step: Rank+WIL **Default:** No
Action: Free **Karma:** No
Strain: 1 **Tier:** Journeyman

The character focuses their mind, increasing the effectiveness of their spells. The character substitutes their Willforce Step for their Willpower Step when making a spell Effect Test. This substitution must be done for each Effect Test. If a spell requires multiple Effect Tests (by targeting a group, or having an extended duration, for example), the character can choose which Tests receive the benefit of this Skill at the time they make the Test. Willforce cannot substitute for Willpower in any other Test unless specifically permitted.

Winning Smile

Step: Rank+CHA **Default:** Yes
Action: Standard **Karma:** No
Strain: 0 **Tier:** Novice

The character appears more attractive to another person. Make a Winning Smile Test against the target's Social Defense. If successful, the target finds the character's appearance pleasing. The character adds their Winning Smile Rank to any Interaction Tests they make against the target for a number of hours equal to their Winning Smile Rank. A character may attempt a Winning Smile Test only once against a given character each day.

While generally most effective against members of the same race, the character can also use this Skill on characters of other races, though typically with greater difficulty. The Gamemaster should determine whether such an attempt requires more successes to be effective and, if so, how many. For example, a human trying to impress a dwarf may require two successes on their Winning Smile Test. That same human attempting to impress a Saurid might require four or more successes (if it is even possible). By contrast, if the target in question had a preference for humans, the Test might require only a single success.

Wood Skin (Magic)

Step: Rank+TOU **Default:** No
Action: Standard **Karma:** Yes
Strain: 0 **Tier:** Novice

The character toughens their body to better resist damage. They spend a Recovery Test and makes a Wood Skin Test, adding the result to their Health Ratings for Wood Skin Rank hours. When the Skill is active, the character's muscles and ligaments toughen and their skin takes on the appearance of wood or bark. The Skill remains in effect for the full duration, even if the character falls unconscious.

Wound Balance

Step: Rank+STR **Default:** No
Action: Free **Karma:** No
Strain: 0 **Tier:** Novice

The character firmly stands their ground, substituting their Wound Balance Step for their Strength Step when making Knockdown Tests. This Skill may only be used if the character is supporting and balancing their own weight, as opposed to being mounted, or carried by another character.





1879 PLAYERS GUIDE



Combat & Its Aftermath

The sand of the desert is sodden red–
Red with the wreck of a square that broke;
The Gatling's jammed and the Colonel dead,
And the Regiment blind with dust and smoke.
The river of death has brimmed his banks,
And England's far and Honour's a name,
But the voice of a schoolboy rallies the ranks:
"Play Up! play up! and play the game!"
– Henry Newbolt, Vitaï Lampada

Characters can expect to confront any number of evil or dangerous beings in the course of their adventures. Sometimes they'll be able to get what they need without combat. Sometimes they'll have to fight for what they want. This chapter explains the mechanics for handling those situations in which the player characters must fight to survive, and those times when they join battle for the sheer pleasure of matching skills against an opponent.

Combat in *1879* is oriented more toward drama than simulation, allowing characters to perform a wide variety of actions. Firing pistols, casting spells, and intimidating enemies are all just part of the action.

Combat Summary

Combat is conducted in a series of turns called combat rounds, or simply rounds. Each combat round equals roughly six seconds of game time. The exact length of each round is usually not important to the story. It's simply a convenient unit of measure. During each round, your character can perform simple tasks (including movement), or use one Skill that requires an Action.

To see whether their characters can actually perform the desired action or to determine how successfully the action is carried out, players will make one or more Tests, starting with an Initiative Test to determine the order in which actions are resolved. For an action to cause damage to the enemy, players make an Attack Test, which, if successful, is followed by a Damage Test. These and other kinds of Tests that players make during combat are described in the **Actions** (p.231), and **Resolving Attacks** (p.235) sections.

The following list gives the general sequence of a combat round. Each element is explained more fully later on in this chapter.

1 Declare Intentions
2 Determine Initiative
3 Declare and Resolve Actions
4 Begin a New Round

Most of the following rules apply equally to player and Gamemaster characters. Whenever a rule applies solely to a Gamemaster character or creature, it is noted as such. References to the term "character" otherwise refer to any player or Gamemaster characters or creatures participating in the combat.

Declare Intentions

All characters declare the general type of action they intend to perform during the round, along with any combat options (see pg.240) they intend to use. This doesn't need to be overly formal. Combat options need to be chosen before Initiative is rolled, because many combat options have effects that last the entire round, such as raising or lowering defense ratings.

Determine Initiative

Characters make an Initiative Test each round to determine the order in which their actions are resolved. Skills, spells, armor, and shields can modify the Initiative Step, as listed with their descriptions. A character's Initiative Step cannot voluntarily be lowered below Step 1. A character whose Initiative Step is involuntarily reduced below Step 1 – through Wounds or magic, for example – acts last in the round, with an effective Initiative of 1.

Players roll Initiative for their own characters. The Gamemaster rolls for the characters and creatures they control. The character or creature with the highest Initiative Test result acts first, followed by the character with the next highest result, and so on. If two or more characters have the same Initiative, their actions occur at the same time and are resolved in whatever order the Gamemaster prefers. One method of breaking ties is comparing the characters' Dexterity values. Comparing Initiative Steps is another. If a player character ties with a Gamemaster character or creature, the player character should get to take their actions first.

Speeding Up Initiative

While players are normally responsible for just their own character, the Gamemaster is often required to look after Initiative for multiple creatures or Gamemaster characters. To simplify the Initiative process, it is recommended that the Gamemaster make one Initiative Test for groups of similar characters. For example, it makes more sense for the Gamemaster to roll one Test for a group of six identical bandits than keep track of individual Initiative Test results for each one. On the other hand, if the group consists of five bandits accompanied by a more highly Skilled captain, the Gamemaster may choose to make one Test for the five bandits and a separate Test for their captain.

Take The Initiative

Optional Rule: In large combats, which can take a lot of real time to resolve (thus slowing game play), the Gamemaster may speed up combat by choosing not to make Initiative Tests for Gamemaster creatures or characters, and using their Initiative Step as the Test result.

For large combat scenes, the ***1879 Miniatures Wargame*** can be used for the main battle, with the player characters taking their actions in combat rounds in between turns of the minis conflict.

Battle Maps And Miniatures

While it is possible to handle combat abstractly, with the action occurring solely in everyone's imagination, the use of a hex-based battle map and miniatures can help visualize the fight. When using a battle map, we recommend that a hex be equivalent to 2 yards in width. Any distance specified can be easily halved to determine the distance on the hex grid. It is usually best to round up to cover a full hex. If an effect has a range of 1 yard, it should cover 1 hex.

Resolve Actions

Once the Initiative order has been determined, each character takes their turn, declares the specific Skills, abilities, or spells they intend to use, and whether they plan to spend Karma on any actions. They resolve their actions by making the appropriate Tests and evaluating the results. This includes making Damage Tests, spell Effect Tests, and so on.

Begin a New Round

After all characters or creatures have resolved their actions, the round ends. If the fight is not over, the next combat round begins.

Actions

During each combat round, a character can take one Standard Action and any number of Simple Actions. They can use Sustained Actions over the course of several turns, and can use Free Actions when the ability allows it. The different types of Actions are described in more detail in the Skills chapter.

Movement

Each round, a character can freely move a distance up to their Movement Rate. If you want to move farther, you must use your Standard Action. Depending on the environment (and Gamemaster discretion), a character's Movement Rate may be reduced. For example, characters fighting in knee-deep water may find their Movement Rate halved. See **Impaired Movement** (pg.248) for more information.

Standard Actions

A character can perform one Standard Action per combat round. Many of the Simple and Free Actions a character takes on their turn depend on the character taking a Standard Action with another ability.

Many Skills require characters to use their Standard Action. As noted earlier, a character can use only a single Skill that requires a Standard Action during a combat round. This is because the Skill requires a major part of the character's focus to execute. Skills that require a Standard Action usually require a Test to determine their success (see **Using Skills**, pg.170). This includes most combat and Interaction Skills, and any use of magic.

A character may spend their Standard Action to move, allowing them to move up to double their Movement Rate.

Sustained Actions

Not all tasks can be completed in a single round. Some Skills use Sustained Actions, identified by the "Action: Sustained" notation in Skill descriptions. A Sustained Action for a Skill usually requires the character to spend more than one round before a Test is made. Sometimes this represents days of work to craft an item or train an animal. Other times, it is an extra round or two for additional preparation or a short speech to one's allies. Unless specified, the Gamemaster should determine a reasonable length of time for the completion of such actions.

Examples of actions that might require multiple rounds to complete include:

- Finding a specific object in a backpack (3–4 rounds)
- Searching an area of wall for a hidden door (9–10 rounds)
- Removing or putting on a suit of armor (9–10 rounds)
- Modifying a Weird Science device to alter one of its statistics by 1 point (2–3 rounds)

Some Sustained Actions are not covered by the rules or not listed as possibilities, because they depend too much on the situation. If a character is under pressure to complete the action quickly, the Gamemaster may allow the process to be sped up by having the player make an Action Test (often an Attribute Test) at the end of each round to determine success. This usually prevents the character from taking any other actions during the round.

Cavanaugh, a Newtonian alchemist, wants to retrieve a healing potion from his backpack to give to a wounded comrade. Unfortunately, the potion is jumbled in with a considerable amount of other adventuring gear. The Gamemaster decides it will take Cavanaugh three rounds to find the item. His comrade, however, needs it sooner. The Gamemaster allows Cavanaugh to speed up the process by rummaging hurriedly through his backpack, and the Weird Scientist makes a Dexterity (6) Test each round to see if he finds the potion sooner.

Simple Actions

Apart from the allotted Standard Action, a character can perform a variety of Simple Actions during a combat round, which may or may not require a Test. Some Skills do not require a Standard Action to use. These are often considered Simple Actions, and include Skills such as Anticipate Blow, Astral Sight, Battle Shout, or Second Attack.

Technically, there is no limit to the number of Simple Actions a character can perform during a combat round. However, the Gamemaster may take into account what a character would reasonably be able to perform during a (roughly) six-second time period, balanced against the fact that limiting actions should serve the goal of telling an exciting story. By no means exhaustive, here are some examples of Simple Actions that could reasonably be carried out during a single combat round:

- Speak a short sentence (a dozen words or so)
- Draw or holster a pistol
- Unsling a shield or take off a backpack
- Put an item into or take one out of a belt pouch
- Quickly search an area of wall or a door

Action Cap

Optional Rule: A lot can happen in six seconds. The Gamemaster may want to put a cap on the number of Simple Actions a character can perform each round. Before limiting Simple Actions, the Gamemaster should be aware that the Professions in *1879* are not designed with a limit in mind. While a limit of 3 Simple Actions per round may be sufficient for starting characters, more experienced adventurers frequently require more than 3 Simple Actions per round to keep up with Samsut gods-chosen, megafauna, and other high-Tier opponents.

A more practical cap in advanced Tiers is an Attribute Step, often Dexterity, but Perception could also be used to represent the character's ability to multitask. The Gamemaster should see the decision to limit Simple Actions as a way to make the decision to use an ability or not more interesting, allowing heroes with more abilities due to higher Profession Tiers a few more choices. The more experience an adventurer has, the more easily small tasks are handled.

Free Actions should never be restricted.

Free Actions

Free Actions are usually part of other actions a character takes, enhancing them. There are no activities that are Free Actions on their own, and as such there is no list of example Free Actions as there is for other action types. Most Free Actions either enhance the outcome of a Simple or Standard Action (such as increasing damage), or they react to another character's action, such as dodging an attack. As a rule of thumb, only one defensive Skill can be used against a single attack. For example, it isn't possible to use the Avoid Blow and Riposte Skills against the same attack.



Resolving Actions

Starting with the highest Initiative Test result, characters perform their declared actions, one at a time, until all characters' actions have been resolved.

The Gamemaster calls out Initiative values, starting with the highest result. Each character takes their turn performing actions. Characters often make Attack Tests when engaged in combat, but an action might also consist of casting a spell, running, or using a non-combat Skill while the bullets and spells fly. The character makes the appropriate Test, announcing the result after rolling the appropriate dice, including any Karma or bonus dice rolls.

Each character's actions are resolved before the next character acts, unless the description for the Skill being used specifically states otherwise.

Reserved Actions

Instead of acting on their Initiative, a character may choose to wait until later that round for a more appropriate moment to act. This is referred to as reserving an action. Reserving an action allows a character to react to other events, perhaps even preventing them. When reserving an action, the character specifies an event and has the right to act at any later point during the round when that event occurs, interrupting the character whose turn it is.

When resolving a Reserved Action, the character's Initiative is lowered to the value currently being resolved, and the character reserving an action goes first. The concentration required while waiting for the right moment increases the difficulty of the action performed. Characters taking a Reserved Action add +2 to the Target Number of all actions performed on their turn.

Taking a Reserved Action is often the only way a character can attack opponents making **Charging Attacks** (see p.254) or **Swooping Attacks** (see p.256).

Elspeth is looking out for her badly wounded companion George during a fight, having found themselves confronted by six Samsut Ardite scouts. Elspeth has an Initiative of 16, the highest among all combatants, and announces a Reserved Action, specifying she wants to attack anyone who tries to harm George.

One of the scouts, with an Initiative of 6, takes his turn to attack George. Elspeth decides to jump in. Her Initiative is now also 6, and she attacks the Samsut, adding +2 to the scout's Physical Defense. The attack knocks the Samsut soldier down.

The scout then takes his turn. He can try to attack George from the ground or take another action (which would cause him to change his action; see below). As Elspeth's Initiative is now 6, she does not benefit from her earlier, higher Initiative Test result.

Delayed Actions

Instead of acting on their Initiative, a character may simply choose to act later in the round. This is referred to as delaying an action. When delaying an action, the character may act at any time later in the round, but cannot interrupt another's action. Delaying an action does not cause any penalties, but lowers the character's Initiative to the value they chose to act on, which may affect the bonuses granted by certain Skills, spells, or other abilities.

A character may delay their action into the following round if they do not act during the current round. Their Initiative for the following round is automatically 1 higher than the highest Initiative result rolled for that round. If they choose to roll Initiative normally the next round, they lose the delayed action.

George is first to act during a round. He intends to cast the Burning Blade spell on one of his companions, but wants to see which one will be on the front line. He decides to delay his action. Later that round, George sees that his companion Elspeth has moved in to fight off four Stinkers. George decides Elspeth will benefit the most from the effects of Burning Blade, so before Elspeth resolves her action, George steps in, casting the spell.

Resolving Attacks

Because the most common action that a character will take during a combat round is to attack an opponent, the procedure used to resolve attacks is summarized below, followed by a complete explanation of each step.

- Make an Attack Test
- Determine the number of successes
- Make a Damage Test
- Adjust Damage for Armor
- Check for Wounds
- Make Knockdown Test
- Check for Unconsciousness or Death

Make An Attack Test

Whenever a character attempts to attack a target, whether with a weapon or a spell, they make a Test using the appropriate Skill. This is referred to as an Attack Test. For example, if a Tribal Warrior is attempting to hit a foe with his spear, he makes a Melee Weapons Test. If a Soldier is firing a rifle at a foe, she makes a Firearms Test. If a Mage is casting a spell at a target, he makes a Spellcasting Test. All three of these can be referred to as Attack Tests.

The type of attack determines the Test's Target Number. For physical attacks, such as those involving firearms, melee weapons, or missile weapons, the Target Number is normally the target's Physical Defense. For attacks made with spells, the Target Number is normally the target's Mystic Defense. Some Skills and spells use the target's Social Defense or another Target Number instead. The Skill description typically gives the Target Number for using it.

The Target Number for an Attack Test may be modified by the distance to the opponent (for ranged combat attacks), environmental conditions (daylight, darkness, cover, and so on), or other factors (see **Situation Modifiers**, pg.245). Several combat options also modify a character's Defense Rating (see **Combat Options**, pg.240).

Determine Success

If the Attack Test result is equal to or greater than the Target Number, then the Test succeeds, the attack hits, and the attacker makes a Damage or Effect Test (as appropriate) to determine the impact on the target. If the Test result is less than the Target Number, the Test fails and the attack misses. The character resolves any other actions being taken that round, which finishes their turn.

Some attacks are good enough to overcome an opponent's armor or shield, or deal extra damage to a target. Exceptionally well-placed attacks, lucky shots, or attacks that sufficiently focus a character's magic can all result in more effective attacks. If a character achieves more than one success on an Attack Test against the opponent's Defense (Physical or Mystic as appropriate), they gain +2 Steps of bonus damage for each extra success. This applies to spells intended to inflict damage on their target as well as to physical attacks with guns, melee weapons, missiles, and throwing weapons. If a magician achieves extra successes against their opponent's Mystic Defense, the +2 Step bonus damage per success adds to the Effect Test of the spell. Some spells can have extra successes applied to other effects. These are noted in the spell description.

Freness shoots an arrow at a charging harpy, with a Missile Weapons Test result of 18. Compared against the harpy's Physical Defense of 7, Freness achieves three successes! The two extra successes each add +2 damage, so the damage for Freness' longbow increases from Step 10 to Step 14.

Lt. Gadberry lets off a Firebolt at a squad of Stinkers, with a Spellcasting Test result of 17. Compared to the stinkers' Mystic Defense of 9, our lieutenant has scored two successes. When he rolls the Effect Test for his spell, he adds +4 Step to the fire damage the stinkers will take.

Make a Damage Test

After making a successful Attack Test with a physical weapon, the character makes a Damage Test. The dice rolled for this Test depend on the weapon used. Unless otherwise noted in its description, all weapons add their Damage Step to the character's Strength Step to determine the total Damage Step of the attack when going up against a physical opponent. When attacking an astral entity, such as a manifested spirit, a spirit possessing a physical body, or a creature of the void inside the Rabbit Hole, weapons add their Damage Step to the character's Willpower Step. Weapons such as firearms that do not add to a character's Attribute Step for their Damage Rating do half damage to such creatures.

An assegai has a Damage Step of 5, adding +5 to a character's Strength Step for inflicting damage. Gatsha has a Strength Step of 6. When he hits an opponent with his assegai, he makes a Step 11 Damage Test (5+6=11) to determine how much damage he inflicts to his opponent.

Some Skills or abilities allow the character to add a Karma die to the Damage Test. Remember that Bonus Dice apply to all Tests the character makes, including Damage Tests.

When attacking an opponent with a spell, the spell will usually direct the magician to make an Effect Test to determine how much damage they inflict. The magician uses the Effect Step given in the spell's description, which is typically based on Willpower, not Strength, and may be modified by Skills such as Willforce.

Regardless of whether the attack is made with a weapon or a spell, the Damage Test result determines the number of damage points inflicted on the target.

Adjust Damage for Armor

Armor and shields reduce the damage a character receives, providing a bonus to the character's Physical (and sometimes Mystic) Armor. Generally, Physical Armor protects against sources of physical damage, while Mystic Armor protects against astral or psychic damage. If there is any uncertainty, the Gamemaster decides which type is appropriate. Some types of attacks, from certain spells or creature powers, are never reduced by armor. This is noted in the description of the spell or power.

To adjust damage for armor, the character subtracts the appropriate Armor Rating from the result of the Damage Test. The modified result is the number of points added to the character's current damage.

Check For Wounds

If a character suffers damage from a single attack that is equal to or greater than their Wound Threshold, they take a Wound. Wounds represent major trauma and slow the character's ability to recover damage (see **Effects of Injury**, pg.239). Wounds can also have a negative effect on the character's Tests (see **Wound Penalties**, pg.239).

If the damage that causes a Wound also renders the character unconscious or dead, the player should still record the Wound. Some Skills, spells, and magic or weird science items have the ability to bring a character back from the brink of death. Any Wounds the character has will penalize such healing.

Make A Knockdown Test

If a character suffers a Wound, they could be knocked down. If the Damage Test result is more than 4 points greater (5 points or more) than the character's Wound Threshold, the player makes a Strength Test against the difference between the damage taken and the Wound Threshold. If successful, the character remains standing. Otherwise they are knocked down (see **Situation Modifiers**, pg.245).

Corwin the Dodger has a Wound Threshold of 9. A peeler whacks him with a nightstick for 17 damage, after accounting for his heavy jacket. Because the damage inflicted is more than 4 points over his Wound Threshold, Corwin suffers a Wound and must make a Knockdown (8) Test to stay on his feet: 17 Damage Points minus his Wound Threshold of 9=8. Corwin

doesn't have any Skills, such as Wound Balance, that might help him, so he makes the Test using his Strength Step, and rolls a 6. The next thing Corwin knows, he's flat on the cobblestones and in a lot of pain.

Other causes of knockdown, such as the **Attacking to Knockdown** combat option (pg.242) or being **Dismounted** (pg.253), may also require a character to make a Knockdown Test. The Gamemaster makes Knockdown Tests for creatures or Gamemaster characters, using the Step number shown on the creature's or character's statistics block.

Check for Unconsciousness or Death

After a character takes damage from an attack, the player checks the character's Current Damage to see if the character is unconscious or dead.

Unconsciousness

A character with Current Damage equal to or greater than their Unconsciousness Rating, but less than their Death Rating, immediately falls down unconscious. Unconscious characters may take no actions other than making Recovery Tests, and are considered both Blindsided and Knocked Down for actions taken against them. They can regain their senses by making Recovery Tests to restore sufficient Damage Points to reduce their Current Damage below their Unconsciousness Rating (see **Recovering From Damage**, below).

Death

A character who has taken Current Damage equal to or greater than their Death Rating immediately collapses, effectively deceased. Unless the character has a Skill such as Life Check, or is quickly tended to by another character with a healing aid, the character cannot be revived and is dead. Character death is normally permanent. Some methods of resurrection exist, but because they require powerful and dangerous magics, attempts are rare. Characters who wish to pursue these methods should be warned that they are very expensive, typically illegal or at least scandalous, and the price is rarely just financial.

Recovering from Injury

Characters should expect to suffer harm at some point during their adventures. This section provides information on how characters return to full health after taking damage.

Recovering From Damage

A character makes a Recovery Test to heal damage. The Test result is subtracted from the character's Current Damage. A character who has not taken any damage does not need to make a Recovery Test. The Recovery Step for this Test is based on the character's Toughness Step. Each character has a limited number of Recovery Tests available, determined by their **Toughness** (pg.66). Some Skills and spells give the character additional Recovery Tests, which must be used within a short time (usually one day). Unused Recovery Tests cannot be saved from one day to the next.

Characters may spend Recovery Tests as they wish, but must meet the following conditions:

- Upon waking from a full night's rest, an injured character (with 1 or more Current Damage points) must make a Recovery Test, to represent the natural healing process.
- At least one hour must pass between Recovery Tests, unless a spell, Skill, or item allows an exception.
- The character must spend one minute without engaging in physical activity or taking damage before making a Recovery Test, again unless a spell, Skill, or item allows an exception. As an example, see the description for Shake It Off in the **Skills** chapter (pg.218).
- Characters must wait at least one hour after engaging in combat before they can make a Recovery Test, again unless a spell, Skill, or item allows an exception. This time must be spent in a state of relative rest. The character cannot undergo any strenuous physical activity during this time. Apart from certain Skills and spells, or the use of healing aids, the only exception to this rule regards unconscious characters (see **Regaining Consciousness**, below).

Regaining Consciousness

If a Recovery Test is available, an unconscious character may make the Test one minute after falling unconscious. Another character can attempt to revive the unconscious character, allowing them to immediately make a Recovery Test. If the unconscious character does not recover enough Damage points to regain consciousness, they must wait an hour before they can make another Recovery Test.

Wounds

Characters suffer no direct ill effects from the number of Damage Points they receive. Damage only affects a character's ability to function when it results in a Wound. As well as interfering with Actions, Wounds inhibit the character's ability to heal damage. When a character makes a Recovery Test, subtract the number of Wounds taken from the Test result. Regardless of modifiers, the minimum number of Damage Points that a character recovers from a Recovery Test is 1.

Creighton the Big Game Hunter has taken some heavy blows. He is currently suffering from 2 Wounds and 32 Damage Points. Creighton makes a Recovery Test with a result of 10. Because of his 2 Wounds, he only recovers 8 Damage Points (10 – 2=8).

Wound Penalties

A character suffers no immediate side-effects from a single Wound. When a character takes a second Wound, and again for all subsequent Wounds, the character incurs a cumulative –1 penalty to all Tests, with the exception of Recovery Tests, although the character still reduces their Recovery Test result by the number of Wounds taken.

Creighton currently has 2 Wounds. The Big Game Hunter takes a –1 penalty to everything he tries to do, except for making a Recovery Test. If he fails his Firearms Test and misses his shot as a result, and that lion does another Wound to him, for a total of 3 Wounds, he'll be suffering a –2 penalty to all actions (assuming he survives).

Each day a Wound goes unhealed, there's a cumulative chance of it becoming infected. The Wounded character must make a Toughness Test against a base Target Number of 6, +2 for each day after the first, and +1 for each additional Wound being carried after the first.

Failure indicates that the Wound has gone septic. The character suffers a –1 penalty to their Strength, Toughness, Dexterity, and Perception Steps for each day the Wound remains infected. If any of these Steps drop to zero, the character dies. In order to clear an infection, the character must be treated with antibacterial medication and receive medical care (a successful Physician Test by another character or a Gamemaster Character) for a number of days equal to the duration of the infection.

If the character's Wounds are treated with antibacterial medication, such as powdered penicillin, and clean bandages, no additional penalty is incurred for the day. This requires one dose of medication and one refill of a Physician's Kit per Wound, per day. No Physician Test is required to clean and rebandage a Wound. If sufficient supplies are available, the Toughness Test can be kept to the base Target Number of 6 until the character's Wounds are all healed.

Healing Wounds

A character normally heals one Wound per day under the following conditions:

- The character is not suffering from any damage. Even 1 point of Current Damage, including Strain damage, prevents a Wound from healing.
- The character uses a Recovery Test, after a full night's rest.
- The character' Wounds are not infected.

Some diseases, curses, or magical effects prevent a character from making a Recovery Test in the morning. This will keep Wounds from healing. Wounds can also be healed by some healing aids, spells, or abilities. This is covered in the Advanced Healing chapter in the *1879 Gamemaster's Guide*.

Recovering From Poison Or Disease

Recovering from the effects of poison or disease is handled differently from normal damage. See the **Fatigue, Illness, Injury, and Poison** chapter of the *1879 Gamemaster's Guide* for more information on how poisons and diseases work.

Combat Options

1879 provides characters with a number of options that allow them to exercise different tactics, such as fiercely attacking an opponent, or hanging back and acting more defensively. These options provide more flexibility to a character's fighting style: sometimes the character may want to simply slug it out with an opponent, but other times they may be wiser to modify their approach.

A player wanting to use a combat option must declare the intent to do so before making an Initiative Test. A character who is knocked down cannot use a combat option until standing.

Many combat options have disadvantages as well as advantages. A number of options are limited to use only in close or ranged combat (see **Types of Combat**, pg.249). Because they can complicate things, it is recommended that the players and Gamemaster become familiar with the basic combat rules before using these options.

The Combat Options Table summarizes the different combat options and their effects.

Combat Options Table

Combat Option	Strain	Effect/Modifier
Aggressive Attack	1 per attack	+3 bonus to Attack and Damage Tests; –3 penalty to Physical and Mystic Defense
Attacking to Knockdown	0	Possibly knocks opponent down; inflicts no real damage to opponent
Attacking to Stun	0	Damage Test inflicts Stun damage; Wounded opponent is also Stunned
Called Shot	1	–3 penalty to Attack Test; if successful, attack hits designated area
Defensive Stance	0	+3 to Physical and Mystic Defense; –3 penalty to all Tests (except Knockdown Tests)
Going Inside a Shield	0	Negates opponent's shield bonuses; –2 penalty to Attack Test
Setting Against a Charge	0	Allows the character to unhorse a charging opponent
Shattering a Shield	1	Breaks opponent's shield
Splitting Movement	1	Allows a move/action/move combination; character is considered Harried
Tail Attack (Saurids Only)	0	Allows an additional Unarmed Combat attack (–2 to all Tests)
Tail Parry (Saurids only)	0	+1 to Physical Defense per –1 to all Tests (max. +3 bonus)



Aggressive Attack

The character puts all of their effort into assaulting their opponent with a ferocious flurry of blows. Aggressive Attack increases the ability to strike the opponent and inflict damage, but trades defense for it, allowing the character to be struck more easily in return. Each close combat Attack Test made by the character causes 1 Strain. The character always takes at least 1 Strain for declaring this option, even if no Attack Tests are made during the round.

The character gains a +3 bonus to close combat Attack and Damage Tests. The character pays less attention to incoming attacks, suffering a –3 penalty to Physical and Mystic Defense that round.

A character cannot use the Aggressive Attack and Defensive Stance options in the same round.

Attacking To Knockdown

Instead of attacking an opponent in close combat with the intent to cause harm, the character attempts to knock him down. The character makes his close combat Attack Test as normal. If the attack hits, the opponent must make a Knockdown Test, with a Difficulty Number determined by the Damage Test, modified for armor. Regardless of the outcome, the character's opponent takes no damage.

In his fight with a rampaging thorny molecrab, Morey Ishkowitch, a troll Explorer, decides he wants to try to knock the beast down and take it alive. Morey's attack succeeds, and he rolls a Damage Test result of 18. The thorny molecrab has 7 points of Physical Armor. The Gamemaster makes a Knockdown Test for the creature against a Difficulty Number of 11 (18 –7 =11). Whether or not the thorny molecrab is knocked down, it takes no Damage from the attack.

Attacking To Stun

The character chooses to make a non-lethal attack against an opponent. The attacker makes their close combat Attack Test as normal, but any damage inflicted to the opponent is recorded as Stun damage. Although it is added to the character's Current Damage, Stun damage cannot kill. If the Stun damage received puts a character's Current Damage equal to or greater than their Unconsciousness or Death Rating, the character falls to the ground unconscious (or in a coma). The character comes around when their Current Damage falls below their Unconsciousness Rating. Creatures who have an Unconsciousness Rating of "NA" are immune to Stun damage.

Stun damage does not cause Wounds. If a character would normally take a Wound from the damage inflicted, the Test is still made for knockdown, but the character does not otherwise suffer the penalties associated with a Wound.

A character recovers Stun damage more easily than normal damage, sometimes shaking it off through sheer will. The character adds their Willpower Step as a bonus to the first Recovery Test made after taking Stun damage. This bonus applies only to that Test, and the result can only be used to recover Stun damage. A character may forego adding a Willpower bonus and heal both Stun and normal damage with a single Recovery Test.

Called Shot

A character makes a precise attack against a target, attempting to strike a specific body part, hit a weapon, or strike a designated object. The player declares what object or part of the opponent the character is attempting to hit with the Called Shot. The character takes a –3 penalty to the

close or ranged combat Attack Test. At the Gamemaster's discretion, especially difficult shots may incur a larger penalty. The concentration required causes the character 1 Strain per Attack Test. If the Test succeeds, the character strikes the designated object or the intended area on his opponent.

A Called Shot cannot be used to bypass armor. There are specific Skills that allow characters to do this, usually by granting bonus damage to the attack. If the attack hits a weapon, the character's opponent must make a successful Strength Test against the Damage Test result of the attack to hold on to the weapon. If an opponent is using a two-handed weapon, they gain a +3 bonus to their Strength Test. Other uses must be adjudicated by the Gamemaster on a case-by-case basis, with a lesser or greater penalty, if required.

Defensive Stance

Sometimes living through the fight is more important than winning. Adopting a defensive posture reduces the chance of being hit. The character adds +3 to their Physical and Mystic Defense for all attacks directed against them during the round. The character only receives this bonus against attacks that they are aware of – blindside or surprise attacks ignore this bonus. The character takes a –3 penalty to all Tests during the round, except for Knockdown Tests. (At the Gamemaster's discretion, this penalty may also be waived for defensive actions, like Avoid Blow Tests.)

A character cannot use the Defensive Stance and Aggressive Attack combat options in the same round.

Going Inside a Shield

Shields typically provide additional protection to a character, but they cannot protect everywhere at once. A character may attempt to strike at a point where the opponent cannot defend with their shield.

The character subtracts the Physical Armor rating of the opponent's shield from their Initiative Test result. If they still have a higher Initiative, then the opponent loses the protective benefit of the shield. If the character's modified Initiative is less than the opponent's, they don't act quickly enough to bypass the shield. The character may still attack normally, but suffers a -2 penalty to their Attack Test from making the attempt and failing.

Nandi the Tribal Warrior faces an opponent with a body shield. She rolls 14 for her Initiative Test, and decides she will try to go inside her opponent's shield. The body shield's Physical Armor of 5 reduces Nandi's Initiative to 9. Her opponent rolls an Initiative of 7. Nandi feints and, as her opponent brings his shield to bear, steps to the side and attacks. Her opponent loses the benefit of his shield against Nandi's assegai strike and for any other attacks the Zulu fighter carries out against him that round (for instance, using Momentum Attack to follow through with another strike).

Setting Against A Charge

Characters fighting mounted opponents are at a disadvantage due to the mount's high Movement Rate or the rider using Splitting Movement. They often cannot attack a mounted fighter on their Initiative. Against a mounted opponent the defender often has to use **Delayed** or **Reserved Actions** (pg.234) to be able to attack at all. Against a **Charging Attack** (pg.254), the defender on foot can employ the Setting Against a Charge combat option to turn the rider's high momentum to an advantage.

The defender has to use a weapon long enough to reach the attacker beyond the mount's fore section. Usually, this means a pole arm, spear, or similar weapon. The defender takes a Reserved Action, and strikes the moment the attacker rides into range, dropping the butt of the weapon to the round and bracing it, with the point or blade aimed past the mount to the rider. The defender makes their Attack Test as normal, but replaces their Strength Step with that of the mount to determine the Damage. If they score an extra success on the Attack Test, the defender has a chance to knock the rider off the mount. The rider makes a Knockdown Test against the Damage Test result, modified for armor, as normal. If this Test fails, the rider is knocked off the mount, and takes Falling Damage (see the ***1879 Gamemaster's Guide***) as appropriate. This Knockdown Test is made in addition to any the rider might make because of suffering Wounds.

Setting Against a Charge can be used in combination with the Defensive Stance or Attack to Knockdown combat options.

Shattering A Shield

A character facing a shield-using opponent may attempt to smash the shield. Only weapons of Size 3 or greater can shatter a shield. The character takes 1 Strain and makes a close combat Attack Test against the opponent's Physical Defense. If the Test succeeds, the character makes a Damage Test against the shield's Shatter Threshold (see **Shields**, pg.293), adding the weapon's size as a bonus to the Test.

If the Test succeeds, the shield breaks, and confers no further protective benefits. Enchanted shields are considerably harder to destroy than their mundane counterparts. The character must achieve three successes on the Damage Test to smash a magical shield.

Regardless of the Attack Test result, the bearer of the shield takes no damage from the attack.

Mtholephi faces off against an opponent carrying a body shield. Mtholephi decides to remove the obstacle and declares his intent to shatter his opponent's shield. He makes a successful Attack Test against his opponent's Physical Defense. Mtholephi makes a Damage Test against the shield's Shatter Threshold of 21, using his Strength Step of 8, his weapon's Damage Step of 5, and his weapon's Size rating of 3, for a total Damage Step of 16, and rolls a 24. Mtholephi's assegai comes down hard on his opponent's shield, ripping through the wooden rim, and splitting the shield nearly in two. Casting the wreckage aside, Mtholephi's opponent takes a firm grip on his own assegai and prepares for a much harder contest.

Splitting Movement

This combat option allows characters to divide their movement allowance during a combat round. The character uses part of their movement to approach a target and make an attack, then uses the rest to move away. Using the Splitting Movement combat option causes the character 1 Strain. A character who uses this option is **Harried** (pg.247) during the round.

Tail Attack

This combat option is only available to Saurids (or other races with prehensile tails). The character may make an additional attack in close combat. The character makes an additional Unarmed Combat Test, even if their Standard Action has already been used. The character takes a –2 penalty to all Tests for the round. **Attached Weapons** (pg.279) increase the Damage as per standard rules.

Tail Attack cannot be combined with Tail Parry.

Tail Parry

This combat option is only available to Saurids (or other races with prehensile tails). When equipped with a weapon or armor fitted to the tail, the character can use Tail Parry to defend in combat by deflecting incoming blows. Tail Parry adds +3 to the character's Physical Defense, but the character suffers an equal penalty to all other Tests for the round.

Tail Parry cannot be combined with Aggressive Attack or Tail Attack.

Situation Modifiers

A character relies on wits, Skills, and abilities to make their way successfully through adventures, but even the best-prepared adventurer can find themselves at the mercy of circumstances beyond their control. A number of these situations can occur during combat and affect a character's performance. Referred to as Situation Modifiers, these conditions affect combatants' Tests and Defense ratings. The effects of different situations are described below, with specific modifiers summarized in the Situation Modifiers Table.

Situation Modifiers Table

Situation	Action Test Modifier	Defense Modifier*
Blindsided	–	–2
Cover		
Partial:	–	+2
Full:	–	+4
Complete:	–	NA
Darkness (Blindness; Dazzled)		
Partial:	-1	-1
Full:	-3	-3
Complete:	-5	-5
Harried	–2	–2
Impaired Movement		
Light:	-2	-2
Heavy:	-4	-4
Knocked Down	–3	–3
Range		
Short:	NA	
Long:	–2	
Stunned	Harried (–2) Simple Actions only;	-2
Surprised	No Action Tests allowed	–3

* Also applies to Social Defense, at the Gamemaster's discretion.

Blindsided

When a character cannot see their attacker in order to react effectively to an attack, they are considered Blindsided. The character subtracts –2 from their Physical and Mystic Defense against the attack. In certain situations, the Gamemaster may apply this penalty to the character's Social Defense. Examples of Blindsided attacks include attacks from the rear, attacks made against a blinded character, or attacks made from an ambush (although a character who is completely surprised suffers that penalty instead; see **Surprised**, pg.249). The attacker must be able to see the target in order to take advantage of the Blindsided modifier.

Facing and tactical movement are not large concerns in *1879*. Generally, it's assumed that a character is able to freely turn to face any attacks they are aware of. Some Skills and abilities will give the target a Blindside penalty, possibly setting up for other options. This modifier is is not a "flanking bonus" that is inherent to two characters coming in from opposite directions. Blindside penalties start coming into play if a character is being surrounded and is Harried as a result.

Cover

Characters can take advantage of nearby objects, such as trees or boulders, or even items of furniture, as protection. Cover modifiers are applied against any attacks made against the character.

Partial: The cover obscures part of a character's body, but the attacker can still see enough of the target to attack. Partial cover gives a +2 bonus to Physical and Mystic Defense.

Full: Full cover completely obscures a character's body, and they cannot be attacked without the use of special abilities or Skills.

Sgt. Crittenden is out of ammunition and being shot at by a Samsut soldier with a rail rifle. Unable to close the distance and engage his foe with his bayonet, the wily Soldier decides to move to within striking distance next round, using the cover of a large tree for protection. The Gamemaster decides that Sgt. Crittenden has partial cover, and adds +2 to his Physical Defense. The Samsut takes a shot, but misses, his bullet tearing off tree bark near the sergeant's face. Grinning, Sgt. Crittenden prepares to get up close and personal with the soldier.

Darkness

Characters sometimes find themselves fighting in the dark. If a character does not possess Heat Sight, Low-Light Vision, or a similar sense, then their actions will be impaired. Darkness modifiers are based on the amount of ambient light present.

Partial: Partial darkness is equivalent to a character being in a shuttered room on a cloudy day, or outside on a moonlit night. There is some ambient light, but the environment is quite dark, with a lot of shadow. A character in Partial Darkness suffers a –1 penalty to sight-based Tests.

Full: Full darkness is equivalent to a character being in a shuttered room at night, allowing some moonlight to filter in through the cracks, or outside on an overcast or moonless night. A cave with some form of luminescence would provide a similar environment. There is almost no ambient light, and a lot of deep shadows. A character in Full Darkness suffers a –3 penalty to sight-based Tests.

Complete: No light at all remains available in Complete darkness. All characters, regardless of vision enhancements, are at a -5 penalty to sight-based Tests.

- Characters with Low-Light Vision are not affected by partial darkness, and treat full darkness as if it were only partial darkness. Characters with Heat Sight are not affected by partial or full darkness.
- Some spells or powers cause magical darkness, and can affect characters with Low-Light Vision or Heat Sight differently from natural darkness. The spell or power description normally includes information relating to the application of any darkness modifiers for that effect. At the Gamemaster's discretion, darkness may affect a character's Movement Rate (see **Impaired Movement**, pg.248).

Blindness: A character who is blinded, whether from natural or magical causes, suffers a darkness penalty for the duration of the effect. Blindness penalties tend to be equivalent to full darkness unless the character still possesses some ability to see, albeit in a very hazy and indistinct manner.

Dazzled: Intense or sudden light will sometimes leave a character temporarily unable to see. Dazzled penalties tend to be equivalent to partial darkness. Only rarely will a light blind a character to the level of full darkness.

Harried

A character who is being attacked in close combat by four or more opponents is considered Harried. The effects of some talents or spells may also cause the character to become Harried.

A Harried character suffers a –2 penalty to all of his Tests, except Recovery. The character may also suffer a penalty to his Defense ratings for Blindside attacks.

Pyotr is surrounded by five Saurid warriors. Because of the number of opponents he is facing, the Russian adventurer is Harried, at least until he dispatches a couple of them. The Saurids cause the Russian to suffer a -2 penalty to his Attack Tests, and his Physical Defense suffers a -2 penalty against the Saurids attacking him from behind.

Overwhelmed: Multiple sources of distraction could further disorient an already Harried character. A Harried character suffers a further –1 penalty to his Tests for each additional Harried effect he incurs after the first.



Impaired Movement

Movement in *1879* assumes the character is relatively unimpeded. If this isn't the case, the character's ability to move may be compromised. At the Gamemaster's discretion, characters could suffer movement or Test penalties depending on the environment.

Light: Light brush, narrow alleyways, cramped rooms, partial darkness, and similar environments could reduce a character's Movement Rate by 5, or inflict a -2 penalty to movement-based Tests.

Heavy: Dense underbrush, a packed marketplace, complete darkness, waist-deep water, and similar environments could reduce a character's Movement Rate by 10, or inflict a -4 penalty to movement-based Tests. At the Gamemaster's discretion, characters might need to make a Dexterity Test to avoid tripping or having their movement halted (this Test should not suffer the -4 penalty).

None of these modifiers reduce a character's Movement Rate below 1.

Knocked Down

A character who is knocked down can still act, but their activity is severely impaired while prone. The character suffers a –3 penalty to all Tests (except Recovery Tests), and subtracts –3 from their Physical and Mystic Defense. In certain situations, the Gamemaster may also apply this penalty to the character's Social Defense. These penalties remain in effect until the character stands up again.

Standing is a simple matter, but uses the character's Standard Action to get back on their feet. A character cannot move until they stand up. If they choose to remain on the ground, the character may crawl at a Movement Rate of 2.

For a moment, things were looking up for Pyotr. He managed to dispatch two Saurids, and lost his Harried penalty. Unfortunately, one of the Saurids gets in a solid blow, inflicting a Wound and knocking down the brave Russian. Until he stands up, he not only suffers a –3 penalty to his Tests, including his next Initiative Test, but his Physical and Mystic Defense are also reduced.

Since most combat options require freedom of movement, a character who is Knocked Down is unable to use any until standing (see **Combat Options**, pg.240).

Range

When making a ranged attack, the character may incur a penalty to their Attack and Damage Tests due to the distances involved (see **Ranged Combat**, pg.251).

Short: There are no modifiers at short range. The character makes their Tests as normal.

Long: The character suffers a –2 penalty to their Attack and Damage Tests.

Private Wedig, an elven Soldier in Her Majesty's service, is doing his part by firing his Martini-Henry Mk II at a band of Samsut soldiers emerging from the nearby forest. The Gamemaster tells Pvt. Wedig's player that the Samsut are currently about 800 yards away, long range for the MkII. Pvt. Wedig has a Firearms Step of 12. When firing at this distance, he makes his Firearms Test at Step 10, due to the –2 penalty. Firing at the soldier in the center of the Samsut formation, Pvt. Wedig rolls a 13 and easily hits his target. His rifle normally inflicts Step 11 damage. However, at long range, he suffers a –2 penalty and rolls Step 9.

Surprised

From time to time, characters and creatures appear in unexpected places. This may be an intentional tactic, as when a group plans an ambush, or an accidental encounter, as when a creature suddenly appears from behind a tree in the forest. In either case, those caught off guard by such a situation are surprised.

Surprised characters cannot take any actions during the combat round in which they are surprised. They also suffer a –3 penalty to their Physical and Mystic Defense during the same round. In certain situations, the Gamemaster may also apply this penalty to the character's Social Defense. The effect of surprise ends when the combat round ends.

To determine whether a character is surprised, they make a Perception Test against a Difficulty Number based on the situation. This is usually equal to the lowest Dexterity Step among the characters or creatures encountered, but may be determined otherwise by the Gamemaster. If the Test fails, the character is surprised. If the Test succeeds, the character can act or react as normal.

Tommy the Brassman is in serious trouble. While he was working on the back door lock, three snark ruffians spotted him in the alley and decided to have a bit of fun. Tommy has suffered a Wound, and is not much of a fighter to begin with. Unknown to the snarks, Tommy's comrades have returned, sneaking to within striking distance. The Gamemaster makes a Perception Test for the snarks to see if they notice the Brassman's comrades approaching. None of them do. The snarks are surprised as Tommy's fellow Dodgers spring on them from behind the dustbins. With a resulting -3 penalty to their Physical Defense, the snarks are in for a severe thumping.

Types Of Combat

Most combat uses the same basic Attack and Damage Test procedure, but other factors can come into play based on the situation, the type of weapon, the distance between opponents, and so on. There are three primary types of combat: close, ranged, and spell combat. Within each combat type there may be one or more types of attack.

- **Close combat:** Melee and unarmed attacks.
- **Ranged combat:** Firearms, missile and thrown attacks.
- **Spell combat:** Spell and magical power attacks.

The following sections describe each type of combat in more detail, and provide rules for special situations, including mounted, aerial, and creature combat.

Close Combat

Close combat is any type of physical conflict that occurs within reach of the combatants. This is usually a 2 yard distance between opponents, but some longer weapons allow for greater reach. The two types of close combat are:

- **Melee attacks:** Made by hitting an opponent with a hand-held melee weapon, such as a bayonet or a cudgel. Melee attacks are most commonly made using the Melee Weapons Skill.

- **Unarmed attacks:** Made by an attacker punching, biting, kicking, or generally employing their body against the opponent. Unarmed attacks are most commonly made using the Unarmed Combat Skill.

Maximum Number Of Attackers

A maximum of six human-sized opponents can attack a character in close combat. Any time four or more attackers set upon a character at the same time, the character is considered **Harried** (pg.247). The character remains Harried until they have fewer than four attackers. Note that some small creatures or pack animals can swarm an opponent, allowing more attacks against their opponent than normal. Regardless of the number of combatants, the relative positions of the attackers appears on the Melee Combat Positions diagram.

Entangling Weapons

Some weapons, such as whips, not only cause damage to those struck but also wrap around the victim, preventing them from acting. These weapons are noted in their description as entangling weapons (see the **Equipment** chapter, pg.273). If the attacker achieves an extra success on an Attack Test with an entangling weapon, the opponent is entangled. The entangled character is considered Harried for any actions other than attempting to break free.

To break free of entanglement, the target must make a successful Strength or Dexterity Test against a Target Number based on the weapon. If the target was holding a one-handed bladed weapon when entangled, the weapon's Damage Step may be added as a bonus to this Test. This in turn ruins the entangling weapon.

Improvised Melee Weapons

Sometimes a character will want to use an object not normally intended as a melee weapon, such as a chair, a tankard, or a rock. The Gamemaster determines the statistics for this improvised weapon, including any Strength minimum and the item's Damage Step. Because of the unbalanced nature of the weapon, the character suffers a –2 penalty to their Attack Tests when wielding the item.

Grappling

A character can attempt to wrestle with an opponent in place of making a normal Unarmed Combat Test. When attempting a grappling attack, the character makes an Unarmed Combat Test against the target's Physical Defense. To successfully grapple the opponent, the character must score an extra success on the attack. The result of the character's Attack Test becomes the Target Number to break out of the grapple. Grappling attacks inflict no damage to the target, therefore the attacker does not make a Damage Test.

A grappled character cannot move. The only action a grappled character can take is to try and break free of the attacker's hold. The grappled target makes an Unarmed Combat or Strength Test against the Target Number generated by the grappling attack. If the Test succeeds, the target breaks free.

At the Gamemaster's discretion, a grappled character can take other actions, but must beat the grappling Target Number to be successful. For example, a grappled Saurid may attempt a tail attack, but must beat the Target Number to hit. A grappled magician may try to cast a spell that doesn't require gestures, but must beat the Target Number for the Spellcasting Test to succeed.

Once a character makes a successful grappling attack against an opponent, they can maintain the hold by declaring that they are doing so as their Standard Action during consecutive rounds. The character may choose to let go of the opponent at any time.

Ranged Combat

Ranged combat is any type of physical combat that occurs beyond the reach of the combatants. Normally, this is reserved for weapons that project a missile, or are thrown, toward a target more than 2 yards away.

The three types of ranged combat are:

- **Gun attacks:** Made by firing a projectile weapon such as a pistol or rifle (see **Firearms Descriptions**, pg.285). Gun attacks are made using the Firearms Skill. Large-scale gun attacks made with cannon or other heavy weapons are made with the Gunnery Skill, but are handled separately from personal combat.
- **Missile attacks:** Made by firing a missile weapon, such as a bow or a sling (see **Missile Weapon Descriptions**, pg.282). Missile attacks are made using the Missile Weapons Skill.
- **Thrown attacks:** Made by hurling a throwing weapon, such as a spear or throwing axe (see **Throwing Weapon Descriptions**, pg.284). Thrown attacks are made using the Throwing Weapons Skill.

Weapon Range

Ranged combat attacks are only effective up to a certain distance. Firearms, missile, and thrown weapons cannot be used to attack a target beyond their maximum range. A character making a ranged combat attack may incur a penalty based on whether the target is at short or long range (see **Range**, pg.248). The range statistics for firearms, missile and throwing weapons appear in the **Equipment** chapter. If the target is within the minimum range given for the ranged weapon, it cannot be attacked with ranged combat.

Firing Into A Melee

Characters will sometimes want to make a ranged combat attack against an opponent engaged in close combat. This hazardous practice can result in the attacker inadvertently hitting an ally or a companion instead of the desired target.

The number of characters or creatures between the attacker and the target is added to the target's Physical Defense. The attacker then makes a ranged Attack Test against this modified Physical Defense. If the Test succeeds, the attack hits the target, inflicting damage as normal.

If the Test fails, the attacker compares the Test result to the Physical Defense of each character between themselves and the intended target, starting with the closest character. If the Test succeeds, that character is struck instead of the target. The attacker continues on to the next target until they strike a character, or all possible intervening targets have been Tested for a hit.

Pvt. Wedig lets off a round from his Martini-Henry MkII at what he hopes is an opponent in the roiling mass of bodies and weapons engaged in melee combat before him. The Samsut soldier he chooses has a Physical Defense of 8, but there are five other characters shifting back and forth in the way, increasing the Target Number of the Attack Test to 13. Pvt. Wedig makes a Firearms Test, with a result of 9. He misses his intended target.

The Gamemaster compares the Test result against the Physical Defense of each of the five intervening characters, starting with the one closest to Pvt. Wedig. The closest character is an enemy Gamemaster character with a Physical Defense of 10, so the bullet does not hit him. The next character is Pvt. Wedig's platoon mate Pvt. Joiner, with a Physical Defense of

8. Pvt. Wedig's round strikes Pvt. Joiner, and now the Soldier suddenly wishes he had the silver tongue of a Fiddler to explain the mistake to his friend.

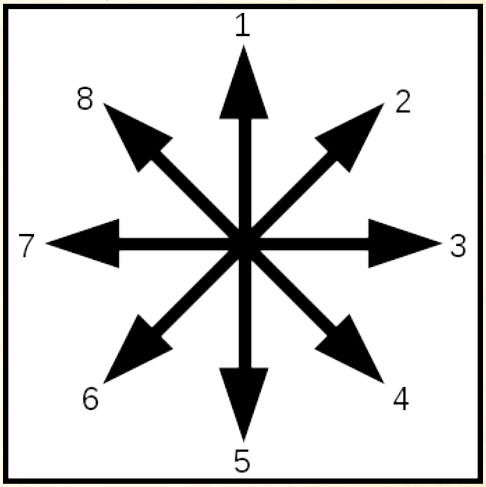
Entangling Weapons

Some thrown weapons, like bolas and nets, are entangling weapons. Refer to the section on Entangling Weapons under **Close Combat** (pg.249) for details on entangling attacks and how they work.

Throwing Objects

As in life, characters will sometimes want to hurl objects that are not designed to be thrown, such as rocks, flasks of oil, or even furniture, at an opponent. The Gamemaster must determine the range and Damage Step of objects not shown on the Throwing Weapons Table. The character makes their Attack Test with a –2 penalty, due to the unbalanced nature of the object being thrown.

To throw an item at a target, the character makes an Attack Test. The Target Number depends on the intent. If throwing the object at another character, use the target's Physical Defense. If throwing an object at a specific target area, the base Target Number is 7, and may be adjusted by the Gamemaster for the situation. If the Test succeeds, the character hits the target and makes a Damage Test, as normal. If the object misses the target, it (or its component parts) may scatter.



Determining Scatter

If a character throws an object (such as a rock or a grenade) at a target and misses, the Gamemaster rolls a D8 and consults the Scatter Diagram to determine the direction in which the object actually travels. To determine how far away from the target the object lands, the Gamemaster subtracts the Attack Test result from the Target Number. The Gamemaster makes a Test using the difference as a Step, the result of which is the distance in feet that the object landed from the intended target.

Sgt. Boatwright, a troll Soldier, heaves a grenade at a Samsut soldier. Sgt. Boatwright rolls a 6 on his Throwing Weapons Test against his opponent's Physical Defense of 10. He fails to hit his target. The Gamemaster rolls a D8 to see in which direction the grenade went and gets a scatter direction of six. He then makes a Step 4 Test (10–6=4) to determine the distance the grenade lands from the target, with a result of 5. The grenade lands some five feet past the Samsut soldier. This is still within the blast radius, so the Samsut soldier may take a bit of damage, and there's the possibility that other soldiers in his formation might be hit as well. Sometimes a miss is nearly as good as a hit.

Spell Combat

Spell combat involves attacks made against an opponent using magical energy focused by a spell into a specific effect, or a similar magical power. They usually require a magician to make a Spellcasting Test against his opponent's Mystic Defense, but can involve a creature using a magically

powered ability making a similar Test. A magician using a Spellcasting Test as an Attack Test has the possibility of achieving extra successes and thus doing more damage. Most combat spells are easily differentiated by the fact that they involve making an Effect Test as a Damage Test, as noted in the spell description. This is not always the case, but is a good rule-of-thumb for the Gamemaster to apply when determining what constitutes a combat spell.

Mounted Combat

Mounted combat remains common in *1879*, as the armies of the British Empire field cavalry units, and other races use mounts on the battlefield as well. This section explains special rules that apply to mounted combat. There are abilities that alleviate the disadvantages or improve the advantages of fighting from a mount.

In this section a mounted character is referred to as a rider, and the animal that has a rider as a mount.

Mount Training

The amount of training a mount has determines how easy it is for the rider to handle it during combat or daily travels. Untrained mounts are not used to carrying people on their backs, and are often wild. They can hardly be ridden and spook away from combat, but some Skills allow a rider to control them for restricted periods of time. Trained mounts are the type usually sold in the open market, and are accustomed to having riders. Their main purpose is for travel, as combat will easily spook them. Combat mounts are accustomed to the sounds and abrupt motions of the battlefield, trained to ride into or straight at other creatures on the rider's command, and may even attack them. They are usually more expensive than trained mounts.

Getting And Staying Mounted

Mounting an animal takes a Standard Action and requires the animal to be a trained or combat mount. The character makes a Dexterity-based Equestrian Test (or raw Dexterity Test, if the character does not know the Equestrian Skill) against a base Target Number of 6, possibly modified by the Gamemaster according to circumstances and the mood of the animal. Experienced riders may have this Test waived at the Gamemaster's discretion. Mounting an untrained animal requires a contested Dexterity-based Equestrian Test against the mount's Willpower.

Dismounting is a Simple Action, requiring a Dexterity-based Equestrian Test (or raw Dexterity Test) against a base Target Number of 4. Again, the Gamemaster may modify this according to circumstances, and may waive the Test entirely for characters who are experienced riders, although even the best rider occasionally gets a foot hung in the stirrup. A rider may jump off a mount to attack in close combat. This incurs a -3 Step penalty to the Attack Test, which may be removed by a successful Trick Riding Test against the opponent's Physical Defense. Leaping off the mount to grapple a target likewise incurs a -3 Step penalty to the Attack Test, and inflicts Step 5/D8 damage to the rider from the impact of the fall. If the grappling attempt is successful, the target also suffers Step 5/d8 damage.

Mounted Knockdown Tests

If the mount fails a Knockdown Test, the rider is automatically knocked down by being thrown from the mount. This fall and any other event that knocks a rider off the mount cause Step 5/D8 damage (an exception applies when using flying mounts, see **Aerial Combat**, pg.255). If only the rider fails a Knockdown Test, the rider falls off the mount, but the mount is unaffected.

The Gamemaster may disallow a rider the use of some abilities that enhance Knockdown Tests, such as those that bind the character to solid earth or another object. Other abilities like the Sure Mount Skill provide enhanced Knockdown Tests specifically for the purpose of staying mounted.

Mounted Combat Sequence

The combat sequence for mounted characters is the same as the normal combat sequence, but some special rules apply.

The rider and the mount each have their own actions. If trained, the mount acts on the rider's Initiative. Untrained mounts act on their own Initiative, which makes combat difficult at best, impossible at worst, as the mount moves and acts independently from the rider.

A mount that did not have a rider at the beginning of the round changes its Initiative to that of the rider once mounted, but cannot take actions it has already used (in most cases, its Standard Action and movement).

Mounted Movement

For the purpose of movement, a rider and their mount are treated as one character as long as the rider controls the mount. While the rider is mounted, the mount's Movement Rate is used instead of the rider's. A character cannot use their own movement in a round in which they have used the mount's movement, even if they dismount. It is assumed that the rider has already moved, investing the effort normally put into their own movement into directing the mount.

Additionally, characters not familiar with their mounts must succeed at a Charisma-based Equestrian Test against the mount's Social Defense to take their mounts into (but not away from) combat. Characters who have worked with their mounts for more than one week do not have to make this Test.

Running and Splitting Movement

A rider can instruct the mount to use its Standard Action to move. Doing this does not use the character's Standard Action. When using the Splitting Movement combat option, the rider is affected by the Harried modifier and takes the Strain, not the mount.

In many instances of mounted combat (see **Charging Attacks** below), both of these combat options will be used. Some Skills serve to alleviate these conditions.

Charging Attacks

Charging Attacks allow a mounted character use the momentum of the mount to deliver devastating blows. A Charging Attack requires a combat-trained mount or a successful Charisma-based Equestrian Test against the mount's Social Defense.

To make a Charging Attack, the rider must move towards the target in a relatively straight line, using the mount's Standard Action to move at Running speed (up to double its Movement Rate). If the rider plans to move after the attack by using the Splitting Movement combat option, this also has to be in a relatively straight line.

A successful Attack Test during a Charging Attack adds the mount's Strength Step to the Damage Step due to the high momentum of the impact. If two riders make Charging Attacks against each other, they add the Strength Steps of both their mounts to the Damage Step of each Damage Test, not just the Strength Step of their own mount.

The high momentum can cause the rider to be thrown from their mount or lose their weapon. After a successful charging attack, the rider makes a Strength Test against the target's Toughness Step. If the Test fails, a rider using a couched weapon such as a spear or lance (held with the hand and forearm and braced against the torso) is thrown from their mount, suffering Step 5/D8 of

damage and being knocked down. A rider using a hand-held melee weapon such as a sword or mace loses their grip on the weapon. Unarmed riders suffer no ill effect.

Some weapons are not suited for Charging Attacks and may shatter on impact (refer to the weapon descriptions). If a weapon shatters, the rider remains mounted and retains the fractured base of the weapon.

When splitting movement on a Charging Attack, the rider may not use additional attack abilities, such as Second Attack, Second Weapon, or Momentum Attack, as rider and mount move past the target too quickly. Only when ending their movement next to a target can these abilities be used. There are several specialized Skills that allow for additional attacks during a Charge, however.

Lt. Frobisher rides a combat mount with a Movement Rate of 16. He surveys the battlefield for opponents he can target with a charging attack. His opponents are at distances of 10, 20, and 22 yards from him. To make a charging attack, his mount must move at least 17 yards (more than its normal Movement Rate of 16), so he has two possible targets, the ones at 20 and 22 yards away. He chooses to attack the closer opponent, rides 20 yards to close with the opponent, and makes a successful charging attack, remembering to add his mount's Strength Step to the Damage Test. After the attack, he is directly adjacent to that opponent, and can attack the opponent in close combat. He could instead have used the Splitting Movement combat option to move another 12 yards away from that opponent, which would have set him up to make another charging attack.

Mounted Weapon Use

Mounted characters can use long weaponry like lances or spears differently from other characters due to their mounted posture and the ability to hook these to their armor or saddle, or couch them under their arm and braced against their torso, allowing them to wield these weapons with one hand. This situation is only beneficial when there is enough room to maneuver or while charging. If the mount would not be able to move at least 1 hex (regardless of if it actually does), the rider receives the difference between the weapon's size and his one-handed size limit as a penalty to all Attack and Damage Tests with the weapon, as it becomes unwieldy in the close-quarters fight.

Mount Attacks

Combat-trained mounts may be directed by their rider to use their Standard Action to make their own attacks, employing the Steps and abilities found in the creature's description. Mounts not trained for combat may also make attacks, but these are not controlled by the rider, and the mount usually attacks only if threatened.

Aerial Combat

The rules governing combat between characters capable of flight, either on their own or through the use of a device, and flying creatures requires additional explanation, as flight introduces additional considerations into the game. Aerial combat between ships is handled similar to ship-to-ship combat on water or vehicular combat on land, the rules for which are in the **Ship and Vehicle Combat** section (pg.257).

Flying Movement

The Flying Movement rate of creatures and spells or devices that enable flight appears with their statistics. Flying creatures and characters can freely move both vertically and horizontally as

part of their normal movement. Flying creatures or characters can use combat options as normal. Unless stated otherwise, flying creatures or characters do not need to use their Movement Rate to stay airborne, but forward movement up to the Movement Rate is expected.

Hovering in place for more than one combat round is not normally possible for flying creatures. Each round a flying creature attempts to hover, it must make a Dexterity Test, with a base Target Number of 7. This Target Number increases by 2 per round. If the Test fails, the creature stalls, and falls for one round before being able to resume flight once more.

Some spells and devices allow hovering. Characters using those do not need to make a Test to hover. If the spell or device does not explicitly allow hovering, the character must make an appropriate Test to do so, with Dexterity, Craft Device, or Spellcasting being immediately obvious options. The Test uses the same mechanics for flying creatures in the previous paragraph.

Swooping Attacks

Swooping attacks are the aerial version of a ride-by mounted attack. The creature or character must use the Splitting Movement combat option. The attacker flies into close combat range using a portion of their Movement Rate, makes an attack, then flies off using the remainder of their Movement Rate. Characters who wish to attack swooping creatures or characters in close combat must have a higher Initiative than their opponent that round and use a Reserved Action to intercept the attacker.

Mounted Aerial Combat

Mounted combat involving flying mounts is handled the same as mounted combat using ground-based mounts. The rider may make swooping attacks just as any other flying creature or character, and may make flying charging attacks per the same rules. The mechanics for handling attack and defense are the same for mounted combat involving splitting movement and swooping attacks. The only difference is the result of Knockdown Tests failed by characters riding flying creatures, as described below.

Knockdown

Flying creatures and characters can be knocked out of the sky. A flying character or creature that fails a Knockdown Test is knocked to the ground and may take falling damage from the height fallen (see **Falling Damage** in the *1879 Gamemaster's Guide*). Once the character or creature stands back up, assuming it survived the fall, it can again take to the air.

If a character riding a flying mount fails a Knockdown Test and is knocked off their mount, they take falling damage based on the distance fallen instead of the normal Step 5/D8 damage for a land-based mount.

Long Falls

Creatures or characters flying at a height of over 100 yards, or with special physical properties or features such as a spell, device, or power that keeps them airborne without constant effort, do not immediately hit the ground after failing a Knockdown Test. Instead, they plummet towards the ground over several rounds, the exact number of which is determined by the Gamemaster based on the situation. There are no simple rules to determine how fast a creature or character falls each round. Variables include body weight, wind, wings or airfoils that help slow the descent, and so on. Flying creatures and characters that have been knocked down, but haven't yet hit the ground, can spend their Standard Action to make a Dexterity (6) Test to "stand up". If the Test succeeds, the creature or character stops falling, and may resume normal flight.

A creature or character that is unconscious and falling makes a Recovery Test after one round of uncontrolled descent, as if they were being roused by another character (see **Effects of Injury**,

pg.239). If the creature or character manages to regain consciousness, they can attempt to make a Dexterity (6) Test to "stand up" as noted earlier, otherwise continuing to fall until they hit the ground or is somehow rescued. Note that, since Falling Damage ignores armor, a fall from over 100 yards is fatal to most creatures and characters.

Ship and Vehicle Combat

Conflict between sailing vessels, steamships, tanks, airships, and other water, land, or air vehicles will be handled in the *1879 Companion*.

Engine Combat

Conflict between Lovelaces and Byrons within an Analytical Engine is described in the **Engines** chapter (pg.427). Engine combat takes place in combat rounds, just like physical combat, and can occur simultaneously.

Handling Mounted Combat

Mounted Combat can seem difficult to handle during the game because of the requirements for a charging attack and the many combat options involved. This guide presents the typical procedures for different types of mounted attacks and suggests some terms for identifying them during a game in which Mounted Combat frequently occurs.

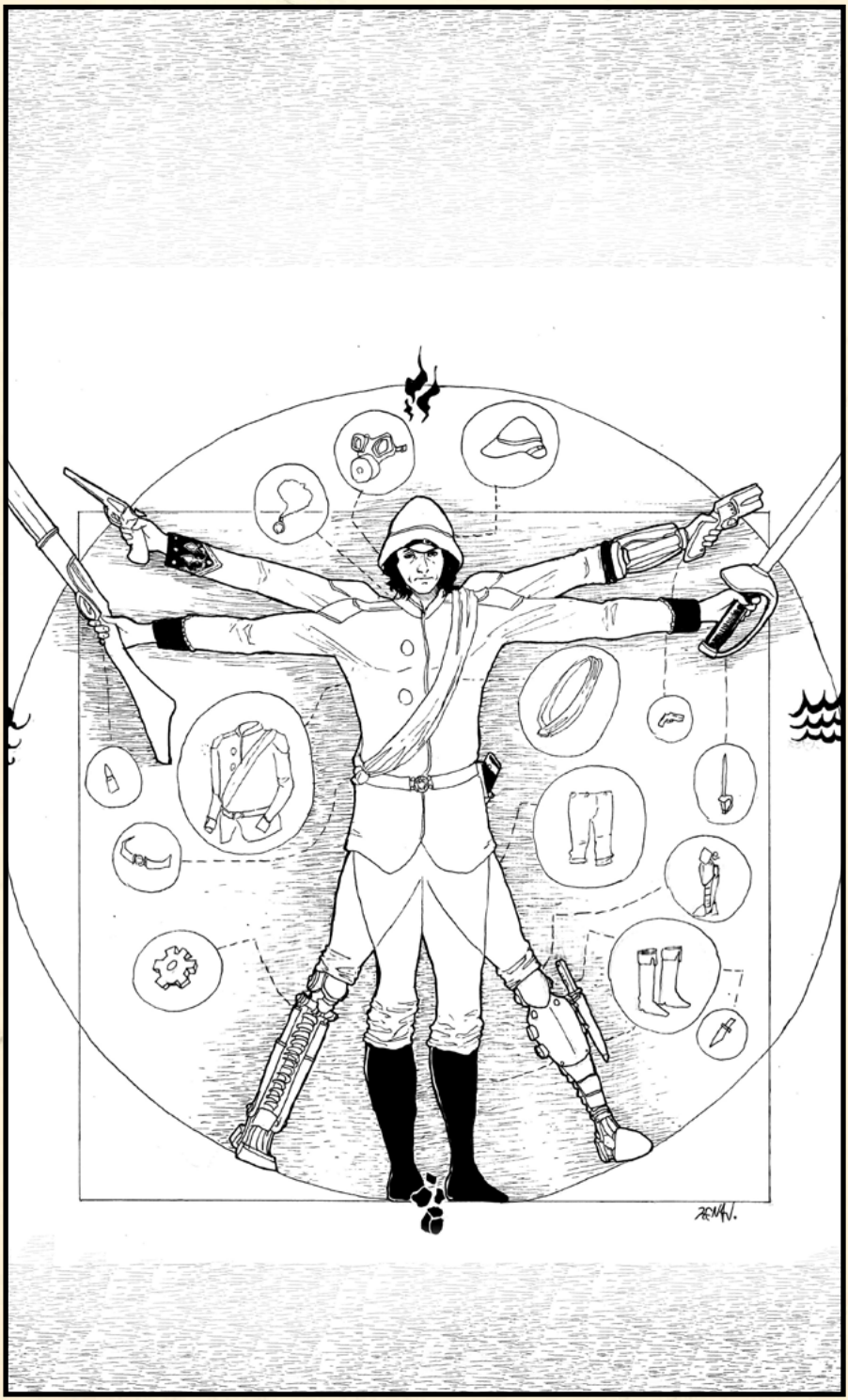
Stationary Attacks do not involve movement. The rider simply attacks from the saddle, and the mount can also make attacks. Some Skills, such as Down Strike or Wheeling Defense, enhance stationary Mounted Combat. There are no extra combat options or modifiers to consider.

Mobile Attacks are those where the mount moves before or after the attack. They share a lot of traits with Stationary Attacks, but Skills like Wheeling Defense cannot be used to full effect. There are no modifiers for the attacker, but the defender may have to delay or reserve their action to attack in close combat if their Initiative is higher and they cannot move far enough on their turn to reach the mount, which often has a higher Movement Rate. If the defender's Initiative is lower than the attacker's and the attacker moves away after attacking, the defender cannot normally attack in close combat.

Charging Attacks require the mount to use its Standard Action to move, at a rate at least 1 greater than its Movement Rate, taking the Strain for Running. It cannot attack and must move more than its Movement Rate towards the target. The rider's damage is enhanced by the mount's Strength Step (and possibly the Charge or Second Charge Skill). The mount's movement ends next to the target. A defender can Set Against a Charge to strike the attacker before being hit and may profit from the momentum if successful.

Ride-by Attacks use the splitting movement combat option. The mount moves before and after the attack so the mount's movement does not end next to the target. The mount may attack. Splitting movement causes the rider to be Harried and take 1 Strain, although some abilities can circumvent this. The defender can delay or reserve actions as with a mobile attack.

All-out Charging Attacks use both splitting movement and the mount's Standard Action to allow for a Charging Attack that does not end next to the target. The mount moves more than its Movement Rate towards the target, and up to what remains of its doubled Movement Rate away. The mount cannot attack. Damage is enhanced as per Charging Attacks, and the rider takes 1 Strain and is Harried, except where abilities circumvent this. The defender may set against the charge. The Wheeling Attack Skill allows a character to circumvent the requirement to move before the attack, but the mount has to move the full distance during the round, usually after the attack.



1879 PLAYERS GUIDE



Character Advancement

As we advance in life it becomes more and more difficult, but in fighting the difficulties the inmost strength of the heart is developed.
– Vincent Van Gogh

Every adventure that your character completes adds to their experience and abilities. More experience allows the character to undertake ever more challenging and rewarding adventures. Throughout your character's life, their increasingly daring exploits build and expand on their reputation. Legends are born through such great deeds. Increasing your character's Tier and Professional Rank gives your character an edge in each game you play.

Earning Adventure Points

As a character survives encounters and accomplishes group or individual adventure goals, they gain experience. As in real life, this experience makes the character more capable, allowing them to learn new abilities and survive more dangerous encounters. Character experience in *1879* is measured using Adventure Points, or APs. The Gamemaster awards Adventure Points based on a character's accomplishments and other factors during an adventure. Accumulated Adventure Points allow characters to improve their Skills and Attributes, and buy more Karma.

Characters earn Adventure Points for performing specific types of actions, including:

Achieving Goals: A character earns Adventure Points for achieving goals set during a single game session, because most session goals are stepping stones toward achieving a larger objective. If the group's goal is to uncover treachery against the throne, characters in the group earn Adventure Points when they expose the traitors to loyal authorities. Characters also earn Adventure Points when

they complete long-term goals that require multiple game sessions. Typically, these awards are larger because of the sustained effort required.

Overcoming Obstacles: Characters face dangerous situations on a regular basis, dealing with deadly opponents and creatures. Overcoming these obstacles earns Adventure Points. Defeating an opponent does not necessarily mean killing them. If a group removes an opponent as an obstacle without resorting to violence, characters in the group should earn the same Adventure Points as if they had defeated their opponent through combat. Not all problems can be solved with gunfire!

Individual Deeds: These can be clever ideas or deeds of valor. If a character takes or suggests an extraordinary action which helps achieve the group's goals, the character may receive Adventure Points for that individual deed.

Roleplaying: Much as an actor takes on a role, a player may adopt the mannerisms, speaking habits, and attitudes of their character. Roleplaying a character well earns the character Adventure Points, but only if the player's roleplaying makes the game more enjoyable for others at the table. If a player's roleplaying disrupts, rather than enhances, the game, the character should not receive Adventure Points for roleplaying.

Player Versus Character Experience

Players should not confuse character experience with player experience. Player experience is not measured in game terms. It simply refers to what a player learns about the game by playing it.

For example, a player may learn how their character should behave to avoid getting into trouble, or may develop more effective combat tactics against specific monsters. However, the character may not be privy to this information, and during the game the player should avoid having the character take actions based on information the character would not actually know. This is called playing out of character, or using out of character information. While there is no game mechanic to penalize a player who plays out of character, the other players at the table should not allow this. Allowing out of character information to be used disrupts the flow of the story, and gives an unfair advantage to the player who does it.

Lessons such as these may benefit a character by allowing them to survive longer or accomplish more, but this playing experience does not directly affect the Attributes, Skills, or characteristics the character uses in *1879*.

Tallying Adventure Points

Each time the Gamemaster awards a character Adventure Points, the player adds them to their character's Current and Total Adventure Points tallies. When a character spends Adventure Points, for example buying more Karma, the points are only deducted from the Current Adventure Points tally.

Current Adventure Points

As a character earns Adventure Points, the player keeps a running total of how many points are available for improvements. This total is the character's Current Adventure Points. Each time a character spends Adventure Points, the player subtracts the points spent from the Current Adventure Points total. The updated total is then recorded on the Character Record Sheet.

Total Adventure Points

In addition to keeping a Current Adventure Points total, which rises and falls as the character earns and spends Adventure Points, the player should also keep a grand total of all the Adventure Points the character has earned over their lifetime . This is the character's Total Adventure Points,

and is recorded separately on the Character Record Sheet from the Current Adventure Points. The character never reduces their Total Adventure Points. This total determines the character's Status, or fame.

Thomas Hammersmith has returned home from his most recent exploration of the Darlington Mountains. He earned 1,200 Adventure Points for his venture into the unknown. Before he embarked on his journey, Thomas had a total of 300 Current Adventure Points and 2,000 Total Adventure Points. Adding the 1,200 points he just earned to both totals, Thomas now has 1,500 Current Adventure Points and 3,200 Total Adventure Points. If Thomas spends 500 Adventure Points to increase one of his Skill Ranks, his Current Adventure Points would be reduced to 1,000, but his Total Adventure Points would remain unaltered at 3,200.

Tagging Skills

Next to the Skill slots on the character record sheet provided with this game is a series of checkboxes. These are for tagging the Skills. Any time a character uses a Skill in a significant way, the Gamemaster should allow the character to tag the Skill, and check one of the boxes. When the Skill has been tagged a number of times equal to its current Rank plus one, the character may raise the Rank of the Skill. See the next section for the process.

Significant use of a Skill involves contributing to the story or adventure in some way. Using Melee Weapons to spar with a fellow adventurer is not significant. Using Melee Weapons to defend the airship against a boarding attempt by sky pirates is significant.

The Gamemaster should not allow any one Skill to be tagged more than once in any given scene. While the character may use Melee Weapons multiple times in repelling the pirates, only one tag should be awarded. The character must find another fight to earn another tag for Melee Weapons. If the character also uses Throwing Weapons in the scene, that Skill can earn its own tag. The character thus gets two tags, but only one per Skill.

Core, Optional, and Free Skills all require tagging to advance. When a Skill's Rank is raised, all tags are cleared, and the process starts over from zero. Yes, this means that if a character only needed to tag a Skill three times to raise its Rank, and tagged it four times, they lose the fourth tag. Extra tags cannot be saved for the next Rank.

Spending Adventure Points

Characters may spend Adventure Points to improve their Attribute Values, Skill Ranks, buy Karma points, and improve other abilities as explained in this section.

Improving Attribute Values

Characters may spend Adventure Points to improve their Attribute Values. The Adventure Point cost for improving an Attribute Value increases for each additional point that the Attribute is increased. For example, improving a character's Strength Value by +1 costs 800 Adventure Points. Improving it again by another point (+2 total) costs 1,300 Adventure Points. Consult the Attribute Increase Table to determine the Adventure Point cost of improving an Attribute.

While improving Attribute Values may seem an expensive proposition, it's definitely worth considering. Improving an Attribute Value potentially increases the Attribute Step and the characteristics associated with that Attribute. For example, increasing a character's Strength value

by +1 increases the character's Carrying Capacity and may increase the character's Strength Step, increasing the effectiveness of the character's Strength-based Skills and the damage they do in hand to hand combat.

When improving Attribute Values, the following considerations and conditions must be taken into account:

- No Attribute Value may be increased by more than +3 over the life of the character.
- Only one Attribute can be improved at a time.
- The character must complete a number of days of dedicated training equal to their current Attribute Step, during which time they must be rested and in good health (not suffering from any Current Damage or Wounds, except Blood Magic Damage).
- Attribute training costs money. Each day of training costs a character an average fee equal to their current Attribute Step in shillings. At the Gamemaster's discretion, this fee may double or triple if the character wants private tuition.
- The character must have sufficient Current Adventure Points to pay the cost of the Attribute Value increase (see the Attribute Increase Table).
- The character must wait for a number of weeks equal to the new Attribute Step before they can improve the same or another Attribute. During that time, the character may adventure, raise Skill Ranks, train for a new Tier, or perform other tasks.

Gwendolyn wants to increase her Dexterity Value. Her current Dexterity Value is 12, which makes her Dexterity Step a 7, so she needs seven days of intensive training. The training will cost her 7 shillings per day. For seven days of training, this totals 490 shillings. That's 24 pounds 5 shillings, a fortune for someone of lower Social Level. Gwendolyn knows it's worth the money, so she pays it willingly.

This is the second time she has improved her Dexterity Value (a total of +2), so it will cost her 1,300 Adventure Points. She subtracts this from her Current Adventure Points total and adds +1 to her Dexterity Value. By increasing her Dexterity Value from 12 to 13, she increases her Dexterity Step from 7 to 8, so she modifies her Skill Step Numbers as well. Having improved her Dexterity, Gwendolyn now wants to improve her Strength. However, before she can do this, she must first wait for eight weeks (her new Dexterity Step).

To avoid any confusion that might arise from changing an Attribute Value, the character's original Attribute Value should be noted on their Character Record Sheet, with the improved Attribute Value recorded nearby (for example, in brackets beside the original value).

Attribute Increase Table

Attribute Increase	Adventure Point Cost
+1	800
+2	1,300
+3	2,100

Improving Profession, Core, and Optional Skills

Characters can spend Adventure Points to add Ranks to their Profession Skill, or existing Core or Optional Skills, or learn new Core or Optional Skills (by purchasing new Skills at Rank 1). Because Skill Ranks commonly add to an Attribute Step to determine the Step Number used for making the Skill Test, a higher Rank translates into a higher level of ability with that Skill.



A LESSON.

A character's Skill Rank can be increased, or a new Skill bought, by meeting all of the following conditions:

- The character must be rested and in good health (not suffering any Current Damage or Wounds, except Blood Magic Damage).
- The character must have sufficient Current Adventure Points to pay the full cost of the new Skill Rank.
- Professional, Core, and Optional Skills cannot achieve a Rank higher than 15. Some magical treasures, spells, or rituals can provide bonus Ranks, bringing the total above Rank 15. Regardless of whether bonus Ranks are temporary or permanent, the character determines the Adventure Point cost to improve their Skill Ranks without including any bonuses.
- The Skill must have been tagged a number of times equal to the Rank that is sought. Thus, if the character wants to raise their Melee Weapons Skill from Rank 4 to Rank 5, they must have tagged the Skill five times. This does not apply to learning new Skills, as a Skill cannot be tagged until it has been learned.
- Raising an existing Skill may be done at the end of a scene, at the end of a session, or at the end of a game day, at the discretion of the Gamemaster.
- New Core or Optional Skills must be available on the character Profession's Core or Optional Skill lists. See the next section for Free Skills, those not available as part of the Profession.
- An open Skill slot must be available for the character to learn a new Skill.
- Learning a new Core or Optional Skill requires one week of training per Tier of the Skill. Thus, learning a Core or Optional Skill available at the Novice Tier takes one week, but learning a Core or Optional Skill not available until the Warden Tier requires three weeks.

The Profession/Core/Optional Skill Rank Cost Table shows the Adventure Point cost to increase a character's Profession, Core, and Optional Skill Ranks. The character pays the Adventure Point cost for each Rank increase, in consecutive order. For example, a character who intends increasing a Skill from Rank 2 to Rank 4 must first pay the Adventure Point cost for Rank 3.

To find the Adventure Point cost of increasing a Skill to the next Rank, consult the character's Profession description to determine the Tier when it was learned; Novice (which includes Initiate), Journeyman, Warden, or Master. Find the column on the Profession/Core/Optional Skill Rank Cost Table for that Tier. In the Skill Rank column, find the new Rank you wish to purchase, then read across that Rank row until you reach the appropriate Tier column. The number where the Tier column and the Rank row intersect is the Adventure Point cost for that Skill Rank.

Profession/Core/Optional Skill Rank Cost Table

Skill Rank	Novice	Journeyman	Warden	Master
1	100	200	300	500
2	200	300	500	800
3	300	500	800	1,300
4	500	800	1,300	2,100
5	800	1,300	2,100	3,400
6	1,300	2,100	3,400	5,500
7	2,100	3,400	5,500	8,900
8	3,400	5,500	8,900	14,400
9	5,500	8,900	14,400	23,300
10	8,900	14,400	23,300	37,700
11	14,400	23,300	37,700	61,000
12	23,300	37,700	61,000	98,700
13	37,700	61,000	98,700	159,700
14	61,000	98,700	159,700	258,400
15	98,700	159,700	258,400	418,100

Captain Danae Stockton, an elven Military Officer, wants to improve her Equestrian Skill from Rank 3 to Rank 4. She has used her Equestrian Skill in combat quite a bit recently, tagging it four times. Because she chose Equestrian as a Core Skill as a Novice, Danae's player reads down the Novice column until she gets to the Rank 4 row. The Adventure Point cost listed for a Novice Skill at Rank 4 is 500. Danae spends 500 Adventure Points to gain the new Rank. She subtracts the Adventure Points from her Current Adventure Point total, and changes the Rank of Equestrian from 3 to 4. She then clears all tags on her Equestrian Skill, so that she can start tracking the potential for advancement at her new Rank.

When a Skill is raised in Rank, its Step is recalculated, adding the new Rank to the appropriate Attribute Step to determine the new Skill Step. This changes the Action Dice, which will need to be re-entered on the character sheet.

Improving Free Skill Ranks

Free Skills are those learned from outside the character Profession, Skills that are not on either the Core or Optional lists. Characters can spend Adventure Points to add Ranks to existing Free Skills, or to learn new Free Skills (by purchasing Rank 1). Improving Free Skills differs from Core and Optional Skills in the following ways:

- Characters cannot improve Free Skills beyond Rank 10.
- The character must have sufficient Current Adventure Points to pay the full cost of the new Skill Rank (see the Free Skill Rank Cost Table).
- The Skill must have been tagged a number of times equal to the next Rank. New Skills are, of course, exempt from this, as a character cannot tag a Skill that they have not yet learned.
- A Free Skill can only be learned if the character is of the same or greater Tier as when the Skill becomes generally available. The **Skills** chapter (pg.169) provides the availability Tier for all Skills in the game. A Novice-Tier character cannot learn a Free Skill that is only available to characters of the Journeyman Tier or higher.

- Free Skills are purchased based on their Tier. While a character can, in theory, learn a Free Skill at any point, the increased cost of more advanced Skills (Skills that grant extra attacks, or increase damage) helps balance that open availability. The cost is referenced the same way as it is for the Core or Optional Skill cost.
- An open Skill slot must be available for the character to learn a new Skill. Characters do not have Free Skill slots available at Initiate, gaining their first Free Skill slots at Novice.
- Learning a new Free Skill requires one week of training per Tier of the Skill. Thus, learning a Free Skill available at the Novice Tier takes one week, but learning a Free Skill not available until the Warden Tier requires three weeks.
- See the Suggested Training Fee for Tier Advancement table under **Advancing Tiers**, pg.268, for the payment due to the person teaching the new Free Skill per day of training. No Social Level multiplier is required for Free Skills. The Gamemaster may or may not require payment of this fee, based on the situation.

Free Skill Rank Cost Table

Skill Rank	Novice	Journeyman	Warden	Master
1	200	300	500	800
2	300	500	800	1300
3	500	800	1300	2100
4	800	1300	2100	3400
5	1,300	2100	3400	5500
6	2,100	3400	5500	8900
7	3,400	5500	8900	14,400
8	5,500	8900	14,400	23,300
9	8,900	14,400	23,300	37,700
10	14,400	23,300	37,700	61,000

Gaining Skill Slots

When a character improves the Rank of their Profession and Core Skills sufficiently, their Professional Rank increases. This in turn increases the number of available Skill slots for the character. When the character's Professional Rank increases sufficiently, the character advances in Tier, opening up new slots, and adding the Core and Optional Skill lists from the next Tier. See **Advancing Tiers**, pg.268. Achieving a rise in Professional Rank requires the Profession Skill to be of the minimum Rank or higher, and a specified number of Core Skills to also be of a minimum Rank or higher. The following table shows the requirements for advancement in Professional Rank, and the number of slots gained when the Professional Rank is increased.

Profession Skill Slot Gain Table

Professional Rank	Min Rank of Profession Skill	# of Core Skills	Min Rank of Core Skills	Tier	Core/Optional Slots Gained	Free Slots Gained
1	1	3	1	Initiate	6 (Slots gained at character creation)	4 (Slots gained at character creation)
2	2	4	2	Novice	2 (Slots gained at Tier advancement*)	2 (Slots gained at Tier advancement*)
3	3	5	3	Novice	2	2
4	4	6	4	Novice	2	1
5	5	7	5	Journeyman	3 (Slots gained at Tier advancement*)	3 (Slots gained at Tier advancement*)
6	6	8	6	Journeyman	3	2
7	7	9	7	Journeyman	3	1
8	8	10	8	Journeyman	3	1
9	9	11	9	Warden	3 (Slots gained at Tier advancement*)	3 (Slots gained at Tier advancement*)
10	10	12	10	Warden	3	2
11	11	13	11	Warden	3	1
12	12	14	11	Warden	3	1
13	13	15	12	Master	2 (Slots gained at Tier advancement*)	2 (Slots gained at Tier advancement*)
14	14	16	12	Master	2	2
15	15	17	13	Master	2	1

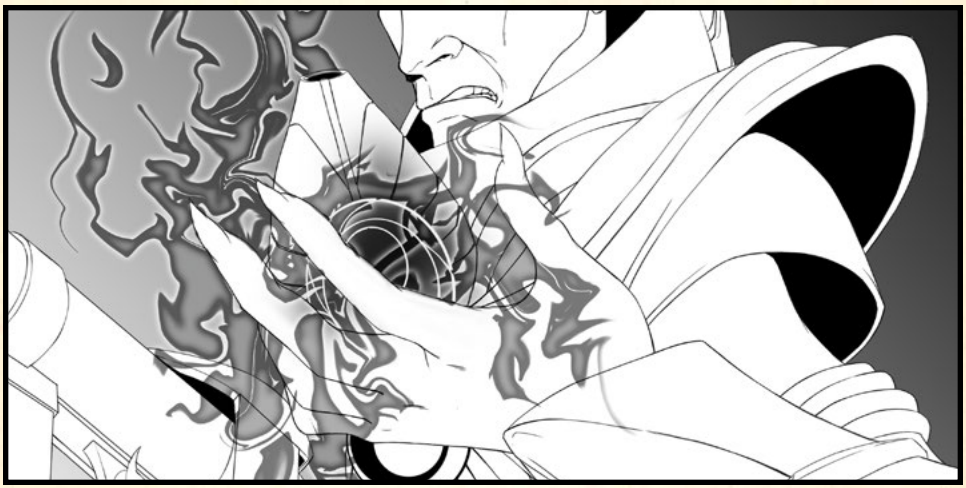
*See **Advancing Tiers**, further in this chapter.

Durability

Durability is learned automatically when a character advances from Initiate to Novice, and allows the character to increase their Death and Unconsciousness Ratings. Each Rank in Durability, including the first, must be bought with Adventure Points. See the Profession/Core/Optional Skill Rank Increase Table, and use the Novice column.

Durability advancement is subject to the following conditions:

- The character must be rested and in good health (not suffering any Current Damage or Wounds, except Blood Magic Damage).
- The character must have sufficient Current Adventure Points to pay the cost of the Durability increase.
- Durability cannot achieve a Rank higher than 15. Some magical treasures, spells, or rituals can provide bonus Ranks, bringing the total above Rank 15. Regardless of whether bonus Ranks are temporary or permanent, the character does not include bonuses when determining the Adventure Point cost to improve their Durability.
- Raising Durability may be done at the end of a scene, at the end of a session, or at the end of a game day, at the discretion of the Gamemaster.



- The character must wait for a number of weeks equal to the new Durability value before they can improve their Durability again. During that time, the character may adventure, raise Skill Ranks, train for a new Tier, or perform other tasks.

When Durability is raised, the character does not calculate a Step. Instead, the player adds their character's current Toughness Step to their Unconsciousness Rating, and their current Toughness Step x 1.2 (round down) to their Death Rating. Yes, it pays to raise the character's Toughness Step before buying another Rank in Durability. No, if the Toughness Step is raised, that does not increase the effect of previously bought Ranks of Durability.

Otto Freundlich, an Explorer from Vienna, has been hard at work in the Gruv for several months since his arrival, and has garnered enough progress in his Skill Ranks that he can advance from the Initiate Tier to the Novice Tier. Otto's player has also bought increases to his Toughness Attribute twice, raising it from an 11 to a 13, which has increased his TOU Step from 5 to 6. The Explorer spends a considerable amount of time and money on training. Not only does Otto rise from Initiate to Novice, gaining two Core/Optional Skill slots and two Free Skill Slots, he also gains the option to buy Durability. Having faced several dangerous situations in which being a bit harder to kill would be useful, Otto purchases one Rank in Durability immediately. His player spends 100 Adventure Points, and puts a "1" in the Durability box on his character sheet. He then adds 6 points to Otto's Unconsciousness Rating, that being his current TOU Step, and adds 7 points to Otto's Death Rating, that being 1.2 times his current TOU Step. If he had not raised Otto's TOU Attribute, Otto would only have gained 5 points to his Unconsciousness Rating and 6 points to his Death Rating. Otto must wait one week before he can raise his Durability again.

Learning New Spells

Magicians may spend Adventure Points to learn spells from other magicians, grimoires found in ancient libraries, etc. The character makes a Spell Learning Test (see the **Magic** chapter, pg.333). If successful, the character then spends the required Adventure Points to learn the spell. The cost for the spell is based on the relative power level of the spell, as if it were a Skill advancing to Rank 5. The Spell Learning Cost Table below shows the AP cost for learning spells by Tier. This means

that learning a Novice-Tier spell will cost the same as purchasing Rank 5 in a Novice-Tier Skill, 800 Adventure Points. Spells do not have Ranks, so only the equivalent Rank 5 cost has to be paid.

Spell Learning Cost Table

Spell Tier	Novice	Journeyman	Warden	Master
Spell Cost	800	1,300	2,100	3,400

Advancing Tiers

For a character to advance to the next Tier in their Profession, they must reach a minimum level of ability at their current Tier, then seek out training. This enables characters to learn new Skills and improve existing ones, and requires them to gain ability in their chosen profession in order to advance in it. Advancement in Tier can also improve one or more of the character's Attributes, Defense Factors, or other characteristics, or grant other abilities. These improvements are determined by the Profession and will vary from one to the next.

Tier Advancement Requirements

To advance to the next Tier, the character's Professional Rank must be of a sufficient value. The Tier Advancement Requirements Table shows the Professional Rank that must be achieved.

Tier Advancement Requirements Table

Tier	Professional Rank
Novice	2
Journeyman	5
Warden	9
Master	13

Thus, to advance from Initiate to Novice, the character must have their Professional Rank at 2 or better. To advance from Novice to Journeyman, the character must have their Professional Rank at 5 or better.

Training Requirements

Once the character meets the requirements for advancement, they must locate someone more advanced in the Profession, of at least the Tier the character seeks to achieve, and convince this person to accept them for advanced training. This usually requires the payment of tuition or similar fees. One week of uninterrupted training must follow. If the week is not completed, the advancement attempt fails, and the character must wait a number of days equal to their Professional Rank before trying again. The following table shows the suggested training fees, based on Tier. Take the difference between the character's Social Level and the trainer's Social Level and increase it by one, then multiply to obtain the final sum.

Suggested Training Fee for Tier Advancement

Tier	Fee per Day
Novice	£1
Journeyman	£4
Warden	£9
Master	£16

Fyvush Goldberg, a Brassman who has achieved some level of repute, wishes to advance from the Novice Tier to the Journeyman Tier. His Professional Rank has reached 6, so he's a bit overdue. He seeks out a trainer, Ira Levin, a Journeyman Brassman of great repute. Fyvush's Social Level is 2, while Ira, a man of better standing, has a Social Level of 3. The Social Level difference is 1, and is increased by 1, making a multiplier of 2. This means that Fyvush will need to pay Ira the princely sum of £8 per day for a week, making a grand total of £56 for training. Fortunately, Fyvush has prepared for this, putting away a bit here, a bit there, and has accumulated the necessary funds. He spends a week working with Ira, learning the deeper secrets of his profession, and advances to the Journeyman Tier. This grants Fyvush access to more Skills, more Skill slots, and the special abilities available to a Journeyman Brassman.

Skill Slot Gain

When the character advances in Tier, they gain a number of new Skill slots, similar to advancing their Professional Rank. The following table shows the Skill Slots gained at each Tier.

Tier Advancement Skill Slot Gain

Tier	Professional Rank Required	Core/Optional	Free
Novice	2	2	2
Journeyman	5	3	3
Warden	9	3	3
Master	13	2	2

Advancing in Tier is the only way that characters gain slots for Free Skills. Core and Optional Skill slots are gained at each advancement of the Professional Rank within a Tier.

Renown

Each adventure contributes to the tales of a character's exploits. These stories spread, and people will hear of the character's deeds. A character's Renown represents how hard or easy it is to recognize a character by name or description. Reputation reflects the general populace's opinion of a character, for good or ill. Fame and infamy are two sides of the same coin. Renown is determined by Tier, and Reputation affected by it, as shown on the Renown Table. Note that all characters have Reputation and Renown, not just player characters.

Renown Table

Tier	Renown	Reputation	Interaction Bonus	Notes and Benefits
Novice	16	NA	0	Outside of those the character has directly interacted with (including their training master, family, and close friends), the general population remains oblivious to the character's exploits and have not yet heard their name.
Journeyman	12	2	+1	Some tales of the character's exploits are known, and there's a good chance they may be recognized in larger towns and cities. Characters can use this to their advantage, as they can receive reduced prices on goods and services just for asking, and may be able to request important favors more easily than lesser characters.
Warden	9	4	+2	Nearly everyone has heard the name of the character, as tales of their adventures are told across the land. Many Warden characters maintain residences in or near their favorite cities. Government officials and other highly placed individuals sometimes court these characters in the hope of convincing them to perform dangerous tasks. When traveling, they often receive offers of free lodging or other services from individuals eager to boast that the famous character stayed at their inn, ate at their table, bought boots from them, and so on.
Master	7	6	+3	The character is a living legend. Virtually everyone knows of the character and their deeds, and more people claim to have known, seen or adventured with these characters than is possible.

Renown

Renown can be used as a base Target Number for Knowledge Skill Tests to see if someone knows anything about the character in question. On a successful Test with an appropriate Skill, the character's name is recognized and some general information is gained about the character in question. More successes can provide intricate or even obscure information about the character's exploits (see **Using Knowledge Skills**, pg.172). Renown can also be used as a Target Number for a Perception Test for casual recognition, to see if someone knows who the character is upon seeing them.

Difference in Social Level (SL) has an effect on these Tests. People pay more attention to their betters than to their inferiors. Find the difference between the character's SL and the target's. If the character's SL is higher than the target's, the character takes the difference as a penalty to know who the person is or to know anything about them. If the character's SL is lower than the target's, the character gains the difference as a bonus to recognize the target or to know their history.

Reputation

A character's Reputation is a bonus that can be used in Interaction Tests with those familiar with the character's exploits. Apply the bonus given on the Renown Table when making Interaction Tests of this kind. Another character disguised as and acting like the character in question may be able to gain the same bonus at the Gamemaster's discretion.

Social Level again has an effect on the Test. Find the difference between the character's Social Level (SL) and the target's. If the character's SL is less than the target's, the character takes the difference as a penalty on the Interaction Test. If the character's SL is greater than the target's, the character gains the difference as a bonus on the Interaction Test.

Infamous Reputation

A character's reputation may not always be heroic. Characters can have a skeleton in a closet or a dark spot in their history. If the character has a bad reputation in general, their Renown ceases to be fame and becomes infamy. In some situations, this can cause trouble for the character. For example, a known scoundrel is less likely to receive an advance on a payment, because people won't trust him. In those cases, the Gamemaster may reduce the Reputation bonus or turn it into a penalty if appropriate.

The Price of Fame

Although a high Renown can afford benefits to a character, it often carries a price. People expect heroic characters to act for the common good despite the personal risks. Consciously or unconsciously, they believe that heroes should put their own interests and needs aside and work to help them. Most villages and small towns will ask recognized characters for help in time of trouble. Communities of this size may even seek them out to solve the residents' personal problems. Though characters often do act heroically (as most of them believe in the classic definition of a hero), sometimes a character needs to act in their own best interests.

The conflict between personal interests and the interests of others can pose a dilemma for a character who has achieved a certain level of recognition.

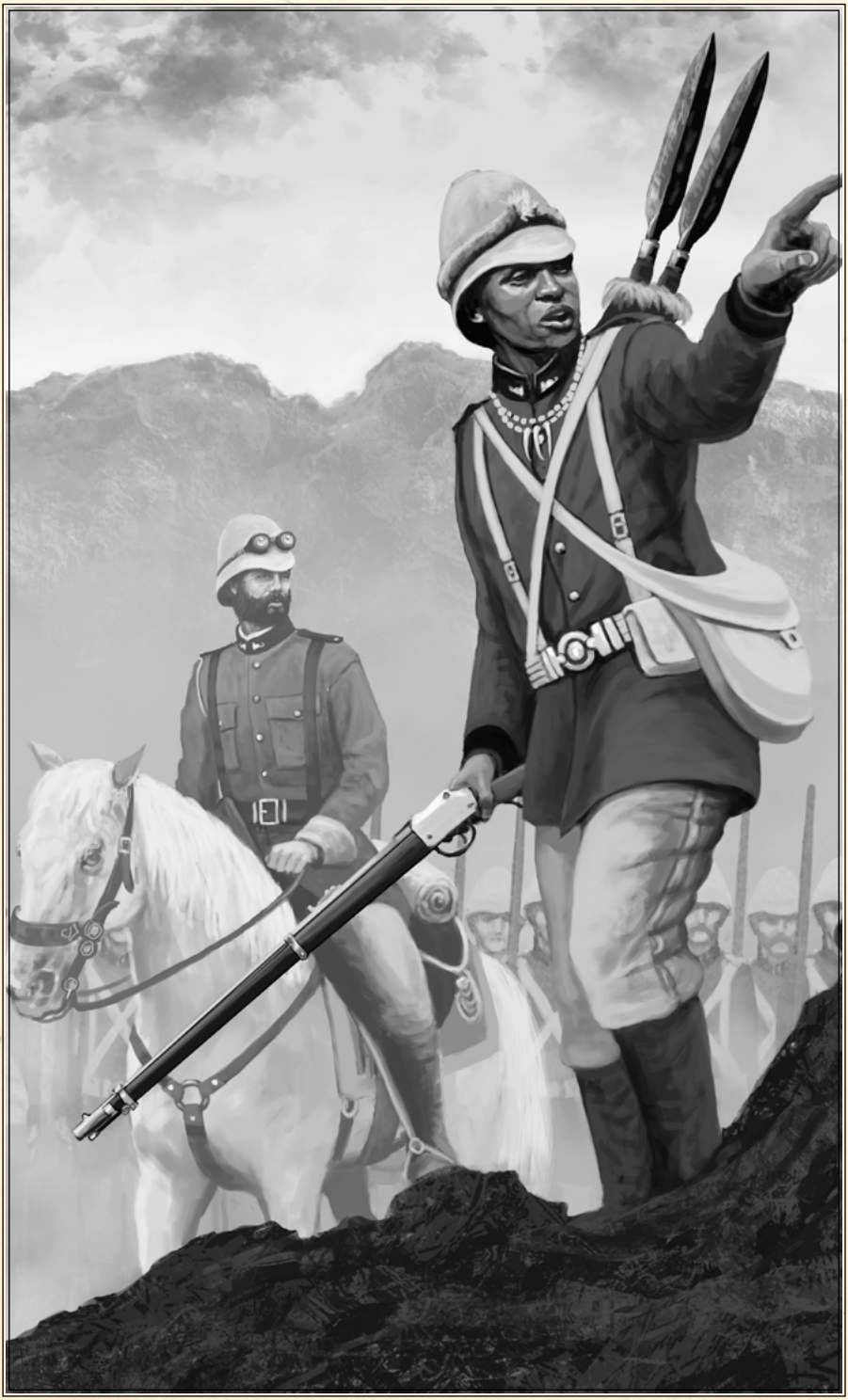
Adventuring Groups

The world of *1879* encourages groups of player characters to work together to solve problems. The characters may come together through an outside force at first, formed into a group and forced to work together for a specific purpose. Once that purpose is accomplished, they may decide to continue to travel together for other reasons. At this point, the characters have become an adventuring group.

Traveling with a group offers many advantages over solo exploring. The most obvious is survival. By working together, the characters will have a better chance of living longer, healthier lives.

Group Renown

Much like individual characters, adventuring groups can earn Renown. Group Renown is determined by the average of the Renown achieved by the members of the group. Legendary groups receive the same benefits as legendary characters, but can also suffer the same drawbacks.



1879 PLAYERS GUIDE



Equipment

"You're packing light there, you sure that's everything you need? Even a man of the bush like me knows that your wits alone aren't enough to keep you alive in the Gruv. That's what separates us from the beasts, after all.
Man stood up and made tools to fill in the gaps that flesh and bone left him with. Now, let's get you some goggles and a decent firearm."
– Roger Thomas, Big Game Hunter

Technology in the alternate world of *1879* is significantly advanced over our world in the same era, for a variety of reasons already detailed. This section covers what's available, starting with money and standard gear, and moving on to items unique to the game world.

Money and the Marketplace

Each nation has its own currency. The British pound sterling (£) dominates, because the British Empire dominates. Sourcebooks for other nations will provide conversion tables for their currency. For now, we will restrict ourselves to British money. You'll be glad for that. Nobody believed in decimal currency back in the day.

The British pound bought a lot more in those days. Compared to today's currency, the pound of *1879* was worth approximately 67 pounds in 2015 currency, which was approximately US$110 at the time this book was written. Item prices listed in this chapter may seem a bit low until you consider that fact. The working class in the Victorian era generally got paid in shillings, not pounds. You only really dealt in pounds for large transactions.

One pound is worth 20 shillings. One shilling is worth 12 pence (singular "penny"). One penny is worth four farthings. Thus:

Unit	Abbreviation	Qty
Pound	£	1
Shillings	s	20
Pence	d	240
Farthings	none	960

Prices are written in £/s/d notation, with the left column(s) left off if the value is zero and a dash in the right-hand column(s) to represent a zero value. Thus, a price of one pound, seven shillings fivepence would be written £1/7/5, while a price of nine shillings would be written as 9/-. Prices in pence sometimes add the denomination for clarity, so a price of eight pence can be written either as 8 or as 8d.

To further complicate matters, there's a host of nicknames for the denominations, and a raft of other coins in circulation. Also, prices for items intended for the upper classes (SL 4 and 5) are quoted in guineas, a coin worth one pound one shilling that went out of circulation in the early part of the century, but whose name remained for snob appeal. Shops, firms, and bespoke craftsmen that cater to the upper crust assume that their customers can do the guineas-to-pounds conversion in their heads.

The following table shows the money in circulation. Transactions over five pounds are normally done in bank draughts (pronounced "drafts"), the equivalent of checks. Anyone who can afford to spend that much on a transaction is well off enough and of high enough Social Level to have a bank account.

Denomination	Value	Nickname	Metal
Five pound note	£5	Fiver	Paper
Pound (paper)	£1	Quid	Paper
Pound (gold coin)	£1	Sovereign, often slurred as sovran	Gold
Half-Guinea	10/6	Hay-guinea	Silver
Half-Sovereign	10/-	Hay-sovran	Silver
Crown	5/-	None	Silver
Half-crown	2/6	None	Silver
Florin	2/-	Two-bob bit	Silver
Shilling	1/-	Bob	Silver
Sixpence	6d	Tanner	Silver
Groat	4d	None (coin rarely seen, given out once a year as charity)	Silver
Threepence	3d	Thruppence, thrupp'ny	Silver
Half-Groat	2d	Tuppence (coin rarely seen, only used by the poor)	Copper
Penny	1d	Copper	Copper
Halfpenny	1/2d	Hay-p'ny	Bronze
Farthing	1/4d	Farden	Bronze

Item Characteristics

Sturdiness

All objects have three basic characteristics: Physical Defense, Mystic Defense, and Barrier Rating. These determine, in order, how difficult it is to cause damage to the object by hitting it, how difficult it is to enchant or magically damage the object, and how much damage the object can take before it's destroyed. Barrier Rating is also used to determine how much effort it takes to break down a door, break through a wall, and so forth, as explained in the ***1879 Gamemaster's Guide***.

Availability

An item's Availability determines how hard the item is to find. Items from pre-1879 eras may be available, but will generally cost more due to being out of place. For example, a Scottish greatsword, or claymore, would have run about £3/15/- new in the previous century given the conversion rate, but because it would be a specialty item in ***1879***, and probably purchased as an antique or inherited rather than bought new, the price rises to £6/5. Carrying such an item would mark one as an eccentric at best, and a Gei Gordon and possibly disloyal to Her Majesty at worst. Careful consideration should be given to making items of previous eras available.

Items of advanced technology are possible, within the limits of the progress of the game world. For example, a laptop computer is simply out of reach, but a pocket calculating machine that performs a variety of mathematical operations, functioning by spring-driven clockwork, can be had for an exorbitant fee. As a general rule, devices that do not cause or prevent damage can be located with a Streetwise or professional Skill Test, while weaponry and protective devices require extended effort using Streetwise or the appropriate fighting Skill. If a character has a connection with a Brassman, an Engineer, or a Weird Scientist, the request for the device may be roleplayed. See the **Tools and Devices** section later in this chapter for examples of available devices.

The Availability Ratings for goods and services are as follows:

Everyday goods can be found virtually everywhere - just head to the nearest shop to find them. These are items that the average person uses to do their work every day, enjoy their pastime, or consume to live on a day-to-day basis.

Average goods are still readily available, but might only be found on the high street on a regular basis. They are not bought by everyone daily, but are usually not hard to find if you need them, although purchase in rural areas might have to be planned ahead.

Unusual items tend to be found only in the high street shops of larger towns and cities, or specialist craftsmen's workshops. Regular folks either do not need them, or do not buy them more than once in a lifetime.

Rare items are hard to find, even in the largest cities. People buying these items are usually rich or in need of very special items – and adventurers are often in need of very special items.

Very Rare goods often require research to find a willing supplier. They are either very exotic and from far away lands, or require custom ("bespoke") work by a specialist craftsman, or incorporate materials that are expensive and hard to find. One-off items, such as Weird Science devices, fall into this category.

An item's Availability is shown with its other characteristics. Availability Ratings usually assume fairly standardized merchandise, items that are not limited to a certain home region and that do not have any special physical properties. Under certain circumstances or for specific items, the Availability may be adjusted for better or worse. For example, kaju katri might be a Rare food in London, but when in Bombay or in a predominantly Indian district of a large city it might be

of Average Availability. While a pistol is of Average Availability, one of a specific design might be Rare in one place, while the designs made by the local gunsmith are more common.

Cost

An item's Cost, the amount of money needed to purchase it, is expressed in pounds sterling, as described above. Cheap items have their Cost listed in shillings and pence (#/#), or just pence (#d). The Cost listed with each item is for a nondescript, standard item of its type in a place appropriate to its Availability Rating. The Gamemaster should adjust the price if a character wants to buy an item in a place where it is normally not readily available. For example, a Spencer repeating rifle is an Unusual weapon with a Cost of £6, and is available at this price in most larger cities. If a character wanted to buy it in a village and the Gamemaster decided it was indeed available there because a local publican had a single such weapon he had taken in trade for a soldier's bar tab, the Cost could increase to double or even triple, because the publican could not re-acquire such a weapon easily. Cost and Availability usually go hand-in-hand: Everyday items are cheap, Rare items are expensive.

Races and Cost

Some races modify the Cost of an item due to their unique physique. Usually, this means that such an item needs to be specially fitted for that race, except where made in an area where that race is predominant, or if commissioned ahead of time to a craftsman familiar with that race's needs.

For example, Trolls and Snarks require more material to cover their bodies, increasing the Cost of their clothing and armor by 25%. Saurids pay a fitting fee when buying armor or clothing from human merchants to accommodate their tail, increasing the Cost by 10%. If the armor or clothing covers the tail instead of just providing a hole for it, that adds 25% to the cost. Humans and Boojums attempting to buy clothing from a Saurid tailor can expect to pay half again as much and have a few extra days' wait while the tailor tries to figure out how to fit these people's odd physiognomy.

Size

Item Size is a characteristic commonly only found in weaponry. The physical make-up of different races allows them to wield weapons of different dimensions. For example, trolls and snarks can use larger weapons than humans, while dwarves have trouble with human-sized bows and pole arms. The Weapon Size Restriction Table lists the weapon-wielding capabilities of each race. The first column gives the Size range for weapons that members of a particular race can wield with one hand; the second gives the Size range for weapons they can wield with two hands. Size is also sometimes used as a factor in applying magical and non-magical abilities to weapons.

Weapon Size Restriction Table

Race	One-Handed Size Range	Two-Handed Size Range
Dwarf	1–3	4–5*
Elf	1–3	4–6
Human	1–3	4–6
Saurid	1–3**	4–6
Snark	1–3	4–6
Troll	2–4	5–7

* Dwarves may only use up to Size 4 missile weapons as their short stature makes firing larger weapons awkward.

** Saurid tail weapons have a Size Range of 1–2.

Weight

The Weight of items found in the tables within this chapter and elsewhere throughout *1879* products is expressed in pounds, if not denominated otherwise. Some items are measured in ounces ("oz."), while others are so light their Weight is negligible ("Neg."). Weights given are for typical items of their type, which usually assumes they are made for a human-sized person. Some items are expressly made for or by other races and are larger or smaller, and therefore more or less heavy.

Races and Weight

Item entries assuming a human physique sometimes need to be modified to generate the appropriate item for trolls, snarks, dwarves, and occasionally Saurids. While these races can use many items designed for a human physique, they require more or less raw material to be used for items such as clothing or armor. If made by a member of the race for their race, the item will be more appropriately sized. For example, a troll can sit on a bench made by a human craftsman, but if a troll craftsman made it to use in his home, the bench would be larger, sturdier, and more comfortable for a troll. Items that carry a race's name are already suited for that race and need not be modified.

Trolls increase the Weight for items other than armor and weaponry by 25%, or 50% if the item is intended to support the race's full weight. Saurids increase the Weight of items that cover the tail, such as clothing or armor, by 10%. Dwarves decrease the weight for armor and clothing by 25%.

Encumbrance

As noted in the **Character Creation** chapter, your character's Strength determines how much weight can be carried without overburdening and causing Fatigue. But what happens when your character wants (or needs) to move more?

If a character is burdened with more than their carrying capacity, but less than 150% of their carrying capacity, they can still move but their Movement Rate is halved, and they are considered Harried until they drop the excess weight. The character takes 1 Strain every half hour of travel while so burdened. If the character is carrying more than 150%, up to double their carrying capacity, their Movement Rate, Physical Defense, and Mystic Defense are all reduced to 2, and they must drop the excess weight if they want to do anything but move. The character takes 1 Strain every five minutes while so burdened.

If a character is trying to lift more than double their carrying capacity, they must succeed at a Strength Test. The Target Number for this Test is determined by subtracting the character's

Strength value from the minimum Strength value needed to lift the desired weight, then adding 6. The character can lift the weight for 1 round per success, and takes 1 Strain per round. The character cannot move while lifting this weight, nor make any Tests that require any kind of physical activity.

Weaponry

A wide variety of weaponry is available, grouped into four general categories corresponding to the different Skill categories needed to properly wield them: melee, missile, throwing, and firearms. This section will cover each of those in turn.

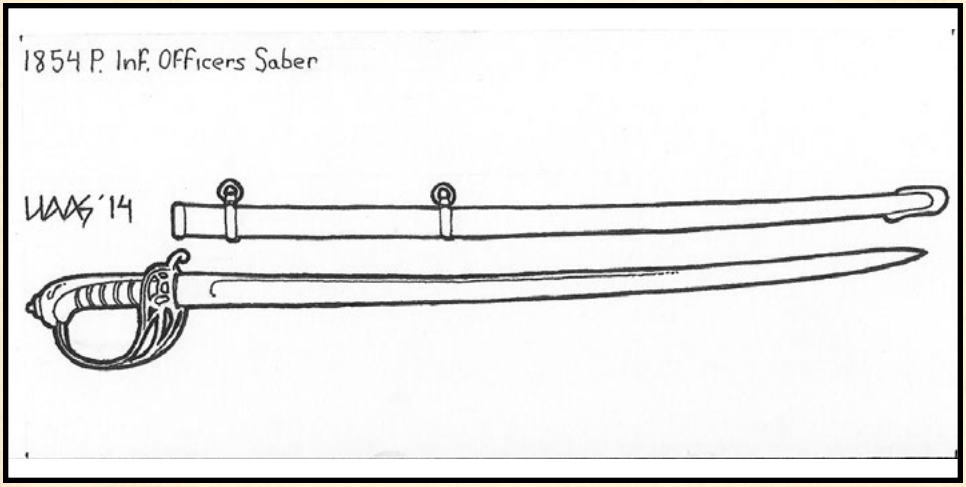
Repairing Damaged Weapons

Damage to a weapon is measured by reducing its Damage Step. If a weapon's Damage is reduced to zero, it is destroyed, and cannot be repaired. Damaged weapons that still have at least one point of Damage Step remaining can be repaired. Repairs require one day for each point of Damage Step lost. Repair costs are approximately 10 percent of the price for a new weapon of the same type per Step repaired. Repairs can be performed by anyone using the Craft Weapon or Craft Firearm Skill, as appropriate to the weapon type.

Weapon Statistics

Strength Minimum

Most weapons require a Minimum Strength Value to wield them without penalty in combat. Characters who do not meet this requirement can still use the weapon, but are penalized for doing so. A character who does not meet the Minimum Strength Value requirement for using a weapon receives a -1 Step penalty to all Attack Tests with that weapon for every point of Strength value lacking. Thus, a character with a Strength value of 9 attempting to use a weapon with a Minimum Strength of 12 would be at -3 Steps to their Attack Tests. Let's hope the character has a Skill in the weapon. The human average Dexterity is 10, giving a Dexterity Step of 5. Without a Skill, they will have very little chance, at Step 2, of being able to hit anything.



Dexterity Minimum

Some weapons have a Minimum Dexterity Value, noted on the appropriate Weapons Table. As with a weapon's Strength Minimum above, characters who don't meet this requirement can still use the weapon, but are penalized for doing so. A character who does not meet the Minimum Dexterity Value requirement for using a weapon receives a –1 Step penalty to all Attack Tests with that weapon for every point of Dexterity they lack. Again, Skill Ranks can compensate for this, but the character remains at a disadvantage.

Melee Weapons

Attached Weapons

Unless otherwise noted, weapons attached to a character's body in one way or the other, such as a spiked gauntlet, a boot with a spike, or the weapons Saurids often attach to their tails, are still considered weapons and can be targeted as such by Spells, abilities, or Skills such as Disarm or Riposte, but use Unarmed Combat or a Skill substituting for Unarmed Combat for Attack Tests.

Melee Weapon Descriptions

Battle Axe: The traditional weapon of Scandinavian warriors, the battle axe has a two- to four-foot-long haft with a single bell-shaped blade.

Bayonet: A long-bladed knife designed to be attached to the end of a rifle. When detached, treat a bayonet as a short sword. When attached, treat the rifle with bayonet as a spear (thrusting only, not usable as a throwing weapon).

Broadsword: A broadsword has a blade approximately three feet long. The blade can be curved or straight, with single or double edges.

Club: Any short piece of hard wood or stone, usually thinner at the handle end and thicker at the business end, qualifies as a club. In some cases clubs are merely rough-hewn tree limbs. Most, however, are a bit more finished and feature leather-wrapped handles. Wooden and stone clubs inflict the same amount of damage.

Dagger: A dagger is a small, sharp-bladed weapon with a maximum blade length of twelve inches. A weapon with a blade longer than this is considered to be a sword.

Flail: A flail consists of a wooden, leather-covered handle, two to four feet long, with a hinge or a chain connected to one end. The other end of the chain connects to either a spiked metal ball, a metal-spiked wooden rod, or a plain metal rod.

Hand Axe: Small and easy to use, this basic chopping instrument consists of a one to two-foot-long handle with a single, flat, square- or bell-shaped blade at one end.

Knife: A knife is a small, sharp-bladed cutting tool with a blade of up to six inches in length. Not all knives are meant to be weapons, but most can be used as such.

Kukhri: A long-bladed knife with a heavy blade bent at the midpoint, giving it a somewhat boomerang-like shape, the kukhri is the traditional weapon of the Gurkhas, an ethnicity found in Nepal and surrounding regions. The British Army has organized several units of Gurkhas, starting with the Simoor Battalion in 1815, the latest being the 2nd Imperial Gurkhas recently posted to the Gruv. Given the fearsome reputation of these Gurkha forces, the act of drawing a kukhri by anyone who looks like they might be a Gurkha uses the mechanic for a Battle Shout Test, substituting the Gurkhas' Renown of 5 for the Skill Rank.

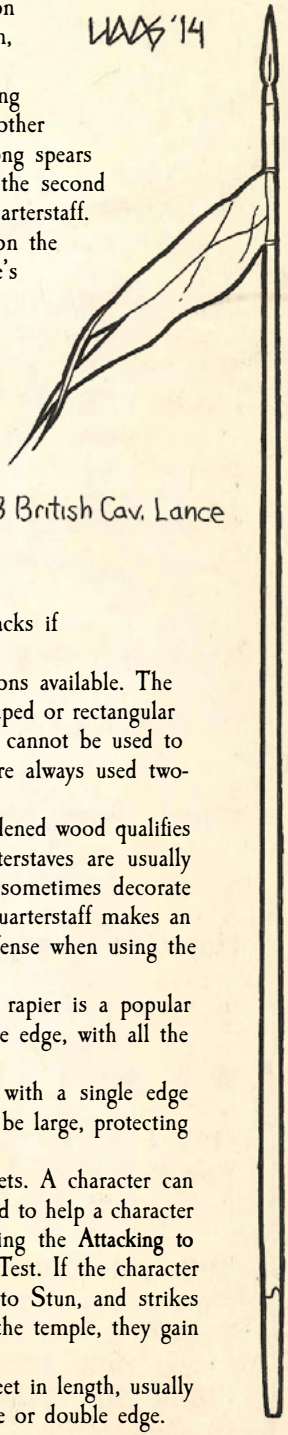
Lance: A specialized spear designed for fighting on horseback, the lance consists of an eight- to twelve-foot-long wooden shaft, fitted with a metal or hardwood handle. A brace at the end of the handle attaches the lance to the user's armor or saddle. If the character is mounted, they effectively wield the lance as if it were a Size 3 weapon (see **Mounted Weapon Use**, pg.255), usually freeing

up one hand to carry a shield for protection. A lance can be used on foot, but due to the nature of its design and the length of the weapon, it uses the properties of the longspear.

Long Spear: A five to eight-foot-long pole with a forward-pointing blade on the end, the long spear is wielded with two hands. Like other spears, long spears are treated as Size 3 weapons while mounted. Long spears may be used as thrusting weapons, being particularly effective from the second rank of a shield wall, as throwing weapons, and, in a pinch, as a quarterstaff. Against cavalry, the long spear wielder braces the butt of the spear on the ground, and aims the blade at the oncoming mount, using the charge's momentum against the attacker.

Mace: A mace is a club reinforced with a shaped-metal head.

Pole Arm: This catch-all term applies to any weapon with a haft more than four feet long. This covers the glaive, the guisarme, the bill-hook, and any other long-haft weapon with a stone or metal blade at the end, not meant to be thrown, but to be swung at an enemy further back than arm's reach. All types of pole arms do the same amount of damage, and require two hands to wield. The price for pole arms varies according to the blade configuration: the more elaborate the blade, the greater the cost. Pole arms can be braced against the ground in the same fashion as long spears during Charging Attacks if the blade is formed appropriately.



Pole Axe: The pole axe is one of the deadliest hand-held weapons available. The haft, usually about six feet long, holds a large single or double bell-shaped or rectangular blade. This huge, heavy weapon requires two hands to use. Pole axes cannot be used to deliver Charging Attacks with the same efficiency lances do. They are always used two-handed.

Quarterstaff: Any weapon shaped like a pole and made from hardened wood qualifies as a quarterstaff. Anywhere from three to six feet long, most quarterstaves are usually plainly finished. However, characters with appropriate Artisan Skills sometimes decorate them with elaborate carvings and even gems and precious metals. A quarterstaff makes an excellent defensive weapon. The wielder adds +1 to their Physical Defense when using the **Defensive Stance** (pg.243) combat option.

Rapier: A slender-bladed sword made for thrusting attacks, the rapier is a popular dueling weapon among the aristocracy. The blade has no or very little edge, with all the work done with the point.

Saber: A sword with a medium length, slightly curved blade with a single edge designed for being wielded from horseback. The hand guard tends to be large, protecting the knuckles as well as the thumb and forefinger.

Sap: A sap is a leather pouch filled with stones or metal pellets. A character can improvise a sap by filling a leather glove with pebbles. A sap is designed to help a character knock out their opponent. If the character using the sap is employing the **Attacking to Stun** combat option (pg.242), they gain a +1 bonus to the Damage Test. If the character makes a successful **Called Shot** (p.242) with a sap while Attacking to Stun, and strikes their opponent on an exposed area, such as the back of the neck or the temple, they gain a +2 bonus to the Damage Test.

Short Sword: A short sword is a bladed weapon, two to three feet in length, usually wielded one-handed. The blade can be curved or straight, with a single or double edge.

Spear: This includes the assegai and iklwa. Often used as a throwing weapon, the spear may also serve as a short three to five-foot-long pole arm in melee combat. Sometimes referred to as a short-spear, spears are often used in conjunction with a shield. Spears are often used during Charging Attacks where a lance is not available.

Spiked Mace: The spiked mace is a large club, like a mace, but with a spiked metal head.

Two-handed Sword: The largest bladed weapon available, a two-handed sword is just over four feet long and balanced specifically for two-handed use. The double-edged blade can be curved, but is most often straight. In Scotland, this weapon is called a claymore.

Warhammer: The warhammer has an oblong, metal head with a long spike protruding from it. Any character using this weapon should keep in mind that changing the direction of the swing once it has begun is nearly impossible.

Whip: Entangling weapon. A whip is a bundle of braided leather strips, thick at the handle end and tapering at the tip. The whip handle is usually made of wood or bone. Whips allow a wielder to entangle an opponent within 3 yards, as well as damaging him. The weapon's Entangling Difficulty is 9 (see **Entangling Weapons**, pg.252).

Melee Weapons Table

Weapon	Damage Step	STR Min	Size	Cost	Weight	Availability
Battle Axe	7	13	5	£3	6	Unusual
Bayonet	See text	8	2	6/7		Average
Broadsword	5	12	3	£4	4	Average
Club	3	7	2	3/-	3	Average
Dagger	2	4	1	8d	1	Average
Flail	5	10**	3	£1/15	5	Unusual
Hand Axe	4	8	2	15/-	3	Average
Knife	1	3	1	3d	10oz	Everyday
Kukhri	6	12	2	£1/12	3	Unusual
Lance	6	14	6	£7/10	10	Unusual
Long Spear	5	13	5	15/-	7	Average
Mace	4	13	3	£1/-	5	Unusual
Pole Arm	7	14	5	£5-£8/15	8-10	Unusual
Pole Axe	8	16	6	£7/10	10	Rare
Quarterstaff	4	6**	5	5/-	4	Average
Rapier	4	8	3	£1/12	4	Average
Saber	6	12	4	£2/5		Average
Sap	1	3**	1	3/-	2	Average
Short Sword	4	8	2	£1/6	3	Average
Spear	4	9	3	9/-	3	Average
Spiked Mace	6	13	4	£2/-	7	Unusual
Two-Handed Sword	8	15	6	£6/5	7	Rare
Warhammer	7	15	5	£4/15	8	Rare
Whip	3*	7**	3	10/-	2	Average

* May be used to entangle an opponent up to 3 yards away

** A minimum Dexterity value of 7 is required to use a flail, quarterstaff, sap, or whip

Missile Weapons

Projectile weapons divide into two categories, Missile and Firearms, based on the mechanism of function. Bows, crossbows, and atlatls take a quite different set of Skills than muzzle-loaders, breech-loaders, and repeating rifles. This section focuses on weapons that throw a projectile using mechanical energy. Weapons that use chemical energy are discussed in Firearms, further along.

Missile Weapon Descriptions

Atlatl: Also known as a spear-thrower, the atlatl is a carved stick about the length of the forearm with a curved bit or attached prong at the business end where the butt of the missile is seated. The projectile itself is more of a javelin or overgrown arrow than a spear, with a thin shaft and fletching for stabilization, generally about three feet long. The overhand arc of the atlatl uses the principle of the lever to accelerate the missile tremendously. The base Damage Step of the weapon reflects this armor-piercing capability. As well, the atlatl gains +3 Steps to its Damage Test per extra success on the Attack test instead of the usual +2 Steps.

Blowgun: A blowgun is a one- to three-foot-long hollow tube of wood or metal used to fire two-inch-long needles. The needles are usually made of metal, though wood, stone, and precious gem needles also exist. The needles sometimes include fletching, and can be tipped with poison.

Heavy Crossbow: With a bow made of steel or laminated wood and horn, and a three-foot stock, this weapon is easily the equivalent in size and stopping power of a Martini-Henry MkII. The bolts range from a foot to a foot and a half in length, with shafts a half inch to three quarters of an inch in thickness. The draw weight is far too great for anyone but a troll to cock the weapon with a straight pull, so heavy crossbows have either a lever or a windlass for bringing the string back to firing position. This takes a Standard Action. The customary tactic in using heavy crossbows in defensive position is to have a front rank firing the crossbows, and a back rank winding and loading them, similar to a tactic used with muzzle-loading rifles.

Horseman's Bow: A double-recurve bow made of laminated horn, used primarily in the Far East, the horseman's bow has a higher draw weight than other bows of comparable size, giving it more power. The grip is offset from the center, putting more of the bow above the grip than below, so that the horseman doesn't knock the bow against their mount while firing. Practice is required to switch between a horseman's bow and a footman's bow, such as a longbow or short bow. The Gamemaster may optionally impose a -l Step penalty for use of an unfamiliar bow until a week of practice has been put in.

Light Crossbow: This weapon consists of a bow mounted horizontally on a shaft of wood or metal. A hook-and-trigger device built into the shaft holds the bowstring taut and releases it. The shaft is twelve inches long, making the weapon small enough to conceal in a heavy cloak or coat (as long as no one is looking closely). The weapon normally has a metal loop at the business end for hooking over the toe of a boot, so that cocking the weapon can be done by bending over and then straightening up while holding the string. This requires a Simple Action. The arrow, called a bolt, is shorter and thicker than a regular arrow. Usually made from wood with a stone or metal tip, bolts range from six to eight inches in length and have feather fletching.

Longbow: Longbows have a distinctive D shape, with the string not touching the limb anywhere but the attachment point. A single piece of flexible wood forms the bow, which is fitted with a bowstring of braided sinew or similar material that is connected to each end and pulled taut. They make less noise when fired than recurve bows, and are lighter, although their length offsets the ease of carrying them. Their draw weight tends to be high, resulting in considerable range and striking power.

Medium Crossbow: The medium crossbow is a larger version of the light crossbow, with a two-foot-long stock and twelve-inch bolts. Concealing the weapon under a long coat is not an option.

Cocking may be done with a toe loop and a bend-and-straighten, or with a lever that pulls the string back and drops it into place. Either requires a Standard Action.

Quiver: A typical quiver holds 40 arrows or 30 bolts. Most quivers are hard leather cylinders or rectangles strapped over the bowman's back like a backpack. Individuals from the taller races often prefer to hook their quivers to their belts. Some quivers come equipped with a cover to discourage others from stealing arrows.

Short Bow: The short bow, of similar design to the longbow, puts considerable power into a small package. Its draw weight tends to be less, which reduces its range and stopping power.

Sling: This includes any hand-held weapon that flings small objects at speeds and distances greater than the unaided arm can manage. Most slings consist of a strap of leather connected to a pouch that holds the projectile, whirled around the head and then released. Rocks are most commonly used as ammunition, though a sling can throw any small object. A sling volley can be just as devastating as a short bow volley, and requires less investment in ammunition. Some merchants sell metal balls to use with a sling, but most customers simply find them a waste of coin.

Missile Weapons Table

Weapon	Damage Step	STR	Min Range	Short Range	Long Range	Cost	Weight	Availability
Atlatl	5	11*	3	2-40	41-80	4/-		Unusual
Blowgun	1	3	1	2-8	9-16	2/-	10oz	Unusual
Short bow	3	8	3	2-30	31-60	15/-	3	Average
Longbow	5	12*	5	2-50	51-100	£3/-	4	Average
Horseman's Bow	4	10*	3	2-40	41-70	£1/12	3	Average
Light Crossbow	4	9	3	2-32	33-64	£2/10	5	Average
Medium Crossbow	5	12	4	2-40	41-80	£5/-	7	Unusual
Heavy Crossbow	6	12	5	2-50	51-100	£8/10		Unusual
Sling	2	5	2	2-20	21-40	3/-	1	Average

*A minimum Dexterity value of 13 is required to use an atlatl, horseman's bow, or longbow.

Missile Ammunition

Weapon	Cost	Weight	Availability
10 Atlatl Arrows	12/-	3	Rare
10 Blowgun needles	1/-	8oz	Unusual
20 Arrows	5/-	2	Unusual
15 Light Bolts	15/-	3	Unusual
15 Medium Bolts	£1/-	4	Unusual
15 Heavy Bolts	£1/5	5	Unusual
Quiver	2/-	2	Unusual

Throwing Weapons

This section covers any handheld weapon that leaves the hand in order to cause damage.

Throwing Weapon Descriptions

Bola: Entangling weapon. A bola is a leather strap fitted with two metal or stone weights on either end. Some bolas have multiple straps, each tipped with weights and tied together in the center. The straps range from one to three feet in length. The weights can be of any shape, and many artisans carve them to look like animals. A bola can both entangle and damage a target; after inflicting damage to the target, the bola may also entangle it. The weapon's Entangling Difficulty is 9 (see **Entangling Weapons**, pg.252).

Dagger: Technically a melee weapon, a dagger can also function as a throwing weapon. Range and damage are restricted because daggers aren't normally balanced for throwing.

Dart: Darts are any small, balanced throwing weapons less than six inches long. Some are simply pointed metal rods, others are elaborate constructions of wood, stone, and precious gems tipped with needle-sharp metal that can be dipped in poison. Many darts also have feathered fletching.

Knife: A knife can also be used as a throwing weapon. Like the dagger, it's balanced for use as a hand-held weapon, and is not as effective when thrown.

Net: Entangling weapon. Nets are used to entangle an opponent, and can be as simple as a large piece of cloth or as complex as a series of ropes tied together in elaborate patterns. A net can be square or circular, and its size depends on what your character wants to capture. The weapon's Entangling Target Number is 12 (see **Entangling Weapons**, pg.252).

Spear: This includes the assegai and iklwa. Often used as a throwing weapon, most spears are three to five feet long and tipped with a stone or metal head. A spear can be thrown with one hand.

Throwing Axe: A throwing axe is the same size as a hand-axe, but is specifically designed and balanced for throwing. It has either a single or double blade, usually smaller than the blade of a hand-axe.

Throwing Knife: The throwing knife is a flatter, thinner version of a conventional knife, specially balanced for throwing.

Throwing Weapons Table

Weapon	Damage Step	STR Min	Size	Short Range	Long Range	Cost	Weight	Availability
Bola	3	6*	2	2-12	13-24	10	2	Average
Dagger	2	4	1	2-10	11-20	8cp	1	Average
Dart	1	4	1	2-18	19-36	3cp	8oz	Average
Knife	1	3	1	2-8	9-16	3cp	10oz	Everyday
Net	-	4-8*	3-6	2-6	7-12	15	5	Average
Spear	4	9	3	2-10	11-20	9	3	Average
Throwing Axe	3	7	3	2-12	13-24	25	2	Average
Throwing Knife	2	4	1	2-16	17-32	2	12oz	Average

* A minimum Dexterity value of 9 is required to use a bola or net.

Firearms

Firearms share many of the same characteristics as other weapons. However, there are some special rules for how they are handled compared to other weapons.

Capacity

This is the number of rounds the weapon holds in a single magazine. When empty, the weapon needs to be reloaded, which can take either a Simple or Standard Action, depending on the weapon type.

Damage

Because firearms are powered by gunpowder or other stored energy instead of the wielder's muscles, they do not add their Damage Step to the user's Strength to determine the final Damage step. The Damage Step listed is the weapon's full Damage Step, which may be modified by different types of ammunition where applicable.

Rate of Fire

This measures how quickly the gun can be discharged, reloaded, and prepared for the next shot. The value is given in shots per combat round. A ROF of 1/2 means that the gun can be fired every other round.

Strength Minimum

Firearms have two minimum Strength values. The first is the minimum Strength required to fire the weapon on single-shot mode. The second is the minimum Strength required to fire the weapon in repeating mode. If a particular fire mode is not available for a weapon, the minimum Strength will be listed as "NA".

Success Bonus

Normally, extra successes on an Attack Test result in a +2 Step bonus to the Damage Test per success. Firearms may have a greater impact, resulting in a higher bonus. The Success Bonus shows the increased stopping power of larger calibers and heavier powder loads.

Firearm Types

Pistol: A small to medium caliber gun meant to be held in one hand. Pistols are often carried in a holster on the hip or at the shoulder, but may be kept anywhere they fit – in a bag, a coat pocket, or wherever. Pistols lose accuracy rapidly over distance and are designed for close-range combat.

Rifle: A long-barreled gun meant for targets at greater distance, the rifle gains its name from the spiral grooves, or rifling, carved into the interior of the barrel. These spin the round as it passes through, increasing the stability of the projectile and making it considerably more accurate over distance. As an example, the Martini-Henry MkII rifle, the standard issue weapon for British infantry, is sighted-in at 1200 yards, meaning that it can reasonably be expected to hit a target at that distance in the hands of an expert marksman. In actual practice, the effective range of the rifle is around 400 yards, which is still a considerable distance.

Carbine: A short-barreled rifle designed originally for cavalry use, the carbine has greater range than a pistol but nothing like that of the long-barrel rifle. Most carbines have a loading and cocking mechanism that allows for rapid fire.

Shotgun: A smooth-barrel weapon designed for two-handed use, the shotgun is the canister to the rifle's ball, spraying a cloud of pellets or other fragmented projectiles over a broad area. While

lacking in accuracy and effectiveness over distance, at close range the shotgun can be devastating, especially when fired against massed enemies, much like canister fired from artillery.

Machine Gun: Using belt-fed or drum-fed ammunition, the machine gun uses automatic fire to put a considerable number of rounds into a target area very quickly. Not noted for their accuracy, machine guns make up for this in a quantity-over-quality method. Light machine guns can be carried and fired by a single person. Heavy machine guns are crew-served, requiring at least two people to set up, load, and fire the weapon. The considerable heat of a machine gun may cause jamming. In heavier versions, water cooling and other method of heat dissipation are used to help prevent this. Machine guns are Automatic Fire weapons; see further down in this section.

Muzzle Loader: The gun must be charged from the business end, with powder, wadding, and shot shoved down the barrel in a precise order. This requires a Standard Action, reducing the rate of fire of muzzle loading weapons to every other combat round.

Breech Loader: The gun opens at the breech, or firing chamber, allowing a self-contained cartridge to be inserted. Reloading a breech-loader is a Standard Action, restricting the gun to being fired every other round.

Revolver: A pistol or rifle with a revolving cylinder that holds the ammunition. The cylinder rotates with each shot fired, bringing a fresh round up to the firing position. The size of the cylinder limits the number of rounds that a revolver may carry, usually six or eight. All revolvers are Repeating weapons; see further down in this section.

Bolt-Action: A sliding bolt is worked to extract the spent cartridge and push a fresh cartridge from a storage receptacle into the breech of the gun. This reloads the weapon quickly and simply enough to allow firing the weapon every combat round.

Repeating: An improvement over bolt action, repeating firearms have a mechanism that ejects the spent cartridge and loads a fresh cartridge. The gun may be fired repeatedly by simply pulling the trigger without having to work any other part of the firearm, giving it the name. This design allows two shots per combat round. Each shot receives a separate Attack Test, but the second shot takes a -1 Step penalty due to recoil interfering with aim.

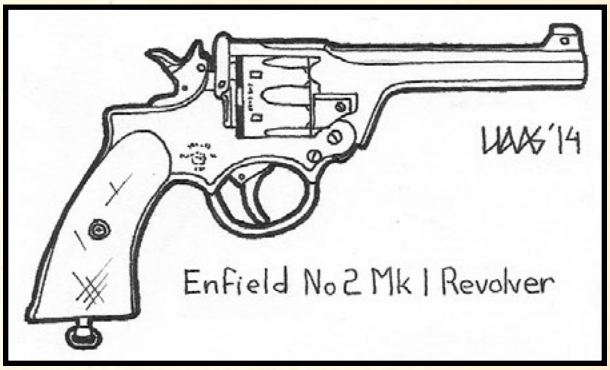
Automatic Fire: The gun is equipped with a mechanism that ejects the spent cartridge and loads a fresh cartridge as part of the firing cycle, requiring no intervention on the part of the operator and allowing continuous fire as long as the trigger is held down and the ammunition supply lasts. This design allows firing multiple shots per combat round, based on the Firing Rate of the weapon. Each shot can receive its own Attack Test, but this can be tedious. As a preferred method, roll a single Attack Test and compare it to the Physical Defense of everyone in the line of fire. Make a Damage Test for each character hit, as if struck with a single round, with bonus Steps to the Damage Test for extra successes on the Attack Test as usual. Any rounds fired that are not accounted for by successful Attack Tests can then be located with a single Scatter Test.

Firearm Descriptions

Heavy Carbine: The standard issue weapon of British cavalry, the heavy carbine is a solidly built short-barrel rifle chambered for high caliber ammunition. While inaccurate at medium range and virtually ineffective at long range, the heavy carbine, in massed formation, has proven devastatingly effective at short range and in volley during a cavalry charge.

Heavy Machine Gun: The crew-served version of the machine gun, as described in Firearm Types, above. HMGs require a minimum of two people to carry, set up, and operate. They may require a water supply for cooling or other resources for support. See the descriptions of the individual makes and models of HMG for more details.

Heavy Pistol: The heavy pistol may be a revolver with a rotating cylinder and a single barrel, based on the design of Samuel Colt, or a pepperbox with multiple barrels, each with its own round. While Hiram Maxim's design for a blowback-operated automatic weapon has worked on the large



scale (see the Machine Gun), no inventor has yet perfected a method of using the blowback design on the small scale to produce an automatic pistol. Heavy pistols are sometimes chambered for rifle ammunition, giving them more range and stopping power, as in the example of the howdah pistol, a two or four barrel breech-loading gun.

Light Carbine: A smaller, more easily handled version of the carbine, primarily issued to skirmisher cavalry and chambered for lower caliber ammunition, the light carbine has the same effective range as the heavy carbine but less throw weight and thus less stopping power.

Light Machine Gun: An automatic weapon small enough to be carried and used by a strong person, the LMG has reliability issues due to overheating. The gun needs to cool for one round for each round it is fired to avoid this. For every consecutive round the gun is fired after the first, make a Damage Test against the weapon's own Damage Step, adding +1 Step to the Test per round beginning with the second. Thus, on the third consecutive round the gun is fired, the Damage Test is at +1 Step, as there is no Test on the first round, and the second round is at the base Damage Step of the weapon. If this Test fails, the gun jams, and will not fire again until the wielder succeeds in a Firearms Test against the Damage Step of the weapon. On a Rule of One result, the weapon jams badly enough that a Craft Firearm Test and one hour of effort are needed to repair the damage.

Light Pistol: Often of the derringer style, which normally carries only a single round but may have two barrels and thus two rounds, the light pistol is suited for close-in combat, self-defense, and emergencies, and not useful in sustained action.

Medium Pistol: Effective at close and short ranges, like the heavy pistol the medium pistol may be a revolver or a pepperbox.

Rifle: A two-handed long-barrel firearm previously described under Firearm Types above, the rifle may be bolt action or repeating. Rifles issued for military use are typically fitted for attaching a bayonet to the end of the barrel, allowing the gun to be used as a spear in close combat.

Shotgun: Described above in the Firearm Types section, the shotgun may be either breech loading or pump action, the equivalent of bolt action but using a slide mounted under the barrel to work the ejection and reloading mechanism instead of a bolt at the breech.

Sniper Rifle: A bolt action or repeating rifle with a longer barrel for greater accuracy at long range, and chambered for a higher propellant load. Sniper Rifles have a higher recoil than regular rifles, and so have a higher Strength minimum. They carry advanced sights, which may range from flip-up sights to Vernier to telescopes, and may include wind gauges and spirit levels. The Attack Test for a sniper rifle can gain a +1 Step bonus for each round spent taking aim, up to a maximum of +3 Steps.

Ammunition Descriptions

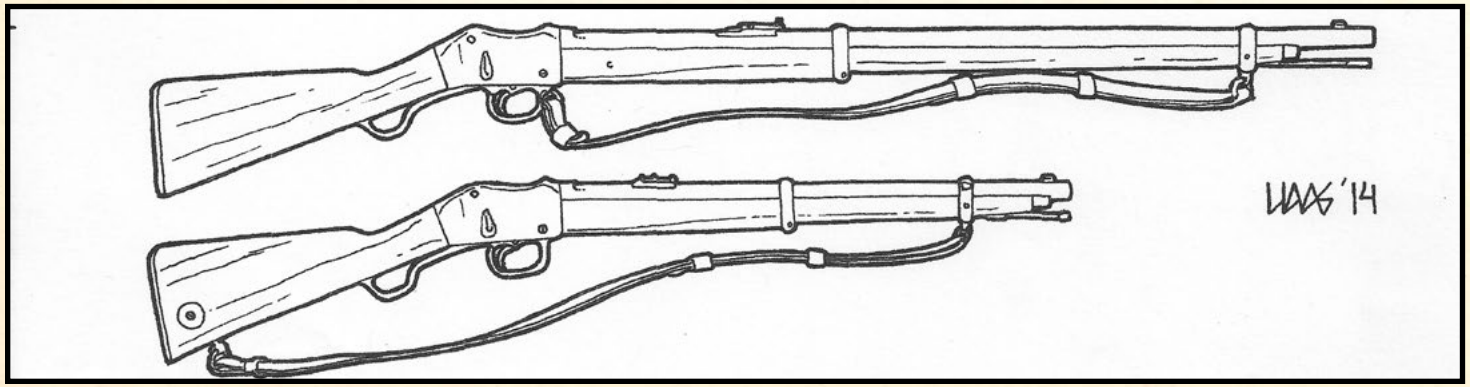
Express Bullets: Also known as hollow-point ammunition, express bullets are drilled out or cast with a cut-off tip and the interior hollowed out. This initially was intended to reduce the throw weight and thus increase muzzle velocity. Testing and field use showed that the hollowed-out bullet would mushroom, or expand and fragment, upon striking a target, doing considerably more damage and being less likely to pass through. These rounds have been the subject of considerable debate among warfaring nations, as some regard them as a violation of the Laws of War. Prussia, notably,

Firearms Table

Firearm Type	Dmg	STR Min	Cpy	RoF	Short Range	Long Range	Size	Wgt	Cost	Success Bonus
Light Pistol	5	4/NA	1 or 2	1/2	5	30	1	2	13/2	+2
Medium Pistol (Breech)	6	8/NA	6	1/2	20	50	2	2	16/8	+3
Medium Pistol (Revolver)	6	8/NA	6	2*	20	50	2	2	£1/-	+3
Heavy Pistol (Howdah)	8	14/NA	6	2**	30	100	3	3	£1/4	+4
Heavy Pistol (Revolver)	8	14/NA	6	2*	30	100	3	3	£1/6	+4
Light Carbine	7	5/10	5	1	60	200	4	4	£2/14	+3
Heavy Carbine	9	9/15	5	1	90	200	5	5	£3/2	+4
Bolt Action Rifle	9	10/NA	5	1	100	300	5	6	£2/12	+4
Repeating Rifle	9	8/NA	8	2*	100	300	5	6	£6	+4
Breech-loading Shotgun	11	12/NA	2	1/2	10	50	4	4	£11	+3
Pump-action Shotgun	11	12/NA	6	1	10	50	4	4	£17	+3
Light Machine Gun	8	NA/15	100	5	100	300	6	15	£30	+4
Heavy Machine Gun	10	NA/18	100	10	200	500	7	30	£120	+5
Bolt Action Sniper Rifle	11	10/NA	5	1	200	500	5	6	£14	+4
Repeating Sniper Rifle	11	10/NA	20	2*	200	500	5	6	£18	+4

*Repeating firearms take a 1 Step penalty on the Attack Test for the second shot in a combat round.

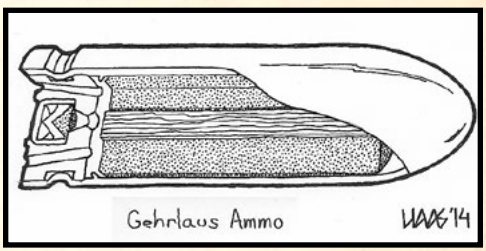
**The howdah pistol has two barrels and can deliver two shots in one round, but takes one round to reload like any breech loader.



has argued against the use of hollow-point rounds on this basis. The British Empire has not made a formal declaration, but many command officers regard them as a violation of the Gentlemen's Code, and will not allow them to be issued to their forces. This has not stopped the British military from producing these bullets at the arsenal in Dum Dum, outside Calcutta, giving rise to the nickname of "dum-dum rounds".

- **Pistol:** Add +1 Step to the Damage Step of the weapon, and +1 Step to the Damage bonus for extra successes on the Attack Test. Increase Cost by 20%. Decrease Availability by one stage, e.g., from Average to Unusual.
- **Rifle:** Add +2 Steps to the Damage Step of the weapon, and +1 Step to the Damage bonus for extra successes on the Attack Test. Increase Cost by 20%. Decrease Availability by one stage, e.g., from Average to Unusual.

Gehrlaus Ammunition: Also known as Thunderbolt rounds or Gyrockets, these are rocket-assisted rounds that increase the range of the firearm. Currently only the British have the knowledge to manufacture Gehrlaus rounds, and they only do so in .577/.450 Boxer Henry and .476 Enfield cartridges.



- **Pistol:** Heavy Pistol only. Add 50 yards to Short range and 100 yards to Medium and Long ranges. Pistols loaded with Gehrlaus rounds can't be used in melee, or fired at targets closer than 20 yards away. Increase Cost by 30%. Decrease Availability by two stages, e.g., from Average to Rare.
- **Rifle/Carbine:** Any rifle; Heavy Carbine only. Add 100 yards to Short range, and 200 yards to Medium and Long ranges. Rifles loaded with Gehrlaus rounds can't be fired at targets closer than 30 yards away. Increase Cost by 30%. Decrease Availability by two stages, e.g., from Average to Rare.

Firearms Accessories

Item	Cost (Pistol)	Weight (Pistol)	Cost (Rifle)	Weight (Rifle)
Ammunition (Standard)	£5/16 per 1000 11/7 per 100	1 per 30	£7/6 per 1000 14/7 per 100	1 per 20
Ammunition (Express)	£7 per 1000 14/- per 100	1 per 30	£7/14 per 1000 15/5 per 100	1 per 20
Ammunition (Gehrlaus)	£7/11 per 1000 18/3 per 100	1 per 30	£9/10 per 1000 19/- per 100	1 per 20
Bullet Mold**	7/4	1	£1/6/-	1
Wad Cutter**	1/5	0.5	1/5	0.5
Cap Extractor**	3/9	1	3/9	1
Bullet Seater**	2/4	1	2/10	1
Charger**	11d	2	11d	2
Brass Loading Tube**	–	–	7/4	0.5
Telescopic Sight*	–	–	£5/2/-	1

* rifle only; reduce TN by -1 at Medium and Long Ranges

** all of these items are required for reloading ammunition or making new ammunition

Heavy Guns and Military Weaponry

These weapons are too large for a single person to carry or operate. They're found as ship's guns, artillery, and fortification emplacements. Thus, they have no Strength minimum. As with Firearms, they do have a Capacity and a Damage Bonus, and their Damage Step is not modified by the Attributes of the gunnery crew. They are not available individually, being sold in manufacturing lots on contract, nor are they available to non-military customers without considerable documentation of government approval. Prices range from hundreds of pounds for a single artillery cannon to over sixteen thousand pounds for a single 15 inch ship's main gun. Complete statistics may be found in the **Vehicles and Equipment** sourcebook.

Heavy Gun Types

Cannon: A generic term for a large gun, rated in millimeters of muzzle diameter or pounds of throw weight. For example, a 50mm cannon fires a projectile 50 millimeters in diameter, which is just a hair short of two inches. This is large enough to carry an explosive or incendiary load, or if given a steel jacket to be armor-piercing against vehicles. The projectile can weigh up to about two pounds, based on the metal it's made from and any modifications, such as being hollowed out to carry explosives. A 7pdr cannon fires a seven pound ball, which measures about three and a half inches in diameter. These guns may be muzzle or breech loading.

Naval Ordnance or Ship's Gun: Cannon mounted aboard a ship, whether sailing, steam powered, or Giffard, naval guns may be affixed to a swivel, mounted on a wheeled carriage known as a truck, or emplaced in a turret. As a rule, naval cannon are breech loading so that they do not have to be run back in between shots. The smaller guns, served by two crew and put on swivel mountings at the bow and stern, are often referred to as chasers. The main guns may be on trucks and in a row down the side of the ship for a volley called a broadside. In this case, they will be set on a designated gun deck, with ready access to the powder stores and armored hatches covering the gun ports when the weaponry is not in use. They may also be mounted in turrets on the deck, their crews protected by armor. Prices for these weapons are in the thousands of pounds.

Artillery: Cannons mounted on wheels for deployment in the field, artillery may be drawn by teams of draft animals, or by steam-powered tractors or other vehicles. Some experimentation has been made with self-propelled artillery, where the gun is mounted in the cargo area of a steam vehicle, able to fire whenever the vehicle stops, and move again immediately. Most field artillery is still muzzle loading, being slowly replaced with breech loading guns as the cannon reach their end of life. Given that there's a large stock of muzzle-loading naval cannon in the shipyards removed during the refits that replaced ship's guns with breech loaders, available as replacement barrels for field artillery, the conversion of field artillery to breech loading will take some years yet.

Depth Charge: Launched from the ship either by rolling it off the edge of the deck or by catapult, the depth charge is a bomb triggered by a pressure sensor. When the depth charge sinks far enough below the waves, it automatically detonates. Normally, these are preset to explode at fifty feet of depth, putting them at the level of a submarine that has gotten close enough to the surface to be a threat. A skilled gunner can adjust this in a single combat round, setting it anywhere from thirty feet (the minimum depth allowed) up to two hundred feet. Depth charges above water inflict two Step 25 Damage Tests on everyone and everything within fifty feet, with no Attack Test required. Anything within range is automatically hit. Underwater, depth charges use the gunner's Skill for their Attack test, and do three Step 25 Damage Tests within fifty feet, two at 100 feet, and one at 150 feet.

Torpedo: A bomb or missile designed for naval deployment, either at the surface of the water or under it, the torpedo's explosion damages the hull of the enemy vessel and, if well placed and powerful enough, can trigger secondary explosions from the ship's boiler or powder stores. The first

torpedoes were of the spar type, essentially a limpet mine attached to a long pole and placed on the target vessel by a submarine. *CSS Hunley* used a spar torpedo to great effect against the *USS Housatonic*. The problem with a spar torpedo is ensuring that the vessel placing it is far enough away to not get caught in the shock wave when the torpedo detonates, as explosions travel much further under water. The self-propelled torpedo answers this problem by putting a small clockwork or battery operated motor in the aft section of the casing, driving a screw or propeller. The torpedo is armed and its motor switched on, then placed in the water and aimed at the enemy craft. Hopefully, the engine will run long enough, the course will not be interfered with by currents or floating debris or magic, and the torpedo will explode when it hits the enemy vessel. Attempts to build torpedoes for aerial use have yet to succeed. Torpedoes use the gunner's Skill for their Attack Test. They inflict three Step 25 Damage Tests to anything directly in front of them when they detonate, and one Step 25 Damage Test to anything within 30 feet to the side or to the rear.

Heavy Gun Ammunition

Ball: Round shot, fired one at a time, usually made of cast iron. Ball shot is used predominantly against fortifications and vehicles, but is also highly effective against massed formations such as cavalry or infantry. When used against people or animals, for each extra success on the Attack Test, ball shot continues through its target and strikes the next one in line, with the Success Bonus being reduced by one success per target. Thus, a 3pdr cannon fired at advancing infantry that scored 3 successes on its Attack Test would hit the first soldier with a Damage Bonus of +4, the second with a Damage Bonus of +2, and the third with no Damage Bonus.

Canister: A cylinder filled with smaller shot, canister has less effective range and less penetrating power, but is more effective than ball shot against massed formations. Canister shot spreads out in a 15 degree arc from the muzzle of the gun. The Attack Test is applied to everyone and everything in the area of effect. If successful, the Gamemaster makes the appropriate Damage Test for the cannon individually against each target.

Heavy Weapon Attributes

Heavy Weapons use the Firearms statistics with the following differences.

Damage: Cannons do so much damage that the Damage Rating for ball ammunition is given in multiples of Step 25. For example, a 7pdr cannon that hits a target with a ball makes two Step 25 Damage Tests against the target. Canister ammunition applies its Damage Rating to everyone and everything in the area of effect, providing the cannon's Attack Test (using the gunner's Skill) defeats the target's Physical Defense.

Rate of Fire (RoF): Two figures are given for guns, one for muzzle-loading and one for breech-loading. For example, a 3pdr cannon has a RoF of 1/3 – 1/2. This means that a muzzle-loading 3pdr can fire every third combat round, while a breech-loading 3pdr can fire every other round.

Arc Radius: Half the width of the firing arc at each Range for canister shot, given in yards the same as Range. Anyone or anything within that distance of a straight line from the muzzle of the cannon has the cannon's Attack Test compared to their Physical Defense.

Crew: How many people it takes to operate the weapon. For cannon, this will normally require at least two, a loader and a firing officer.

Cannon Table

Caliber	Damage	Capacity	RoF	Range	Arc Radius	Cost	Crew	Success Bonus
3pdr (Ball)	25	1	1/3 - 1/2	200/400/600	N/A	£140	5	+2
3pdr (Canister)	16	1	1/3 - 1/2	100/225/350	14/30/47	£140	5	+3
7pdr (Ball)	2x25	1	1/4 - 1/2	250/450/650	N/A	£245	5	+2
7pdr (Canister)	24	1	1/4 - 1/2	100/275/450	14/37/61	£245	5	+3
9pdr (Ball)	4x25	1	1/5 - 1/3	400/800/1200	N/A	£430	5	+3
9pdr (Canister)	32	1	1/5 - 1/3	100/300/500	14/41/68	£430	5	+4
12pdr (Ball)	8x25	1	1/6 - 1/3	500/1000/1500	N/A	£750	5	+4
12pdr (Canister)	40	1	1/6 - 1/3	150/350/550	20/47/74	£750	5	+5

Armor & Shields

Combatants have used armor and shields to protect themselves from injury while engaged in combat since before recorded history. Throughout Europe, reliance on personal armor went into a sharp decline after Agincourt and did not recover for centuries. While Cromwell equipped his forces with cuirasses that stopped a single musket ball, later weapons with greater accuracy and higher muzzle velocity rendered those obsolete. The introduction of firearms that could punch through steel plate put an end to the armored soldier until the invention of ballistic armor. Korean experiments in the 1860s found that ten layers of cotton fabric could stop a bullet. The French captured examples of the Korean vests, the British captured French copies, and the textile mills of Manchester began turning Confederate cotton into more than millinery. Silk works as well as or better than cotton, but is prohibitively expensive for general military issue. Armor in *1879* ranges from Samsut medieval-style maille and plate, to the flak jackets of Terrestrial aviators, to the hide shields carried by Zulu Tribal Warriors. This section defines the types of armor and provides their game statistics.

Living Armor

"Living" armor, made of materials that are still alive and must be maintained either by tending them as living plants or with magical energy, is available in *1879* only from the Saurids or from Weird Scientists who work with life, such as the Prometheans. This includes bark, fernweave, living hide, and similar armors. The requirements for maintenance are noted in the armor's description. Some shields are also living armor. This notation is included to differentiate these shields from normal shields for the purpose of creating and maintaining them.

Initiative Penalties

Some armor and shields are particularly encumbering and reduce the wearer's Initiative. The item's Initiative Penalty is subtracted from the wearer's base Initiative Step. Initiative penalties are cumulative. A character wearing armor and using a shield incurs a penalty to their Initiative Step equal to the combined Initiative Penalty for their armor and shield. A character cannot wear a set of armor or carry a shield if doing so would reduce their base Initiative Step below 1.

Helmets

Most armor comes with a helmet, made of the same material as the armor if possible, or of a similarly protective material if not possible (some living armors do not allow helmets to be formed). The character is free to wear the helmet or not. For simplicity, a helmet does not affect the game statistics of the armor. At the Gamemaster's discretion, a penalty may be applied to sight or hearing based Perception Tests.

Shields

Some characters employ shields when engaged in melee combat, foregoing the use of both hands in order to give them additional protection. A character using a shield is restricted to using one-handed weapons only. Shields add a bonus to a character's Physical or Mystic Defense when the shield is used. The character must be actively using the shield to gain the bonus, not just carrying it on their arm or slung over their back. The character gains this bonus only for attacks made against them from the front or side. A character who has been Blindsided by an attacker loses the benefit of the shield against that opponent until they are able to turn to face their opponent.

Repairing Damaged Armor

Damage to armor and shields is measured by reducing their Armor or Defense ratings. If all of the ratings are reduced to 0, the item is destroyed and cannot be repaired. Damaged armor and shields that still have ratings above zero can be repaired. Repairs require one day for each point of Armor or Defense Rating lost by the armor or shield. Repair costs are approximately ten percent of the price for a new item of the same type for each point repaired. Repairs can be performed by anyone using the Craft Armor Skill.

Armor Descriptions

Ballistic Jacket: Made of multiple layers of cotton or silk, with each layer of fabric placed on the bias to its neighbors (the weave running on the diagonal), ballistic jackets are standard issue for British Empire military officers. Smaller ballistic vests, that cover only the torso and not the arms or neck, can be had for those who wish to hide their armor under their clothing. Ballistic armor reduces the Success Bonus of Firearms by 1 point, in addition to its Defense and Armor Ratings.

Chitin Armor: Carapaciers in the Saurid and Samsut cultures use a combination of solvents and tools to reshape the outer shells of *Concamerata* into armor. In some cultures, respect is gained by the wearer having killed the giant insectoid themselves, and lost if the armor was bought or otherwise obtained without peril. Buying a suit of chitin armor will require considerable effort just to locate it, and then extensive negotiation and possibly some form of deed to prove the buyer worthy of the armor.

Fernweave: *Living armor.* Woven by the Saurids from deep-forest vines and herbs, fernweave is living armor that must be watered once every three days. If the armor is not watered, the magical properties of the herbs disappear, along with the Mystic Armor bonus this armor provides. Dormant fernweave armor will revive if watered, even after a considerable lapse of time (centuries in some cases). Watering fernweave consumes one day's water ration.

Flak Jacket: Made of tough canvas or leather with metal plate inserts, the flak jacket protects aviators from shrapnel. When properly fastened, it provides a little more benefit than leather armor but not as much as hardened leather. A flak jacket covers the upper torso, arms, and neck.

Hardened Leather: Made of leather that has been boiled (usually in wax) to be made considerably harder than normal leather, this armor protects the character's entire body.

Hide Armor: This armor is commonly made by sewing tanned animal hides to a normal suit of leather armor. Hide armor retains the shape of the animal the hide came from, including its paws and head, the latter which is often worn as a helmet. The paws cannot be used as weapons. The Saurids, the Zulu, and other tribal peoples sometimes favor this sort of armor, especially if the hide is that of a highly dangerous animal slain by the wearer.

Leather: This armor is made from one to three layers of soft leather. The thinner parts of the armor provide freedom of movement for joints and limbs. Leather armor protects the character's entire body except for the forearms, and legs below the knee.

Maille: Made from interlocking metal rings, maille is flexible but slow to bend, which impedes the character's movement. Maille protects the character's entire body, except the legs below the knees.

Padded Cloth: Padded cloth armor comprises two layers of quilted raw cotton or silk. It protects the character's entire body except for the forearms and legs below the knee.

Padded Leather: Padded leather armor combines padded cloth with a covering of leather armor. It protects the character's entire body except for the forearms and legs below the knee.

Plate Armor: Plate armor is composed of fitted and jointed pieces of steel plate, with maille to protect vulnerable gaps. Though the armor moves smoothly for such a massive and ungainly-looking construct, the heaviness of the plate metal makes quick reaction almost impossible. Plate armor protects the character's entire body.

Ring Mail: Ring mail is leather armor reinforced with metal rings to deflect blows. It protects the character's entire body except for the legs below the knee.

Shield Descriptions

Body: Also known as a door shield, and consisting of a wooden frame completely sheathed with metal, these tall shields protect the character from the neck to the shins and shoulder to shoulder.

Buckler: This small shield straps to the character's forearm. The character may fire a bow while wearing a buckler, but cannot use a melee or throwing weapon with the shielded hand.

Ferndask: *Living armor.* A ferndask is a buckler made from vines and herbs, similar to fernweave armor. The ferndask is living and must be watered once every three days or its magical properties will disappear along with the shield's Mystic Defense bonus. The magical herbs of a ferndask become dormant when unwatered but can be revived. Watering the ferndask consumes half a day's water ration. A ferndask shield is denser and heavier than fernweave armor, and correspondingly heavier than a conventional buckler. Because of the shield's size, a bow can be employed while using a ferndask in the same way as a buckler.

Footman's Shield: A footman's shield is made of wood and rimmed and reinforced with metal. Properly used, a footman's shield protects most of the character's upper body and can also be used to block some low blows.

Hide: The Zulu hide shield consists of a wooden oval frame, across which rawhide is stretched while damp. As it dries, the hide shrinks, producing a taut surface like the head of a drum, but strong enough to turn an assegai thrust. Zulu shields are painted according to the impi's colors.

Rider's Shield: A rider's shield resembles a footman's shield, but is specifically designed to protect a mounted rider. Although it protects the rider, it does not protect the mount.

Armor Table

Item	Physical Armor	Mystic Armor	Initiative Penalty	Cost	Weight	Availability
Ballistic Jacket (Cotton)	6	0	1	£2/10	5	Average
Ballistic Jacket (Silk)	6	0	0	£8/6	3	Rare
Ballistic Vest (Cotton)	4	0	0	£1/16	4	Average
Ballistic Vest (Silk)	5	0	0	£6/12	2	Rare
Chitin Armor	8	3	3	£500+	40	Very Rare
Fernweave	2	3	0	£125*	15	Very Rare
Flak Jacket	5	0	0	£6	8	Average
Hardened Leather	5	0	1	£4	20	Unusual
Hide Armor	5	1	1	£5	25	Unusual
Leather	3	0	0	£1	15	Unusual
Maille	7	0	3	£18	40	Unusual
Padded Cloth	2	0	0	13/-	5	Average
Padded Leather	4	0	0	£1/2	20	Average
Plate Armor	9	0	4	£300	60	Very Rare
Ring Mail	6	0	2	£18	30	Rare

* Fernweave price is for Terrestrials trying to purchase it from Saurids. Price for other Saurids is £35.

Shield Table

Shield	Physical Defense	Mystic Defense	Initiative Penalty	Shatter Threshold	Cost	Weight	Availability
Body	+3	+0	2	21	£5	15	Unusual
Buckler	+1	+0	0	17	£1	3	Unusual
Ferndask	+1	+2	1	16	£32*	5	Rare
Footman's	+2	0	1	19	£3	10	Unusual
Hide	+2	+1	1	17	£1/7	6	Average
Rider's	+2	0	1	19	£2	8	Unusual

* The ferndask price is for Terrestrials trying to purchase it from Saurids. Price for other Saurids is £12.

Healing and Enhancement

This section covers medications and medical potions, being the mundane and magical approaches to healing respectively. Medications, also referred to as medicines and pharmaceuticals, require the Chemistry Skill to create. They can be made by anyone capable of learning the Skill. Potions require the Alchemy Skill. They can only be made by Shamans, Weird Scientists, and other magicians who have the magical potential to learn Alchemy and practice it.

On Earth, medications can be had of any high street chemist, with patent cures and other substances of doubtful effectiveness to be had from a wide variety of sources. On the Gruv, medications may be found in shops at the more well established settlements, and obtained in a less elegantly packaged form from Saurid healers and shamans. Not everything a shaman makes is of a magical nature.

On the Gruv, potions can be had of Saurid shamans, although they may take a bit of convincing of the need for it, as they tend to be reluctant to use magic when mundane approaches will suffice. Weird Scientists, such as those of the Newtonian school, may produce medical potions either on request or in advance as items for sale. Locating such a person and paying their fee may be an adventure in and of itself.

Healing Item Descriptions

Antitoxin: Antitoxin neutralizes the effects of poison for 8 hours. After being used, the character does not suffer new ill effects from being poisoned, but any effects caused before the antitoxin was taken remain. The antitoxin must be specific to the type of poison (paralysis, debilitating, damaging, death) or it has no effect. If poisoned after taking the antitoxin, the character makes Tests to resist the poison as normal.

Antivenin: Antivenin counteracts the effects of venom, or poison delivered by a creature, and helps a character shake off the effects of the poison. It grants the character a new Resistance Test and adds a Step bonus to any Tests the character makes to resist the effects of the poison for a period of 4 hours. Antivenin serums are made for specific creatures and types of creatures, or for specific types of venom (neurotoxic, hematotoxic, etc.). Venom types can be considered as Poison Types for game purposes (paralysis, debilitating, damaging, death). See the following table for the Step bonus according to the specificity.

Antivenin Specificity Table

Specific To	Step Bonus
The actual creature	+3
The general type of creature	+1
The general type of venom	0

The antivenin must be injected as close to the injury where the poison entered the character's system as possible. If no injury exists or if it cannot be identified, the injection is made in the jugular vein, on the side of the neck, to send the antivenin straight to the heart for dispersal throughout the body.

Aspirin: Salicylic acid, the active ingredient in willow bark and meadowsweet which makes decoctions thereof useful as pain relievers and antipyretics, was synthesized a few years ago by the Prussian firm Bayer and marketed under the trade name Aspirin. This wonder drug has quickly won global acceptance, and become a standard part of the pharmacopeia. (The

On Earth, a number of plants, including a high percentage of those domesticated as food crops, produce salicylic acid when attacked by caterpillars, aphids, or other herbivorous insects. This acid, released into the air, signals to nearby predatory insects and insectivorous birds that a ready meal exists, drawing them to the plant and thus to its defense. Gardeners across the Empire and in other nations have taken to adding an Aspirin tablet to their sprayers. By misting down their garden with a dilute solution of acetylsalicylic acid, they sound an alarm, and encourage Nature to take care of any pests that might plague their crops via predation. Experiments in the Gruv, some of which, for safety reasons, should not be repeated, have proven that salicylic acid performs a parallel signaling function in the new world. Those currently taking Aspirin, or any decoction of willow bark or meadowsweet, are advised that the acid, released from their skin as their sweat evaporates, may attract unwanted attention of a particularly substantial sort.

name is a portmanteau of acetyl and Spirsäure, an old German name for salicylic acid derived from the Latin Spiraea ulmaria, the genus and species of meadowsweet.) Bayer Aspirin and its imitators may be found in every military medical kit and many civilian ones. A dose of aspirin eliminates one point of Wound penalty for eight hours, and reduces fever during that time as well, eliminating one point of PER and WIL penalty if the fever is inflicting any.

Booster Potion: *Requires Alchemy.* A booster potion improves the effectiveness of the character's healing processes, granting a +8 bonus to the next Recovery Test the character makes within 24 hours.

Chlorodyne: A heady brew of laudanum, chloroform, and tincture of cannabis, chlorodyne is sold over the counter at the high street chemist's under a variety of brand names. The original, Dr. J. Collis Browne's formula, offered benefits including pain relief, sedation, and the treatment of diarrhea. Peppermint is sometimes added for flavoring, and capsicum for relief of arthritis symptoms. One dose (one spoonful) of chlorodyne relieves up to 3 points of Wound penalties for 6 hours, but the patient takes a -1 Step penalty to all Perception, Willpower, and Dexterity Tests (and Tests based on these Attributes) for the duration. The patient must make a Toughness (8) Test or fall asleep for 4 hours.

Cure Disease Potion: *Requires Alchemy.* Made in either specific or generic versions, this potion helps a character resist the effects of a disease they have caught. It grants the character a new Resistance Test against the disease, and boosts the character's immune system. For 24 hours, the generic version of the potion grants a +3 Step bonus to any Tests made to resist the effects of a disease, while the disease-specific version grants a +6 Step bonus. Thus, a Cure Disease Potion would grant +3 Steps against cholera, but a Cure Cholera Potion would grant +6 Steps against cholera (but no other disease).

Halt Illness Potion: *Requires Alchemy.* This potion slows the progress of diseases and illnesses. Like the Cure Disease Potion, it comes in a generic version and a disease-specific version. Once ingested, the generic version stops a disease's progression for 4 hours, while the disease-specific version lasts for 8 hours. Any effects caused before the potion was taken remain in effect. The illness runs its normal course once the potion's effects end. Halt Illness Potions are commonly used to stabilize a patient while a cure is sought.

Healing Potion: *Requires Alchemy.* A healing potion automatically heals one Wound and grants a +8 bonus to the character's next Recovery Test within 24 hours. If the character has no Recovery Tests left when ingesting the potion, they may choose to make an immediate Recovery Test with a Step 8/2D6.

Laudanum: A decoction of opium in alcohol, laudanum is available at the high street chemist's over the counter. Its primary use is for sedation and pain relief, although it has been abused recreationally to such an extent that buying more than one bottle can bring social disapproval. One dose (one half fluid ounce) of laudanum relieves up to 2 points of Wound Penalty for 4 hours, but requires a Toughness (7) Test to avoid sleeping for the duration. More than one dose of laudanum in a 6 hour period incurs a -1 Step penalty to all Perception, Willpower, and Dexterity Tests and Tests based on those Attributes.

Lionel's Decoction: Discovered by Dr. Terrance Aylwin at New Wigan, and named after the child who brought him the toadstools whose spores form the primary ingredient, Lionel's Decoction is a topical pain reliever good for burns and muscle aches. A character applying Lionel's Decoction to a burn twice in one day reduces the recovery time to a single Recovery Test. Applying the Decoction to an overexerted limb reduces Strain damage by 2 on application, and reduces the healing time for a Strained Limb or Sprain by 1 day. No more than 2 applications may be made in a day. For each application after the second, make a Poison (12) Test against the character's Toughness. If successful, the character takes Step 4 damage and suffers vivid, frightening hallucinations for an hour.

Megan's Elixir: Another product of Dr. Aylwin's research, and again named after the child who brought him the flowers that are distilled to make the medication, Megan's Elixir is a cough suppressant with some antihistamine effects specific to the Gruv. Taken three times a day, the Elixir removes up to two -1 Step Attribute Penalties due to cold or respiratory illness, and suppresses the effect of allergens such as pollen by 2 Steps.

Penicillin: An extract of the penicillium mold discovered by John Tyndall in 1875, penicillin can be injected or applied topically as a powder. The injected version treats systemic infections, such as staph and strep, granting a +4 Step bonus to a new Resistance Test against the disease. Additional injections add a cumulative +2 Steps to the Resistance Test, and allow a new Test after each injection. A maximum of three injections may be given in one day, with 8 hours' time in between them. Exceeding this dose causes diarrhea, nausea, and whole-body rash, and requires the patient to make a Toughness (12) Test. Failing this Test costs the patient the permanent loss of one point of either Perception or Willpower due to neurotoxicity. Powdered penicillin is dusted into wounds after cleansing but before closure, to prevent infection. Applying the powder grants a +6 Step bonus to Resistance Tests to avoid infection.

Wound Salve: *Requires Alchemy.* A wound salve closes up and heals any Wound to which it is applied. Using wound salve costs the character one of their Recovery Tests. If the character has no Recovery Tests available, then the salve has no effect.

Healing Aid Table

Item	Cost	Weight	Availability
Antitoxin (Paralysis)	£5	2	Unusual
Antitoxin (Debilitating)	£6/8	2	Unusual
Antitoxin (Damaging)	£6	2	Unusual
Antitoxin (Death)	£8	2	Unusual
Antivenin (Creature type)	£2	1	Unusual
Antivenin (Specific creature)	£2/10	1	Rare
Antivenin (Venom type)	£1/9	1	Unusual
Aspirin (25 doses, 2 tablets per)	1/8	1	Common
Booster Potion	£8	2	Rare
Chlorodyne (20 doses, 1 spoonful per)	2/5	1	Unusual
Cure Disease Potion (Generic)	£25	2	Rare
Cure Disease Potion (Specific)	£30	2	Rare
Halt Illness Potion (Generic)	£5	1	Rare
Halt Illness Potion (Specific)	£8	1	Rare
Healing Potion	£15	2	Rare
Laudanum (10 oz bottle)	1/8	1	Unusual
Lionel's Decoction (6 doses)	1/2	Neg	Everyday
Megan's Elixir (12 doses)	9d	Neg	Everyday
Penicillin (1 injection)	1/5	Neg	Unusual
Penicillin (powder, 1 dose)	1/2	Neg	Unusual
Wound Salve	£10	1	Rare

Adventuring Gear

This section describes and provides statistics for the kit that an explorer, adventurer, Dodger, or other player character type is likely to need in the course of their day.

Equipment Descriptions

Adventuring Kit: The adventuring equipment package deal includes basic equipment most adventurers can reasonably expect to need and use, and offers players a simple method of buying adventuring equipment for their characters. Included are a backpack, a bedroll, a tinderbox with flint and steel, 2 candles or torches, a canteen or waterskin, and a sack or belt pouch.

Alchemist's Kit: This portable alchemy lab is used by traveling alchemists and fits into a case the size of a backpack. It contains the absolute minimum of equipment required to perform alchemical tasks. Characters using an alchemist's kit suffer a –3 penalty to their Alchemy Tests due to lack of a proper laboratory.

Alchemist's Shop: A complete alchemy lab containing glassware, mortars, jars, gas burners, crucibles and the like, for use with the Alchemy Skill. An alchemist's shop is not portable because of all of the bulky and delicate apparatus involved.

Artisan Tools: The tools required for characters to perform their Artisan Skills. These are adequate to carry out simple work related to the character's Artisan Skill. For more intricate tasks, the character will usually require a more complete set of tools, costing five or more times that given. The cost of these tools does not include any materials that may be required.

Backpack: Usually made from leather or burlap, a standard backpack can hold approximately 50 pounds of goods.

Bedroll: Bedding and a blanket slim enough to be rolled up and tied for carrying. Adventurers, soldiers, and other travelers use them to sleep in an impromptu fashion on the road. Each bedroll accommodates one person.

Belt Pouch: A small leather or cloth bag either tied to one's belt or with loops to thread the belt through, the belt pouch typically holds approximately 5 pounds of goods.

Blanket: A thick blanket of wool or similar fabric. Standard gear for travel in cold, mountainous terrain.

Candle: A wax cylinder with a wick in its center and a clay or metal plate to hold the melting wax. The standard light source for home use, a candle illuminates a 3-yard radius.

Canteen / Water Skin / Wine Skin: A leather pouch or rigid flat bottle with a constricted bottleneck useful for holding liquids. A typical canteen or waterskin holds enough water for one day. A typical wineskin holds the equivalent of one bottle of wine. The weight shown on the Adventuring Equipment Table is for a full canteen.

Chain: A 10-foot length of chain that can be used for binding and capturing as well as climbing. Trolls may substitute the heavy version for hawser (ship's rope) to assist them when climbing. If used to bind someone, light chain can be broken with a successful Strength (11) Test; heavy chain with a successful Strength (14) Test. A bound character is considered Harried for this test.

Climbing Kit: Comes with all the tools necessary for climbing – grappling hook, 100 feet of rope capable of supporting 600 pounds, pitons, and a hammer.

Craftsman Tools: A catch-all for the tools necessary to use the various Craftsman Skills. Prices may vary according to the specific craft practiced.

Crampons: Metal cleats that fasten to the bottom of boots and provide extra traction, used since Roman times by mountain climbers and the military. Attaching a set of crampons to one's boots grants a +1 Step bonus on Climbing Tests.

Disguise Kit: A box filled with makeup, hair dye, cheap accessories, and clothing useful for creating disguises. Essential for using the Disguise Skill.

Fishing Kit: Comes with all the tools necessary for fishing - 10 fish hooks, fishing net, fishing rod, bait jar. Used in conjunction with the Wilderness Survival Skill.

Flint and Steel: A piece of flint and a short length of rough-surfaced steel that, when struck forcefully together, create sparks for starting fires. Used to light tinder to create campfires and to ignite torches. Normally kept in a tinderbox with a bit of dry flammable wood that shavings can be taken from to provide fire-starting materials.

Fountain Pen: A writing instrument with an internal ink reservoir and a steel nib, common since the 1850s. Several pages of manuscript may be produced with a fountain pen before it needs refilling, as opposed to the antiquated quill or dip pen, which must be dipped in the inkwell every third or fourth word.

Grappling Hook: A hook, sometimes with multiple prongs, with an eye for attachment to a length of chain or rope. The grappling hook is used to secure a rope or chain for climbing. Grappling hooks can be thrown by making a Throwing Weapons Test against a Target Number determined by the Gamemaster (usually 7). The character must use the Called Shot combat option to hit the intended location.

Healing Kit: A healing kit comes in a small shoulder bag and contains bandages, salves, a needle and cotton thread, and disinfectant that can speed recovery from injury. A character treated for at least ten minutes with a healing kit gains a +1 bonus to their next Recovery Test. Each healing kit contains enough supplies for three applications. A three-application refill can be purchased separately but requires the basic components of a healing kit to be useful. Terrestrial-made healing kits are normally in canvas bags with the flap made of white canvas and marked with a large red cross.

Iron Pot: The iron pot is commonly used by adventurers who hunt to create stews from smaller game. Many Europeans use a covered iron pot, called a Dutch oven, as standard camping equipment, both for wilderness travel and for recreational camping.

Lantern: Lanterns are used for light by the ordinary inhabitants of cities and towns as well as by adventurers. A hooded lantern illuminates a 10-yard-radius area. A bull's-eye lantern focuses the light into a 2-yard-wide beam that extends to 20 yards. Most lanterns burn oil, but some have a battery and a carbon-arc to provide illumination equivalent to a bulls's-eye lantern, but extending out to 50 yards.

Map and Scroll Case: A capped tube used for storing rolled pieces of paper or parchment. When capped, the case is water resistant, but not necessarily watertight.

Musical Instrument: Musical instruments for use with the Entertainer Skill.

Navigation Charts: A map and scroll case with a basic chart of the stars. Required to use the Navigation Skill.

Oil Flask: Each flask holds enough oil to fuel a lantern for eight hours.

Paper/Parchment: A prepared sheet of paper or vellum suitable for writing on. Blank books made of paper, pre-bound, are readily available in larger cities and at railway stations in the W.H. Smith's kiosk. Blank books made of vellum must be ordered at bespoke stationers'.

Physician's Kit: A Gladstone bag or similar carrier filled with tools for diagnosing illness, as well as unguents, salves, and specialized components to treat more serious injuries. A basic physician's kit can be used three times before its consumable supplies are exhausted. A three-application refill can be purchased, but requires the tools from the basic kit to be useful. A physician's kit is required to use the Physician Skill.

Quill Pen: A feather with a specially shaped tip. When dipped in a vial of ink, it draws the liquid in, and leaves a trail when drawn across a piece of paper or parchment. A common tool for magicians who prefer older writing tools.

Rope: Cordage made of hemp, sisal, or other fibers is a common item throughout the world, found in ships' rigging, climbing gear, and occasionally used for binding captives. For the sake of simplicity, rope is divided into line, cable, and hawser, being successively thicker and stronger types. Line used to bind someone can be broken with a successful Strength (8) Test. Cable and hawser are too large to use for binding anyone smaller than a troll, but require a Strength (12) and Strength (16) Test respectively. A bound character is considered Harried for this Test.

Sack: Made of burlap or heavy cloth, a sack holds approximately 30 pounds of goods.

Tent: A simple canvas shelter large enough to accommodate two human-sized characters. Larger individuals can be accommodated at an increased price. See **Races and Cost** at the beginning of this chapter.

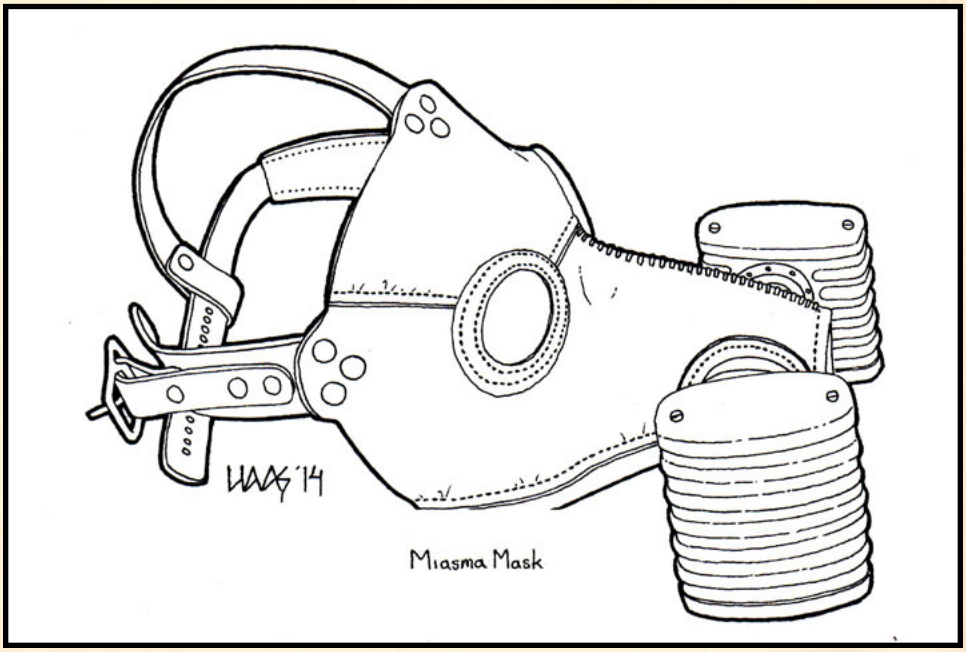
Thieves' Picks and Tools: A set of these specialist tools is required for a character to make use of the Lock Picking Skill.

Torch: A wooden rod with its tip wrapped with an oil soaked rag. It can be lit by the spark from a flint and steel and typically burns for around an hour. A torch illuminates a 10 yard radius. Unlit, it can be used as a club in melee combat, but is treated as an improvised weapon (see **Improvised Melee Weapons**, pg.250). A lit torch may also set flammable targets such as dry straw or cloth alight.

Whetstone: A tool for sharpening and maintaining weapons.

Writing Ink: Black ink for writing. Each vial contains enough ink to write eight to ten pages of information. Dyed inks of other colors are harder to find. Increase the Availability Rating by one level and raise the price to double or more.

Writing Kit: Comes with all the tools necessary for writing – inkwell, blotter, pouch of fine sand, pen knife or eyedropper, and three quills or one fountain pen.



Adventuring Equipment Table

Item	Cost	Weight	Availability
Adventuring Kit	15/-	14	Average
Adventuring Kit with Tent	£2/-	34	Average
Alchemist's Kit	£25/-	15	Rare
Alchemist's Shop	£100	NA	Rare
Artisan Tools: Carving	15/-	3	Average
Artisan Tools: Embroidery/Sewing	£1/5	1	Average
Artisan Tools: Forge	£5/-	20	Unusual
Artisan Tools: Painting	£2/5	2	Average
Artisan Tools: Sculpting	£1/10	3	Average
Backpack	5/-	3	Average
Bedroll	5/-	4	Average
Belt Pouch	8d	1	Everyday
Blanket	1/3	2	Everyday
Candle	3d	4oz	Everyday
Canteen / Water or Wine Skin	2/-	4	Everyday
Chain: Heavy (10ft)	£2/10	9	Average
Chain: Light (10ft)	10/-	6	Average
Chalk (5 pieces)	3d	4oz	Everyday
Climbing Kit	£1/16	19	Average
Craftsman Tools	£1/5	5	Average
Crampons	12/-	2	Unusual
Disguise Kit	£2/10	6	Average
Fishing Kit	£1/-	14	Average
Fishing Net (30 sq ft)	15/-	10	Average
Flint and Steel	1/-	8oz	Everyday
Grappling Hook	10/-	5	Average
Healing Kit: Basic (3 applications)	£3/15	5	Unusual
Healing Kit: Refill (3 applications)	£2/10	Neg.	Unusual
Iron Pot	£1/-	8	Average
Lantern: Hooded	9/-	3	Average
Lantern: Bull's-eye	£1/7	3	Average
Lantern: Carbon-Arc	£4/5	5	Unusual
Map or Scroll Case	8d	1	Average
Musical Instrument: Drum	7/-	5	Average
Musical Instrument: Flute	2/-	2	Average
Musical Instrument: Horn	£3/10	7	Average
Musical Instrument: Lute or Guitar	£2/5	6	Unusual
Musical Instrument: Whistle	2d	1	Everyday
Navigation Charts	15/-	2	Average
Oil Flask	6/-	1	Everyday
Paper (sheet)	1d	Neg.	Everyday
Paper (blank book)	8/-	Neg.	Everyday
Parchment (sheet)	7d	Neg.	Unusual
Parchment (blank book)	£2/16	Neg.	Unusual
Physician's Kit: Basic (3 applications)	£2/10	3	Average

Item	Cost	Weight	Availability
Physician's Kit: Refill (3 applications)	£1/5	1	Average
Pen: Fountain	6/-	Neg.	Average
Pen: Quill	2d	Neg.	Unusual
Rope, Line (per yard)	2/-	1	Average
Rope, Cable (per yard)	3/-	1.5	Average
Rope, Hawser (per yard)	4/-	2	Average
Sack	8d	2	Everyday
Tent	£1/10	20	Average
Thieves' Picks and Tools	£5/-	1	Unusual
Torch	5d	1	Average
Whetstone	2d	1	Everyday
Writing Ink (per vial)	10/-	8oz	Everyday
Writing Kit	£1/3	2	Everyday

Chatelaines

While belt pouches and bags are certainly known and used, for women in need of tools close at hand the chatelaine provides a better, quicker alternative.

Chatelaines start with a medallion with a metal tongue that hooks over the belt or waistband, though sometimes the piece is more brooch-like with a pin on the back for attachment to garments. In either case, the medallion has metal eyes or loops from which chains depend. The ends of the chains attach to the tools. Usually the chains, up to about 12 inches long, vary in length in order to keep the tools from banging together, and to provide quick retrieval of the right object.

Chatelaines are produced by many companies, including high fashion jewelers such as Tiffany, as well as more common quality from local producers. They can be made of valuable metals and ornate to the point of being gaudy, or simple, utilitarian, and made from base metal. Some might have only a single attachment, but more commonly two or three are included, and five tools are not uncommon. Some women even have more than one chatelaine to wear for different occasions.

Each woman tailors her attachments based on her needs, so a lady who writes often will have a pencil, a seamstress will have a needle case, a doctor will have a medicinal flask. The possibilities are endless, but here are a few suggested attachments to choose from when creating characters.

Chatelaine Item Table

Item	Cost	Weight	Availability	Notes
Chatelaine (medallion and chains)	10/-	12 oz	Everyday	Number of chains for items varies from 1-7, usually.
Calling Card Case	2/-	2 oz	Unusual	Only found in finer shops.
Case (empty)	1/-	2 oz	Everyday	Small, empty box for general use.
Coin Purse	6d	2 oz	Everyday	Holds 10-12 coins.
Compact	2/-	3 oz	Average	Holds cosmetics.
Compass (Drawing)	4/6	3 oz	Unusual	A metal implement for making circles and arcs.
Compass (Magnetic)	12/-	4 oz	Unusual	Navigational aid.
Dance Card	2/-	2 oz	Unusual	Thin sheets of celluloid or ivory.
Flask	2/-	2 oz	Everyday	Metal or glass container for liquids. Holds 2 ounces.

Item	Cost	Weight	Availability	Notes
Handkerchief Holder	2/-	2 oz	Average	Metal cases to keep handkerchiefs clean and tidy.
Keys	6d	1 oz	Everyday	A single key or a ring holding a few.
Knife (folding or pen)	3/6	2 oz	Everyday	Different blade shapes and sharpness available.
Loupe	7/6	1 oz	Average	Small magnification device.
Lucky Charms	6d	1 oz	Everyday	Cost and weight can vary considerably.
Magnifying Glass	10/-	4 oz	Unusual	Different magnifications and lens quality at different costs.
Mirror	8/6	4 oz	Average	Normally with a flip-up or swing-aside cover to protect from scratches.
Needle Case	6d	1 oz	Everyday	Velvet lined, for sewing needles.
Notepad	1/-	2 oz	Everyday	Celluloid or paper pages.
Pencil	6d	1 oz	Everyday	Replaceable wood or refillable mechanical.
Perfume Bottle	3/6	2 oz	Unusual	Holds 2 ounces of perfume. Perfume cost not included.
Pin Cushion	6d	1 oz	Everyday	Often with an emery puff attached.
Postage Stamp Case	6d	1 oz	Average	Holds a dozen stamps.
Rouge Pot	3/6	2 oz	Unusual	Refillable cosmetic holder.
Scissors	4/-	2 oz	Everyday	Folding scissors, with or without case.
Snuff Box	2/-	2 oz	Everyday	Usually highly decorated, may be of stamped tin or silver, just big enough to hold a few pinches of powdered tobacco.
Spectacles	15/-	3 oz	Unusual	Reading glasses. Personal lenses would be considerably more expensive.
Thimble Holder	6d	1 oz	Everyday	Holds 1 thimble.
Tweezers	2/-	1 oz	Everyday	Usually with a slip-case or protective cylinder to keep the tool from snagging its prongs on the woman's dress.
Vinaigrette	3/-	1 oz	Everyday	Perforated top container with aromatic substance, such as vinegar, to produce pleasant masking scent.
Watch	10/-	2 oz	Average	Poor quality and reliability. More accurate watches will cost quite a bit more.
Whistle	6d	1 oz	Everyday	Often a police signal whistle for emergency use, but sometimes a dog whistle.

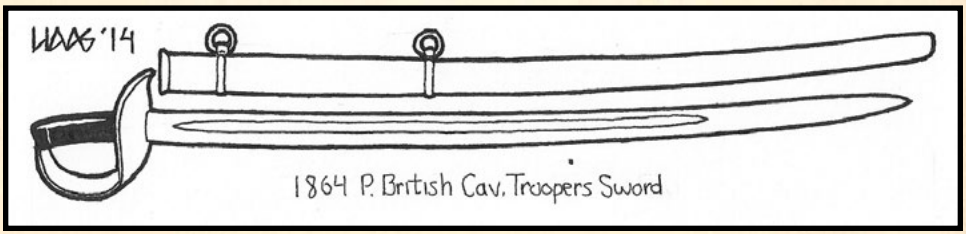
Almost all items can be purchased at several levels of Cost based on the quality of materials and craftsmanship used. Costs given in the table are for the low quality, base metal, unadorned version. To increase quality to moderate, double the cost. To increase quality to exceptional, multiply the cost by 4. To increase the value of the item by using expensive materials, multiply the cost by a minimum of 3 for silver or 150 for gold. Artistic versions, with enamel, jewels, &c., must be made of silver or gold, and the cost is doubled at a minimum depending on the amount of embellishment.

The following chatelaines are package deals for specific character Professions. Some Professions are not included, because they do not allow for clothing variation between men and women (Military Officer, Soldier), or because their culture does not support the device (Shaman, Tribal Warrior). The same base statistics apply to all.

Physical Defense: 5 **Mystic Defense:** 0 **Barrier Rating:** 4

Chatelaines by Character Profession

Profession	Tools	Cost	Weight
Airship Pilot	All brass chatelaine with non-sparking tools: Compass (Magnetic), Altimeter, Barometer	£3	1 pound, 8 ounces
Aristocrat	Calling card case, Coin purse, Vinaigrette, Perfume bottle, Snuff box	£3	1 pound, 5 ounces
Big Game Hunter	Folding knife, Weapon tools	15/-	1 pound, 8 ounces
Brassman	Adjustable spanner, Screwdriver, Loupe	£1	1 pound, 8 ounces
Byron	Card punch, Loupe, Small booklet of mathematical tables	£1	1 pound, 2 ounces
Cowboy	Chewing tobacco box, Wire cutter, Snakebite kit, Folding knife	£1	1 pound, 4 ounces
Doctor	Tweezers, Drug measures or spoons, Medicinal flask, Suture case	£1	1 pound, 2 ounces
Dodger	Lockpicks in case, Glass cutter, Empty case (to stash things)	15/-	15 ounces
Explorer	Field glass, Compass (magnetic), Compass (drawing)	£1/5/-	1 pound, 5 ounces
Fiddler	Calling card case (fake ID), Empty case (to stash things)	10/-	14 ounces
Investigator	Magnifying glass, Pencil, Notepad	£1	15 ounces
Journalist	Pencil, Notepad, Coin case	11/-	15 ounces
Mage	Ritual tools, Scroll or Grimoire case, Incense box. Mystic Defense equal to Spellcasting Rank of owner.	15/-	1 pound, 2 ounces
Pioneer	Flint & steel, Folding knife, Fishing reel, Fishing hook box	15/-	1 pound, 2 ounces
Priest	Religious symbol, Book of quotes from religious works, Religious paraphernalia for rites. Mystic Defense equal to Spellcasting Rank of owner.	£1	1 pound, 2 ounces
Sailor	Folding knife, Needle case, Dice box	12/-	1 pound
Scientist	Magnifying glass, Mechanical pencil, Notebook	£1	1 pound, 1 ounces
Weird Scientist	Mechanical pencil, Loupe, Fountain pen, Notepad, Gadgets. Mystic Defense equal to Profession Skill Rank of owner.	£1	1 pound, 1 ounces



Clothing and Mundane Necessities

This section discusses clothing, and defines some articles. It provides prices for everyday items.

Clothing

Clothes make the man or woman, or at the very least locate them in their social station. A brief description of basic clothing for Londoners is in order, working from the lower Social Levels up to the higher.

Down in the criminal underworld and the realm of the desperate poor, more concern is given to whether clothing is available than what it looks like. People who can barely afford food take whatever they can get. This sometimes results in oddities, such as a tosher wearing a battered silk top hat thrown out by a gentleman, or a prostitute with a well-made embroidered dress scavenged by her rag-and-bone man paramour.

The workman wears a flannel shirt, a cheap waistcoat, rough woolen trousers, heavy boots, and often a bowler hat. Working women wear plain or embroidered dresses, as they can afford, often with an apron, the mark of the domestic servant. Children of the working class generally wear hand me downs, usually with a patch or two where the garment has been torn or worn through. Boys tend to wear a flat cap, while girls wear a bonnet or no head covering.

Middle class men and women wear suits, or at the very least a cotton shirt or blouse and trousers or a skirt of fine wool or cotton. Men's collars and shirt cuffs are detachable, allowing for more accessorizing, and also allowing for the parts that take the most wear to be easily replaced, saving the shirt. Celluloid cuffs, much cheaper than starched cotton ones, have become popular among the junior clarks, especially since they can be used for doing sums, as the ink washes right off with water and the cuffs are spotless white again the next morning.

Upper-class men wear finely tailored suits, doing their best to keep up with the latest fashions among the aristocracy, although a more sober look, with a plain suit of dark material, is well thought of in financial and mercantile circles. A man who wears a banker's suit, with no frippery, puts forward a staunch, conservative appearance that goes over well in business. Women likewise tend to keep up to some extent with the higher circles of fashion, although again practicality can win approval. Parasols and umbrellas may be found with either gender, to keep off both sun and rain, protecting skin from tanning and roughening, and clothing from water damage and fading.

Among the aristocracy, whatever the latest wind has blown in the skies of fashion tends to be de rigeur, at least for the day. If the Prince forgets his hat, no men are seen with hats the next day. If an influential lady proclaims lilac passe', no shade of violet lighter than plum will be seen until the tides turn once more. A Knowledge (Secrets of the Aristocracy) Test helps keep abreast of fashion trends and prevent a fatal faux pas in matters of dress.

Clothing Table

Item	Cost	Weight	Availability
Belt	5d	Neg.	Everyday
Boots			
City	10/6	1	Everyday
Riding	£1/5/-	2	Average
Hiking	16/6	2	Average
Workman's	11/-	2	Average

Item	Cost	Weight	Availability
Trousers			
Wool	4cp	1	Everyday
Leather	1	1	Average
Cotton	7	1	Unusual
Brooch			
Plain	2/-	1	Everyday
Ornamental	12/-	1	Average
Silver	15/-	1	Average
Gold	£6/-	2	Average
Cloak			
Wool	5/-	1	Average
Satin-lined	14/-	1	Rare
Waxed Canvas	8/-	1	Average
Fur-trimmed	£2/10	1	Rare
Collar (removable)	5d	Neg.	Average
Cuffs, shirt (removable)	8d	Neg.	Average
Dress			
Plain	2/-	1	Everyday
Patterned	7/-	1	Average
Embroidered	£1/2	2	Average
Satin	£5/-	2	Unusual
Ballroom Gown	£80 +	4	Rare
Gloves			
Gentleman's	10/-	Neg.	Average
Lady's	13/-	Neg.	Average
Workman's	4/-	Neg.	Average
Hat			
Felt	4d	Neg.	Everyday
Woolen	1/-	Neg.	Average
Bowler	2/6	Neg.	Average
Silk	7/6	Neg.	Rare
Stockings			
Cotton	5d	Neg.	Everyday
Silk	5/-	Neg.	Unusual
Jacket			
Wool	1/-	1	Average
Silk	£4/10	1	Rare
Overcoat	£1/15	2	Average
Robe			
Wool or Linen	15d	1	Average
Embroidered	15/-	1	Average
Silk	£11	1	Rare
Academic	£8 +	2	Rare
Sandals	2d	Neg.	Everyday
Shirt			
Flannel	1/4	1	Everyday
Cotton	4/-	1	Average
Silk	£1/5	1	Rare

Item	Cost	Weight	Availability
Shoes			
Cheap	2/-	1	Average
Gentleman's (Middle class)	£1/4	1	Unusual
Lady's (Middle Class)	£1/8	1	Unusual
Gentleman's (Upper Class)	£8/10	1	Unusual
Lady's (Upper Class)	£10+	1	Unusual
Scabbard or Sheath	5/-	1	Average
Scarf			
Wool	5	Neg.	Average
Silk	£2/-	Neg.	Rare
Socks	1/10	Neg.	Average
Suit (Weekday)	£2/-	1	Average
Suit (Sunday)	£2/10	1	Average
Umbrella or Parasol	7/6	1	Average
Overcoat	£1/15	1	Average



Everyday Items

Books have become much more commonplace since the beginning of the century, thanks to W.H. Smith's, a publishing firm that brings out cheap paperbound editions of classic British works and runs kiosks at every railway station in the Empire. The morning paper has also come down in price, from 7d to 1d, thanks to the innovations of cheap paper manufacturing and improvements in the steam-driven press.

Common Items

Item	Price	Availability
Bicycle	£4	Average
Book, hardcover novel	10/-	Unusual
Coal, for home use	£1/3 per cwt	Everyday
Morning Newspaper	1d	Everyday
Parafin (kerosene)	6d per gallon	Everyday
Soap, general purpose	4/- per lb	Everyday

Tools and Devices

The stats provided for devices, such as Physical Defense and Physical Armor, apply only to the device, not to the wearer or user unless otherwise specified. For example, the Standard Goggles have one point of Physical Armor, which only protects the goggles from damage, and does not transfer to the wearer.

Climbing Claws

Physical Defense: 7
Mystic Defense: 0
Physical Armor: 2 (applies to wearer also)
Mystic Armor: 0
Barrier Rating: 7
Weight: 2 (each bracer), 15 (backpack)
Price: £12
Availability: Very Rare

Climbing claws, steam powered devices run by a power pack similar to those worn for arm prostheses, allow scaling cliffs and walls that would otherwise be impassable. They consist of bracers strapped on to the forearm, with large, fierce looking claws extending out over the hands, and controls that extend into the palm with two buttons at thumb reach. The user places their hand on the surface to be climbed and presses the extend button on that hand. The pneumatic piston drives the claw into the climbing face, granting solid purchase in the same fashion as a piton. The second button retracts the claw, allowing it to be placed again further up. The climber alternates claws as they ascend. For climbers laying a line to assist others behind them, the back of the claw has a flat hammer head, so that the steam power can be used to drive pitons.

Climbing claws grant a +8 Step bonus to Climbing Tests. If the wearer does not have the Climbing Skill, they gain it at an effective Rank of 8. When used to install a leading line for others, climbers following the claw wearer gain a +4 Step bonus to their Climbing Tests, for using pitons and climbing gear. Though not designed for it, the claws can also be used in combat, at a -2 Step penalty to the wearer's Melee Weapons Skill. The claws have a Base Damage Step of 8. Each extra success on the Attack Test reduces the target's Physical Armor by 1 point for that attack's Damage Test, due to the piercing nature of the claws.

Clockwork Runners

Physical Defense: 9
Mystic Defense: 0
Physical Armor: 1 (applies to wearer as well as device)
Mystic Armor: 0
Barrier Rating: 8
Price: £3/10
Availability: Rare

Large spring-driven contraptions strapped on to the bottom of one's shoes, clockwork runners apply the design for spring-driven foot prostheses to enhance the movement of able-bodied individuals. A large clock spring drives a hinged plate on the bottom of the device. When pressure is applied downward, the spring's energy is released via a ratcheting gear, propelling the foot up and

forward. The extra power allows the wearer to run faster and farther for less effort than they would unaided. The springs must be rewound regularly, and they aren't suited for handling large amounts of weight. For short to medium distance sprints, however, the most out of shape clark can move like a Zulu warrior.

The wearer gains a +3 bonus to their Movement, with no additional penalty for Strain or Fatigue. If the wearer attempts any sort of complex maneuvers, such as engaging in combat, they must make a Dexterity (8) Test each round or be Knocked Down. The runners must be rewound after two hours of use. Wearing runners that have run down reduces Movement by 1 below the character's base.

Gas Detectors

Detecting poisonous gas before it affects you has been a major concern for generations. If it's already thick enough to start you coughing, you've been breathing it all the way into wherever you are, and will keep breathing it all the way out, which reduces your prospects of survival. Miners used to carry caged birds, as the birds would fall over long before the gas got bad enough to harm the miners. There is better equipment now.

When characters with gas detectors enter an area with dangerous gas, the Gamemaster makes a Test using the Damage Step of the gas against the rating of the detector. If the Damage Test result is equal to or higher than the detector rating, the gas is detected, and the detector registers the result according to its type. If the result is lower than the detector rating, the detector fails to alert the characters. The Gamemaster should make an additional Damage Test against the Rating of the detector each round before making a Damage Test against the characters. See **Adventuring and Peril** in the ***1879 Gamemaster's Guide*** for more information on poison gas.

Badges

Physical Defense: 4
Mystic Defense: 0
Barrier Rating: 2
Physical Armor: 0
Mystic Armor: 0

These cheaply made, standard issue gas detectors consist of a thin steel plate with a pin on the back, and slots in the front for several strips of different metals. The alloys react with specific gases, and corrode when exposed to sufficient quantities. Of course, the wearer has to look at the badge regularly to spot the corrosion, and even then, the alloys aren't guaranteed to corrode quickly enough to allow escape. Get a large group together, and the odds rise that someone's badge will corrode sufficiently to provide a warning and that someone in the group will spot it.

If a badge corrodes, each character present must make a Perception (6) Test to notice the corrosion. The Gamemaster may increase the Target Number as appropriate for distracting situations, such as fleeing a cave-in or engaging in combat.

Alloy detectors are available in the following ratings. The cheapest badges are colloquially known as "death shiners" because they're often found in pristine condition pinned to corpses.

Alloy Gas Detector Ratings and Prices

Rating	Price	Availability
18	1s	Common
16	2s	Common
14	3s	Unusual

Ringer Badge

Physical Defense: 4
Mystic Defense: 0
Barrier Rating: 3
Physical Armor: 0
Mystic Armor: 0

These work on the same principle as the basic badge: a metal strip corrodes in the presence of the gas it's supposed to detect. Instead of relying on someone to spot it, the badge runs a small current through the metal. If the strip corrodes, the current stops and sets off a bell. There's still a risk of the alloy not being sensitive enough to detect the gas in time, but at least the wearer doesn't have to keep a constant watch on the badge. If the battery runs low on charge, the badge won't ring, so carrying spare batteries is a good idea.

The batteries last four hours, weigh a pound each, are the size of a pint bottle, and cost £1/9 per. Mines and other commercial facilities that use ringer badges have stationary bicycles hooked up to dynamos for recharging, and require all workers to spend a quarter hour pedaling for each shift worked, which is enough time to recharge three batteries. The Gamemaster should keep track of how long the batteries have been in, but not remind the players to change them. If the battery expires, the Gamemaster is not required to make a gas Damage Test for the badge. Characters may make Perception Tests as with standard badges to visually check for corrosion.

Ringer badges are available in the following ratings.

Ringer Gas Detector Ratings and Prices

Rating	Price	Availability
15	2s	Unusual
13	3s	Unusual
11	4s	Unusual

Liquid Detector

Physical Defense: 3
Mystic Defense: 0
Barrier Rating: 2
Physical Armor: 1
Mystic Armor: 0

Rather than relying on metal to corrode, liquid detectors use chemicals that react with the gas. The fluids provide faster reaction and greater sensitivity, resulting in increased reliability. The wrist mounted device holds a series of glass tubes with gas-permeable membranes. The wiring for each tube is calibrated to the electrical resistance of the chemical used. If the chemical reacts, the resistance changes, setting off the bell. The fluids evaporate over a period of eight hours after the seal is removed from the membrane. Users must carry spare tube cartridges, which are fragile, being made of glass, and are usually packed in cotton or wool inside a wooden or metal box. Liquid detectors use the same batteries as ringer badges, and have the same issues with them. In addition to alerting the wearer of the presence of dangerous gases, liquid detectors grant a +2 Step bonus to Tests made to determine the type of gas from the reaction.

Liquid detectors are available in the following ratings. Replacement cartridges cost 3s each. The detectors will work if short a cartridge, but each missing cartridge increases the Rating by 2 points.

Liquid Gas Detector Ratings and Prices

Rating	Price	Cartridge #	Availability
11	4s	3	Rare
9	6s	4	Rare
7	9s	5	Rare

Goggles

Due to the frequency of solar eclipses, goggles are necessary equipment for working in the Gruv. With a more intense but smaller sun and multiple orbiting bodies, eclipses are much more common and of longer duration than on Earth. To work outside during an eclipse without suffering eye injury, humans have to wear goggles equipped with polarizing glass to filter out the harmful rays. Goggles come equipped with basic polarizing lenses that can be flipped into position or out of the way unless otherwise noted.

Many vision enhancing add-ons have been developed to give goggles more utility when not being used for an eclipse. While the overall shape and design may be different depending on the buyer's tastes, most are made with standard sized round lenses that can be changed out via threaded caps. Add-ons are customarily made to fit this design. Goggles block peripheral vision when worn, resulting in a -1 to visually-based Perception Tests and the ability of a foe to Blindside the character from the side as well as the rear.

Most goggles can support a maximum of three add-ons for each lens. An add-on that only requires one eye will leave a slot open for the other eye. For example, one could have a set of goggles with add-ons for binoculars (both eyes), heat sight (both eyes), ranged targeting (right eye), and a magnifying loupe (left eye). Goggles can have more than three add-on slots, but the weight is greater and custom design is required to compensate. When calculating cost for add-ons fitted to a custom design, add a minimum of 10% to the price for each.

Goggles and Add-Ons Table

Item Name	Description	Physical Defense	Mystic Defense	Physical Armor	Mystic Armor	Barrier Rating	Price
Basic Goggles	Standard issue goggles: eclipse lenses and no add-on slots.	3	0	0	0	3	£1/1
Standard Goggles	3 add-on slots for each lens.	3	0	1	0	3	£1/6
Enhanced Goggles	Larger frame, supports 4 add-on slots on each lens.	4	0	2	0	4	£1/12
Heavy Goggles	Partial face cover frame, 5 add-on slots on each lens. Can also attach gas mask (sold separately).	5	0	3	0	5	£2/2

Item Name	Description	Physical Defense	Mystic Defense	Physical Armor	Mystic Armor	Barrier Rating	Price
Panoramic Goggles	Lens shaped to allow peripheral vision negate the -1 Perception penalty and the Blindside modifier. 3 add-on slots on each lens.	3	0	1	0	3	£2/1
Binoculars	Add-on for binocular vision, +2 for Perception tests on distant events up to 50 yards away. Requires both lenses.	1	0	0	0	1	16/-
Magnifying Loupes	Drop down magnifying lenses, provides up to 30x magnification, +2 for Perception tests on close up examination. Requires one lens.	1	0	0	0	1	8/- per lens
Heat Sight	Drop down lens mimics the racial ability Heat Sight. Requires both lenses.	1	0	0	0	1	£2/8
Low Light Vision	Drop down lens mimics the racial ability Low Light Vision. Requires both lenses.	1	0	0	0	1	£2/8
Ranged Targeting	Combination of scope lens with cross hairs enhances ability to hit ranged targets. +2 to hit on ranged tests. Requires one lens.	1	0	0	0	1	£1/3
Mirror Sight	Uses a mirror to show vision behind the wearer, prevents Blind-sided penalty unless wearer loses all vision. Requires both lenses.	1	0	0	0	1	£5/-
Navigator Lens	Box attaches to the side of the goggles, includes a speedometer, altimeter, and compass that projects on the lens when dropped down. Provides +2 to Navigation tests. Size of the box requires two slots on one lens.	1	0	0	0	1	£4/2

Hydroponic Terrarium (Bacon Jar)

Physical Defense: 2
Mystic Defense: 0
Physical Armor: 0
Mystic Armor: 0
Barrier Rating: 2
Size: 5
Weight: 4 (including battery)
Price: £3 for apparatus plus £1/9 per battery
Availability: Rare

With all the research to be done on the variety of plants found in the Gruv, transporting them safely back to the lab is crucial. To do this without damaging the sample or altering its structure, the specimen must be kept in a portable, controlled environment. The Hydroponic Terrarium uses the Solution Culture technique first documented in Francis Bacon's 1627 book *Sylva Sylvarum*, with some modern innovations to help maintain control of the environment. The device consists of a glass jar with a removable, adjustable membrane, and an attached apparatus that feeds into the lower portion. When the specimen is collected, its current soil is removed, preferably by either local water sources or distilled water to prevent the introduction of foreign contaminants. The removable membrane opens to go around the roots, then adjusts to create a seal around the stem. Finally, the plant is inserted into the jar, a tension seal is applied on the membrane to lock it in place, and the top of the jar is sealed. This creates a water-tight chamber for the roots and keeps the specimen in a stable position. Next, local soil samples are put into one chamber of the external apparatus, and water (again, either local source or distilled) is added to a second, until the lower chamber of the jar and a reservoir are filled. The apparatus is then turned on. Electrical resistance measurement analyzes the mineral nutrient content of the soil sample, and dissolve it into the water sample, continuously monitoring to aerate the roots and add more nutrients as needed. For long treks back to the lab, additional water and soil may be added to the reservoirs as needed, provided the gatherer has remembered to bring a sufficient supply. For the average sized plant specimen, the soil and water samples contained in the reservoirs will last about two weeks. The battery lasts for two days. The jars come in larger sizes to accommodate larger specimens, with the reservoirs increasing in size accordingly. Weight increases by half again for each Size increase, so a Size 6 jar weighs 6 pounds, a size 7 weighs 9, and so forth. Additional batteries are required for each point of Size increase. Studying a plant that has been transported in a Bacon Jar gains a +2 Step bonus, due to its native state having been preserved.

Parachute

The folded-silk parachute with venting for directional control has been around for nearly a hundred years, first introduced by Andre' Garnerin in 1797. With the advent of the Giffard as a military and then civilian vehicle in regular use, advances have been made to produce the modern knapsack parachute. Worn as a backpack, the parachute is deployed by pulling on a pair of handles, one above each shoulder. This flips open the knapsack and launches, via a spring mechanism, a drogue parachute, that catches the wind and pulls the main parachute out of the pack. Dexterity (9) or Strength (8) Tests are required to keep hold of the handles when the main parachute deploys, as they connect directly to the top vent, and will be yanked upwards with considerable force. Once deployed, the parachute may be steered in a rudimentary fashion by pulling on the handles. Pulling one handle opens the vent on that side, spilling air from the top of the parachute and causing it to slide toward the opposite side. Thus, pulling the right handle causes the parachute to drop to the

left. Pulling both handles causes a more rapid descent. The user is advised to flex their knees, and roll forward or backward upon landing to avoid injury, pulling both handles at the same time to collapse the parachute and avoid being dragged.

Availability: Rare
Cost: £35/-/-
Weight: 8 pounds
Physical Defense: 3
Mystic Defense: 0
Barrier Rating: 3

Pocket Calculator

The pocket calculator performs basic arithmetic, calculates logarithms and trigonometric functions, and handles navigational and engineering mathematics. Usage requires the appropriate Knowledge or professional Skill (Business, Mathematics, Engineering, Piloting) to use the advanced functions. It adds +3 Steps to the appropriate Skill when used. Does not add Steps to a default Perception Test if the proper Skill is not available. The device comprises a spring-driven clockwork in a brass-bound wooden case, with ivory-inlaid keys and multiple setting wheels, and fits in a large pocket.

Availability: Rare
Cost: £25/-/-
Weight: 2 pounds
Physical Defense: 6
Mystic Defense: 0
Barrier Rating: 4

Spallanzani Device

Physical Defense: 4 (drone), 9 (base station)
Mystic Defense: 0
Physical Armor: 0 (drone), 5 (base station)
Mystic Armor: 0
Barrier Rating: 3 (drone), 12 (base station)
Weight: 50 (base station with batteries installed), 1 (drone)
Price: £8, replacement drones £2/4, batteries per each £1/9
Availability: Very Rare

Also known as a dragonfly drone, this is an automaton that resembles a clockwork dragonfly. Its casing is roughly bullet shaped with a pair of spring loaded wings on the back. It has a small protrusion in the front similar in position to a proboscis, with a pair of large dishes situated where the eyes would be. The tail end is a similarly designed protrusion, though at a different and longer scale. The launching and relay station consists of a large barrel rifle with a collapsible conical dish around it. The apparatus mounts to a stand, at the bottom of which sits a small difference engine and printer.

The device operates on the research done by Lazzaro Spallanzani in the previous century on how bats are able to navigate via sound. When the drone is launched from the rifle, its front protrusion begins emitting pulses of a hypersonic tone, with the echoes picked up by the front receiving dishes. As the echoes return to the device, a second, deeper tone emitted by the rear

protrusion transmits back to the dish on the launcher, relaying what the drone has received. The signal is then interpreted by the difference engine and printed out into a rough map of the area the drone has navigated. Between the drone's effective Perception Step of 7 and the engine's effective Mapmaking Skill Rank of 5, treat this as a Mapmaking (8) Test with a Step of 12. The best returns come from large rigid objects like buildings or stone. These objects show up on the map if the Mapmaking test is successful. The device is not as effective at detecting living beings or relatively small objects like vehicles. The drone must make a separate Perception Test to detect each living creature, moving vehicle, or similar object it encounters, against the target's Mystic Defense.

The two different tone pitches, tuned to avoid heterodyning, prevent the signals from interfering with each other. Interference can still occur, especially if more than one device is being used at a time. The tones for each drone are very slightly different, so the base station must be calibrated with each launch to ensure accurate data.

The drone has a maximum range of approximately one-half mile. If the drone strays out of signal range of the base station, or its clockwork runs down past halfway, cams engage to return the drone to the base station. The drone's spring allows for approximately 20 minutes of flight, with an average airspeed of 24 miles per hour, equal to that of the European barn swallow. The base station requires four batteries and operates for one hour on their charge.

Spider Automaton

Physical Defense: 4
Mystic Defense: 0
Physical Armor: 2
Mystic Armor: 0
Barrier Rating: 3
Weight: 1
Price: £2
Availability: Rare

Small wind-up clockworks that resemble a spider, with round glass vials making up the abdomen, spider automatons are most often used by miners or explorers to break open walls that already have fractures, but also find use in the military by sappers and special forces units. Designs vary depending on the type of terrain they are expected to deal with. They are programmed with a preset travel path using a set of levers and cams, similar to setting up a difference engine. Explosives, usually nitroglycerine, are loaded into the abdomen container with a timer, and the automaton set into motion. The clockwork travels its predesignated route, and when the timer runs out, the explosives detonate. The limited payload means the explosions are small, but when the automaton has been sent deep into the obstruction, more of the explosion's kinetic energy is released into the target, making them much more effective. Having the explosion further removed from those setting it off also increases safety. The automatons are small enough to readily escape notice, requiring a Perception (11) Test to spot them. Some military units have used them for deploying surprise attacks more subtle and better targeted than a thrown grenade.

Programming the path requires an Engine Programming Test, with the Target Number based on the complexity of the path. The base Target Number of 4 allows a straight line with a set distance or duration. For each turn, pause, or elevation change, increase the Target Number by 1. Most automatons can hold a maximum of 8 instructions, including distance and duration of travel.

Weapons

Adjustable Inertia Axe

Damage Step: 9
Strength Minimum: 13
Size: 5
Price: £2/3
Weight: 6
Availability: Rare

The adjustable inertia axe grants a +2 bonus to Melee Weapons Tests. It requires two hands to use. The axe has a chain-driven gear assembly that adjusts the position of the axe head along the shaft. The head rides at the center of the shaft when the axe is being carried and at the start of the swing, making it easier to handle. As the swing begins, inertia causes the head to ride outward, increasing the striking power. When the head arrives at the end of the shaft, the chain-drive locks it in place until the swing completes, after which it slowly allows the head to return down the shaft, the movement being controlled by spring tension. The increase in ease of control allows a heavier head, increasing damage.

Flame Cleaver

Damage Step: 9 (melee), 8 (fire)
Strength Minimum: 15
Size: 6
Price: £3/8 (Cleaver), £5/- (Backpack Tank)
Weight: 8 (Cleaver), 15 (Backpack Tank)
Availability: Rare

Pole arms are excellent for breaking through shields or heavy armor, but their size prevents them from moving quickly enough to effectively counter more nimble targets. A flame cleaver attempts to correct this weakness by adding fire as both a ward against attacks and an extra attack. Flame cleavers are single bladed monstrosities the size of a two-handed sword, that look more like an axe with a long cutting surface. The primary structural component is the shaft, which runs the entire length, with hand holds down at the base and higher up behind the blade, as the weapon requires two hands to wield. The second grip is intended for use with the flame thrower function, but also provides a leverage point for melee combat. A fuel tank in the hilt feeds through the shaft out to the tip. Pulling the lever near the hilt releases compressed air from a cylinder into the fuel tank, and a battery-powered sparker at the tip ignites it, as with a normal flamethrower.

The odd shape and shifting weight from the fuel reduce the weapon's accuracy, inflicting a -1 Step penalty to Melee Weapons Tests. However, the same extra weight increases potential damage. The flamethrower may be used at the same time as the blade, but requires at least one extra success on the Attack Test. Adding the flamethrower to a melee attack requires a separate Damage Test at Step 8. (If the blade Attack Test succeeded, then the weapon is assumed to be in position to spray burning fuel on the enemy without another Attack Test being required.) The wielder's Strength Step is not added to fire damage. Additional successes on the Melee Weapons Test apply only to the blade's Damage Test. The flamethrower may be used on its own, with a Firearms or related Skill Test for the ranged Attack Test. Do not apply the Melee Weapons penalty when only using the flamethrower.

The built-in fuel tank's capacity allows 5 uses before running dry. The weapon can be hooked up to a backpack tank via a hose attached to the pommel, adding another 20 rounds of flamethrower use. Doing so increases the Melee Weapons penalty to -2 Steps.

Gyroscopic Aiming Assist

Physical Defense: 5
Mystic Defense: 0
Physical Armor: 1
Mystic Armor: 0
Barrier Rating: 4
Price: £6
Availability: Rare

This is an attachment designed primarily with sniper rifles, although it can work with any large-calibre long arm. Once the shooter acquires the target, they activate the device's gyro. This helps to keep the rifle steady, preventing aim being thrown off by unintended movements, wind, and recoil. The gyro is usually calibrated to the weight and barrel length of the rifle on installation, and is later fine tuned for specific situations.

Installing the Gyro Assist requires a Craft Firearms (7) Test and an hour's labor. Adjusting it in the field requires a Craft Firearms (9) Test and two combat rounds, with the Target Number possibly being higher based on the situation. The Gyro Assist grants a +3 Step bonus to hit a stationary target, increased to +4 if the device is adjusted for the situation. The stabilizing action makes the rifle harder to track in order to lead a moving target, inflicting a -2 Step penalty to hit a target in motion. The Gyro Assist is powered by clockwork, which requires 2 rounds of winding for each 1 round of use, with a maximum of 5 rounds of use when fully wound.

Pneumatic Sword

Physical Defense: 9
Mystic Defense: 0
Barrier Rating: 12
Sword: £8/7, Rare
Cartridges: 2s, Rare

Even in this time of firearms and magic, the sword remains the preferred gentleman's weapon. The pneumatic sword has a piston and a compressed-air cartridge in the hilt. After striking, the user can press a button to activate the piston and add a sudden thrust to the blade, providing extra piercing damage.

If the Attack Test scores more than one success, the wielder may activate the sword's pneumatics, adding an additional +3 Step bonus to the Damage Test. Replacing the compressed-air cylinder in the hilt requires unthreading the pommel, which cannot be done in combat. Each cylinder only has enough gas for one use. Cylinders may be purchased already charged, or can be recharged with a tyre pump or other air compressor. Most reputable mechanics will refill or swap out cylinders for a penny or two each.



Vehicles (Non Powered)

Powered vehicles are handled in handled in the *1879 Gamemaster's Guide*.

Carts, Wagons, and Sleds

Prices do not include draft animals to haul the vehicle. The following table shows the vehicle type, the number of draft horses or equivalent animals needed to draw it, the vehicle's capacity, its average price, and its availability.

Animal-Drawn Vehicles Table

Item	Horses	Capacity	Cost	Availability
Cart, Farm	1	2 people, open bed 1500 pounds	£10	Average
Cart, Freight	2	2 people, covered bed 3000 pounds	£15	Average
Wagon, Freight	4	4 people (driver, relief, 2 guards), covered bed 5000 pounds	£20	Unusual
Wagon, Caravan (Bardo)	2	4 people, living space and possessions	£85	Rare
Sled, Open	1	2 people	£35	Unusual
Sled, Cargo	2	2 people, open bed 2500 pounds	£45	Unusual

Boats

This table covers boats propelled by oars or poles only. Boats propelled by sail, steam, or other power are found in the **Steam Powered** chapter, as previously noted.

Boat Cost Table

Item	Cost	Availability
Canoe	12/-	Average
Rowboat	18/-	Average



Meals and Accommodations

Most adventurers will deal with food by purchasing something already prepared, or figuring out field rations for travel. The first table lists basic items from a pub or restaurant. The second table lists specific items for price calculations and travel rations.

Provender Table

Item	Cost	Weight	Availability
Beer, Average (Pint)	3d	NA	Everyday
Beer, Good (Pint)	5d	NA	Average
Wine, Average (Bottle)	1/-	1	Average
Wine, Fine (Bottle)	£1+	1	Unusual
Meal, Simple	3d	NA	Everyday
Meal, Average	1/-	NA	Average
Meal, Good	6/-	NA	Average
Meal, Sumptuous	£2/10	NA	Unusual

Specific Food and Beverage Items Table

Item	Cost	Weight	Availability
Tea (Per pound dry)	2/-	1	Everyday
Cocoa (Per pound dry)	1/-	1	Unusual
Sugar (Per pound)	3d	1	Unusual
Bread (Quarter loaf)	8d	4.5	Everyday
Serving of veal or ham	9d	Neg.	Average
Serving of potatoes	1d	Neg.	Average
Serving of summer cabbage	2d	Neg.	Average
Serving of marrow pudding	4d	Neg.	Average
Roll	1d	Neg.	Average
Serving of Cheshire cheese	1d	Neg.	Average
Small rum	6d	Neg.	Average

Lodging ranges from cheap flophouses that only provide floor space and don't even guarantee the roof won't leak, to sumptuous hotels only available to titled nobility.

Accommodation Table (Nightly)

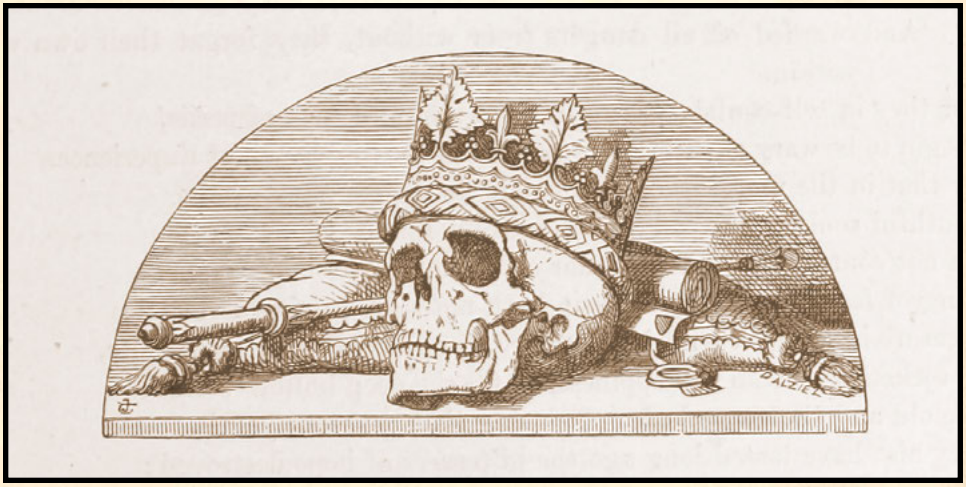
Lodging (per night)	Cost	Availability
Flophouse	1d	Everyday
Cheap Inn, Public Room	5d	Everyday
Cheap Inn, Private Room	1/-	Average
Bed and Breakfast, boarding house	3/-	Average
Bed and Breakfast, boarding house, with bath	5/-	Unusual
Middle Class Hotel	8/-	Average
Middle Class Hotel, with Dinner and Breakfast	14/-	Unusual
Luxury Hotel	£1/5	Average
Luxury Hotel, with amenities	£2	Unusual
Luxury Hotel, with valet	£4 + tips	Rare

Accommodation Table (Weekly)

Lodging	Cost (weekly)	Source
A furnished house in the West End	5 to 25 guineas	a
'Elegantly furnished rooms' in West End	4 to 15 guineas	a
An unfurnished house in Holland Park (Wealthy suburb, Kensington area)	7 to 10 guineas	b
A sitting room and bedroom in Pimlico (Well-to-do suburb)	1 to 4 guineas	a
A house in suburban Walthamstow (A railway commuter suburb, NE London)	10/- to £2	b
Three rooms in Soho (Relatively poor but central London district)	14/- to £1	f
House on Shaftesbury-park model housing estate, built for working men and their families in Battersea (Varied with size of house, from five rooms through to eight)	7/6 to 11/-	c
Single room in Soho (Relatively poor but central London district)	6/- to 8/-	f
Single room for "mechanic" (Manual labourer) in lodgings	3/- to 6/-	g
Two rooms in Peabody Model Housing	4/9	c
Society for Improving the Condition of the Labouring Classes model housing estate, two room cottage	3/6	g

Sources:

a) Murray's Handbook to London As It is, 1879
b) The Surburban Homes of London, 1881
c) Dickens's Dictionary of London, 1879
d) Cruchley's London, 1865
e) London Labour and the London Poor, 1851
f) Life in West London by Arthur Sherwell, 1897
g) Illustrated London News on "Model Lodging", 1846



Animals

While steam power has been put to many uses, animals remain the primary source of motive power and travel for most purposes. This section discusses working animals, and provides a good deal of background information on them. Game statistics can be found in the **Bestiary** chapter of the *1879 Gamemaster's Guide*.

Mounts and Draft Animals

For long journeys, most characters prefer riding. A mount can carry them faster and farther in a single day than their own feet. Not every mount can carry a character of any race; some folk are too large or too small for certain mounts. Humans, elves and snarks can ride nearly any type of mount. Saurids can also ride just about any mount, though most prefer the buff or the harpy for everyday use, and use a saddle with no cantle to allow for their tails. Dwarves can ride ponies and pack mules, but their legs are too short to reach the stirrups on most horses. Trolls are too big and heavy for riding horses and smaller mounts, but war horses are strong enough to carry them. More often, trolls in the Gruv ride trihorns.

A cavalry soldier or officer's starting mount, and any mounts bought from a typical dealer, come trained for riding and will generally not spook in combat, although temperament may vary among individuals. Untrained mounts may be purchased for 75 percent of the standard list price. Except where already noted, combat-trained mounts cost at least ten times the prices shown. Training can be accomplished with the **Animal Bond** (pg.179) and **Animal Training** (pg.180) Skills.

Tack and Harness

To properly ride a mount, a character needs stirrups, saddle, blankets, bridle and reins, and the like. Not having one or more of these items may cause penalties to Tests made while riding, at the Gamemaster's discretion. The typical price of a full set of equipment is one third the price of the mount's list price, to a maximum of £7/10. For example, an untrained war horse normally costs £33, so its saddle and other equipment cost £7/10, the maximum allowed, instead of £11. Availability for tack and harness is the same as for the mount.

Care and Feeding

A rider must ensure that their mount gets adequate rest, warmth and food if they want the mount to perform well. Ideally, a mount should be rubbed down after a long day's ride or a long gallop, given a clean stable to sleep in every night, and fed and watered each day. Characters must spend the time and money needed to care for their mounts. If they don't, their mounts become irritable and sluggish, slow down the pace of travel and force the characters to stop frequently. The possibility of a spook by a tired or irritable horse rises considerably.

Most Terrestrial mounts are herbivores. They eat mostly grass and hay, occasionally supplemented by high-energy grains such as oats. Many Gruv mounts are omnivores, eating pretty much anything, or carnivores, requiring a diet of reasonably fresh meat, such as the sihrstuulah. Meat costs more than grain, so feeding a carnivorous mount costs more than feeding a horse or a mule. Characters can allow carnivorous mounts to hunt, but a mount cannot hunt while being ridden, and most riders are understandably reluctant to let their valued mounts wander into the wilderness in search of prey.

Riders usually allow their mounts to graze whenever they stop to rest, and they frequently carry an additional supply of feed to supplement the mount's diet. Carnivorous mounts can consume preserved meat, but they prefer it fresh. When hunting or using survival Skills to provide food for a band of adventurers, player characters should treat a carnivorous mount as another member of their party. For example, sihrstuulah generally eat as much meat per day as a snark, although the snark may not appreciate the comparison.

Healing Mounts

Mounts injured in combat can be healed by the same methods used on people. However, medications and magical remedies designed for humans or Saurids may not be as effective on animals. Some may even cause more injury due to incompatibility. Characters can mix potions, herbal remedies, and pharmaceuticals with a mount's feed, but this reduces the effectiveness of such medicines by half. For example, a booster potion mixed with feed works at half its normal efficacy, granting only a +4 bonus to the mount's Recovery Test.

If a mount goes lame, its rider has a serious problem. A mount that suffers more than 3 Wounds in combat or is hit by a combat spell that causes skeletal damage or specifically targets a limb may suffer a crippling injury to one of its legs or wings. A lame mount cannot walk or fly until the injury heals, and even then its Movement Rate will be reduced by as much as half. Most riders simply put down lame mounts rather than spend the effort needed to heal them. Cavalry soldiers and officers whose mounts go lame normally put a round in their suffering mount's head rather than condemn them to life as a cripple.

Mount Descriptions

Buff: A theropod, or bipedal, saurian about the size of a horse, covered with brownish plumage that gives it its name. Buffs are used as riding animals and for light drayage in the Gruv.

Elephant: In some regions elephants are used to haul heavy carts and wagons overland along the trade routes that link the coastal cities.

Garnickey: An ankylosaurian used for draft work more by humans than Saurids in the Gruv, the garnickey is renowned for its obstinate stupidity. Garnickey handlers use hand-held electrical prods to direct the animals.

Geealong: An ankylosaurian used primarily by the Saurids for draft work, the geealong is considerably smarter than the garnickey, which is not that difficult.

Harpy: A theropod, or bipedal, saurian about the size of a horse, noted for being about twice as fast on the gallop as a terrestrial equine. Brownish-green hide with rudimentary plumage at the joints makes harpies easy to tell from buffs from a distance. A bad temper makes it easy to tell them apart up close.

Horse, Draft: Draft horses are used as pack animals and to pull carts and wagons. They are generally stronger than riding horses, but are also slower.

Horse, Riding: The most common type of horses used, riding horses make strong mounts, but cannot wear barding or armor.

Horse, War: Larger and stronger than riding horses, war horses are bred to carry heavy loads while remaining able to canter and gallop. War horses can wear barding, and are often used by armies and cavalry units.

Hunchbeak: A vaguely birdlike theropod saurian with armor plating down its spine, fearsome claws on its feet, and an odour and temperament charitably described as foul, the hunchbeak is used by some Saurid tribes as a war mount. Experiments by the British cavalry have been inconclusive at best.

Mule, Pack: Pack mules pull carts and wagons. Slow but strong, these animals can travel through terrain that horses and other larger pack animals cannot.

Pony: A smaller breed of horse used mainly by the Welsh for transportation in the coal mining districts. In the last two years, dwarves have taken to using them as riding animals, finding the usual breeds of riding horses to be too large to manage properly.

Sihrstuulah: On the border of the pteranodon verging into the avian, with a generous pinch of nightmare thrown in, the sihrstuulah has been domesticated by the Saurids, who ride it as a flying mount to great effect in warfare. Work is under way to train British cavalry to ride the beast.

Sisnapishtu: A hybrid of the Terrestrial horse produced by the Samsut, the sisnapishtu has more forward-set eyes, giving it better depth perception and no blind spot, a more robust digestive system, and lower legs more like those of a rhino, better suited to the razor-edged grasses and loose scree of the Samsut homeland.

Sissetbandura: The Samsut crossed the horse with the ravager pig, creating a six-legged mount they use in warfare. The sissetbandura has tusks like a boar, a substantially more pugnacious attitude than a horse, and can eat virtually anything. They do not spook.

Storkasaur: A more avian pteranodon, with plumage, the storkasaur has been domesticated by the Samsut, who use it to pull their sky chariots.

Trihorn: A massive three-horned saurian, twenty-five to thirty feet in length and weighing several tons, the trihorn is used by the Saurids as a beast of labor, similar to how elephants are used in India. They also use the trihorn in war, putting a howdah atop its back to considerable effect.

Mount Statistics

The following table provides information on each mount.

Feed Cost: How much the animal eats per day, in terms of pounds sterling needing to be spent in London or Fort Alice.

Stable Cost: How much, in pounds sterling, the stablekeeper will charge for providing a stall and proper care for the animal.

Carrying Capacity: The animal's unencumbered carrying capacity in pounds.

Speed: The animal's Movement Rate.

Weight: How much the average specimen weighs, in pounds.

Lifespan: The animals' natural lifespan, in years.

Cost: What a character can expect to pay for the mount on the open market. This will vary wildly according to the locale and the Availability.

Availability: The Availability of a mount or draft animal is based on its native environment. Terrestrial animals in the Gruv have their Availability raised one or two levels. Gruv animals are not normally available at all on Earth due to problems with trying to import them. (The Rabbit Hole tends to reject Gruv natives trying to pass through to Earth, sometimes explosively.) Samsut mounts have their Availability set based on British-held territory. In their native lands, their Availability Rating tends to be Average or even Everyday.



Mounts Table

Mount	Feed Cost	Stable Cost	Carrying Capacity	Speed	Weight	Lifespan	Cost	Availability
Buff	9d	5d	390	13	900	20	£19	Everyday
Elephant	£1/10	NA	1,760	8	3.5 tons	70	£150	Very Rare
Garnickey	1/5	6d	1,200	8	2.75 tons	60	£40	Average
Geealong	1/1	3d	820	7	1.5 tons	50	£30	Average
Harpy	1/8	7d	390	15	800	25	£22†	Everyday
Horse, Draft	9d	3d	510	8	1,800	30	£14	Everyday
Horse, Pony	5d	3d	280	8	700	25	£12	Average
Horse, Riding	8d	4d	390	10	1,000	25	£18	Average
Horse, War	1/1	6d	660	8	1,800	25	£33†	Unusual
Hunchbeak	2/5	1/5	660	10	1,200	20	£38†	Rare
Mule, Pack	6d	3d	390	8	900	20	£12	Average
Sihrstuulah	1/8	1/2	660	5/14*	600	18	£52	Rare
Sisnapishtu	9d	6d	820	10	1,100	25	NA**	Very Rare
Sissetbandura	1/1	1/5	1,000	9	2 tons	30	NA**	Very Rare
Storkasaur	1/8	1/2	510	4/12*	500	15	NA**	Very Rare
Trihorn	1/3	5d	1650	9	3 tons	30	£60	Unusual

* The second value is the mount's flying movement rate.

** These mounts are not available for routine sale. They can only be found in the possession of the Samsut, or Terrestrials who have captured them from the Samsut.

† These mounts are sold combat trained. The price reflects the training the mount has received to allow them to act in combat situations.

Services

This section covers things that are neither material goods nor basic necessities. The duties of servants, and how many can be maintained, are discussed. Pay rates for professional services, domestic services, and travel are provided.

Professional Services

One must occasionally engage the services of a tradesman, artisan, or skilled laborer. The following table shows the customary fees for such work as of *1879*. Prices for craftsmanship are rising as prices of manufactured goods fall, so expect these figures to change over the next several years. Given the wide variety of services that might be obtained from a factory worker (such as getting airship parts machined) or navvies (such as having an archaelogical site excavated), the table provides the average daily wage for such workers instead of piecework prices for specific efforts.

Professional Services Table

Service Type	Average Cost	Availability
Messenger, Local	2/-	Everyday
Letter, within UK	1d	Everyday
Letter, UK to Europe	6d	Average
Library access, public	1d	Everyday
Library access, private*	1/-	Rare
Library access, university*	2/-	Rare
Shop clerk, seamstress, low end semi-skilled labor	10d per day	Average
Farm worker, soldier, typist	1/4 per day	Average
Sailors, navvies, heavy manual labor	2/5 per day	Average
Factory workers (skilled)	3/5 per day	Average
Skilled tradesmen (cabinetmakers, dressmakers, carpenters, plasterers, typesetters, locomotive drivers)	4/9 per day	Unusual
Mechanics, artisans, other highly skilled tradesmen	12/4 per day	Unusual
White collar labor (journalist, teacher, shopkeeper, accountant)	£1/1 per day	Unusual
Professional services (doctor, barrister, solicitor, senior clerk)	£1/10 per day	Unusual
Senior Professionals (clergy, renowned physician, renowned barrister)	£4/2 per day	Rare

*** To get into a private or university library without being a member of the organization requires a personal introduction. Money alone will not suffice.**

Domestic Services

Servants are a necessity for keeping up with the housework. Nearly everything is done manually. Meals are cooked from scratch every day. Laundry requires scrubbing clothes against a corrugated metal board in a basin of soapy water heated over a coal or wood stove. The electric iron is still a novelty, available only to the most well to do and only useful if the house is wired for electricity, which most aren't. The larger the household, the more servants required just to keep it

in order. The following definitions and table address the function of each servant position, and how many servants might reasonably be expected in a household.

Most servants are referred to either by their first name, or by their surname with no title. Thus, the nursemaid could be addressed as Mary, and the butler as Smith. Which name is used depends on the tradition of the household and the preference of the squire, or master of the estate. Generally, female servants tend to be addressed by first name and male servants by surname, but again, this varies. The housekeeper and the cook in a large household receive the courtesy title of Mrs., whether single, married, or widowed, as noted below in the definitions.

Servant Definitions

Maid of all work: A woman who does pretty much anything around the house, from cooking to cleaning to child care

Tweenie: A woman who divides her time between cooking and housemaid duties

Boy: Generally under 15, the house boy cleans boots, runs errands, carries heavy loads, and does outdoors work. By the time the boy reaches 15, he's usually got a position as an assistant groom or apprentice tradesman or other career path open.

Coachman: Besides driving the coach, the coachman sees to its repair and maintenance, and oversees the stable and the horses.

Stableboy: Usually under 18, the stableboy lives in the stable, sometimes in a spare stall, other times in the loft, rarely in a room of his own, and cares for the horses. The stableboy tends to rise to the position of groom or coachman.

Housekeeper: The woman in charge of the female domestics, and often with supremacy over the butler, the housekeeper hires and fires the domestic staff, keeps the accounts for the household, keeps the master keys for all access, and supervises the female indoor staff. She provides the cook with direction, and the cook manages the kitchen staff. The housekeeper is addressed by her surname and as Mrs., whether married or not, as a courtesy title.

Butler: The chief of staff for the male domestics, and primary servant to the lord of the estate, the butler supervises the other male indoor servants. The butler holds the key to the wine cellar and to the silverware cupboard, often seeing to the polishing himself. He maintains all formal rooms, ensuring that fires and lamps are lit and doused, curtains open or closed, and book and newspapers present and in good order. He announces visitors and oversees the serving of all meals. The butler serves as valet to the master of the house if no valet is in service. Butlers do not wear household livery, but instead the suit of a gentleman. Although addressed by his bare surname by the family, all other servants address him as Mr. and his surname.

Valet: Normally only in service to single men, disabled or elderly men, or military officers, the valet is the personal servant to a gentleman. The valet sees to his master's clothing, bath water, and quarters, and waits on his master at table. Married men do not normally have a valet, entrusting the duties to the butler, footmen, housemaids, and so forth.

Footman: Somewhat of a glorified houseboy, the footman delivers messages, tends the fire and trims the lamps, carries luggage, reserves railway seats, cleans the glass and silver, carries burdens as required, and acts as valet to the sons of the squire. Footmen wear traditional livery, with knee breeches and stockings to show off their legs. Footmen may be addressed by their own first names, or by the conventional names of Charles, James, John, or John Thomas.

Pageboy: The pageboy serves as an understudy and assistant for the footman. Like the houseboy, he also cleans boots, runs errands, and handles the lesser manual labor.

Cook: In a small household, the cook prepares meals. In a large household, the cook supervises a staff of assistant cooks, kitchen maids, scullery maids or scullions, and a stillroom

maid. She also holds the keys to the pantry, supply cupboards, and other storage areas for food, beverages, and kitchen supplies. Like the housekeeper, the cook is addressed by her surname and as Mrs., whether married, widowed, or single.

Kitchen maid: The kitchen maid does the shopping, handles the preparatory work, and generally helps the assistant cooks.

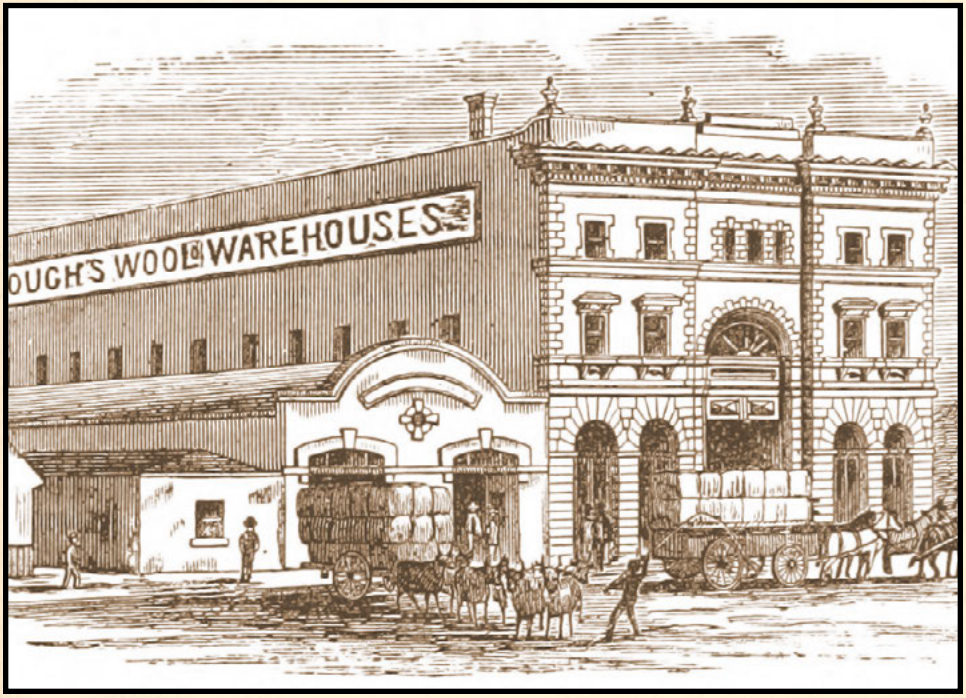
Scullery maid / Scullion: The scullery maid, or scullion if the position is held by a young boy, does the washing up in the kitchen. Scullery maids vie for positions as kitchen maids or assistant cooks.

Stillroom maid: In charge of making preserves, liqueurs, tea, and coffee, the stillroom maid handles the complex liquid preparations of the kitchen.

Lady's maid: The equivalent of the valet to the lady of the house, the lady's maid must be attractive, literate, and tidy. She sees to her mistress's wardrobe, does the mending, may do sewing and lacemaking, and does the fine hand laundry that cannot be entrusted to the laundry maid. She brushes and styles her mistress's hair, sees to her bath, makes the bed, and tends the mistress's dogs and cats, if any. Normally only found with a woman of high enough Social Level to require a personal dresser, the lady's maid is generally given her mistress's worn or out of fashion garments for her own use.

Housemaid: Like the maid of all work, the housemaid does the cleaning. If there is no footman, the housemaid carries coal and wood and tends the fires and lamps. She carries water upstairs for baths, and empties the slops. Upper housemaids generally wear black and a frilly apron, as they work in public areas and may interact with guests of the household. Lower housemaids wear a plain, striped, or patterned dress and a plain apron, and handle the more untidy chores.

House steward: The man in charge of all outdoor work and staff, the steward supervises the coachman, grooms, stableboys, greenskeepers, gamekeeper, gardener, and laborers. The steward may answer to the butler, to the housekeeper, or to the squire of the estate, as the squire sees fit.



Number of Servants by Household Income

Income (Annual)	Number	Description
£150	1	Maid of all work
£300	2	Maid of all work, nursemaid
£500	3	Cook, housemaid, nursemaid or tweenie or boy
£750	4	Cook, housemaid, nursemaid or tweenie, boy
£1000	6	Cook, 2 housemaids, nursemaid, coachman, stableboy
£5000	24	Housekeeper, cook, lady's maid, nurse, two housemaids, laundry maid, stillroom maid, nurserymaid, kitchen-maid, scullion, butler, valet, house steward, coachman, two grooms, one assistant groom, two footmen, three gardeners, and a laborer
£10,000	Many	London and country residence maintained; some servants will move between houses with the family. Country estate will have gamekeepers, both estates will have caretakers.
£30,000	Many	Mansion in fashionable part of London, multiple country estates

The following table shows the annual income range for domestic servants, which must be accounted for in the household budget. See the earlier section on the function of each servant position, the typical complement of servants per household size, and income for the actual number of servants in any specific household. Availability of domestic service is Everyday for all positions. Pay rate for male servants does not include the luxury tax, charged for all menservants except for a single attendant kept by a retired military officer or disabled elderly person.

Domestic Servant Pay Rate Table

Position	Pay Range
Butler	£25–£50
Coachman (livery supplied)	£20–£35
Cook (plain)	£14–£30
Cook (presentation)	£20–£40
Footman	£20–£40
Gardener	£20–£40
Groom	£15–£30
Head nurse	£15–£30
House steward	£40–£80
Housekeeper	£20–£45
Kitchen-maid	£9–£14
Lady's maid	£12–£25
Maid-of-all-work	£9–£14
Nursemaid	£8–£12
Page or footboy	£8–£18
Scullery-maid	£5–£9
Stableboy	£6–£12
Stillroom-maid	£9–£14

Position	Pay Range
Under butler	£15–£30
Under footman (livery supplied)	£12–£20
Under housemaid	£8–£12
Under laundry maid	£9–£14
Upper housemaid	£12–£20
Upper laundry-maid	£12–£18
Valet	£25–£50

Rates and Fares

Getting from one place to another costs money, whether one has one's own transport or must use the hire services. Only the most well to do have their own coaches for in-town travel. The rest engage a cab or ride the omnibus. Crossing large distances requires train, ship, or airship travel, which can be quite pricey. The following table shows the average fares for getting about within London and to points beyond. For shipping a mount, pay twice the human fare for a horse-sized mount, four times the human fare for unusual mounts such as pteranodons, and eight times the human fare for very large mounts such as trihorns.



Train Accommodation Classes

First Class: Roomy coaches, well upholstered seating, heated and cooled nicely, and tidy. Benches face each other in the compartment, like in a coach. Newer cars (Rare) have a connecting corridor down the far side from the platform and a lavatory at the end of the car. Older cars, which are the majority still in service, have no corridor or lavatory, with the compartments letting out directly to the platform. Reserved for gentry (SL4, SL5).

Second Class: Passable seating with leather covering, somewhat cramped quarters, hopefully reasonably ventilated. Open plan with central aisle and forward-facing seats. Lavatory every other car in newer models (Rare). Used by middle class and servants of the gentry (SL2 at the high end, SL3).

Third Class: Use your luggage for seating or find a spot on the benches along the walls if you can. Lavatory is at the station along with pretty much everything else. (SL1, SL2 lower end).

Ship Accommodation Classes

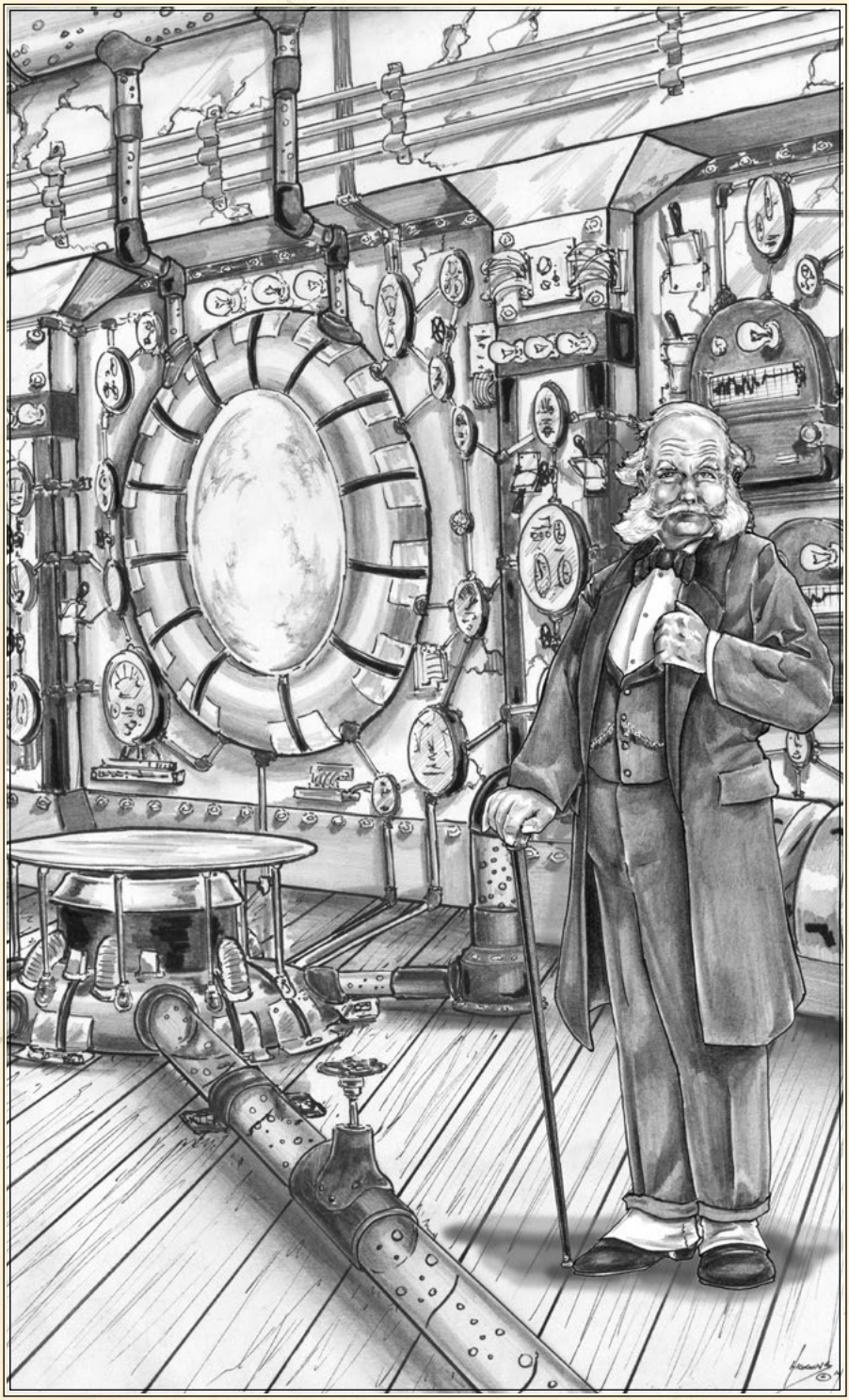
First Class: Posh cabin, well appointed, maid service to keep it tidy. Access to upper deck facilities including saloon, dining hall, parlor, and smoking room. Entertainment in the evenings in lavishly appointed ballrooms.

Second Class: Efficient but small cabin, provided with a broom and dustpan for tidying it up. Access to mid-deck dining hall. Passengers are expected to find their own entertainment.

Steerage: Open barracks-style accommodation wedged in next to the machinery rooms. Loud, poorly ventilated, crowded. Food brought in three times a day by a steward who's got better things to do than feed you lot. Breakfast is sweet tea and dry ship's biscuit. Lunch might have a soup with a bit of something meatlike in it. Dinner has soup, ship's biscuit, sweet tea, and maybe a dab of something green they say is veg. Smart people who can afford it bring their own travel rations.

Rates and Fares Table

Passage To/From	Rate	Availability
London Cab, first 2 miles	1/-	Everyday
London Cab, additional miles	6d each	Everyday
Airship, London to Paris	£30	Unusual
Train, First Class, UK	4d per mile	Unusual
Train, Second Class, UK	2d per mile	Average
Train, Third Class, UK	1d per mile	Everyday
Train, First Class, Gruv	8d per mile	Rare
Train, Second Class, Gruv	4d per mile	Unusual
Train, Third Class, Gruv	2d per mile	Average
Train, Dining Car Service, First Class (UK Only)	2/6	Rare
Steamship, Liverpool to New York, Steerage	£8/8	Unusual
Steamship, Liverpool to New York, Second Class	£25	Unusual
Steamship, Liverpool to New York, First Class	£41	Rare
Steamship, New York to San Francisco via Cape Horn, saloon	£88	Rare
Steamship, New York to San Francisco via Cape Horn, steerage	£44	Unusual



1879 PLAYERS GUIDE



Magic Theory

"Everything is possible to him who wills only what is true! Rest in Nature, study, know, then dare; dare to will, dare to act and be silent!"
- Éliphas Lévi, Transcendental Magic: Its Doctrine and Ritual

Excerpt from ***Toward an Understanding of the Arcane***, a pamphlet series by Dr. Euphnius Crabtree, reprinted by the kind permission of Crawley and Sons, Ltd., publishers, Cambridge:

A previously unknown energy leaking from the Rabbit Hole? The gift of a divinity? The force of the human mind channeled through willpower? Many ideas have been bandied about concerning the nature of magic. None have proven out, although evidence supports many of them to a certain extent. Professor Knochverstand said, in his treatise on the Laws of Magic, "If it works, it's true". What we can establish from that is that magic is to some extent subjective, as what works for one person may not work for the next. The chants of a priest do nothing for a clockwork engineer, and the tools of the workbench are useless to a magician following an ancient Egyptian ceremony. Belief seems to have a considerable impact.

This said, the gentle reader will understand that codifying the arcane cannot be a neat and tidy thing, a quick summing up and a few handy rules. Several explanations must be explored. The rules of three different primary approaches need to be listed and discussed. The science of magic, and there's an interesting phrase if ever there was one, is still very much in its infancy. The Saurids have had generations to come to terms with the miracles of their shamans. We have had less than two years on Earth to rediscover something that perhaps our distant ancestors knew of, but did not explore with the scientific rigour of the modern era.

One thing is certain: magic exists. It may not be commonplace, and may never become so, but it is part of our world now. What changes this new methodology of getting things done will wreak upon our culture, our daily lives, and the course of our Empire remain to be seen. It is our fervent hope that in reading this, you, the reader, will gain sufficient understanding to control how magic will affect you, instead of being controlled by the magicians. And if you are a magician, then perhaps you will take the moral and ethical lessons to heart, and maybe gain an understanding of traditions beyond your own.

A Few Hypotheses as to How Magic Works

The three primary schools of thought in regard to the arcane each have their own ideas as to where the energy comes from, how it can be channeled and put to use, and why it's present in the first place. Any proper examination of the phenomenon must consider all of the possibilities. Therefore, we shall look at each school in turn.

The Mages believe that magic is an ambient energy field, inherent to the world (or worlds, as the case may be). They believe that certain individuals possess the inherent talent to sense this energy, and to direct its flow. Some of their Lodges hold that magic is a finite resource, like coal or wood, and that long ago, our ancestors used up what was available. They say that when the Rabbit Hole opened, magic began to flow into our world like water into a canal lock, refilling Earth with energy from the Gruv. This theory does have some supporting evidence, but does not compensate for the fact that the Gruv's magic does not appear to be subsiding as Earth's increases. Some Mages suggest that magic is a regenerative energy source, like the electricity in an acid battery, that will build back up from a reaction within the vessel. They have no explanation for how this regenerative cycle operates, though, which weakens their argument.

The Priests (and the term may apply to women as well as men; the English language is terribly chauvinistic) believe that magic is the power of their deity, or deities, or divine principle in action. Exactly how this manifests, and through whom and under what conditions, is a matter of fierce debate within each religion of the world. The terrible row between religions as to validity and source and the conditions under which miracles may occur shall not be reproduced here. Let it suffice that each Faith has its own rules as to who may use magic, or be the vehicle of miracles, or whatever they choose to call it. Generally, these rules require stringent adherence to the Faith, fervent belief in the divine, and somehow having earned the favor of the divinity or being chosen as a tool with which the divinity may exert its will. Religious magicians regard their source of power as infinite, which is to be expected, given that they credit it as divine in nature. As to why magic has returned to the world coincident with the opening of the Rabbit Hole, most Priests prefer not to address the issue, rather saying that the divinity has its own reasons and that those are not for mortals to either know or comprehend.

The Weird Scientists don't generally believe in magic as magic per se. They believe that a previously untapped energy source has been found, or that new principles of Science have been discovered, or that the reason old theories such as the ether and phlogiston were discredited was partly because those people were doing things all wrong and didn't understand the results of their experiments. They're able to reproduce their own work, and some of their fellows get similar results. If the larger scientific community can't verify the experiments, perhaps a rethinking of the more widely accepted ideas is in order. If your science cannot explain why my machine can turn ceramic vases inside out without breaking them, but I can build another machine that does exactly the same thing, and the machine works for anyone who operates it, then your science needs to adjust its theories to fit the new evidence. That's how science works, after all.

Mana Theory

In game, there's quite a lot of debate about magic, and where the energy comes from, and how it works. From a game mechanics standpoint, it all comes down to mana theory.

Mana is the energy of life, the motive force of the gaiasphere. It's produced as a natural byproduct by every living thing on a world. It accumulates in the world up to a maximum level, based on the concentration of life forms. Population centers tend to be hotspots for mana production and accumulation, because of the concentration of people and animals. A dense jungle, such as the Amazon Basin, forms another type of hotspot, again because of the concentration of living things within the region. Because of this concentration, mana-related phenomena tend to appear more often in these locations. Large cities have a higher incidence of LGF than small, remote villages. The jungle does not just feel magical. It is magical, a mystical place, where mana-related events are more likely to occur because of the higher concentration of energy.

Earth existed in a low-mana state for thousands of years before the opening of the Rabbit Hole. Since then, the continuous flow of mana from the Gruv, through the Rabbit Hole, has raised Earth's mana level enough to trigger an early rise in mana generation, which would not have naturally occurred before the end of the Twentieth Century. The effect first reached out across the ley lines, the channels of magical force that wrap around the planet like currents in the ocean or winds in the atmosphere. The nodes where those lines intersect became hotspots of mana generation, and created the outbreaks of LGF seen in Paris, Moscow, Tokyo, Christchurch, and other major population centers, which tend to be built atop nodes, as if people could sense their presence even when the mana level was too low for the nodes to be active. Areas where life is concentrated, such as cities and dense jungles, have more ambient mana than areas where life is sparse, such as deserts and the arctic tundra. Magicians traveling to such areas may find spellcasting to be difficult, if not impossible, due to the low energy level. Boojums may find themselves weakened, due to their nature being dependent upon the mana field. While Earth is now producing a substantial amount of mana on its own, mana continues to pour through the Rabbit Hole from the Gruv. Once the levels on either side equalize, like water levels in a canal lock, the flow will stop, but that may take many years. Earth's magicians are aware of the phenomenon, as they can easily see the mana flow with astral sensing, but generally do not discuss it outside of their own circles. There's no sense in panicking the public with the news that an invisible energy that allows magic to work is flooding out of a hole in the middle of London.

Astral Theory

Any discussion of magic must include an exploration of astral space, a limitless region that coexists with the physical world, but on a different plane. The astral and physical worlds are intricately connected and interdependent. Neither could exist without the other. The biggest difference between the way the physical world appears and the way it appears astrally is that viewing the world from astral space reveals the glow emanating from all living things, that represents their life energy. Living things include not only people and animals, but also plant life, the true elements, and the living stone of the planet itself.

While astral space mirrors the physical world, the astral realm also functions as a world unto itself, subject to its own laws of reality. As a result of this dual nature, astral space remains a source of much conjecture and speculation among even the most knowledgeable scholars and magicians. What is certain is that astral space is the cosmic fabric that binds together all worlds, and the

medium through which magical energy travels. Whether astral space is the source of magical energy or simply a conduit for it is one of the countless mysteries that the astral realm continues to hold.

The people and creatures who use magic do so by drawing energy from astral space into the physical world. In order to do this, they must be able to perceive astral space. Only through astral perception can magical energy be manipulated, as magical energy is only visible in astral space. All the magical Skills available in *1879* allow characters to perceive the magical energy necessary to perform them.

The Nature of Astral Space

Astral space has no native landscape of its own. It has no ground or sky, and no source of illumination such as the sun. Without ties to the physical world, astral space appears as a limitless void of inky black. It contains nothing to see, nothing to hear, nothing to feel. Any being within this void would be lost in an ocean of darkness.

The connection between the astral and physical worlds, however, provides the astral realm with features that mirror the physical realm. Locations in astral space correspond with physical locations, because everything in the physical world possesses an astral imprint that reflects the physical object's essential nature. In a sense, astral space is like a mirror held up to the physical world, reflecting its magical nature. Though astral space does contain some apparently featureless areas where the void, known as the deep astral or high astral, seems to exist, these areas are usually just the astral imprints of extremely bleak physical locations.

While every living thing and inanimate object that exists possesses an astral counterpart, astral space contains objects and living things that only exist within astral space, with no physical counterpart. Indeed, some parts of astral space, such as the realms known collectively as the netherworlds, seem to exist outside the standard astral/physical continuum.

The Astral Landscape

On viewing or entering astral space, an explorer sees the astral imprints of the people, physical objects, and creatures within their line of sight. In addition, they see astral creatures, such as spirits, and any other astral patterns, such as spell effects, curses, and other active magic. These astral imprints, creatures, and patterns comprise the astral landscape. Vision is the only sense that applies. The nature of astral space precludes physical beings (including people) from using their senses of hearing, smell, taste, and touch.

Other features of the astral landscape are the ever-present swirls of astral energy and the imprints left by events with strong emotional content, such as the corruption left by violence. Astral energy rarely impedes a person's movement or perception. It usually appears as lightly shimmering wisps eddying in and around everything. When a magician casts a spell, they gather some of this energy, form a pattern, energize the pattern, and release it to generate the spell's effect.

In contrast, the interference or corruption left by violent or other emotionally charged events may seriously affect astral explorers. Battlefields can be particularly difficult, as they resonate for years, sometimes for generations. The turbulence can obscure a person's vision and perception, cause mental or physical damage and impede magical abilities such as spellcasting.

Astral and Physical Forms

All living things and inanimate objects exist in either astral or physical form, and frequently in both. The place of origin (physical world or astral plane) usually determines whether any given thing possesses a physical or astral form. Normally, physical beings cannot directly affect or interact with objects or beings in astral space, though some spells and magical powers may allow them to do so. Likewise, astral beings cannot normally interact with things in the physical world without the use of magic spells or powers. Because people rarely enter astral space, most everything and everyone characters are likely to encounter in *1879* possess physical forms.

The forms of creatures and objects can be changed from astral to physical or from physical to astral. When a character or creature from the physical world enters astral space, its physical form merges with its astral imprint to create an astral form. When the character or creature returns to the physical world, it reverts to its physical form. When a character or creature native to astral space enters the physical world, its astral imprint generates a physical presence that aligns with its astral nature. This means that physical objects can be taken into astral space, and creatures from astral space can enter the physical world. This also means that physical objects and beings can be left in astral space (perhaps the perfect hiding place), and astral objects or beings can be trapped in the physical world.

Subjects are usually identified by their current forms. The term "physical being" is used to denote both naturally physical beings such as people as well as astral creatures, like spirits, that have manifested physical forms. Likewise, the term "astral beings" is used to denote native denizens of astral space as well as people that have assumed astral forms.

The only exception are dual-natured entities, which exist in both physical and astral forms simultaneously. In some cases the physical and astral bodies of a dual-natured entity can work independently of each another, though most are connected in some way. This nature makes these entities extremely powerful and especially difficult to kill. Most of them can create new physical bodies to replace ones that have been destroyed, or create new astral forms by simply entering astral space. Destroying both the physical and astral form at the same time is required to kill such an entity.

Astral Imprints

There are two general types of astral imprints generated by physical objects: those of inanimate objects, and those of living beings and magical items. The magical energy of living beings and magical items provide their astral imprints with considerably more substance than those of inanimate objects. Inanimate astral imprints possess form but little substance. The astral imprint of a book can be seen, but the pages of the imprint cannot be turned. A magician may look through the astral imprint of a window, but not the imprints of opaque physical objects. The astral imprints of walls, dead trees, or any non-magical objects created by people appear nearly identical to their physical counterparts. Though an astral imprint resembles the physical object that produces it, most astral imprints appear nearly colorless and tend to blend into a dull mass when viewed by a casual observer, especially when they are far away.

Because the astral imprints of inanimate physical objects are insubstantial, astral beings (including people in astral space) can pass through them. The sensation of passing through the astral imprint of what the character recognizes as solid matter can be disconcerting and confusing. Most people in astral space prefer to move around imprints of obstacles rather than through them. To reflect this disorientation, any person who passes through an astral imprint of solid matter suffers a –2 penalty to all Action Tests made within the next two minutes. Spirits and other native astral entities do not suffer this penalty.



In contrast to the dull, insubstantial imprints of inanimate objects, the astral imprints of living things, such as plants, animals, and people display a distinctive glowing aura with a vivid appearance. People display particularly strong auras because of the complexity of their essential nature. The world is also a living entity, and produces an aura that gives most of astral space the appearance of twilight. This light is visible in almost all areas of astral space, except in areas completely enclosed by the astral imprints of inanimate matter.

The imprints of living things also possess substance. Since they are "solid," astral beings cannot pass through them. Because the earth has a living imprint, astral beings cannot penetrate through ground level in astral space. They may pass through the imprints of freestanding rocks or cobblestone roads, and may even venture below ground through caves, tunnels, or mine shafts where the living earth has been removed, but the imprint of the earth itself blocks their passage.

Magical items and active spells also produce vibrant, "living" astral imprints. All magical items are created by directly investing them with magical energy, and so they create astral imprints with auras and substance. Spells reflect living astral imprints because they are created from magical energy. Most spell imprints take on shapes that reflect their function.

Astral imprints make it relatively easy to determine whether an item is "magical". If it displays a living aura, it is magical. The aura does not usually give any clue as to the nature of that magic, only that magic is present in some form. To learn about the nature of the magic, one must study it, which requires specialized magical knowledge.

True to Form

A living thing's astral imprint reflects its nature, and so the astral imprint resembles the thing's truest form. Generally, only two situations produce discrepancies between the physical appearance and the astral imprint of a living being. The first is a radical change in the being's physical form, such as the loss of a limb. In such cases, the astral imprint will simultaneously reflect the change and the being's original appearance. For example, the imprint might retain an ethereal, ghostlike vestige of the amputated limb.

The second situation occurs when a thing or being's nature is directly altered. In this case, the subject's astral imprint and its physical appearance would reflect the change in its nature. In such a scenario, the being's astral imprint would become a blurred combination of the altered and original imprint, forcing any viewer to focus on one or the other. Altering the nature of a living thing in this way requires extremely powerful magic.

The astral imprint of a living being often offers clues to the nature of the person. The more magic a person uses, the more complex their astral pattern, and the more significant their astral imprint will be. The astral imprint of a farmer who uses charms to guard his livestock will be more

complex than the pattern of a merchant who uses no magic at all. The pattern of a Journeyman Tier Mage will show greater interweaving and denser latticework than the astral imprint of a Novice.

Astral Regions

Turbulence and corruption in astral space can handicap magicians and astral travelers. Magicians who cast spells in corrupted regions of astral space risk injury or even death, fates that also threaten astral travelers and beings who move through such areas.

The sight of corrupted areas proves unsettling. Looking at these tainted regions is like gazing into madness. The astral landscape appears physically warped, stretched and smeared as if reality were no more than a delicate painting that a violent event could transform with the wipe of a bloody hand.

In game terms, astral regions fall into four classifications: Safe, Open, Tainted, and Corrupt.

Safe regions are areas of astral space untouched by turbulence-creating events. Typically, Safe areas are only found in the deep wilderness, in places of peaceful haven such as churches and temples and mosques, and well out to sea. A few settlements in the Gruv are Safe because their inhabitants have sanctified the area, cleansing astral space through Priestly magic. Astral beings who pass through Safe areas suffer no ill effects.

Open regions correspond to areas in the physical world where minor events have occurred to cause turbulence. Typically, the astral landscape of an open region appears creased and wrinkled, like a sketch crumpled and mostly smoothed out. Human habitations tend to be Open because of the emotional turmoil of everyday life, and the constant stirring of astral energies by the movements of living beings through the area. Spellcasting in Open regions incurs a slight penalty due to the turbulence. Much of astral space both on Earth and on the Grosvenor World is comprised of Open regions.

Tainted regions correspond to places where great suffering and torment have occurred, such as battlefields and massacre sites. Far too much of Britain and Europe have become Tainted through centuries of warfare. The village of New Wigan in the Gruv has been Tainted by the massacres of the original settlers and the first patrol to investigate by a giant flea breeding swarm. Large clouds of polluted astral energy drift through these regions, and the astral landscape is twisted and warped almost beyond recognition. Spellcasting in Tainted regions incurs a significant penalty, because of the difficulty of working magic in such a region, and exposes the magician to the potential of warping damage, from passing the tainted energies through their person. More about this may be found in the **Spellcasting** chapter.

Corrupt regions are the most dangerous regions of astral space. These areas correspond to the places where terrible atrocities have occurred, possibly scarring the astral landscape forever. As an example, the town of Beziers in southern France, where somewhere between seven and twenty thousand people were slaughtered for heresy during the Albigensian Crusade in July of 1209 AD, should be avoided by anyone astrally sensitive, as the echoes of the massacre still resound. Dark and violent emotions emanate from these areas in overwhelming surges. Spellcasting in a Corrupt region poses considerable threat to the magician, due to the exposure to such wild and dangerous energies.

Shifts in Condition

The condition of astral space in a region can change over time. Corruption slowly fades, bringing the region down to Tainted. Large, violent events can push an Open area up into Corrupted in a matter of seconds. How long the turbulence and damage lasts depends largely on what caused it.

Battlefields demonstrate this clearly. Much of Earth and the Gruv are Open territory. One cavalry charge against massed infantry can push the field into Tainted, just from the pain and death

of the first impact. The fog of battle rises in the astral plane as quickly as it does in the physical. By the end of the second hour of a large engagement, the magicians can't see to cast spells any better than the infantrymen can see to fire on the enemy, and both are choking on the vapors swirling about them. It's going to take several days, perhaps even several weeks for the last of the dead to be removed and buried, and for the plants to start making some effort at growing back. The astral recovery runs about the same, with the turbulence from hundreds of people dying abruptly and painfully, the battle rage of the soldiers and the anguish of the medical corps, the uncomprehending shock of the horses, all taking considerable time to dissipate.

Some battlefields and similar places never clear. It largely depends on the story and who's telling and retelling it. The smaller the event and the fewer people talking about it, the more quickly the astral pollution clears. Gettysburg may very well remain Tainted for as long as the War of Secession is remembered. Visitors to the site who can see into the astral plane sometimes report that the spirits of the soldiers are still fighting the battle, having not given up even after dying, or not realizing that they're dead.

There are no hard and fast rules or game mechanics for the accumulation of astral corruption and its dispersal. We can't say, well, if one person was murdered, that generates this many points, but if five thousand were slaughtered in a single hour by cannon fire, that's this many points, and it'll take this long for those points to be resolved. The Gamemaster must use their best judgement as to the rise and fall of astral turbulence, based on what happened previously, what's happening now, and how long it might take for the memories to fade from the living and the scars to fade from the land.

Null Zones

Life generates mana, or is it the other way round? That's another argument, already explored above. What's important is that there is no mana where there is no life, and conversely it can be really hard to live where there is no mana. Null zones are places where the mana level sags or drops, or just isn't there at all. Ancient texts held by a few Lodges call these sort of places fovae, and warn that a magician or someone dependent on mana (such a a Boojum) being caught in a fova has little chance of survival. Certainly, working magic in such an environment is no more possible than lighting a fire in a vacuum.

On the Gruv, these are few and very far between. The Samsut city-states are kept at such a low level of ambient mana by their Life-giver technology that spellcasting and Looking Glass Fever are not possible within the Edeesmatu, the Samsut homeland. The rest of the Gruv has reached a sort of equilibrium, where the mana level just doesn't vary much from one place to another.

Earth is a different story entirely. The mana level is still rising, and mana production has been kicked off irregularly around the planet. Areas with little in the way of life have not filled in from the surrounding regions. Thus, the Sahara, the Gobi, Death Valley, the Takla Makan, and the polar regions have little to no ambient mana.

Boojums entering these areas will take Step 7 damage on entering and every ten minutes thereafter, more frequently if they press on deeper into the region. Armor does not protect against this damage. If the damage reaches their Unconsciousness Rating, they lose their Boojum form, but do not return to human, instead being left twisted, collapsed in on themselves, and misshapen, their Dexterity and Strength reduced by half permanently.

Magicians entering a null zone take damage using their Spellcasting Rank plus 3 as the Damage Step, and continue to take damage the same as a Boojum. If the damage reaches their Unconsciousness Rating, or causes a Wound, they must make a Spellcasting Test against the damage they've taken. Failure indicates the loss of a Rank in their Spellcasting Skill. This is a loss of ability, not knowledge, similar to a weight lifter's loss of muscle tone when on enforced bed rest. They will have to work their way back up to lifting the heavy weight.

Spirits take their own Force Rating in damage each combat round they are present in a fova. They will not willingly enter, being able to clearly see the danger.

Enchanted items stop working in a fova. Every five minutes, they must make a Test using their Effect Step against their own Mystic Defense. If the Test fails, the item's enchantment is undone.

Astral Sensing

Astral perception can be a dangerous activity. To fully perceive astral space, a character must project their image into the astral, as one cannot see a place in which one is not present. This astral form can be noticed by creatures who inhabit astral space, as well as by others actively perceiving astral space, making the character vulnerable to astral attacks.

In addition, the nature of astral space is an unnerving sight for most viewers, and magicians perceiving astral space can become disoriented. Many tales tell of those who attempted to view astral space directly and ended up insane or dead.

Fortunately, the Skills, spells, and abilities characters use provide a limited type of astral perception called astral sensing. Astral sensing allows a viewer to sense the magical energies and astral imprints of people, places, and things present in astral space, but does not require the character to project into astral space to do so. Most magicians use astral sensing, rather than true astral perception.

Astral sensing can be performed using two methods: the Astral Sight Skill and the Astral Sense spell. These methods provide varying degrees of detail when viewing astral space. Specific rules for using each of these are provided below.

Using Astral Sensing

Astral sensing detects the astral imprints of spell effects, wards, astral creatures, magical items, people, and animals. Astral sensing enables a magician to determine if a given object is magical, and may help the character discover information about the nature of a subject by studying its astral imprint.

The first step when astral sensing is to successfully perceive astral space and the imprints of nearby objects. The character makes an Astral Sensing (6) Test, against the base Mystic Defense of astral space. This base Target Number is modified by the classification of astral space, as shown in the Astral Sensing Table. If the Test succeeds, the character senses the astral imprint of everything within the range of the astral sensing ability being used. The character can tell whether the imprint is a magical or mundane object, and can also determine the classification of astral space. If the Test fails to beat the modified Target Number, but still exceeds the base Target Number of 6, the character knows that the failure was because of astral interference or corruption.

Effects of Astral Corruption on Astral Sensing

Astral corruption obscures astral sensing. When a character uses any form of Astral Sensing, the Target Number is modified based on the level of astral corruption present, as shown on the Astral Sensing Table.

Astral Sensing Table

Region Type	TN Modifier
Safe	NA
Open	+2
Tainted	+5
Corrupt	+12

While searching the study of a businessman he suspects of being involved with the Sons of Thoth, Thomas Sutterfield, a Mage of the Galvanic Order, finds a lockbox under a false panel in the wall. Thomas decides to use his Astral Sight Skill to check for any magical traps protecting the box. The Gamemaster has decided that the building is in Open astral space, so the Target Number for astral sensing Tests is 8 (base Target Number of 6 for an easy task, +2 for the state of the astral). The player makes an Astral Sight (8) Test with a result of 13, two successes against the modified Target Number. Thomas successfully perceives astral space and the imprint of the lockbox. He notices that astral space here is "Open." He sees no magical imprints on the box, so he is fairly certain there isn't a magical trap protecting it.

Unless specifically indicated by the particular ability, astral sensing does not enable a magician to detect the imprints or patterns of subjects hidden behind or within other objects.

Patterns in Astral Space

Magicians may encounter several types of astral imprints during their adventures. Living creatures such as people and animals, magical items, and spells and other magical abilities (including creature powers) all possess different types of astral imprints. Each type of imprint appears slightly different from the others, just as each individual imprint differs from others of the same type.

When viewed astrally, the pattern of any living subject, person, creature, or plant, appears in the subject's astral imprint. The imprint is roughly the same size and shape as the subject, and can be studied to determine basic information, such as the subject's general state of health. The pattern is more complex and provides considerable information about the subject. For example, a magician's astral imprint is the same size and shape as the magician, has a glowing presence that swirls around the imprint, but provides no other information. On the other hand, the magician's pattern might show their type of magic (Mage, Priest, Weird Science), give hints as to the nature of their path (Galvanic Order, Anglican Church, Newtonian), and reveal signs of injury or blood magic use.

While the patterns of most people and creatures occupy the entire astral imprint of their subjects, the pattern of a magical item may occupy only a portion of its imprint. This usually results from the method used to enchant the item. For example. the astral imprint of a fireball gun will be shaped like a gun, but its pattern may only occupy the barrel and mechanism.

Spells and other magical abilities produce the most unusual type of patterns. (The term "magical abilities" includes Skills, creature and spirit powers, and unusual magical effects such as the river of mana pouring out of the Rabbit Hole.) Patterns produced by these magical abilities typically resemble clouds of magical energy representing the spell or ability's effect and cover its area of effect. For example, the physical part of a Containment Circle may consist of nothing more than a circle drawn on the ground in salt, and maybe a bit of a glow, but its astral pattern might appear as a forbidding wall of iron bars rising a dozen feet or more. The Style of a magician's spells is a projection of this effect into physical space, the spell's pattern shaping its physical presentation.

While astral sensing allows magicians to view the patterns of spells and magical effects used during combat, most magicians use it to detect and study the patterns of extended-duration spell effects, such as those produced by magical traps or wards. Close examination of such a pattern may reveal its effect, the type of spell, its Tier, or even clues about the magician who cast the spell. It may also reveal weaknesses in the trap or ward that allow the magician to more readily Dispel it.

When using an astral sensing ability to study the pattern of a spell, the magician makes an Astral Sensing Test against the spell's Mystic Defense, which is the same as the spell's Dispel Difficulty. The Gamemaster determines the specific details of a subject's pattern, based on the subject's nature, and what information a character can learn from studying a subject's pattern, based on the result of the Astral Sensing Test.

Astral Sensing Methods

To illustrate the differences between the available astral sensing methods – the Astral Sight Skill and the Astral Sense spell – each of the following sections includes an example of a magician using one of the methods to examine the same magical item: a silver torc set with three large semi-precious stones. The stones are held in place with silver wire, and the stones themselves are infused with True elements. The item was crafted in a previous age by a powerful magician, with elemental spirits helping with the enchantment process. The torc has a Mystic Defense of 15.

Astral Sight Skill

The Astral Sight Skill allows characters to look into astral space and directly view astral imprints and patterns. This is perhaps the best overall method of astral sensing available in ***1879***. Because Astral Sight is a Skill, characters can improve the ability over time, allowing the magician to view the patterns of subjects with high Mystic Defense ratings and detect considerable detail in a pattern.

Of course, Astral Sight is not without drawbacks. The character takes 1 Strain each time the Skill is used, with the effect only lasting for a relatively short time. As such, extended examinations of magical patterns can be taxing. After detecting a pattern, a magician can make subsequent Astral Sight Tests to see more detail. These Tests do not cause the character additional Strain if they are performed during the Skill's duration. When the duration expires, or if any of the subsequent Tests fail to equal or exceed the subject's Mystic Defense, the character loses sight of the pattern and must make a new Astral Sight Test to continue examining the pattern, taking 1 Strain.

When he first looks at the torc with Astral Sight, Simon Mallory sees the silver wire woven around the elemental stones and determines that they contain the item's pattern. Mr. Mallory makes another Astral Sight Test to study the pattern. The Test yields a result of 21, two successes against the torc's Mystic Defense. Mr. Mallory sees a chain of interlocking waves that flows from one end of the pattern to the other, looping around brighter spots that match up with the enchanted stones. The stones are different colors and patterns, based on the elements infused into each. One shows dozens of birds swirling around a vortex of air, the second has a swirling mass of boulders, while the third has flaming sprites flitting back and forth through a bonfire in a complex dance. Mr. Mallory reasonably deduces that the three stones are enchanted with Air, Earth, and Fire, but does not know how they interact.

Astral Sense Spell

The Astral Sense spell enables a magician to detect and study magical presences in astral space. While the spell has a range of 30 yards and a duration of more than 10 minutes, the spell is not as effective for studying patterns as the Astral Sight Skill. Magicians using the Astral Sight Skill actually see the item's astral imprint and pattern. The Astral Sense spell puts an image of the imprint and pattern in their minds. Because the information is essentially second-hand, like seeing a photograph rather than the object itself, certain details simply cannot be discerned.

To detect astral patterns with the Astral Sense spell, the magician makes a Spellcasting (6) Test, using the Mystic Defense of astral space. If successful, the magician makes an Effect Test, detecting the pattern of one creature, object or magical effect with a Mystic Defense no greater than the Effect Test result. Only one pattern may be detected per Test, which means that a magician must typically make several Tests to detect all the patterns within range of the spell. Once a pattern has been detected, the magician can focus the spell's effect on that pattern, making subsequent Effect

Tests to see more detail. As described above under **Using Astral Sensing**, each Test must yield a higher result than the previous Test to provide more detail.

For more information on the Astral Sense spell, see the **Spells** chapter, p. 372.

Theresa Clement uses the Astral Sense spell to study the torc. She casts the spell, and after scanning the area she senses the torc's pattern with an Effect Test of 16, a single success. The torc's pattern appears to Ms. Clement as a twisting chain around three brighter points. The chain is made up of repeated blue waves, and twist around what appears to be a swirling wind, a sinkhole, and a bonfire. While Ms. Clement could reasonably deduce that the stones were imbued with Air, Earth, and Fire, respectively, she could also see that the silver wire is imbued with Water. She still is no better off than Mr. Mallory, however, as she has no more idea of how these interact than he does.

Lodges

In game terms, a Lodge is an organization in which a magician may hold membership, which in turn provides structure to the exercise of arcane talent. In-game, these may be referred to as secret societies, orders, churches, cults, brotherhoods, or a host of other terms.

Lodges are grouped for game purposes into Orders, Faiths, and Schools, representing the Mage, Priest/Shaman, and Weird Science approaches respectively. Thus, magicians with Spellcasting as their Profession Skill and a secular approach would belong to an Order, magicians with either Spellcasting or Summon as their Profession Skill and a religious approach would belong to a Faith, and magicians with Craft Device or Alchemy as their Profession Skill would follow a School.

The people of Earth are still figuring out how magic works. Each Lodge will have an incomplete knowledge, and thus a restricted spell list. Eventually, some of these approaches may be combined or merged, as the underlying principles of magic become better understood. The Spell Lists for each Lodge are found in the **Secret Societies** chapter (pg.457), at the end of the full write-up on each Lodge. The descriptions provided here are for quick reference only.

Orders

Mages, or secular magicians, organize themselves into Orders to share information, pool their resources, and provide structure for their advancement. Some Orders are more secretive than others. As with all Lodges described in this book, a more detailed description can be found in the **Secret Societies** chapter (pg.457).

The OBV

The Order of Britannia Victorious is made up of ambitious officers in Her Majesty's Army, who have found themselves with the ability to manipulate mystic forces. They use their powers to aid the army to ensure victory over the enemies of the empire. Their spells use items, usually guns, sabers, or swords, as foci and emanation points. Their Style tends to be militaristic, flashy, colorful, and loud. The OBV is divided into Warriors, Healers, and Seers, each with distinctive insignia, and each trained in specific magics.

The Galvanic Order

A Mage Order founded around the studies of merging magic with electricity and technology, the Galvanic Order was created as a way to prove that magic was not supernatural but a scientific

harnessing of natural forces. Incantations are spoken formulae involving scientific terminology. They tend towards wearing long frock coats and carrying silk kerchiefs, brass and glass rods, and other electrically-related implements. Their Style exhibits electrical, mechanical, or metal-affecting properties.



The Mumpers

Magic has touched people of all walks of life, from the highest to the lowest. The Mumpers are low class commoners and criminals with a gift for magic, but without anywhere to turn for help, so they band together to learn and understand their powers. Lack of formal education means most can't read, so book learning and research is impossible. Mumpers have to practice by trial and error, so mishaps, injuries, and even fatalities are not uncommon. Spell names tend towards common words or crude slang, reflecting the roots of the practitioners. Many have connections with the Dodgers, lending their aid to shady activities. Membership in the Mumpers requires proof of talent and a careful check to prove the applicant is of common heritage, as they fear reprisals from the upper social classes. Mumpers may not have a Social Level higher than 2.

Faiths

Priests, Shamans, and other religious magicians derive their power from their Faith. They regard their work as theurgy rather than thaumaturgy, religious magic as opposed to secular.

The Anglican Church

Although the processes involved in working miracles are suspiciously Papist in nature, no one can doubt that God really does seem to be on the side of the Church of England. Certainly, since the opening of the Rabbit Hole, Anglican priests, or at least some of them, can lay on hands, repel evil spirits, and otherwise be the vessels for miracles as portrayed in the Bible. The Church has taken to organizing its talent, providing training for those with the gift of channeling the miraculous power of the Almighty, and keeping a close eye on its magically active priests to make sure they stay within the tenets of the Faith.

The Nightingale Sisters

A quasi-religious order specializing in helping and healing others, the Nightingale Sisters were named after, but have no other connection to, Florence Nightingale, who has publicly disavowed their methods as unscientific. While non-violent, the Sisters are not idle pacifists and have the power to defend themselves and their patients. Besides working as magic-using nurses, they maintain a network of women's shelters, and have been active in assisting women to use their newly won voting rights. Their Style tends toward spells with no visible effect during casting, although some create a nimbus of light that inspires feelings of peace and well-being.

Saurid Shamans

Saurids in general follow a tradition of respect and reverence for nature, both the gifts it provides and the terrifying power it displays, as well as elements of spirit worship. Over time, certain Saurids displayed the ability to tap into that natural power to aid their tribes, leading to the creation of the order of shamans. Saurid shamans are loyal to their tribe, even fighting each other during feuds. However, many of them come together in fellowship once a year on the summer solstice to exchange techniques, remedies, and stories, no matter the state of hostilities between their tribes.

Schools

Weird Science is <u>not</u> regarded as magic by either its practitioners or Earth culture. Its followers think of themselves as opening new fields of study, areas that have not yet achieved academic acceptance. They see themselves as rebels, or rogues, in academia, pushing the boundaries as proper scientists should. Conventional scientists don't always think well of them, but when something works, it works, and only a fool denies what has been demonstrated. The Law of Pragmatism, one of the fundamental laws of magic, applies here: If it works, it's true.

The Daily Telegraph and Courier, Letters to the Editor

Oswalds Or Not!

It seems the scientific community has mixed opinions about the recently coined nickname for their like, "Oswalds". I personally feel honoured to be named after such a great man. Oswald Grosvenor was a paragon of the scientific community - a true genius. Without his contributions, we shouldn't have any of the technology we do now. The portal opening to the Gruv has had a tremendous impact upon our ability to develop scientifically, and frankly, I don't see any other way for us to have gone this far. The exploration allowed alone should be enough to make my fellows enjoy this new moniker.

Edwin Willoughby, Cork

What utter bunk! To be named after a man who couldn't keep his calculations together enough to avoid such a catastrophe as it has been, to have opened that portal - why, it's a shame and a disgrace! Without Oswald Grosvenor we would have progressed quite nicely, thank you. It was only a matter of time before we would find ourselves discovering such grand things as the microsteam engine. It's due time that we scientists be treated with respect, and not be relegated to being named after a hackneyed failure.

Margaret Hasherton, Blackburn

Herons

Mechanics and engineers, named after Heron of Alexandria, members of the Heron School are clever with steam, automated devices, and theatrical effects. Herons must be literate in Hellenistic Greek and Arabic, as much of Heron's work was preserved in the Library of Toledo by Muslim scholars who had translated his work into Arabic. His original writings are mostly lost, largely in the destruction of the Library of Alexandria. Herons tend to be flashy showmen, eager to exhibit their latest fancy gadgets and entertain the nobility. As a result, they frequently enjoy patronage, but spend about half their time building animated fountains and automated dioramas for aristocrats.

Newtonians

Alchemists, the Newtonians do their spellcasting work in the lab, where they create expendable spell foci, potions, and so forth. If a Newtonian has the time and the materials available, they're much more effective in the field, as they can discard any bad lab results and keep only the best of their efforts. Like the Galvanic Order, Newtonians tend toward a scientific, rational Style, with notebooks full of experimental results, careful and precise measurement of processes and effects, and a love of predictability.

Prometheans

The Prometheans study the mysteries of biology and life. After the Portal opened in London, and new avenues opened in Science, these visionaries worked together to try and create artificial forms of life. After their experiments were found, decried as abominations, and destroyed, they realized that there was no Earth society that could accept them. The Prometheans formalized their school, went underground, and migrated to the Gruv, working on the edges of civilization. After an encounter with the Samsut, they realized that their future may not lie with the British Empire. Their inventions are based around augmenting and enhancing natural life forms, and give visually subtle effects. Despite being difficult to spot by the untrained eye, their inventions and augmentations have a major effect on a person's prowess, tenacity, and strength.

Spirits and Elementals

Noncorporeal entities can be divided into two major categories, with some subdivision: **spirits** and **elementals**. The former are either the ghosts of those who once lived on this plane of existence, or entities from other planes of existence paying a visit to this one. The latter are embodiments of natural forces.

Ancestral spirits are effectively ghosts, the essence of a person who once lived and who has remained present in an astral form. Some of these may remain on the Earthly plane instead of moving on to whatever spiritual destination awaits them because of interest in ongoing affairs. These spirits may be helpful or harmful depending upon what business they're continuing to follow. The spirit of a grandfather who wants to see his grandchildren grow up is generally not a problem, but the spirit of a murder victim seeking vengeance against their killer may be quite dangerous indeed, especially with the recent increase in ambient mana and the resulting effectiveness of magic and astral phenomena. Other spirits may not have realized that they're dead. These often result in poltergeist phenomena, objects being moved and such, as the spirit tries to interact with the living, sometimes growing angry that nobody's responding to them properly. Shamans particularly work with ancestral spirits, especially those of their own bloodline, as the familial link makes them easier to summon. This requires staying on good terms with the dear departed, or putting up with considerable chastisement for being disrespectful in order to gain an audience with an ancestor.

Place spirits are manifestations of the nature of the place and of cultural beliefs about such places. For example, many cultures have stories of house spirits and hearth spirits, entities that not only inhabit a home or a fireplace but represent the place and see to its order. A hearth spirit could easily be tasked with watching over the stewpot to make sure it doesn't boil over or scorch. A house spirit would readily tell the rightful inhabitants of any visitors or intruders, and would help defend the home and its people against outside trouble. The nature, powers, and knowledge of place spirits are all determined by their place. A hearth spirit would know who had sat by the fire, but not who came in through the door. The house spirit would know about everything and everyone that passed

into or out of the house, whether by door, window, or chimney, but would know nothing of events transpiring out in the stableyard.

Alien visitors to the Earthly plane account for many tales of peculiar astral entities, some granting wishes, others demanding strange sacrifices or services, and some just being curious about the world. Many cultures have legends and myths about visits from otherworldly entities, distinct from the divinity or divinities of the culture. The weakest of these visitors show up when tasked spirits are summoned, entities whose existence itself is somewhat tenuous and who gain sustenance from the magic of the summoning, performing the task essentially for a handout. Caution should be taken when approaching the more powerful, as their motives and goals may not even be understandable by humans.

Forces of nature taking astral and potentially physical form may be called nature spirits or elementals, depending on the views of the magician. In terms of game mechanics, a fire spirit and a fire elemental are the same thing. Generally, Terrestrials use use the term "elemental" and Saurids use "nature spirit", but cultural use may vary. Elementals on Earth usually divide into the four Classical forces of earth, air, water, and fire, but elementals of other types may be encountered depending upon cultural definitions of the elements. For example, in Japan and China, metal is considered a separate element from earth, and so five types of elementals may be summoned.

Summoning an elemental requires having the element itself present. Air is thus the most readily available, but air elementals can be distractible, impulsive, and likely to only listen to half the instructions before rushing off to do what they think might be the job. Earth may be hard to reach in a city, buried under pavement or dozens of feet below the top floor of the building. Dead stone, cut from the earth, cannot be used to summon the living earth. In the wild, earth is more readily available, and less irascible, having not been overlaid with dwelling-places and streets and factories, put aside like an unwanted cousin. Water is always closer than people think. Besides the oceans and lakes and rivers, there are underground streams, fountains, the contents of a canteen, the hydraulic pressure line that drives the elevator, and rain. Water does not have the solid strength of earth, but is more persistent, and in large quantities can be terrifying. Fire is the most transient of elements, here and gone as quick as the striking of a match and a puff of air to put it out. Capricious and ravenous, fire exists to propagate itself, to find new sources of fuel, to devour and to move on. Those working with fire learn quickly to respect it, watch it closely, and never completely trust it.



Blood Magic

Blood magic draws its power from sacrifices, usually blood, but drawing mana, which is life-energy, from any living thing counts as blood magic. The sacrifice may represented by a character taking Damage Points to strengthen the magic of a Skill, ability, or promise, or as Strain applied to the energy source. The Samsut Life-giver technology is effectively blood magic on a grand scale.

Blood magic tends to be associated with torments inflicted on people, often against their will. As a result, ordinary people often feel suspicious of characters who use blood magic. Most people of European descent disapprove of anything so primitive and savage, the British having outlawed the Indian custom of suttee, or burning the widow alive in the pyre of her husband, and the Spanish having done their best to exterminate the Mayan and Inca priesthoods with their human sacrifice rituals. Those who accept blood magic as a necessary means to achieve the greater good often refer to this practice as "life magic" to stress the positive aspect and cultivate tolerance among the mainstream for those who use it. Thus, the Samsut refer to their technology as the Life-giver instead of the Life-taker, even though it performs both functions.

Some point out that blood magic can be used for both good and evil. While places like the *Em-kisubbis*, the desert in the Samsut homeland, offer an example of blood magic gone horribly wrong, others have benefited from life magic and suffered no ill effects. These individuals agree that blood magic offers great power, but also stress that such power demands great responsibility of those who would use it.

Characters in ***1879*** may use blood magic in a variety of ways. Characters most commonly use blood magic to power spells, blood charms, and living armor. Characters may also use blood magic to enhance their Skills or abilities, swear oaths or perform rituals. Characters may even use a special form of blood magic, known as sacrifice magic, to perform heroic feats or lay curses. The Samsut use of blood magic, via the Life-giver, is described in the ***Samsut sourcebook***.

Every use of blood magic requires a character to make a sacrifice, which may take the form of Strain, Blood Magic Damage, one or more Wounds, or even the character's life. Unless otherwise noted, a character taking a Wound required by blood magic need not make a Knockdown Test for that Wound.

Strain damage suffered as a result of blood magic is recorded and healed in the same manner as other damage (see **Effects of Injury**, pg.239). Blood Magic Damage, however, is recorded separately, in the Blood Magic space on the Character Sheet. Blood Magic Damage is not healed by standard Recovery Tests, and is not counted as damage for the purposes of healing Wounds, increasing Skill Ranks, or other situations where the character must be uninjured. After its duration has elapsed, specified by the type of blood magic, Blood Magic Damage reverts to regular damage and may be healed normally. The duration of Blood Magic Damage is typically a year and a day, but for minor things, such as blood charms, the period may only be a day or until the charm is used. In some cases Blood Magic Damage is permanent, and should be recorded as a reduction in the character's Death and Unconsciousness Ratings that is never recovered.

Blood Wounds

Some types of blood magic cause damage that may only be healed under certain conditions. In addition to this damage, blood magic can cause a Blood Wound that can only be healed after a certain length of time, or by the use of magical healing. Unless specifically noted, any Wound caused by the use of any form of blood magic is considered to be a Blood Wound, and can be healed after a year and a day. Some legends say that Priests of various faiths can heal Blood Wounds, but no evidence has yet been found to substantiate these tales.

Blood Wounds, like other long-term Blood Magic Damage, do not prevent the character from increasing Skill Ranks or advancing to new Tiers. Blood Wounds are otherwise treated as normal Wounds, affecting the character's Action Tests and ability to heal damage (see Wounds in the **Combat** chapter, pg.229).

Use of a healing potion (or similar healing aid) to heal a Blood Wound may only be attempted after all other normal Wounds have been healed, and is not automatic. The character drinks the potion, and makes a Recovery (24) Test (the Mystic Defense of a Blood Wound). The potion's bonus is applied to this Recovery Test, as normal. If the Test succeeds, the Wound heals, leaving a runic scar. The potion does not heal any other damage the character may have; the magic is entirely consumed in the attempt to heal the Blood Wound. If the Test fails, the Blood Wound remains, but the potion works normally, healing a number of Damage Points equal to the Test result, minus the number of Wounds (including Blood Wounds) the character has.

The runic scar from a healed Blood Wound is permanent, though it may be concealed with clothing, make-up, or illusion magic. Reading a runic scar using the Read and Write Magic Skill reveals the reason for the Blood Wound scar. Make a Read and Write Magic Test against the base Mystic Defense of the scarred person. One success reveals what sort of blood magic caused the scar, such as an oath. Two successes reveals whether or not the blood magic was successful, for example whether the oath was fulfilled or broken. Three or more successes reveals the entire story of the scar. On a Rule of One result, the person attempting the reading does not recognize the type of scar and is noticeably baffled by it, and the scarred person feels their scar itch and notices the person trying to read it.

Common Blood Magic

The following are examples of "common" blood magic, practiced by characters from across both worlds. Because the details vary from use to use, only a general overview is provided here.

Powering Skills and Spells

Many *1879* Skills, spells, and Profession abilities require blood magic, in the form of Strain, in their use. The specific requirements are noted in the Skill, spell, or ability description. Most blood magic in this category only causes Strain, but some abilities cause Blood Magic Damage, or even Permanent damage.



Powering Blood Charms and Living Armor

Blood magic is also used to power blood charms and certain types of living armor. These applications of blood magic usually cause the user Blood Magic Damage that cannot be healed until the item is used or removed.

Ritual Blood Magic

In ritual blood magic, a character draws magical power from a donor's blood or life force. In this form of blood magic, rare in Terrestrial and Saurid societies but common in the Samsut lands, the power derived from the donor is used to create specific effects rather than enhancing other uses of magic. Ritual blood magic includes the Saurid regenerative healing ceremony, where friends of the injured person donate a bit of their lives to regrow the missing body parts of the injured, and the continuous drain of the life-force of the Samsut city-states by the Life-giver device at their centers, overseen by a technical priesthood.

Blood Oaths

When swearing a blood oath, characters use blood magic to seal a promise. A character may swear a blood oath with any other character who holds at least an Unfriendly attitude towards him, though some blood oaths require a more favorable attitude. With the Gamemaster's permission, two player characters may swear a blood oath between themselves.

Blood oaths can only be sworn between two characters at a time. If two snarks wish to swear a blood oath with three dwarves, for example, each snark would have to complete the oath three times, once with each dwarf.

Blood oaths must be sworn voluntarily, but if a character swears a blood oath while under the influence of magical charms, spells, or drugs (including strong drink) he is considered to have done so voluntarily. Blood oaths possess great power. Regardless of circumstance, magic binds those who swear such pledges. There are stories of those who have sworn a blood oath while drunk, and regretted their carelessness.

While blood oaths typically involve an even exchange of abilities or deeds, equally binding vows, or unceasing and active loyalty to one another, they may also be used to strike other important bargains. In general, blood oaths enforce the spirit of the agreement, rather than the letter. Scholars are not sure why this is so. Stories exist in the myth cycles of many countries of scoundrels who somehow deceived others into swearing unevenly advantageous blood oaths, but these bounders always fare badly as a result, the lesson being that blood magic punishes the unjust user.

Most blood oaths last for a year and a day. At the end of the oath's duration, it may be renewed. Details on the duration and renewal terms of the different types of blood oaths are included with the descriptions below.

Blood Peace

A blood peace oath seals a truce between two characters. Any two living characters may swear a blood peace oath. A character may swear separate blood peace oaths with as many characters as they wish, limited only by the number of points of damage the character must take for each oath.

To swear blood peace, each character draws blood from their dominant weapon arm (Saurids often draw blood from their tails), suffering 2 points of Blood Magic Damage. This damage cannot be healed as long as the oath remains in effect. Each character presses their weapon into the other character's blood, and swears the oath as the blood dries on the weapon. The exact wording of the oath can vary, but all versions should include the elements contained in the following example.

"As the sun shines upon the earth, so shall light illuminate my deeds. All people shall see that I mean no harm to [other character's name]. I shall take no action to bring harm to him

or those of his blood, or knowingly allow harm to befall [other character's name] or those of his blood. As the moon shines upon the earth, so shall light illuminate my intent. All people shall see that I honor my promise."

By swearing a blood peace oath, the characters promise that they will never harm one another or allow harm to come to the other through inaction. A character who violates a blood peace oath releases the other from the vow. In addition, the violator's Blood Magic Damage can never be healed, and they suffer a Blood Wound on the part of their body they drew blood from. This Wound lasts for a year and a day from the time it appears, and may be healed as described under Blood Wounds, above. The scar that forms afterward marks the character as having betrayed a blood peace oath.

If both characters keep their vow for a year and a day, the Damage Points taken for swearing the blood peace may be healed as normal damage. In addition, the scar on each character's body where they drew the blood for the oath turns a contrasting color to their skin, and marks them as having held to their oath for anyone who can read the scar. Each character subsequently adds +1 to their Death Rating as long as both characters maintain their vow of peace. The characters lose this Death Rating bonus if either breaks the vow, but neither suffers any additional penalty for breaking the peace after the vow's duration ends.

If they choose, the characters may re-swear the blood peace oath after the first year and a day. If the oath is re-sworn, the 2 points of Blood Magic Damage may not be healed, and breaking the oath will cause the damage to become Permanent and a Blood Wound, as described above. While renewing the blood peace may not seem as advantageous, it represents a stronger commitment between the characters.

Blood Promise

Characters who swear a blood promise oath pledge to perform certain dangerous or heroic deeds. Any two living characters with at least Unfriendly attitudes toward each other may swear a blood promise oath. Characters may only swear one blood promise at a time.

To swear a blood promise, each character cuts their forehead and their chest over the heart, drawing blood. Each character takes 4 points of Blood Magic Damage, which cannot be healed until both parties fulfill their promise. The damage becomes Permanent for characters who do not fulfill their sworn promise within a year and a day.

Each character wipes the blood from their forehead with their left hand and the blood from their chest with their right hand. Facing each other, the characters press their hands together, mixing the blood. As the blood dries on their hands, the characters state their names and recite their promises to each other.

The characters should state their promises as similarly as possible. Each character must describe their pledged deed, identifying a Skill they will use while accomplishing it. The characters must also state the time period, not exceeding a year and a day, within which they must perform their deeds and meet after fulfilling their promises.

Herewiss, a Saurid Tribal Warrior, is trying to work out an arrangement with Larrillian, a Shaman of poor reputation. Herewiss needs the Tempest Scroll, thought to reside in the ruins of Kyrbyzmyth on the Saurid Continent. Larrillian needs plant and water samples from the Swamp of Sorrows. Larrillian knows where Kyrbyzmyth is, and has a pretty good idea of where the Scroll might be found within it, but refuses to share this knowledge. He also doesn't want to go mucking about in the Swamp of Sorrows – what sane Saurid does? - so Larrillian and Herewiss strike a deal. They agree to swear a blood promise and make the following oaths:



"I, Herewiss, promise to travel to the Swamp of Sorrows. There I shall obtain three living plants and three gourds of water, all from different locations. I shall be diligent in my efforts. I shall do my best to not engage with what lives there, but Frighten it away. I shall not delay, nor will I accept any other tasks until I have secured the plants and the water. I shall return to this village before winter and deliver the plants and water to Larrillian. With him I mix my blood in promise."

"I, Larrillian, promise to travel to the ruins of Kyrbyzmyth. I shall Summon the spirits of the place to guide me to the location of the Tempest Scroll, and thank them properly once I have retrieved it. I shall not delay, nor will I accept any other tasks until I have secured the Scroll. I shall return to this village before winter and deliver the Tempest Scroll to Herewiss. With him I mix my blood in promise."

The blood magic of the oath supports the Skill named in the blood promise by granting it a +2 bonus. In the example above, Herewiss gains a +2 bonus to his Frighten Skill, while Larrillian gains a +2 bonus to his Summon Skill. The bonus lasts for the duration of the promise, or until the promise is broken. The character applies the bonus whenever the Skill is used for the duration of the oath, whether the character is using the Skill to fulfill the promise or for some other purpose. The characters must fulfill the promise within the agreed time or the oath is violated.

A character violating a blood promise oath takes two Blood Wounds, one on the forehead, the other on the chest. These Wounds last for a year and a day from the time the blood promise is broken, and will not heal naturally during this time. A character may attempt to heal the Blood Wound with magic as described previously. When the Blood Wounds are healed, the runic scars clearly identify the character as an oathbreaker to anyone who can read them. If one character violates the promise and the other does not, only the character breaking the promise takes the Blood Wounds and is marked. The other character may immediately heal their Blood Magic damage with no scars forming.

If both characters keep their promise, the wounds on the characters' chests where they drew blood turn a contrasting jewel-tone color. When they meet after fulfilling the promise, the characters may immediately heal the 4 Damage Points that making the promise cost them. If they choose to heal this damage, they lose the bonus to the Skills used to fulfill the blood promise. The characters may instead agree to heal only 2 Damage Points and make the increase to the Skills used in their blood promise permanent. The remaining 2 Damage Points become permanent damage and can never be healed. Subtract those 2 points from each character's Death and Unconsciousness Rating. Both characters must choose the same option. The runic scars that form retain the jewel color, and clearly mark the characters as oathkeepers to anyone capable of reading the scars.

Blood Sworn

The most potent blood magic oath is the blood sworn oath. Only characters with Loyal attitudes toward each other may be blood sworn. Each character must have demonstrated the depth of their loyalty to the other at least three times by taking considerable risks for the benefit of the other character or otherwise behaving in a manner generally recognized as loyal. At least three years of loyal behavior must pass between the first loyal action and when the characters become blood sworn. A character may be blood sworn to only one other character.

The characters begin the blood sworn ritual by cutting their forehead and their chests over the heart, drawing blood. This causes 4 points of Permanent damage that can never be healed. Each character subtracts 4 from their Death and Unconsciousness Ratings.

One character wipes the blood from their forehead with their left hand and presses their blood-smeared hand to the other character' forehead and recites the first part of the oath. The other character repeats this gesture and the oath. The first character then wipes the blood from their chest with their right hand and presses that hand against the other character's chest and recites the second part of the oath. The second character repeats the gesture and the oath. The exact wording of the oath can vary, but should include the same elements as the following example:

> ***First Oath:*** *"As the sun rises each day, I shall think of you. As the stars shine each night, so shall you be constantly in my thoughts. As night follows day, so closely shall we share our separate lives. I shall know you as completely as you shall know me. This I swear to you."*
>
> ***Second Oath:*** *"As the blood of my heart touches yours, so shall I touch your feelings. As your heart beats against my hand, so shall your feelings touch mine. My loyalty shall be yours. My courage shall be yours. The strength of my heart shall flow through your veins. When there is need, I shall be strong for both of us. This I swear to you. We are blood sworn."*

The blood sworn oath lasts for a lifetime. Blood sworn characters must remain loyal to each other, protect each other and serve each other for the rest of their lives. A blood sworn character who violates their oath receives seven Blood Wounds that last for three years and three days after the oath is broken. After this time, six of the Wounds can be healed normally. The runic scars that remain after the Blood Wounds are healed clearly mark the character as a betrayer and oathbreaker to anyone with the ability to read them. One of the Blood Wounds, usually the one over the heart, remains unhealed, and no known magic can heal this final Wound. The character may attempt to heal the other six Blood Wounds with magic as described under Blood Wounds, above.

Blood sworn characters gain several advantages from their oath. First, each character adds +2 to one Attribute value and +1 to a second Attribute value. These increases do not count toward the limits for Attribute improvement (see the **Character Advancement** chapter, pg.259). Second, each character gains +1 Rank in the Blood Sworn Skill. See the sidebar for the game mechanics for this Skill. Characters can purchase Ranks for this Skill as a Journeyman Tier Skill, but these Ranks do not count toward the requirements for Tier advancement.

Finally, blood sworn characters add +1 Rank to their Thought Link and Empathic Sense Skills when using them to communicate with each other. If the characters do not possess these Skills, they gain them at Rank 1, but cannot increase the Rank of these Skills and may only use them to communicate with their sworn partner.

If one of the blood sworn characters dies and is not revived within a year and a day, any Skills, abilities, or bonus Ranks gained from being blood sworn are lost. The 4 points of permanent damage that were incurred in the oath are not regained. After the year and a day has passed, the surviving character may enter into another blood sworn oath, provided the required displays of loyal behavior have happened since the former blood sworn partner died.



Blood Sworn (Magic)

Step: Rank+TOU
Default: No
Action: Standard
Karma: Yes
Strain: 0
Tier: Journeyman

The character may transfer damage between themselves and their blood sworn partner. The character makes a small cut on their own person, then that of their partner, not large enough to count as a Damage Point, then touches the incisions together and makes a Blood Sworn Test. The result is the maximum number of Damage Points that can be transferred between the two, in either direction. The character may elect to transfer the entire sum or only part of it. For example, a character might transfer only 7 Damage Points from a Test Result of 10, or might transfer the whole amount of 10. Transferring only 7 points to themselves reduces their partner's Current Damage by 7 points, however, not the possible 10 points. The character can choose to transfer Physical Damage, Stun Damage, or both, but the total amount transferred cannot exceed the result of the Test.

Transferred damage never causes a Wound, but if the number of Damage Points transferred causes the recipient's Current Damage total to equal or exceed their Unconsciousness or Death Rating, the recipient passes out or dies, respectively.

The Blood Sworn Skill provides one more power. It can be used to try and raise a sworn friend from the dead. The character's Rank in the Blood Sworn Skill must equal or exceed the number of days the partner has been dead. One use of the Skill must reduce the damage to the deceased to less than their Death Rating. The character gets one chance to do this. If it fails, no further attempts can be made. Using this Skill to raise a dead friend permanently reduces both characters' Death Ratings by two points. Note that in some cultures, a tremendous stigma may attach to being raised from the dead, or raising someone from the dead. The Anglican Church has some very stern words in regards to necromancy.



1879 PLAYERS GUIDE



Spellcasting

A spell is a process, not a thing. Repeat as necessary.
- Master Antonious

Spellcasting is the process of pulling mana, or life-energy, from astral space, using it to empower a pattern that describes a change in the world, then enforcing that pattern on reality to make the alteration or effect. The magician decides what the effect should be, sets up the pattern in their mind, possibly with the aid of props or tools or other magicians, charges the pattern with energy from the astral plane, and then releases the empowered pattern, hopefully making the desired change.

Spellcasting Basics

The power is in the magician, not the tools. A well trained Mage should be able to work magic naked in the midst of an ice field.
- Master Antonious

The Spellcasting Skill

In order to handle mana and use it to create effects in the world, the magician needs a Skill. Spellcasting covers this process end to end, from gathering the necessary energy and shaping it according to the pattern of the desired effect, to releasing it in a controlled fashion. The Rank of the magician's Spellcasting Skill determines the degree of effect in many cases. The Tier of the magician determines which spells may be safely attempted. More detail may be found as to the workings of the Spellcasting Skill throughout this chapter, and in the **Skills** chapter (pg.169).

The Willforce Skill

As magicians gain experience, they learn to apply their will to the effect of their magic more efficiently. The Willforce Skill represents this discipline of the mind. Magicians apply the Willforce Skill to represent the increased focus that they have developed, boosting the effectiveness of their magic. Willforce cannot be used to resist magical effects targeted on the magician, or area-effect magic.

Grimoires

Every magician has a grimoire, a record of the spells they have learned. Mages may call it a spellbook or a lab notebook. Priests may call it a prayerbook or a hymnal. The grimoire may be an actual book, or a string of beads, each carved with the symbolic representation of a spell, or a prayer shawl with the spell steps worked into the weave and the pattern of the fabric. The act of recording the spell's steps into the grimoire reinforces the learning process. Later, the magician may consult their grimoire to refresh their memory before casting.

Because grimoires are such personal items, they count as Major Foci, about which more may be found in the Spellcasting Process further along in this chapter. Magicians go to great lengths to protect their grimoires, using physical locks, wards, bound spirits, and whatever means they can get to keep their grimoires, and thus themselves, safe. Allowing another magician access to a grimoire, for example to teach them a new spell and allow them to copy it into their own, is an act of supreme trust. Gaining that level of trust with someone from the same Lodge requires time and effort, along with demonstrated loyalty to the Lodge and respect for its principles. Gaining sufficient trust with someone from another Lodge involves double the effort at the very least. This is one reason why Lodges tend to have limited spell lists, with duplication under different names from the lists of other Lodges. Information sharing just doesn't come naturally to magicians of different Lodges.

Grimoires have Physical and Mystic Defense Ratings, and a Barrier Rating. The Defense Ratings determine how difficult it is to damage or gain illicit access to the grimoire. The Barrier Rating serves as the grimoire's Death Rating. Any attack that removes a point from a grimoire's Barrier Rating destroys the pages / runes / beads / &c. containing two spells. The Gamemaster may roll dice to determine which ones, or select the spells based on whatever criteria seem appropriate. The magician must replace lost spells within a number of weeks based on the Tier of the spells, or lose the ability to cast them from lack of reference. At that point, the magician will have to relearn them. See the following table for the time before a spell lost from a grimoire is forgotten.

Spell Loss Table

Tier	Weeks
Initiate	9
Novice	6
Journeyman	4
Warden	2
Master	1

Known As Variants, Style, and Modifications

Because of the way that magic is being developed on Earth, with dozens of rival organizations all seeking their own view, nobody really knows the fundamental underlying mechanics. As a result, no magician knows the spells in the **Spells** chapter by those names. Instead, they know them as their Lodge's reinvention of the wheel. These are called Known As Variants (KAVs), and allow for considerable flexibility in the magic system. Each Lodge has its own thematic appearance for its spells, its own approach to implementing spellcasting, and its own hard-won knowledge of magic. Once in a great while, two Lodges realize that they have essentially created the same spell under different names and with different special effects, but this is rare so early in the rediscovery of the arcane on Earth.

In the spell list of a Lodge, spells are listed by the names under which they may be found in the **Spells** chapter (pg.369). Subsequent columns in the table describe the KAVs of the spells known by the Lodge. These columns provide considerable variation in the magic system based on the Lodges, allowing players to learn spells through their Lodge or someone else's Lodge in different permutations without requiring a long chapter of spell listings and complex mechanics. Every magician who knows the Bolt spell uses the same base mechanics for the spell, whether they know it as Incendiary Shot, Galvanic Arc, or Smite. Variations in the statistics of the spell are also handled in the columns of the spell table, as explained below.

Note: The Spell Lists for Secret Societies in this manual contain four Initiate Tier spells, five Novice Tier spells, and one Journeyman Tier spell. This is not a limitation by any means. These spells are provided as examples for how to create Known As Variants. Players are encouraged to create KAVs of other spells in the **Spells** chapter for their Lodge, with the approval of the Gamemaster.



Example Spell List: The OBV (Novice Tier)

Spell	Tier	Known As	Style	Modifications
Bolt	Novice	Incendiary Shot	Fiery streak shoots from focus (usually the officer's saber).	Make a second Effect Test against target's Mystic Defense to set target on fire, doing Step 4 damage for three rounds.
Explosion	Novice	Fused Shot	An illusionary shell launches from the magician's hand and detonates at the target.	None.
Improve Damage	Novice	Ferocity	Magician says something inspiring, such as "Lay waste to Her Majesty's enemies".	None.
Improve Defense Rating	Novice	Stalwart Warrior	Magician says something inspiring, such as "Solid as an oak wall, that's the Empire's fighting man".	Restricted to Physical Defense. Strain -1.
Reduce Movement	Novice	Mire of Agincourt	The target sees the ground beneath them turn to mud; this is an illusion but cannot be disbelieved.	None.

The **Known As** heading names the variant of the spell developed by or learned by the Lodge. Magicians belonging to the Lodge will know the spell under its **Known As** name, not under the generic name found in the **Spells** chapter. For example, Shield is known as Arcane Armor by the OBV, as Resistance by the Galvanic Order, and as The Protection of Heaven by the Anglican Church.

Style represents the special effects and casting methods of the Lodge. Spells may be known by more than one Lodge, but cast in different ways. For example, Arcane Armor looks like a suit of armor when cast by a Warrior of the Order of Britannia Victorious. Resistance looks like a wall of riveted iron plates when cast by a Mage of the Galvanic Order. The Protection of Heaven looks like a very large cross standing between the Priest and the source of danger when cast by an Anglican. All of these are variations of the Shield spell and use the same base mechanics.

Modifications lists the changes to the game statistics for the Known As version. For example, Incendiary Shot adds a chance of igniting the target and starting secondary fires. Lightning Bolt reduces the Dexterity Step of the target for a few rounds. Smite has no extra effects, just doing damage, and so the Modifications column for it simply says "none".

Learning Spells

The Magic Theory Skill serves multiple purposes. While it can be used to interpret glyphs, runic scars from blood magic, and other arcane symbols, magicians use it primarily for learning new spells and copying them into their own grimoires. Once a spell has been learned and copied into the magician's grimoire, it may be cast at will.

To learn a new spell, the magician makes a Magic Theory Test against the Learning Difficulty of the spell, which is determined by its Tier. See the spell description, as a few spells have modifications to their Learning Difficulty based on the nature of the spell. The following table shows the base Learning Difficulty according to the Tier of the spell.

Spell Learning Difficulty

Spell Tier	Learning Difficulty
Initiate	9
Novice	11
Journeyman	17
Warden	25
Master	33

If the magician is taught the spell by a fellow magician, the Magic Theory Test gains a +2 Step bonus. If the spell is from a different Lodge or Faith, the Magic Theory Test takes a -4 Step Penalty. Some Faiths will not allow their Priests to learn rituals and sacraments from another Faith. Mages cannot learn Priest spells, and vice versa, due to the religious requirements.

One spell may be learned per day without penalty. To learn additional spells, the magician must spend a Recovery Test for each spell learned. If the magician has no remaining Recovery Tests, no further spells may be learned that day.

Learning spells above the magician's current Tier is simply not possible. More advanced magic requires more advanced techniques, which are not learned until the appropriate Tier. Think of it as trying to learn physics without having first completed coursework in either calculus or trigonometry. The math would be incomprehensible.

Concentration

Spellcasting requires a magician's undivided attention. If distracted, the magician may lose their place in the process. Effects that have extended duration likewise require concentration. If that focus is disrupted, the effect comes to an end before the magician intended it to.

When a magician takes damage, they must make a Willpower Test against the number of damage points taken to avoid losing their concentration. Magic Theory may be used for this Test, basing the test on WIL instead of PER. If the damage does a Wound, the Test is at -3 Steps. If the magician fails their Knockdown Test, they automatically lose their concentration.

Effects that go against Defense Ratings may disrupt concentration. For example, Battle Shout goes against Social Defense. If the Battle Shout Test is successful, beating the magician's Social Defense, the magician must make a Willpower Test against the Battle Shout Test result to avoid having their concentration disrupted. Again, Magic Theory, WIL-based, may be used for these Tests.

Targeting

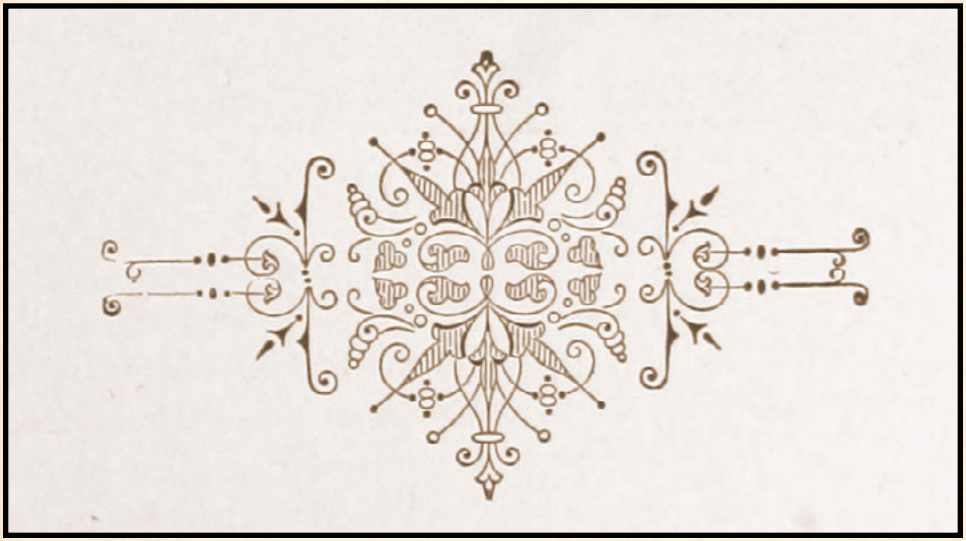
To work a spell against a person, place, or thing, the magician must be within the spell's range, and must be able to see the target, or have some other means of directing the mana to its destination. For most spells, line of sight will be sufficient, as anything beyond that will likely be outside the effective range of the spell. Establishing line of sight for spellcasting falls under the same rules and restrictions as for distance weapons (see **Combat**, pg.251). Full cover may prevent spell targeting. Astral Sight will not see through cover, but Lifesight will. Two successes are required with Lifesight to perceive the target sufficiently for spell targeting. Other Skills may also allow astral targeting. Some of these are not gained until after the Journeyman Tier and are described in the ***1879 Companion***. Physical means of extending vision, such as binoculars, or spells that extend sight or allow viewing of remote locations, may also overcome line of sight limitations. The possibilities here are sufficiently complex to require the Gamemaster to make judgement calls on a case by case basis.

Non-visual targeting requires a link to the target. For a person, this may be a recent blood or tissue sample. For a place or thing, some item of equal significance is required. The magician must attune to the link by making a Spellcasting Test against the Mystic Defense of the target. Two successes are required to attune and achieve the necessary connection. Spellcasting may then proceed as normal.

What Spellcasting Looks Like

To the mundane observer, spellcasting appears to be just so much waving of hands and chanting until the effect manifests. Magicians have been known to make a few "mystic passes" and mumble a bit of nonsense to discomfit, dissuade, or otherwise convince non-magicians that they are Up To Something.

Someone with the ability to see or otherwise detect astral activity does not fool so easily. They can readily perceive the swirl of mana about an active magician, see the pattern forming, and know when it is about to be released. An experienced magician may even recognize the spell, more likely if the caster is of the same Lodge. A Magic Theory Test against the Casting Difficulty of the spell will suffice.



Spellcasting Methods

1879 offers two methods of Spellcasting: Raw and Grimoire. Raw Casting routes the energies through the magician, and is the normal method used. Grimoire Casting routes the energies through the book or other object holding the spell's pattern, known as a grimoire, and is only used for spells the magician either does not know or cannot learn.

Raw Casting exposes the magician to the energies of astral space, which can be a risky proposition. Eventually, someone may come up with a safer way of handling mana, perhaps with some sort of buffer, but for now the magicians of Earth and the Gruv will have to deal with the unpleasant side effects of opening themselves to the astral. The Saurids are rumoured to have a way of routing the energies through a shamanistic fetish, but they have not shared the technique.

Grimoire Casting uses a spellbook, or grimoire, containing an unfamiliar spell, or the magician's own grimoire, used as a buffer against astral energies. Very few magicians are willing to risk damaging their own grimoires in order to avoid taking Strain, and someone else's grimoire, especially if it's an old one, is far too valuable to risk, but desperate times sometimes call for desperate measures. Grimoire casting also allows the use of spells that the magician cannot learn, such as those above their current Tier. The process of Grimoire Casting is explained in detail in its own section, further on in this chapter.

Ritual Casting is a special case of Raw Casting that allows multiple magicians to work together to cast a powerful but heavily draining spell. The magicians share the burden of Strain and possible Warping. The ritual leader gains bonuses to their Spellcasting Test from the supporters, enabling them to attempt spells with much higher Target Numbers than they would normally be capable of reaching.

Raw Casting

As stated at the top of this chapter, a spell is a process, not a thing. To work spell magic in the game world of *1879*, magician characters must go through a series of well ordered steps to achieve the desired result. This process provides the foundation for all other means of working magic – Grimoire Casting, Ritual Casting, and Enchanting.

- **Identify the Spell.** This lets the Gamemaster know what's about to happen, and determines the game stats of the process.
- **Identify the Target.** This determines the base Target Number, which is usually the target's Mystic Defense. Check the spell description for any differences or modifiers. Make sure that the target can be perceived sufficiently for casting.
    - When the magician targets the spell on themselves, they use their base Mystic Defense, ignoring all bonuses from enchantments, items, devices, and so forth.
    - Apply modifications to TN for the condition of astral space in the region, if any. If the condition is different in the target area from that where the magician is located, use the worse of the two. See the following table for the adjustment to the TN.

Astral Condition TN Adjustment Table

Region Type	TN Modifier
Safe	0
Open	+2
Tainted	+4
Corrupt	+6

- Having a Focus, something significant or magically linked to the target, grants a bonus to Spellcasting. This may be a blood or tissue sample, a cherished personal item, or something that the target has made, enchanted, or attuned themselves to. As a result, Weird Scientists are very reluctant to give out their devices, as they can be attacked through their work. One of the early techniques a Weird Scientist learns is magical defense, and how to detach an object they made. Don't name it after yourself, the School tells every Weird Scientist, as that connects the item directly to you, inviting your enemies to strike you from a distance through the item. See the following table for adjustments for Foci. Note that, as already mentioned, a Spellcasting Test against the Mystic Defense of the intended target must be made, with two successes required to attune the focus, before the TN adjustment can be gained.

Focus TN Adjustment Table

Type of Focus	TN Adjustment
Significant	-1
Blood Link	-2
Attuned or deliberately linked	-3
Enchanted By	-2

- **Make the Spellcasting Test.** Figure any Step bonuses or penalties to Spellcasting, then roll the appropriate dice. Take note of any extra successes. Some spells have their range or duration extended by extra successes in the Spellcasting Test, while others allow them to be applied to the Effect Test. If the Spellcasting Test fails, skip the Effect Test and move on to Take Strain. On a Rule of One result, the magician takes their own Spellcasting Rank in Strain, then moves on to the Take Strain step. There may be other effects of a Rule of One result specified in the spell description.
- **Determine Effect.** The spell description will specify the Effect, and whether or not an Effect Test is required. Magicians may substitute their Willforce Skill for their Willpower Attribute Step in the Effect Test, if they know the Skill. Apply the Effect to the target.
- **Take Strain.** The casting magician must take the Strain damage specified in the spell description. If this causes a Wound, the magician must make a Knockdown Test as if taking a physical blow. If this renders the magician unconscious or dead, that's one of the risks of working spell magic.
  - The base Strain for a spell is determined by the spell's Tier. The following table shows base Strain by Tier for reference purposes. Make sure to check the spell description for the actual Strain of the identified spell, as Strain will be added for the Effect Step, if any.

Base Strain by Spell Tier

Spell Tier	Base Strain
Initiate	1
Novice	2
Journeyman	4
Warden	8
Master	16

- **Check for Warping.** Exposure to the energies of astral space may cause damage. Make a Warping Test against the base Mystic Defense of the casting magician. This does not count any items the magician may have that raise Mystic Defense.
  - The Step of the Warping Test is based on the condition of astral space in the area and the Tier of the spell. If the condition is different in the target area from where the magician is located, use the worse of the two. See the Base Strain by Spell Tier table, above, for the Base Strain number.
  - If the Test succeeds, the magician takes Warping damage according to the Damage Step column of the table. This represents the negative effects of exposing oneself to the energies of the astral continuum. The damage ignores all Mystic Armor worn by the magician, but Mystic Armor from Willpower applies. Again, if this causes a Wound, a Knockdown Test must be made. If it causes unconsciousness or death, the magician knew the job was risky when they took it.

Raw Magic Warping Table

Astral Condition	Warping Step	Damage Step
Safe	Base Strain + 2	Base Strain + 4
Open	Base Strain +5	Base Strain +8
Tainted	Base Strain + 10	Base Strain + 12
Corrupt	Base Strain + 15	Base Strain + 16

Grimoire Casting

To cast a spell that has not yet been learned, the magician must have access to a grimoire other than their own that contains the spell. Magicians may also use their own grimoire as a means of buffering themselves from the energies of astral space. Both of these have risks as well as benefits. Use the standard Raw Casting process with the following exceptions and modifications.

- Magicians may attempt to cast spells above their Tier through Grimoire Casting. Attempting this incurs a penalty of -5 Steps per Tier that the spell exceeds that of the magician. If this drops the magician's Spellcasting Step to zero or below, the spell cannot be cast.
- After completing the **Identify the Spell** and **Identify the Target** steps, the magician must attune themselves to the grimoire. Make a Spellcasting Test against the Mystic Defense of the grimoire. One success is sufficient. If the magician fails to attune after three tries, they must wait one week before another attempt may be made. On a Rule of One result, the magician must raise their Spellcasting Rank before they may try to attune to that specific grimoire again.

- If casting from their own grimoire, the magician reduces the TN of the Spellcasting Test by -2.
- If casting from someone else's grimoire, the magician increases the TN of the Spellcasting Test by +2.
- The magician may attempt to divert Strain to the grimoire. This is voluntary, not required. Make a Spellcasting Test against the Mystic Defense of the grimoire. One point of Strain may be sent to the grimoire per success. Each point of Strain routed to the grimoire reduces its Barrier Rating by 1. Yes, this destroys spell entries.
- Warping damage, if any, is taken by the magician if the spell is within their Tier. This damage may be routed to the grimoire similarly to Strain, with the problem of destroying spell listings. If the magician was casting a spell above their Tier, Warping damage is split between the magician and the grimoire. If there is a point left over, the magician takes it.

Ritual Casting

Some magical workings are simply beyond the capabilities of a single magician. The Strain may be enough to kill even the toughest Mage, or the TN may be beyond the reach of the Spellcasting Step of the most exalted Priest. In these cases, the casting may be done as a Ritual.

Ritual Casting works similarly to Raw Casting in terms of process, but adds a few steps at the beginning and modifies a few steps at the end. The following list walks through the process step by step, explaining along the way.

- **Identify the Spell:** All magicians involved in the Ritual must know the spell. Ritual participants cannot Grimoire Cast, partially because only one person can attune to any given grimoire at a time.
- **Identify the Target:** This works the same as with Raw Casting.
- **Support the Leader:** All magicians in the Ritual make a Spellcasting Test against the Spellcasting Rank of the leader. Each success contributes +1 Step to the leader's Test to cast the Ritual spell.
- **Cast the Spell:** The leader makes a Spellcasting Test to perform the spell, at a Step bonus equal to the number of successes scored by the other magicians in the previous step. If the leader fails their Spellcasting Test, the spell does not take effect, and all in the Ritual take Strain and possible Warping as with Raw Casting.
- **Make the Effect Test:** The leader makes the spell's Effect Test at a Step bonus equal to the number of successes scored by the other magicians in the Support the Leader step.
- **Take Strain:** Divide the Strain for the spell evenly across all the magicians in the Ritual. If there is a remainder, the leader may take the extra Strain or direct it to specific supporters. Thus, if the spell causes 34 Strain, and there are five magicians supporting the leader, each supporter takes 5 points of Strain, while the leader takes 9 points of Strain. The leader has the option of directing the extra 4 points to one or more of the other magicians. This tends to be used as a means of punishing those who weren't pulling their weight in the ritual. Leaders who routinely drop the extra Strain on their followers, however, may find themselves with a dearth of followers.
- **Check for Warping:** The leader checks for Warping damage. If any is taken, it's divided across the magicians in the ritual in the same way as Strain.

Dispelling Magic

Many spells have durations longer than a single round. It is possible to prematurely end these spells, disrupting their effect. This is called dispelling. The primary means of dispelling spells is through use of the Dispel Magic Skill, although some spell effects may be countered by other means. See the spell's description as to whether or not it can be dispelled in other ways.

Unless otherwise noted, the Target Number for dispelling a spell is the Effect Test result of the spell. If the Spell has no Effect Test add the Base for the Tier of the spell as shown on the **Dispel Difficulty Table** to the Rank of the casting magician. Thus, a spell with no Effect Test, with a Tier of Novice, cast by a magician with a Spellcasting Rank of 4, would have a Dispel Target Number of 15 (Base of 11 plus Rank of 4).

The Dispel Magic Skill can also be used to dispel magical effects produced by Skills and Profession abilities. Only magical effects with an extended duration, measured in rounds, minutes, hours, days, and so on, can be dispelled. Permanent effects cannot normally be dispelled. For example, the Wood Skin Skill grants a character an increase to their Death and Unconsciousness Ratings that lasts for one or more hours. At any point during this period, the Wood Skin effect may be dispelled by the Dispel Magic Skill.

The Target Number for Skills uses the Tier at which it is learned plus the Rank of the Skill. A Wood Skin Skill with a Rank of 3, learned at the Novice Tier, would have a Dispel Target Number of 14, a Base of 11 for the Novice Tier plus the Rank of 3.

The Dispel Difficulty for Profession Abilities is the Base for the Tier at which the ability is first eligible to be gained. Again, see the **Dispel Difficulty Table** for the Base number according to the Tier of the Skill or Ability.

In most cases, Dispel Magic serves to either cancel the target spell, or to neutralize the magical effect. This does not prevent the ability from being used again, although any criteria for minimum periods between uses of the ability still apply.

Dispel Difficulty Table

Tier	Dispel Target Base	Tier	Dispel Target Base
Initiate	10	Warden	18
Novice	11	Master	22
Journeyman	14		





1879 PLAYERS GUIDE



Spells

"All you need is one thought and one word.
When you learn how to connect them, you can do anything you like."
– Jennifer Loiske

Spell Statistics

Before we get into the spell listings, an explanation of the game statistics for spells is in order. Spells being processes, they require time to cast, and only last for so long. Their effects have to be targeted, and the target has to be in range. The following text describes the statistics used in *1879* for spells.

Tier

The Tier of a spell determines when it can be learned. Magicians cannot learn spells above their Tier, because they have not yet learned the prerequisites for understanding the spell. Think of it as trying to follow a recipe for eggs benedict that tells you to poach three eggs. If you don't already know how to poach an egg, you're not going to be able to follow the recipe and make the dish.

Casting Difficulty

Casting Difficulty specifies the Target Number for the magician's Spellcasting Test. For most spells, particularly those that cause or heal damage, this will be the target's Mystic Defense (TMD). For other spells, there is a predetermined number given in the spell description. The minimum Casting Difficulty for spells, regardless of modifiers, is 6. "Target" can refer to the recipient of a beneficial spell as well as to an opponent.

Casting Time

The Casting Time of the spell is the length of time, usually stated in combat rounds, needed to gather the energy and complete the process. Spellcasting is normally a Standard Action. Spells with Casting Times greater than one round become effectively a Sustained Action. The magician may take no other actions during the Casting Time beyond working the spell. If the magician is interrupted during the Casting Time, such as taking a Wound from a physical attack, their concentration may be broken, in which case the spell fails. See **Concentration** (pg.361) in the **Spellcasting** chapter.

Range

The Range of a spell is the limit of its effective distance, usually given in yards. A range of "self" means the spell only works upon the caster. A range of "touch" means the caster must be able to touch the recipient of the spell, which could also be the caster. A touch range spell cast on an unwilling target does not require an additional Action Test, like a Dexterity or Attack Test, to touch the target. A successful Spellcasting Test means the caster has successfully touched the target.

Duration

Duration is the length of time the spell remains in effect. A spell's Duration is usually given in combat rounds, but can also be measured in minutes, hours, weeks, or longer. Unless the description says otherwise, "Rank" refers to the magician's Spellcasting Rank. Thus, a Duration listed as "Rank + 10 minutes" is a number of minutes equal to the character's Spellcasting Rank plus ten. Once cast, most spells continue for their full Duration even if the caster is killed or falls unconscious. Some spells require concentration (pg.361), and end if that is broken, or expire under other conditions noted in the spell's description. Unless specifically noted, a magician cannot end their own spell before the Duration expires. The magician (or another magician) could use the Dispel Magic Skill or an equivalent spell to do so, however.

The Duration of some spells that last longer than one combat round can be extended by paying the Strain again. This assumes that the magician is able to maintain concentration and is unopposed in maintaining the effect. If concentration is broken for any reason, Duration cannot be extended. A magician may only renew the effect and extend the Duration a number of times equal to their Spellcasting Rank. Not all spells can be extended. Those that cannot will say so in their description.

Effect

The spell effect varies with the spell. The most common use of the Effect Step is to generate a number, such as the amount of damage the target takes, a creature's Attribute Values, the Target Number for other Action Tests made by the spell's target, and so on. When a character needs to generate such a number, the spell description instructs the player to make an Effect Test. When a spell requires an Effect Test, the Step Number is indicated, for example "WIL + 4." In this example, if the magician successfully casts the spell, the Effect Step is equal to the magician's Willpower Step plus four more points. If the character has the Willforce Skill, the Skill Step may be substituted for the Willpower Step. Players with magician characters may want to calculate and record the Effect Steps for all of their character's spells to save time during play.

Some spells allow or require a character other than the magician to make an Effect Test. Unless noted, the character uses their own Willpower Step to determine the Effect Step. Some spells use the Effect Test to determine success or failure. Use the spell Effect Step to make an Effect Test against the Target Number given, which is often the target's Mystic Defense (TMD), but may be another value noted in the spell description. Magicians with the Willforce Skill (pg.227) may use it to improve their spell's Effect Step.

If the Effect causes damage, the type will be followed by /Physical, /Mystic, or /NA. This means that Physical Armor, Mystic Armor, or No Armor provides protection against this damage. The natural Mystic Armor that characters gain from their Willpower Attribute is always in play, and will protect a character even from a No Armor spell.

Strain

Strain specifies how much damage the energies required for the spell do to whatever they're being routed through. Normally, magicians use the Raw Casting method (pg.363), which requires them to pass the energies through themselves. Grimoire Casting (pg.365) passes a small part of the energy through the grimoire, which then takes part of the Strain. Magicians take Strain after making their Spellcasting Test. If the magician is interrupted and does not complete the spell, they do not take the Strain for the spell.

Description

The text underneath the game statistics block explains the spell's effect or any special information for the spell. It also describes any requirements for the spell to be cast, such as gestures, supporting objects, or access to a particular environment, Target Numbers for Effect Tests, and other conditions and restrictions.

Gestures

Some spells include gestures in their descriptions, which need to be completed for the spell to be cast. Gestures include both physical movement and verbal speech. If the magician is unable to make the gesture or speak the appropriate words, for instance being bound and gagged, they cannot cast the spell.

Prerequisites

Some spells have prerequisites that must be met before they can be cast. Often, these are physical components, such as a handful of dirt or a carpet. Some spells require environmental conditions, such as being on the deck of a ship. If the magician does not have the physical item or other prerequisite available, then the spell cannot be cast.

Successes

A number of spells designate special uses for the extra successes achieved on either the Spellcasting or the Effect Test. If the spell has a special use for extra successes, the description will specify it.

Spells Listings

Aetheric Containment

Tier: Novice
Casting Difficulty: TMD
Casting Time: 2 rounds
Range: 10 yards
Duration: Rank + 3 rounds
Effect: WIL + 13
Strain: 9

This spell traps an undead creature or physically manifested spirit. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, a circle of astral energy surrounds the target, preventing it from moving. The target can still communicate, assuming the magician wishes to talk to such a creature. The magician must maintain concentration, and can take no Standard or Sustained Actions without breaking the effect. Each round, the target may attempt to free itself by making a Willpower Test against the Effect Test result. If successful, the restraint is broken and the spell ends.

The Galvanic Order is still working on a way to do this with machinery of some sort, so as not to tie up a senior researcher doing the sort of work that really should be delegated to a lab assistant.

Astral Sight

Tier: Initiate
Casting Difficulty: 6
Casting Time: 1 round
Range: Self
Duration: Rank + 10 minutes
Effect: WIL +6
Strain: 4

This spell grants the magician vision into astral space. The magician makes a Spellcasting (6) Test. If successful, the magician is able to see presences in astral space. Each round, the magician may make an Effect Test against the Mystic Defense of any target within the area of effect. If successful, the target is detected. If more than one target is in the area of effect, the magician detects those with the lowest Mystic Defense first. Once detected, a target stays detected as long as it remains within the area of effect. Once the spell is cast, the magician should take a round to sense nearby members of their group and verify that an astral presence is not coming from a comrade. Once their comrades have been sensed, the magician knows the next target detected is unknown. Making an Effect Test does not prevent the magician from taking other actions that round. Astral sight is a Simple Action (see **Actions**, pg.231).

The magician may attempt to cast spells on a target that has been astrally sensed, even if the target cannot otherwise be seen. Magicians use this spell for many different reasons. It is often cast to determine if an item or object has an astral presence, or to detect the presence of nearby entities within astral space. A magician using Astral Sense to view a magical item can readily see that the item is magical in nature. To determine the type of magic, the magician must make a Magic Theory Test against the item's Mystic Defense, gaining one piece of information per success.

Bestow Astral Sight

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank + 10 minutes
Effect: Target's WIL + 4
Strain: 4

Acts as the Astral Sight spell, but grants the ability to another person. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target gains the ability to see into the astral continuum for the Duration of the effect. The target may make Effect Tests to perceive astral presences as with the Astral Sight spell. However, if the target is not a magician, and has not had training in astral perception, they may not know what to make of what they see. It is suggested that repeat recipients of this spell eventually learn

an Astral Lore Skill, or analogous ability, that allows them to make a Perception + Rank Test to interpret what they see while under the benefit of this spell.

Bind

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank + 5 feet
Duration: Rank + 8 rounds
Effect: WIL + 4
Strain: 2 + target count

This spell entangles, shackles, or otherwise contains the target, hindering their action. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the target is entangled, and takes a penalty of the magician's Rank plus 1 for each extra success to all Actions that require freedom of movement. The magician makes an Effect Test, the result of which becomes the Target Number for the target to escape the binding. Whether this TN requires a Test with WIL, DEX, or STR depends on the Style of the spell. A Style that uses ribbons of mystic light would require a WIL Test to escape, while a Style that used nearby plants or ship's rigging would require a DEX Test to slip out or a STR Test to break the bonds. On a Rule of One result, the magician entangles their own hands for their Rank in rounds.

Bless

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank + 5 rounds
Effect: Special, see text
Strain: 3

This spell enhances the target's defensive capabilities for a short time. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target adds the magician's Spellcasting Rank (+1 for each extra success on the Spellcasting Test) to their Physical, Mystic, and Social Defenses for the Duration of the spell. This spell cannot have its Duration extended. *Priests only.*

Bolt

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank x 2 yards
Duration: Instant
Effect: WIL + Rank
Strain: 6

This spell throws a bolt of damaging energy. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the magician makes an Effect Test to determine the damage taken by the target, at +1 Step per extra success on the Spellcasting Test. The bolt may be comprised of whatever the Lodge's Style calls for - fire, ice, lightning, water, etc. Subsidiary effects from the bolt are handled with Modifications to the Known As Version.

Burn Area

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank yards
Duration: Instant
Effect: Rank + WIL
Strain: 10

This spell ignites the target area. The magician makes a Spellcasting Test against the highest Mystic Defense in the area. If successful, everything in the target area is set afire. Make an Effect Test for the damage suffered in the first round. Physical armor does not protect against this damage. Damage over subsequent rounds depends on whether or not things continue to burn. See **Fire** in the ***1879 Gamemaster's Guide*** for the damage done according to the size of the blaze.

Clairvoyance

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank miles
Duration: Rank rounds
Effect: WIL + Rank
Strain: 3

This spell allows the magician to see beyond their physical limits, through barriers and/or into distant locations. The magician makes a Spellcasting Test against the location's Mystic Defense. If the location's Astral condition is different from that where the magician is located, use the worse of the two. If the Test is successful, the magician makes an Effect Test against the Mystic Defense of the person or object at the remote location to be viewed. This Test gains a +1 Step bonus for each extra success scored on the Spellcasting Test. If the Effect Test is successful, the magician can clearly see the target object or person for the Duration of the spell. Anything in the vicinity appears blurred and vague, and cannot be seen clearly. On a Rule of One result, the magician suffers a terrible headache and is Harried for one hour.

Cleanse

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank feet, single target
Duration: Instant
Effect: Rank + WIL
Strain: 2

This spell removes contaminants from a person or object. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the person (and their clothing and carried equipment) or object is cleaned of ordinary substances that do not belong, such as dirt or grease. Extra successes will remove unusual contaminants, such as gengit spray or radioactive contamination. The number of extra successes required must be determined by the Gamemaster according to the nature of the contaminant. Objects are limited in size to twice that of the magician.

Control Animal

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank x 10 yards
Duration: Rank rounds
Effect: Special
Strain: 7

The magician seizes control of a non-intelligent living creature's actions. The magician makes a Spellcasting Test against the animal's Mystic Defense. If successful, the target makes a Willpower Test against the result to resist being controlled. If the animal fails its Willpower Test, the magician gains control of the animal's actions, and may direct it to do anything of which it is physically capable. If the animal is injured, or directed to do something that would result in certain injury or death, it may make another Willpower Test to break control, at a bonus of +2 Steps. If the animal dies while under control, the magician takes half of its Death Rating as feedback damage. No armor protects against this damage, including natural Mystic Armor from Willpower. When the



spell's Duration expires, the animal may make a Perception Test to figure out where the control was coming from, if it has not become obvious. How the animal reacts when the spell's Duration expires must be determined by the Gamemaster. This spell's Duration cannot be extended.

Control Element

Tier: Novice
Casting Difficulty: Special (see text)
Casting Time: 1 round
Range: Rank yards
Duration: Rank rounds
Effect: Special
Strain: 4

This spell maintains the magician's hold on a gathered element. It can also take hold of a readily available element that does not need to be gathered, such as the fire in a bonfire or the water in a bathtub. The magician makes a Spellcasting Test against a Target Number as determined by the element desired from the table below. If assuming control of a gathered element, the Test must score a number of successes equal to or greater than the number scored in the Gather Element Spellcasting Test. If taking control of an element the magician Gathered themselves, reduce the Target Number by 2.

Control Element Target Numbers

Element	TN
Earth	6
Water	8
Air	10
Fire	12

The magician may control a volume of the element up to their Rank times their own body size. The effect is relative to the magician. If the magician moves, the controlled element moves as well. This spell does not allow the magician to reshape the element.

Control Person

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank yards
Duration: Rank minutes
Effect: WIL + Rank
Strain: 4 + TMD

This spell allows the magician to take control of another person's actions. This spell only affects living sentient beings definable as people, regardless of species. Animals, the undead, and spirits are not affected. The target must be in the magician's line of sight. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the magician seizes control of the person's voluntary motion. Involuntary motions, such as breathing and blinking, are not affected. Make an Effect Test. The result is the Target Number for the spell target to resist with a Willpower Test. The target may resist each time an action is chosen by the magician that will cause harm or damage in any form, or that goes against the target's moral, ethical, or spiritual beliefs. If the Willpower Test is successful, the target resists the magician's attempt at control and does not move. The Willpower Test result must be greater than double the Effect Test result to break the spell. The magician must concentrate to maintain control, and may take no other actions other than focusing on the target and moving as necessary to keep the target within line of sight and the spell's Range. If the magician loses sight of the target, has their concentration broken, or the target moves out of the spell's Range, the spell effect ends. This spell's Duration cannot be extended.

Cut

Tier: Novice
Casting Difficulty: TPD
Casting Time: 1 round
Range: 1 yard
Duration: Instant
Effect: WIL + Rank
Strain: 6

This spell severs an inanimate object. No effect is produced on anything living. The

magician makes a Spellcasting Test against the Physical Defense of the object. If successful, the magician makes an Effect Test, gaining a +1 Step bonus for each extra success scored on the Spellcasting Test. If the result of the Effect Test is equal to or greater than half the object's Barrier Rating, the object is cut into two pieces along the line specified by the magician. On a Rule of One result, an ugly mark is put on the object where the magician meant to place the cut. This mark does not reduce the object's Barrier Rating or Physical Defense, being only cosmetic, but may reduce its monetary value due to being aesthetically unpleasant. A Known As Variant of this spell with a higher Strain cost allows multiple and complex cuts to be made, for example carving out a millstone from a cliff face in a single casting.

Darkness

Tier: Initiate
Casting Difficulty: Area's Mystic Defense
Casting Time: 1 round
Range: Rank x 5 feet radius from caster
Duration: Rank x 5 minutes
Effect: Rank + WIL
Strain: 4

This spell damps out light within the area of effect. The magician makes a Spellcasting Test against the area's Mystic Defense, with a minimum Target Number of 6. If successful, all natural light within the area is blocked. Make an Effect Test, and compare the result to the Spellcasting Test result of any magical lighting in the area. If the Effect Test result is greater than the Spellcasting Test result, the magical light is blocked. This spell's effect counts as a shadow for purposes of other spells and Skills.

Deny Defense Rating

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: 10 yards, 1 target only
Duration: Rank rounds
Effect: Special
Strain: 9

This spell attempts to remove one of the target's Defense Ratings. The magician makes a Spellcasting Test against the target's Mystic Defense plus the value of the Defense Rating being attacked. Yes, this means if the spell is targeting Mystic Defense, the Spellcasting Test is against double the target's Mystic Defense. If successful, the value of the specified Defense Rating is reduced by the magician's Rank for the Duration of the spell. Defense Ratings cannot be reduced below 2, but at that value, the target effectively has no defense. On a Rule of One result, the target gains a +1 bonus to the specified Defense Rating for the Duration.

Deny Karma

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank yards
Duration: Rank rounds
Effect: Special
Strain: 7

This spell temporarily prevents the use of Karma by the target. The magician makes a Spellcasting Test against the Target's Mystic Defense, requiring two successes. If the Test succeeds, the target cannot spend Karma for any Test or to power any Skill or ability for the Duration of the spell. On a Rule of One result, the magician takes the effect of the spell, being unable to use Karma for the Duration.

Deny Movement

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: 10 yards
Duration: Rank rounds
Effect: WIL + Rank
Strain: 9 + target count

This spell attempts to immobilize the target. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the target's Movement Rate is reduced by the magician's Rank for the Duration of the spell. If this reduces the Movement Rate to zero or below, the target is unable to move

from their current location. They may still take Actions that are not dependent on their Movement.

Deny Skill

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: 10 yards
Duration: Rank rounds
Effect: WIL + Rank
Strain: 9 + target count

This spell attempts to prevent the target from using a Skill. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the Rank of the specified Skill is reduced by the magician's Rank for the Duration of the spell. If this reduces the Skill Rank to zero or below, the target is unable to use that Skill. They may still take Actions that are not dependent on the Skill, or may use an Attribute in the Skill's place if the Skill allows default use. On a Rule of One result, the target gains a +1 Rank bonus to the specified Skill for the Duration.

Destabilize Ship/Vehicle

Tier: Journeyman
Casting Difficulty: TMD + any Maneuverability bonuses in effect
Casting Time: 2 rounds
Range: Rank x 50 yards, 1 target only
Duration: Rank minutes
Effect: Special
Strain: 4 + 1 per Spellcasting Test success

This spell increases the effect of turbulence, poor weight distribution, and so forth upon a vessel or vehicle, interfering with its Maneuverability. See the **Steam Powered** chapter in the ***1879 Gamemaster's Guide*** for more information. This spell applies to any land, air, or water-borne vessel or vehicle. The magician makes a Spellcasting Test against the Mystic Defense of the vessel or vehicle, modified by any current Step bonus or penalty to its Maneuverability. If successful, the magician creates 2 points of penalty to the vehicle or vessel's Maneuverability per success. On a Rule of One result, the magician creates one point of Maneuverability bonus for the vessel or vehicle for the Duration of the spell.

Detect

Tier: Initiate
Casting Difficulty: Special (see text)
Casting Time: 1 round
Range: Rank x 10 yards
Duration: 1 round
Effect: Rank + WIL
Strain: 2

This spell determines the presence or absence of a thing, and may give information as to its qualities. Normally, the Known As, Style, and Modifications will specify what the spell is looking for, and provide Strain reductions according to the restrictions and specificity applied. The magician makes a Spellcasting Test against a Target Number of 6 for a general area analysis effect; against the Mystic Defense of the target if the spell is checking a specific object, person, or other living creature for a quality; or against the Dispel Target Number if the spell is looking for specific active magic, such as an active spell. One success determines whether or not the thing or quality is present. Additional successes provide more information as the Gamemaster determines appropriate, and as the Known As Variant specifies. The Effect Test can also be used to determine the accuracy and depth of the information gathered. Examples of Detect usage include:

Detect Magic – is there active mana in the area or present in the target, such as an enchantment or a running spell?

Detect Spirit – are there any astral entities present?

Detect Curse – is there a damaging or impeding enchantment present, either active (currently causing a problem) or potential (set as a trap)?

Detect Influence – is the target under any form of magical coercion, such as an Improve Attitude spell?

Disperse Element

Tier: Novice
Casting Difficulty: Special (see text)
Casting Time: 1 round
Range: Rank x 10 yards
Duration: Instant
Effect: Special
Strain: 5

This spell scatters the specified element from its source over a wide area. The magician makes a Spellcasting Test against a Target Number as determined by the element desired from the table below. If successful, the magician may disperse a volume of the specified element equal to their own body mass times their Rank over any area within the Range of the spell to which the magician has line of sight. For example, a Novice Mage with a Spellcasting Rank of 4 could disperse a bonfire four times their size over an area ten yards wide by twenty long, twenty yards away. This would have the incidental effect of doing Step 4 damage to anyone and anything in the area, as if struck with a lit torch, and possibly igniting flammable objects. Dispersing two barrels of water through the same area in the next round, to prevent the fire from catching and spreading, might be advised.

Disperse Element Target Numbers

Element	TN
Earth	6
Water	8
Air	10
Fire	12

Entropy

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank Rounds
Effect: WIL
Strain: 5

This spell accelerates the process of decay in the target. It can only be cast on non-living objects. Note that Samsut undead are non-living, being essentially battery-powered corpses. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target degenerates, appearing to age rapidly, taking the Effect Test in damage to its Barrier Rating or equivalent, Physical Defense, and Physical Armor each round that the spell is in effect. The Effect Test is at +1 Step per extra success on the Spellcasting Test. This causes metals to oxidize, rusting and corroding; paper to become brittle and turn yellow; leather to stiffen, dry out, crack, and fall apart; and so forth. All of the materials of the target object are affected in an appropriate fashion.

Explosion

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: 50 yards
Duration: Instant
Effect: Rank + WIL
Strain: 5+Rank

This spell causes a damaging blast at the target point. The magician makes a Spellcasting Test against the highest Mystic Defense in the area of effect. If successful, the detonation occurs at the specified point within the spell's Range. Make an Effect Test for the damage done, at +1 Step per extra success scored on the Spellcasting Test. This damage drops by half every ten feet, and has no effect beyond thirty feet. Physical armor protects against this damage. The most common Known As Variant of this spell is the Fireball, which adds secondary fire damage and increases the Strain.

Extract Element

Tier: Journeyman
Casting Difficulty: Special (see text)
Casting Time: 3 rounds
Range: Rank yards
Duration: 1 round
Effect: Special (see text)
Strain: 4 + 2 per success

This spell compresses and extracts the essence of a Gathered element (see the Gather Element spell). The magician makes a

Spellcasting Test against the Target Number for the element involved, as determined by the following table, with the Target Number increased by +1 per success on the prior Gather Element Spellcasting Test.

Extract Element Target Numbers

Element	TN
Earth	8
Water	10
Air	12
Fire	14

One kernel of True element is produced per success on the Spellcasting Test, with a maximum equal to the number of successes on the Gather Element Spellcasting Test. Thus, if the previous Gather Element spell resulted in 2 successes, the Extract Element spell can only produce a maximum of 2 kernels of True element, even if its Spellcasting Test achieves 3 successes. The spell maintains control over the True element kernels long enough for them to be put into containers. The magician is encouraged to have such containers ready and waiting before casting this spell.

Fix

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank hours
Effect: Rank + WIL
Strain: 6

This spell repairs damage to objects by restoring Barrier Rating. The magician makes a Spellcasting Test against the Mystic Defense of the item to be repaired. If successful, the magician makes an Effect Test to determine how many points of Barrier Rating are restored. Extra successes increase the Effect Step by +1 each. On a Rule of One result, the magician does their Rank in additional damage to the object. Restrictions as to the type of object will reduce Strain. For example, the Known As Variant Mend restricts the spell to textiles, and reduces the Strain to 4.

Fly

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch (up to Rank targets)
Duration: Rank + 15 minutes
Effect: Special
Strain: 9 + 1 per target

This spell grants the power of flight. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the target gains the ability to fly. Make an Effect Test for the Movement Rate.

Freeze Area

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank yards
Duration: Instant
Effect: Rank + WIL
Strain: 10

This spell rapidly lowers the temperature of the target area, and may include wind and ice effects. The magician makes a Spellcasting Test against the highest Mystic Defense in the area. If successful, the temperature in the area of effect drops immediately to below freezing. Make an Effect Test for the freezing damage suffered by everything within the effect area. Physical armor does not protect against this damage.

Gather Element

Tier: Novice
Casting Difficulty: Special (see text)
Casting Time: 1 round
Range: Rank yards (including vertically)
Duration: Rank rounds
Effect: Special
Strain: 4

This spell pulls together the specified element from within the spell effect's Range. The magician makes a Spellcasting Test against a Target Number as determined by the element desired from the table below. The percentage of the available element gathered depends on

the number of successes. Note that Earth will remain in place once gathered, but water, fire, and air must have Control Element or Move Element immediately cast to retain them.

Gather Element Target Numbers

Element	TN
Earth	6
Water	8
Air	10
Fire	12

The gathered element moves to a space within the Range designated by the magician. How much space it takes up depends on the volume of the available element. Note that air is compressible, and that fire will reduce to sparks when deprived of fuel.

Geas

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 5 rounds
Range: Touch
Duration: Rank weeks
Effect: Rank + WIL
Strain: 10 + TMD

This spell places a compulsion on the target, either restricting their behavior or forcing a specific response to a specific trigger. The classic implementation of this enforces employee loyalty to the firm, known as the "Good Boy Geas". This spell only works on humans and their variants, Saurids, and other intelligent races. The magician makes a Spellcasting Test against the target's Mystic Defense. Two successes are required. If successful, the magician places one condition on the target's behavior, which must be simply stated, constrained to specifics, and not vaguely worded. The compelled behavior must be achievable by the target. For example, the magician could compel the target to bring her the left ear of every Samsut soldier that he kills, but not the left ear of every Samsut, as the target population would be impossibly large. The magician makes an Effect Test. This becomes the Target Number for resisting the geas. If the target tries to resist the compulsion, they must make a Willpower Test against the Effect result. On a failure, the target takes a Wound's worth of damage, opening a bleeding wound, and must obey the compulsion. On one success, the target takes two points of Strain and must obey the compulsion. On two successes, the target takes a Wound's worth of Strain and may ignore the compulsion. On three or more successes, the target takes three points of Strain, and may ignore the compulsion. This Test must be made every time that the compulsion triggers and the target tries to resist it. The Duration may be extended to a year and a day by spending the magician's Wound Threshold in Karma. Rumors exist of blood magic and other dire techniques that can make a geas permanent.

Grant Skill

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: 10 yards
Duration: Rank rounds
Effect: Special
Strain: 9 + target count

This spell attempts to imbue the target with a Skill they do not know on their own. The magician must know the Skill being granted, or have someone present who knows the Skill who is willing to lend it. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If the Skill is being donated, the magician must make a second Spellcasting Test against the donor's Mystic Defense. If the Spellcasting Test or Tests are successful, the Skill is granted to the target at the Rank at which it is known by the magician or the donor for the Duration of the spell. Extra successes extend the Duration of the spell by one round per success. The magician or donor may continue to use the Skill themselves while the knowledge of it is granted.

Heal

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Instant
Effect: WIL + Rank
Strain: 6

This spell only affects creatures and people with at least one point of their Death Rating remaining. Inanimate objects and creatures or people whose Death Rating has been reduced to zero or less are not affected. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the magician makes an Effect Test to determine how many points of damage are restored. If extra successes are scored in the Spellcasting Test, the magician may use them to gain a +1 Step bonus to the Effect Test per success, or may trade two successes to heal one Wound. This means that the magician must score three successes to heal a Wound, as the first success empowers the spell, and two more successes are required for the Wound. On a Rule of One result, the magician takes their own Spellcasting Rank in damage. Priests casting this spell gain +1 Step to the Effect Test, and reduce the Strain by 2 points.

Hide Object

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank x 5 minutes
Effect: Rank + WIL
Strain: 7

This spell renders an object invisible. The effect can only be applied to non-living items. The magician makes a Spellcasting Test against the object's Mystic Defense. If successful, the object is hidden from ordinary sight. Extra successes may be used to hide it from enhanced vision, such as Heat Sight, requiring two successes for each mode. Extra successes may also be added to the Effect Test as +1 Step bonuses. Make an Effect Test to determine the Target Number for seeing through the invisibility. Note that the object is not hidden from non-visual senses, so that it can still be felt, heard, and smelled. Hiding a running steam engine would be pointless, as the stink of burning coke and hot metal, and the hiss and clank of operation, would be readily detectable. The magician may hide an object of up to their Rank times their own size. On a Rule of One result, the object briefly glows, then appears blurred to the magician for ten minutes.

Ignite

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: 2 yards
Duration: 1 round
Effect: Special
Strain: 2

This spell sets a flammable object on fire. The magician makes a Spellcasting Test against the higher of the object's or its bearer / wearer's Mystic Defense. If successful, a small jet of flame hovers over the target and sets it alight. If clothes are ignited, the fire inflicts Step 4/D6 damage during the first round, reduced by –1 Step per round until the fire goes out (after three more rounds) or is extinguished. The spell may only be cast on small flammable objects, such as torches, wooden furniture, and clothing.

Illusion (Mental)

Tier: Novice
Casting Difficulty: TMD
Casting Time: 2 rounds
Range: Rank x 10 yards, Rank targets
Duration: Rank x 2 rounds
Effect: WIL + Rank
Strain: 5 + target count

This spell convinces a person or group of people of the existence of a thing that has no objective reality. This spell only affects intelligent living beings. Animals and spirits are not affected by mental illusions. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add +1 to the Target Number for each additional person. If successful, the magician builds a scene

in the target's mind. The action of this scene is limited to a number of rounds equal to the magician's Rank. The scene may involve no more persons, objects, or sensory impressions than the magician's Rank. Extra successes on the Spellcasting Test add one round and one sensory impression per success. As an example, if the magician wishes the target to see an apple, be able to pick it up and feel it, bite it and be able to taste it, that requires four impressions: one for the visual presence of the apple, one for touch, and one each for taste and smell, as both of those must be covered for the apple to taste right. If the magician wishes the target to see a foundering ship and hear cries of distress from it, that requires two impressions. Once the illusion is defined, the magician makes an Effect Test for its believability. If the target doubts the evidence of their senses, they may make a Willpower Test against the magician's Effect Test result. On one success, they realize that they are experiencing an illusion, but still perceive it. On two or more successes, the target dismisses the illusion from their mind. On a Rule of One result in the Spellcasting Test, the magician is Harried by an intense headache for the Duration of the spell.

Illusion (Physical)

Tier: Initiate
Casting Difficulty: 8
Casting Time: 2 rounds
Range: 10x Rank yards
Duration: 3 x Rank rounds
Effect: Special
Strain: 3

This spell shapes light into a vision that everyone in the area can see. The magician makes a Spellcasting Test against a Target Number of 8. If successful, the illusion is created, and may have up to the magician's Rank in components. Each static figure or moving part counts as a component, so the image of a man sitting at a table, occasionally drinking from a tankard, would have three components: the man in the chair, his arm holding the tankard, and the table. Extra successes allow one more component each. The magician makes an Effect Test against a Target Number of 6 for the level of detail and realism of the illusion. On one success, the illusion is obviously an artwork and sketchy on detail. On two successes, the illusion might be convincing if no one looks too closely. On three or more successes, anyone viewing the illusion must make a Perception Test against the magician's Effect Test result to detect that it is in fact an illusion and not a real scene. Attempting to touch the illusion immediately reveals it as such, as the illusion has no solid presence. Illusions produced with this spell are silent. Each component may be no larger than the average human. To produce the illusion of larger objects, multiple components must be grouped. The movements of the illusion can run no longer than the magician's Rank in rounds, after which the motion either repeats or halts, at the choice of the magician.

Improve Attitude

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank feet
Duration: Rank rounds
Effect: Special
Strain: 3 + 1 per success on the Spellcasting Test

The target's Attitude toward the magician, the magician's party, or some other person or group is temporarily adjusted. See **Gamemaster Character Attitudes** in the ***1879 Gamemaster's Guide*** for information on Attitudes. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's Attitude improves by one degree per success. For example, if the magician scores two successes, the customs agent's Attitude could be improved from Unfriendly to Friendly, greatly enhancing the chances of getting the cargo through without it being fully inspected. The target may make a Perception Test against the magician's Spellcasting Test result to detect the influence. How the target reacts if they realize the magician is influencing their Attitude must be decided by the Gamemaster.

Improve Attribute

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank rounds
Effect: Special
Strain: 5+1 per success on the Spellcasting Test

The target's specified Attribute Step receives a temporary boost. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's Attribute Step gains a +1 Step bonus per success for the Duration of the spell. On a Rule of One result, the target takes a -1 Step penalty to their Attribute Step for the Duration of the spell. Restricting this spell to a specific Attribute reduces the Strain by 2. Thus, "Improve Strength" would have a Strain of 3 + 1 per success.

Improve Damage

Tier: Novice
Casting Difficulty: TMD+DR
Casting Time: 1 round
Range: Touch
Duration: Rank rounds
Effect: Special
Strain: 3+1 per success on the Spellcasting Test

The target weapon's Damage Step receives a temporary boost. This spell may only be cast on objects deliberately made to be weapons. The magician may attempt to enhance the Damage Step of a sword or pistol, but not the Damage Step of a chair leg wielded as a club. The magician makes a Spellcasting Test against the target's Mystic Defense plus its Damage Rating. If successful, the target's Damage Rating gains a bonus equal to the magician's Rank for the Duration of the spell. Extra successes add +1 Step each to the damage increase. On a Rule of One result, the target weapon takes a -1 Step penalty to its Damage Rating for the Duration of the spell. Restricting this spell to a specific type of weapon reduces the Strain by 1. Thus, "Improve Pistol Damage" would have a Strain of 2 + 1 per success.

Improve Defense Rating

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank rounds
Effect: Special
Strain: 3+1 per success on the Spellcasting Test

The target's specified Defense Rating receives a temporary boost. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's specified Defense Rating gains a +1 bonus per success for the Duration of the spell. On a Rule of One result, the target takes a -1 penalty to the specified Defense Rating for the Duration of the spell. Restricting this spell to a specific Defense Rating reduces the Strain by 1. Thus, "Improve Physical Defense" would have a Strain of 2+1 per success.

Improve Karma

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank rounds
Effect: Special
Strain: 5 + 1 per success on the Spellcasting Test

The target's Karma Step receives a temporary boost. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's Karma Step gains a +1 Step bonus per success for the Duration of the spell. On a Rule of One result, the target takes a -1 Step penalty to their Karma Step for the Duration of the spell.

Improve Movement

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: 5 yards, up to Rank targets
Duration: Rank minutes
Effect: Special
Strain: 4 + target count

This spell temporarily increases the target's Movement Rate. Only living creatures

are affected. Inanimate objects gain no benefit from this spell. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the target adds the magician's Rank to their Movement Rate for the Duration of the spell. The target does not suffer additional Fatigue for the extra distance covered (see **Fatigue and Injury** in the ***1879 Gamemaster's Guide***). On a Rule of One result, the target's Movement Rate is reduced by 1 point for the Duration of the spell.

Improve Sense

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank minutes
Effect: Special
Strain: 2

This spell temporarily increases the sensitivity of one of the target's senses, specified either in the version known or at the time of casting, or adds capability to the specified sense, at the choice of the magician if the generic version of the spell is known. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target gains a +1 Step bonus to Perception Tests made with the selected sense for the Duration of the spell. Alternatively, the magician may extend the capability of the sense. This requires a minimum of two successes on the Spellcasting Test. Possibilities include granting Low Light Vision or Heat Sight to races that do not naturally have such abilities. On a Rule of One result, the target's sense is temporarily impaired, taking a -1 Step penalty to Perception Tests made with that sense for the Duration of the spell. Restricting the spell to a specific sense or specific augmentation reduces the Strain by 1 point.

Improve Skill

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: 5 yards, up to Rank targets
Duration: Rank minutes
Effect: Special
Strain: 4 + target count

This spell temporarily increases the Step of one Skill known by the target. Only living creatures with Skills are affected. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the target adds the magician's Rank to the Step of the specified Skill for the Duration of the spell. On a Rule of One result, all targets take a -1 Step penalty to the specified Skill for the Duration. Restricting the version known to a specific Skill reduces the Strain by 2 points.

Invisibility

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch (maximum Rank targets)
Duration: Rank x 5 minutes
Effect: Rank + WIL
Strain: 5 + target count

This spell renders the magician and/or other persons or creatures undetectable to ordinary vision. To make a nonliving object invisible, see the Hide Object spell. The magician makes a Spellcasting Test against their base Mystic Defense, or against the Mystic Defense of the target. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the targets are concealed from sight. Make an Effect Test, and use its result as the Target Number for Perception Tests to spot the invisible people or creatures. Extra successes can be spent to hide the targets from Heat Sight or other enhanced vision. Note that this spell does not render the targets silent or immaterial, so they can still be heard and felt, and will still leave

footprints. The effect extends to clothing and personal gear within the target's Strength limit. Anything added once the spell has taken effect is not affected, so a thrown bucket of paint will reveal the target. This has become known in certain circles, and the security forces at large manufacturing facilities will sometimes carry a spray gun similar to a Chinese dragon, loaded with paint and with no flame source.

Invisible Hand

Tier: Novice
Casting Difficulty: 6
Casting Time: 1 round
Range: Rank yards
Duration: Rank rounds
Effect: Special
Strain: 2

This spell allows a limited form of telekinesis. The magician makes a Spellcasting (6) Test. If successful, the magician gains the ability to move and manipulate objects as if using a third hand. This telekinetic effect is limited in its actions to what can be done with one hand. Its reach is the magician's Spellcasting Rank in yards. The hand has the magician's Strength and Dexterity. The invisible hand is only usable within line of sight. The magician may use any Skill with the invisible hand that they could use with their own physical hand.

Levitate

Tier: Novice
Casting Difficulty: TMD
Casting Time: 2 rounds
Range: Rank x 10 yards
Duration: Rank x 10 minutes
Effect: Special
Strain: 3 + Rank

This spell moves objects or characters vertically up or down on an invisible 2-yard radius platform of force. The magician makes a Spellcasting Test against the highest Mystic Defense among all characters or objects in the area of effect. If successful, a platform is created which lifts those on it up or down by the magician at 4 yards per round to a maximum height equal to the spell's range. A single spell supports 200 times the magician's Rank in pounds of weight. The magician may "bootstrap" Levitate spells for improved effect. This may consist of casting another spell on an existing platform to increase the combined weight that the spell can support, or casting another Levitate spell (or spells) atop previous ones to move even higher. Bootstrapped spells must be managed carefully. As soon as any lower-altitude Levitate spell ends, all higher-altitude Levitate spells also fail. Characters and objects on top of a platform when it fails suffer Falling damage (see the ***1879 Gamemaster's Guide***) based on the height they fall from. Moving the platform up requires the magician's concentration, regardless of how many "bootstrapped" spells are currently in effect. If the magician loses concentration, the platform automatically descends to the ground at 4 yards per round. The magician must make another Spellcasting Test if the number of characters or objects on a platform increases, such as if another character jumps onto it. If the Spellcasting Test fails, the spell ends and all effects stop.

Light

Tier: Initiate
Casting Difficulty: 6
Casting Time: 1 round
Range: Self
Duration: Rank x 10 minutes
Effect: Special
Strain: 2

This spell conjures a light source that stays with the magician. For a light source that remains in one place, see Light Area. The magician makes a Spellcasting Test against a Target Number of 6. If successful, the magician creates a light source of the brightness of a lantern that stays within arm's reach. On a Rule of One result, the magician creates a bright flash, dazzling everyone within a ten foot radius and leaving them at -2 Steps to all vision-based Tests for 5 minutes.

Light Area

Tier: Initiate
Casting Difficulty: 6
Casting Time: 1 round
Range: Self
Duration: Rank x 10 minutes
Effect: Special
Strain: 2

This spell conjures a light source that stays at the location at which it was conjured. For a portable light source, see Light. The magician makes a Spellcasting Test against a Target Number of 6. If successful, the magician creates a light source of the brightness of a lantern. On a Rule of One result, the magician creates a bright flash, dazzling everyone within a ten foot radius and leaving them at -2 Steps to all vision-based Tests for 5 minutes.

Lock

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank x 10 hours
Effect: WIL + Rank
Strain: 1 + Rank

This spell secures closure of doors, lids, and so forth, both by activating the mechanical means of securing and by enhancing the Lock Rating. This spell does not work on closures that have no lock, bolt, or other mechanical means of holding the thing shut. The magician closes the thing to be secured, if it is not already closed, and makes a Spellcasting Test against the target object's Mystic Defense. Use either the lock's Mystic Defense or that of the container or door, whichever is higher. If successful, the lock activates, regardless of whether or not the magician can see it at the time. (Locks on the far side of a door or inside a chest are activated and secure themselves through contact with the target object, which is being touched by the magician.) Make an Effect Test, at +1 Step per extra success from the Spellcasting Test. Add the result to the target's Lock Rating, to make opening the lock more difficult. Add the Effect Test result to the Target Number of any other attempt to unfasten the device or mechanism that secures the opening, for example to the Target Number of a Strength Test to push back a bolt securing a door. When the Duration expires, the Effect Test result ceases to apply, but the physical closure remains. The lock reverts to its normal Lock Rating, but remains secured.

Move Element

Tier: Novice
Casting Difficulty: Special (see text)
Casting Time: 1 round
Range: Rank x 10 yards
Duration: Rank rounds
Effect: Special
Strain: 5

This spell allows the magician to relocate an element from one place to another within the Range of the spell. The magician makes a Spellcasting Test against a Target Number as determined by the element desired from the table below. If successful, the magician may relocate a volume of the specified element equal to their own body mass times their Rank from any point within the Range of the spell to any other point within the Range of the spell, providing the magician has line of sight to both locations.

Move Element Target Numbers

Element	TN
Earth	6
Water	8
Air	10
Fire	12

Pass Through Barrier

Tier: Journeyman
Casting Difficulty: TMD + Barrier Rating
Casting Time: 2 rounds
Range: Touch
Duration: Rank x 2 rounds
Effect: Special
Strain: 4 + Barrier Rating

This spell allows the magician and up to the magician's Rank in additional people and/or animals to step through a temporary doorway created through a physical obstacle.

The magician makes a Spellcasting Test against the combined Mystic Defense and Barrier Rating of the obstacle. If successful, a one-way gateway opens through the obstacle, allowing passage from the magician's side but not from the other. The obstacle cannot have a thickness of more than the magician's Rank in feet. There must be enough space on the far side for those passing through to fit. If there is not enough open space on the far side, the gateway will not allow passage. When the last allowed person and/or creature passes through, or the Duration expires, the gateway closes, leaving no trace of its existence other than an astral disturbance. Any person or creature attempting to pass through as the gateway closes is returned to their point of origin unharmed. This spell's Duration cannot be renewed.

Pass Through Shadows

Tier: Journeyman
Casting Difficulty: TMD + 6
Casting Time: 2 rounds
Range: Rank x 10 yards
Duration: Rank x 2 rounds
Effect: Special
Strain: 4 + Rank

This spell links two shadows, creating a temporary passageway between them that ignores all physical barriers intervening. The end points of the passage must be within the Range of the spell. The magician makes a Spellcasting Test against the Mystic Defense of any barriers between the two shadows, plus 6. If successful, a temporary gateway opens, allowing passage from the magician's location to the far location, but not the other direction. The magician and a number of people and/or animals up to the magician's Rank may pass through. When the last allowable person or animal passes the gateway, or the Duration expires, the gateway closes. If the shadow at either end vanishes, for example because a bright light is shone on the area, the gateway closes and the spell effect ends. Anyone in transit when the gateway closes is sent back to the starting point, unharmed. This spell cannot have its Duration extended.

Plant Growth

Tier: Initiate
Casting Difficulty: 8
Casting Time: 1 round
Range: 2 yard radius from magician
Duration: Permanent
Effect: Special
Strain: 3

This spell makes plants grow faster. The magician makes a Spellcasting Test against an 8 or the Mystic Defense of the targeted plants, whichever is higher. If successful, plants in the area of effect experience the equivalent of one week's growth over the remainder of the round. After the spell ends, their growth rate returns to normal, but the plants do not revert to their previous size.

Possess Animal

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank hours
Effect: Rank + WIL
Strain: 2 + TMD

This spell moves the magician's spirit into the body of an animal. The magician touches the target animal and makes a Spellcasting Test against the animal's Mystic Defense. If successful, the magician's spirit takes possession of the animal's body. The magician controls the animal's body for a number of hours equal to their Spellcasting Rank or until animal and magician touch again with the intent of ending the spell, whichever comes first. The magician's body slumps into a coma-like state. The magician retains their own intellect while in the animal's body, but cannot perform any actions that the animal is normally incapable of, such as speaking. The magician makes an Effect Test to determine the strength of the possession. An unwilling animal may attempt to resist the spell effect at the time of possession by making a Willpower Test against the Effect Test result. If successful, the animal prevents the possession from occurring. If the Willpower Test fails, the magician's spirit enters the animal's body, and the animal may take no further actions until

the possession ends. When the Duration ends, the magician's spirit returns to their own body regardless of distance. If the animal body is killed while this spell is in effect, the possession ends immediately, and the magician suffers any damage dealt to the host animal. No armor protects against this damage including base Mystic Armor.

Possess Person

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 2 rounds
Range: Rank yards, line of sight
Duration: Rank hours
Effect: Rank + WIL
Strain: 4 + TMD

This spell moves the magician's spirit into the body of a person. The magician focuses their sight (or Astral Sight) and mind on the target person and makes a Spellcasting Test against the person's Mystic Defense. If successful, the magician's spirit takes possession of the target's body. The magician controls the person's body for a number of hours equal to their Spellcasting Rank or until the target and magician touch with the intent of ending the spell, whichever comes first. Unlike Control Person, this spell does not require the target to remain within sight or a specific range of the magician for the Duration. The magician's body slumps into a coma-like state. The magician retains their own intellect while in the person's body, and does not gain access to the person's Skills or memory. The magician makes an Effect Test to determine the strength of the possession. An unwilling target may attempt to resist the spell effect at the time of possession by making a Willpower Test against the Effect Test result. If successful, the target prevents the possession from occurring. If the Willpower Test fails, the magician's spirit enters the person's body, and the target may take no further actions until the possession ends unless damaged. Each time the target body takes one or more points of Physical or Stun damage, the target may make another Willpower Test to end the possession. When the Duration ends, the magician's spirit returns to their own body regardless of distance. If the target person is killed while this spell is in effect, the possession ends immediately, and the magician suffers any damage dealt to the host. No armor protects against this damage.

Pull

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank x 2 yards
Duration: Instant
Effect: Rank + WIL
Strain: 4

This spell allows the magician to move an object or person toward themselves. The magician makes a Spellcasting Test against the object or person's Mystic Defense. If successful, the magician makes an Effect Test, at +1 Step per extra success on the Spellcasting Test. The result is the Strength of the spell effect, which is then pitted against the Strength of the person (if resisting) or the weight of the object or person (if not resisting) to move the object or person toward the magician. The target must be a discrete object or individual person. Attempting to Pull one wheel of a wagon, or a person's leg, automatically fails. Pulling a door will work, as the door is not an integral part of the wall into which it is set.

Marcel Deschamps wishes to haul a cultist out from behind those packing crates and close enough for Emil to skewer the cultist on his rapier. Marcel makes a Spellcasting Test against the cultist's Mystic Defense, and scores two successes. Marcel makes an Effect Test at +1 Step and rolls an 8. The cultist has a Strength Step of 7. Marcel and the cultist make an opposed Strength Test, with Marcel achieving an 8 and the cultist a 2. The surprised cultist finds himself yanked out from behind the crates and right into the point of Emil's rapier.

Marcel then turns his attention to another cultist, and attempts to Pull a packing crate over on the woman. He makes a Spellcasting Test against the packing crate, no great difficulty when its

Mystic Defense is 2, and scores 3 successes. Marcel makes an Effect Test at +2 Steps, then makes a Strength Test using the result of 12. Given that a Strength Step of 12 would allow one to carry 600 pounds and lift 1200, Marcel brings the crate crashing down and puts an end to the cultist.

Push

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank x 2 yards
Duration: Instant
Effect: Rank + WIL
Strain: 4

This spell allows the magician to move an object or person away from themselves. The magician makes a Spellcasting Test against the object or person's Mystic Defense. If successful, the magician makes an Effect Test, at +1 Step per extra success on the Spellcasting Test. The result is the Strength of the spell effect, which is then pitted against the Strength of the person (if resisting) or the weight of the object or person (if not resisting) to move the object or person away from the magician. The target must be within the Range of the spell when the spell is cast, but may end up outside the Range when its movement is completed.

Read Memories

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 minute
Range: Touch
Duration: 1 minute
Effect: Rank + WIL
Strain: 3 + TMD

This spell allows the magician to delve into the memories of the target person in search of specific information. The magician makes a Spellcasting Test against the target's Mystic Defense. If it succeeds, the magician makes an Effect Test against the target's Willpower Step, at +1 Step per extra success on the Spellcasting Test. On one success, the magician finds a single memory related to the search, and experiences it briefly. On two successes, the magician experiences the target's memories that supply context to the search. On three or more successes, the magician experiences all of the target's memories applicable to the search. These memories flood the magician's mind in a single minute. The Gamemaster should describe the memories quickly, and not repeat any description of them. If the target actively tries to resist the memory search, the magician makes an Effect Test (at no bonus) and the target makes a Willpower Test. If the target's Test result is higher than the magician's, the memory search is blocked. Otherwise, the spell effect proceeds as normal.

Read Object

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank rounds
Effect: WIL + Rank
Strain: 6

The magician attempts to see details of events in the target object's past. The magician makes a Spellcasting Test against the object's Mystic Defense. If successful, the magician makes an Effect Test against the object's Mystic Defense, at a bonus of +1 Step per extra success scored on the Spellcasting Test. For each success on the Effect Test, the magician experiences some part of a significant event from the object's past. More recent events are easier to see than older ones. The stronger the emotional impact of the event, the more of an impression it leaves. The visions are always fragmentary, and may include all of the senses, not just sight. For example, reading a murder weapon may cause the magician to feel the pain the victim suffered, although no actual damage is taken. The Gamemaster must decide what information to reveal for each use of this spell. Repeat castings by the same magician do not elicit new information. On a Rule of One result, the magician suffers blurred vision for ten minutes, taking a -3 Step penalty to all sight-related Tests and Actions.

Read Person

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank feet
Duration: Rank rounds
Effect: WIL + Rank
Strain: 3 + TMD

The magician attempts to see details of events in the target person's past. The magician makes a Spellcasting Test against the person's Mystic Defense. If successful, the magician makes an Effect Test against the person's Mystic Defense, at a bonus of +1 Step per extra success scored on the Spellcasting Test. For each success on the Effect Test, the magician experiences some part of a significant event from the person's past. More recent events are easier to see than older ones. The stronger the emotional impact of the event, the more of an impression it leaves. The visions are always fragmentary, and may include all of the senses, not just sight. For example, if the person was wounded in a battle, the magician will feel the pain the person suffered, although no actual damage is taken. The Gamemaster must decide what information to reveal for each use of this spell. If the Spellcasting Test scores two or more successes, the target person is not aware of the reading, unless the magician has made it obvious. How the target person reacts to being read depends upon the situation. Repeat castings by the same magician do not elicit new information. On a Rule of One result, the magician suffers blurred vision for ten minutes, taking a -3 Step penalty to all sight-related Tests and Actions.

Read Thoughts

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank feet
Duration: Rank rounds
Effect: Rank + WIL
Strain: 3

This spell allows the magician to read the target person's surface thoughts. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the magician makes an Effect Test against the person's Mystic Defense, at a bonus of +1 Step per extra success scored on the Spellcasting Test. On one success, the magician picks up the person's most recent thought. On two successes, the magician knows the subject about which the target is thinking, and can follow the train of thought for the Duration of the effect. On three or more successes, the magician knows the context of the thought process, and picks up any tangential thoughts or random ideas that spawn in the target's mind for the Duration of the effect. Memory associations and deeper thought processes cannot be followed with this spell. See **Read Memories** (pg.389).

Reduce Attitude

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank feet
Duration: Rank rounds
Effect: Special
Strain: 3+1 per success on the Spellcasting Test

The target's Attitude toward the magician, the magician's party, or some other person or group is temporarily adjusted. See **Gamemaster Character Attitudes** in the ***1879 Gamemaster's Guide*** for information on Attitudes. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's Attitude declines by one degree per success. For example, if the magician scores two successes, the target's Attitude toward their employer could be shifted from Loyal to Neutral, greatly improving the magician's chance of bribing the target to act against the firm's interests. The target may make a Perception Test against the magician's Spellcasting Test result to detect the influence. How the target reacts if they realize the magician is influencing their Attitude must be decided by the Gamemaster.

Reduce Attribute

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank yards
Duration: Rank rounds
Effect: Special
Strain: 5 + 1 per success

The spell interferes with the target's specified Attribute Step. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target takes a -1 Step penalty to the specified Attribute Step per success for the Duration of the spell. On a Rule of One result, the target gains a +1 Step bonus to the specified Attribute Step for the Duration of the spell. Restricting the known version of this spell to a specific Attribute reduces the Strain by 1. Thus, "Reduce Strength" would have a Strain of 4 + 1 per success.

Reduce Damage

Tier: Novice
Casting Difficulty: TMD+DR
Casting Time: 1 round
Range: Rank yards, 1 weapon only
Duration: Rank rounds
Effect: Special
Strain: 3 + 1 per success on the Spellcasting Test

The target weapon's Damage Step receives a temporary penalty. This spell may only be cast on objects deliberately made to be weapons. The magician may attempt to reduce the Damage Step of a sword or pistol, but not the Damage Step of a chair leg wielded as a club. The magician makes a Spellcasting Test against the target's Mystic Defense plus its Damage Rating. If successful, the target's Damage Rating takes a penalty equal to the magician's Rank for the Duration of the spell. Extra successes add -1 Step each to the damage decrease. On a Rule of One result, the target weapon gains a +1 Step bonus to its Damage Rating for the Duration of the spell. Restricting this spell to a specific type of weapon reduces the Strain by 1. Thus, "Reduce Pistol Damage" would have a Strain of 2 + 1 per success.

Reduce Defense Rating

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank yards, 1 target only
Duration: Rank rounds
Effect: Special
Strain: 3 + 1 per success on the Spellcasting Test

The target's specified Defense Rating receives a temporary penalty. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's specified Defense Rating takes a -1 penalty per success for the Duration of the spell. On a Rule of One result, the target gains a +1 bonus to the specified Defense Rating for the Duration of the spell. Restricting this spell to a specific Defense Rating reduces the Strain by 1. Thus, "Reduce Physical Defense" would have a Strain of 2 + 1 per success.

Reduce Karma

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank yards
Duration: Rank rounds
Effect: Special
Strain: 5 + 1 per success

The spell interferes with the target's Karma Step. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target takes a -1 Step penalty to their Karma Step per success for the Duration of the spell. On a Rule of One result, the target gains a +1 Step bonus to their Karma Step for the Duration of the spell.

Reduce Movement

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: 10 yards, up to Rank targets
Duration: Rank minutes
Effect: Special
Strain: 4 + target count

This spell slows the target's ability to cover distance. This spell only affects living

creatures. Inanimate objects are not affected by this spell. The magician makes a Spellcasting Test against the target's Mystic Defense. If a group is targeted, use the highest Mystic Defense in the group and add +1 to the Target Number for each additional target. If successful, the target's Movement Rate is reduced by 1 for each success. On a Rule of One result, the magician's own Movement Rate is reduced by 1 for the Duration.

Reduce Sense

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank rounds
Effect: Special
Strain: 2

This spell interferes with the function of one of the target's senses, specified at the time of casting or in the version known. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target takes a -1 Step penalty per success to all Perception Tests involving the specified sense for the Duration of the spell. The magician may instead choose to shut off an aspect of the sense, for example denying an elf the benefit of Low Light Vision, or blocking the scent of pepper from a human's nose. This requires two successes. On a Rule of One result, the target gains a +1 Step bonus to all Tests with the specified sense for the Duration of the spell.

Reduce Skill

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: 5 yards, up to Rank targets
Duration: Rank minutes
Effect: Special
Strain: 4 + target count

This spell temporarily decreases the Step of one Skill known by the target. Only living creatures with Skills are affected. Inanimate objects take no penalty from this spell. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the target takes a penalty of the magician's Rank to the Step of the specified Skill for the Duration of the spell. On a Rule of One result, all targets gain a +1 Step bonus to the specified Skill for the Duration. Restricting the version known to a specific Skill reduces the Strain by 2 points.

Remote Operation

Tier: Initiate
Casting Difficulty: 6
Casting Time: 1 round
Range: Rank yards
Duration: Rank minutes
Effect: WIL + Rank
Strain: 2

This spell allows turning electrical or Weird Science devices on or off, and control of active devices, by direct manipulation of the circuits and energy flows. The magician must understand how the device operates and is constructed. A Natural Philosophy, Craft Device, or other similar Skill Test may be required at the Gamemaster's discretion. The magician makes a Spellcasting Test against a Target Number of 6. If successful, the magician may then make an Effect Test against the device's Mystic Defense to operate the device. If the Effect Test is successful, the device works as the magician desires. If the Effect Test fails, the device may work in a random fashion or not at all, as the Gamemaster determines. On a Rule of One result, the magician does their Rank in damage to the device.

Replicate Food

Tier: Novice
Casting Difficulty: 6
Casting Time: 1 round
Range: 24 yards
Duration: Rank + 1 hours
Effect: Rank + WIL
Strain: 3 + Rank

This spell multiplies existing foodstuffs. One average meal's worth of edible food is required as source material. The magician makes a Spellcasting Test against a Target Number

of 6. If successful, make an Effect Test to determine the number of copies of the original food produced. Copies are exact duplicates of the original, including temperature, degree of edibility, and any contamination present. Uneaten meals vanish when the spell ends.

Replicate Item

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank hours
Effect: Special
Strain: 2 + Rank

This spell creates temporary copies of small objects. The magician makes a Spellcasting Test against the Mystic Defense of the source object. See the table below for the mass of the object that can be duplicated according to the magician's Tier. The duplicate has all of the ordinary physical properties of the original. Replicating an enchanted object, such as a talisman or a Weird Science device, does not replicate the enchantment. Living creatures cannot be replicated with this spell.

Replication Item Size Table

Mage Tier	Size of Source Object
Novice	Rank ounces
Journeyman	Rank pounds
Warden	Rank x 5 pounds
Master	Rank x 20 pounds

Each use of the spell makes one copy of the source object. This spell will not work on collections of objects. It is possible to replicate a leather pouch, or to replicate a sovereign. It is not possible to replicate a leather pouch full of sovereigns. It should be noted that existing British law makes it an offense to purchase or attempt to purchase any legal good or service with any form of false instrument, which includes forged bank draughts, forged five-pound notes, and faery gold. In the criminal underworld, deals involving large amounts of money tend to have a 24 hour waiting period. Not that we don't trust you, but we'd like to see if the money is still there tomorrow.

Resist Temperature

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch (up to Rank targets)
Duration: Rank x 10 minutes
Effect: WIL + Rank
Strain: 3 + 1 per target after the first

This spell offsets damage from extremes of temperature. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, a protection is laid on the target. Whenever the target is exposed to heat or cold sufficient to cause damage, make an Effect Test, at +1 Step per extra success from the Spellcasting Test. The result is the number of points of temperature damage offset. Thus, if the target would have taken 12 points of fire damage, but the Effect Test result was 11, the target only takes 1 point of fire damage.

Reveal Object

Tier: Novice
Casting Difficulty: Effect Test result of Hide Object
Casting Time: 1 round
Range: 50 yards
Duration: Instant
Effect: Special
Strain: 7

This spell detects the use of the Hide Object spell in an area. The magician makes a Spellcasting Test, and compares it to the Effect Test result of all Hide Object spells active in the specified target area. If the Spellcasting Test result exceeds the Effect Test result, the hidden object is surrounded by a glowing aura, dispelling the effect of the Hide Object spell for those present. The Hide Object spell is not dispelled in general, so anyone arriving after the Reveal Object has been cast would still need to make Tests to see through it.

Sanctify

Tier: Initiate
Casting Difficulty: Area's Mystic Defense plus its Astral condition (see text)
Casting Time: 5 rounds
Range: Rank x 10 yards
Duration: Rank x 10 hours
Effect: Special
Strain: 1 + Casting Difficulty

Available only to Priests and Shamans. This spell reduces astral turbulence, and clears away the damage done by violence or corrupting actions or entities. The priest makes a Spellcasting Test against the Mystic Defense of the area, adding the condition of astral space according to the following chart:

Sanctify TN Increase Table

Astral Condition	Target Number Increase
Safe	N/A
Open	+1
Tainted	+3
Corrupted	+5

If the Spellcasting Test is successful, the Astral Condition of the area is reduced by one level, for example from Corrupted to Tainted. Whether the condition reverts to its previous state when the Duration expires depends on the surrounding area and what has been done during the spell's effect.

The effect can be made permanent by spending Karma equal to the Casting Difficulty, and taking an additional Wound's worth of Strain. Doing this increases the Casting Time from 5 rounds to 15 minutes, and requires proper ceremonial vestments and tools appropriate to the Faith of the priest. The area has its Mystic Defense raised by half the Karma spent, rounding down, enabling it to resist future corruption and securing it against further magical interference.

Seal

Tier: Novice
Casting Difficulty: TMD
Casting Time: 2 rounds
Range: Touch
Duration: Rank x 10 hours
Effect: Rank + WIL
Strain: 2 + TMD

This spell secures the closure of a door, lid, or other object without regard to whether the target has a lock or other mechanical means of closure. The magician closes the target, if it is not already closed, then makes a Spellcasting Test against its Mystic Defense. If successful, the target is sealed against opening. Make an Effect Test. Add the result to the target's Barrier Rating and Physical Defense to protect it from being forced open.

See the Future

Tier: Novice
Casting Difficulty: 11
Casting Time: 1 round
Range: Self
Duration: Rank minutes
Effect: Rank + WIL
Strain: 5

This spell looks ahead to see what might happen. The magician makes a Spellcasting Test against a Target Number of 11. One possible future is seen for each success. The magician makes an Effect Test in lieu of a Perception Test to determine the level of detail seen. The conditions for the possible futures must be specified during casting, and must include at least one possible branching point. For example, the magician could try to see the possible futures based on whether or not they board an airship, or take the train instead to reach their destination. As with all such information gathering spells, the Gamemaster determines what is actually learned. This spell cannot have its Duration extended.

See the Past

Tier: Novice
Casting Difficulty: Location's Mystic Defense
Casting Time: 1 round
Range: Self
Duration: Rank minutes
Effect: Rank + WIL
Strain: 5

This spell allows the magician to look back in time to see what previously happened at their current location. The magician makes a Spellcasting Test against the Mystic Defense of their current location. On one success, they may see back a number of hours equal to their Rank; on two successes, days; on three successes, months; and on four or more successes, years. The magician experiences the events as if they were actually present, but take no damage from anything violent that transpired. They see events for a number of minutes equal to their Rank. An Effect Test substitutes for a Perception Test in regard to the level of detail noticed. Exactly what is seen is determined by the Gamemaster within the bounds of the spell's effect. On a Rule of One result, the magician sees a flurry of fragmented and blurry visions, with no useful details, and is then at -2 Steps to all Perception and Willpower Tests, and Tests based on these Attributes, for ten minutes. This spell cannot have its Duration extended.

Send Message

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank x 10 miles
Duration: Rank hours or until the message is delivered
Effect: Special
Strain: 2

This spell relays a brief message from the magician to the target. The magician makes a Spellcasting Test against the intended recipient's Mystic Defense. If successful, the magician conjures a Force 1 tasked spirit. The magician may dictate a message of up to 50 words to the spirit, which will then travel to the target and repeat the message in the magician's voice. The magician must have seen the target in person within the last seven days. The tasked spirit is dismissed automatically when it delivers the message. If the target is within range but cannot be reached, for example being inside a warded building, the spirit will wait for the target to become available until either the spell's Duration expires or the message is delivered. This spell cannot have its Duration extended.

Set Ward

Tier: Initiate
Casting Difficulty: Special (see text)
Casting Time: 5 rounds
Range: Rank x 10 square yards
Duration: Special (see text)
Effect: Rank + WIL
Strain: 2 + Rank

This spell creates a passive detection and protective effect over an area. The magician makes a Spellcasting Test against the highest Mystic Defense in the area, with TN modifications according to the table depending on the type of ward being set. If successful, the ward is set. Yes, it is possible to ward a room against mice.

Ward Spellcasting Target Number by Type Table

Ward Type	Spell TN
vs Earth	6
vs Water	8
vs Air	10
vs Fire	12
vs non-damaging spell effects	8
vs damaging spell effects	11
vs a specific spell	-2
vs a type of creature	Average MD of species

Duration of a ward depends on the Tier of the magician setting it.

Ward Duration Table

Tier	Duration
Initiate	Rank Days
Novice	Rank Weeks
Journeyman	Rank Months
Warden	Rank Years
Master	Rank x 10 years

Make an Effect Test, at +1 Step for each extra success on the Spellcasting Test, and note the result. This will be the TN to defeat the ward or slip past it, and the Step at which the ward will oppose the specified thing or effect. If a ward is defeated, the magician who set it immediately knows it. If the attempt is not to defeat the ward but to slip past it, the magician is not alerted if the attempt succeeds. Defeating a ward requires one success against the Effect Test result. Slipping past a ward requires two successes. The ward opposes the intrusion with a test using the Effect Test result as the Step. If the ward scores higher on its Effect Step Test than the intruder did, the intrusion is halted and the magician notified by the ward. Generally, magical effects will use a Spellcasting Test, astral entities will use a Force + Willpower Test, and living creatures will use a straight Willpower Test.

Clive sets up a ward on his room to protect it against fire. He scores a 15 on his Effect Test. Geordie, jealous of Clive's outperforming him on the exams, tries to toss a Firebolt in through Clive's window. Geordie must do better than a 15 on his Firebolt's Spellcasting Test to get it through Clive's ward. If he does, the ward still gets to make a Step 15 Test to suppress the Firebolt's Effect. Clive will immediately know that someone tried to cast fire into his room, assuming he wasn't there at the time.

Sheelagh has warded her ritual room against Clairvoyance. She scored a 17 on her Effect Test. Rivka tries to take a quick peek in there and see what Sheelagh is up to. Rivka makes her Clairvoyance Spellcasting Test against a 17, and scores a 24, two successes. She looks in on Sheelagh's warded space with Sheelagh being none the wiser.

For very large spaces, putting individual wards on each door and window and other opening may be more efficient than trying to ward the entire space. If the space is large enough, even a master couldn't cover the entire thing in one go.

Shield

Tier: Initiate
Casting Difficulty: 8
Casting Time: 1 round
Range: Self
Duration: Rank rounds
Effect: Rank + WIL
Strain: 3

This spell puts up a barrier that protects the magician against physical damage. The magician makes a Spellcasting Test against a Target Number of 8. If successful, the magician makes an Effect Test, gaining +1 Step for each extra success scored on the Spellcasting Test. The result is the Barrier Rating of the shield. The shield's Physical Defense is equal to the magician's Spellcasting Step. The shield's Mystic Defense is equal to that of the magician. The shield protects the magician from attacks that do physical damage and that strike from the front or sides. Attacks that count as Blindsided ignore the shield. Special effects, such as the shield being made of fire and potentially setting enemies ablaze, or being made of earth and pulled up from the ground, are covered in Style entries.

Shockwave

Tier: Journeyman
Casting Difficulty: TMD (see text)
Casting Time: 1 round
Range: Rank yards, 15 degree arc
Duration: Instant
Effect: Rank + WIL + 4
Strain: 10

This spell creates a forceful impact across an area. The magician makes a Spellcasting Test against the highest Mystic Defense in the

area of effect, plus 1 for each additional target. If successful, the magician projects a wave of force through the area. Make an Effect Test for the damage done to the targets. Physical armor protects against this damage.

Sleep

Tier: Novice
Casting Difficulty: TMD
Casting Time: 3 rounds
Range: Rank x 2 yards
Duration: Rank hours
Effect: Rank + WIL
Strain: 3 + target count

This spell induces the target to drift off into natural slumber. The target must be at their ease and able to sleep, not presently active. For example, this spell will not work on a policeman running in hot pursuit of the magician and their friends. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the target nods off and goes to sleep. If more than one success was scored on the Spellcasting Test, make an Effect Test, with a bonus of +1 Step for each extra success scored on the Spellcasting Test. The result becomes the Target Number for a Willpower Test for those put to sleep to awaken if provided with a stimulus, such as being shaken. No Willpower Test is required if only one success was scored on the Spellcasting Test, but the target will not awaken on their own while the spell remains in effect. If the target is not awakened by another person or some other form of outside stimulus, they will remain asleep until the Duration expires.

Slow Ship/Vehicle

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank x 20 yards, 1 target only
Duration: Rank minutes
Effect: Special
Strain: 3

This spell temporarily decreases the speed of a land, water, or sea vessel or vehicle, and may create additional difficulty for maintaining control. The magician makes a Spellcasting Test against the vessel or vehicle's Mystic Defense. If successful, subtract the magician's Rank from the vessel or vehicle's Speed Step for the Duration of the spell. Each extra success creates a one point Maneuverability penalty. On a Rule of One result, increase the vessel or vehicle's Speed Step by one for the Duration of the spell.

Speed Ship/Vehicle

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Touch
Duration: Rank minutes
Effect: Special
Strain: 3

This spell temporarily increases the speed of a land, water, or sea vessel or vehicle, and may help compensate for the difficulty of maintaining control at higher speeds. The magician makes a Spellcasting Test against the vessel or vehicle's Mystic Defense. If successful, add the magician's Rank to the vessel or vehicle's Speed Step for the Duration of the spell. Each extra success reduces any Maneuverability penalties from the increased speed by 2 points. Vehicles and vessels under the influence of this spell are not required to make Tests for structural damage due to their increased speed. On a Rule of One result, reduce the vessel or vehicle's Speed Step by one for the Duration of the spell.

Spirit Hold

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: 20 yards
Duration: Rank rounds
Effect: Rank + WIL
Strain: 5 + Force Rating of spirit

This spell prevents spirits from taking Sustained or Standard Actions, or any Simple Actions other than communicating. The magician makes a Spellcasting Test against the spirit's Mystic Defense. If successful, the spirit is held in place, unable to move or take any actions other than communicating for a number of rounds equal to the magician's Spellcasting Rank. This spell requires full concentration. Other than communication, the magician cannot move, cast spells, or perform any other actions. Doing so ends the spell effect and frees the spirit. Make an Effect Test. Each round, the spirit may attempt to break free by making a Willpower Test against the result of the Effect Test. If successful, the spirit goes free and the spell's effect ends. This spell cannot have its Duration extended. If the spell's Duration runs out, the magician may use it again to renew the hold.

Spirit Talk

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank yards
Duration: Rank minutes
Effect: Special
Strain: 3

This spell allows the magician to talk to and be understood by spirits and other astral entities, including those who do not speak a language known to the magician and those who do not communicate verbally. The magician makes a Spellcasting Test against the spirit's Mystic Defense. If successful, the magician may talk to the spirit for a number of minutes equal to his Spellcasting Rank. This spell does not compel the spirit to talk to the magician. It merely makes communication possible.

Stabilize Ship/Vehicle

Tier: Journeyman
Casting Difficulty: TMD + any Maneuverability penalties in effect
Casting Time: 2 rounds
Range: Touch
Duration: Rank minutes
Effect: Special
Strain: 4 + 1 per Spellcasting Test success

This spell reduces the effect of turbulence, poor weight distribution, and so forth upon a vessel or vehicle, improving its Maneuverability. See the **Steam Powered** chapter in the ***1879 Gamemaster's Guide*** for more information. This spell applies to any land, air, or water-borne vessel or vehicle. The magician makes a Spellcasting Test against the Mystic Defense of the vessel or vehicle, modified by any current Step bonus or penalty to its Maneuverability. If successful, the magician offsets 2 points of penalty per success. Additional points beyond those needed to offset any current penalties create bonuses to Maneuverability. On a Rule of One result, the magician creates one point of Maneuverability penalty for the vessel or vehicle for the Duration of the spell.

Steno Spirit

Tier: Novice
Casting Difficulty: 9
Casting Time: 1 round
Range: Self
Duration: See text
Effect: Rank + WIL
Strain: 4

This spell summons a tasked spirit for taking notes. The magician lays out writing materials (pen and paper, quill and inkwell and vellum, pencil and notebook, &c.). The magician makes a Spellcasting Test with a Target Number of 9. If successful, the spirit is summoned, and will write down everything the magician says in between the phrases "write this down" and "stop writing". One additional person may give dictation to the spirit per extra success on the Spellcasting Test, designated at the time of casting. Make an Effect Test. The result is the number of pages that the spirit will write before its task is completed. The spirit remains at the

location of the writing implements until either its page count is reached, or Rank hours have passed. On average, it takes about ten to fifteen minutes to dictate one page of text. The spirit writes in the magician's handwriting, and has access to the magician's knowledge of language and subject matter. If the magician does not know how to spell a word, neither does the spirit, and will make its best guess.

Stun

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank x 10 yards
Duration: Instant
Effect: Rank + WIL
Strain: 1+ target count

This spell does non-lethal damage to the target. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, make an Effect Test for the amount of damage done to the target(s). Mystic Armor protects against this damage. No Wounds are done, no matter how far over the target's Wound Threshold the damage goes. Any damage past 1 point over the target's Unconsciousness Rating is discarded. If the target remains conscious, they take a penalty to all Actions equal to the number of successes scored on the Spellcasting Test. This penalty affects the target for Rank rounds.

Summon Spirit

Tier: Novice
Casting Difficulty: TMD
Casting Time: 30 minutes
Range: Special
Duration: Rank hours
Effect: Special
Strain: 4 + Force Rating of Spirit

This spell allows the magician to summon a spirit, an elemental, or other astral entity to their current location. The magician makes a Spellcasting Test against the entity's Mystic Defense. The summoning ritual takes 30 minutes. If successful, the entity appears, at which point the magician will likely need other spells or Skills to successfully negotiate with or control it. See the **Summoning** chapter, pg.403, for more information.

Switch Objects

Tier: Novice
Casting Difficulty: TMD (see text)
Casting Time: 1 round
Range: Rank yards
Duration: Instant
Effect: Rank + WIL
Strain: 6

This spell allows the magician to exchange an object currently in their possession for one within line of sight and the Range of the spell. The objects may not be any larger than the magician can hold in one hand, nor any heavier than the magician's Strength will allow the magician to lift. The magician makes a Spellcasting Test against the Mystic Defense of the object or the person or animal who currently has possession of it, whichever is higher. An object tied to the saddle of a horse that currently has no rider is in the possession of the horse. An object lying on the ground or sitting on a table, with no person or animal in contact with it, is not in possession of anyone and relies on its own Mystic Defense. If successful, the objects are exchanged. Make an Effect Test, at +1 Step per extra success on the Spellcasting Test. The result is the Target Number for a Perception Test to notice the exchange, if the exchange is not immediately obvious. On a Rule of One result, the magician's object disappears and immediately reappears with a loud pop.

Thought Link

Tier: Novice
Casting Difficulty: TMD
Casting Time: 1 round
Range: Rank x 50 yards
Duration: Rank minutes
Effect: Special
Strain: 4

This spell establishes a telepathic link with a character, an animal companion, or a familiar within line of sight. The magician

makes a Spellcasting Test against the target's Mystic Defense. If successful, the magician may talk telepathically with the target, as long as they remain within the Range of the spell's effect, for a number of minutes equal to the magician's Rank. Extra successes on the Spellcasting Test add one minute each to the Duration.

Telepathic communication is silent and requires no more effort than forming the words in one's mind. Thoughts come across as words, accompanied by a buzzing, ticklish pressure. The recipient of the thought hears and feels the words. Though not painful, the effect is known to cause peculiar expressions on the faces of those not expecting it.

Transform Object

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 3 rounds
Range: Touch
Duration: Permanent
Effect: Special
Strain: 5 + 5 per success

This spell reshapes an object, or transmutes its material substance, or both with additional Strain. The magician makes a Spellcasting Test against the Mystic Defense of the object. One success is required for each change to be made. Thus, if the magician wants to change a silver coin into a gold ring, two successes will be required. The mass of the object cannot be altered by this spell. Changing the object's substance from a high density substance, such as iron, into a low density substance, such as cork, will result in the object becoming substantially larger to compensate. If the required number of successes are achieved, the object is transformed as specified. If the Spellcasting Test does not score enough successes, the Gamemaster chooses which transformations are actually implemented. If the magician scores more successes than are needed, they may be used to offset the Strain by 2 points per success. This spell can affect objects up to 5 times the magician's Rank in pounds of weight.

Transform Other

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 2 rounds
Range: Touch (1 target only)
Duration: Rank hours
Effect: Special
Strain: 5 + TMD

This spell allows the magician to temporarily change someone else's physical form. The target shape must have been studied for at least one day in the past year. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target takes on the new form. Extra successes may be used to adjust body mass by 10% of the base per success. Anything held or worn is unaffected. Forgetting to remove an earring can result in being easily noticed as a shapeshifter.

Transform Self

Tier: Journeyman
Casting Difficulty: TMD
Casting Time: 2 rounds
Range: Self
Duration: Rank hours
Effect: Special
Strain: 6

This spell allows the magician to temporarily change their physical form. The target shape must have been studied for at least one day in the past year. The magician makes a Spellcasting Test against their own base Mystic Defense. If successful, the magician takes on the new form. Extra successes may be used to adjust body mass by 10% of the base per success. Duration may be extended by paying 2 Karma per hour, up to an additional Duration of Rank hours, but this runs the risk of making the transformation permanent. If the Duration has been extended, the magician must make a Willpower Test against the Spellcasting Test result at the end of the Duration, increasing the Target Number by 1 for each hour the Duration was extended. If this Test fails, the magician forgets their original form and remains in their new shape. Such shape-lost magicians can be rescued sometimes by the use of spells or Skills that join mind to mind, allowing another

magician to remind the shape-lost of their former self. Note that only the magician's body transforms. Anything held or worn is unaffected. Forgetting to remove an earring can result in being easily noticed as a shapeshifter. On a Rule of One result, the magician is afflicted with body aches and pains that reduce their Dexterity Step by 3 for one hour and render them Harried.

Translate Language

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 1 round
Range: 5 yards
Duration: Rank x 3 minutes
Effect: Rank + WIL
Strain: 3

This spell summons a tasked spirit that translates between two spoken languages. The magician specifies the languages at the time of casting. One of the languages must be known to the magician. The other must be known by the target person. The purpose of the spell is to facilitate communication between the magician and the target. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the tasked spirit is summoned, and gains knowledge of the two languages. The spirit will translate everything said within the spell effect's Range in one of the languages into the other, audible to all within the Range. Make an Effect Test against the Learning Difficulty of the more difficult language (see **Languages**, pg.175) to determine the accuracy of the translation. On one success, basic understanding is achieved. On two successes, slang and colloquial expressions are translated into their nearest equivalents. On three or more successes, precise legal and technical terms are accurately translated.

Unlock

Tier: Initiate
Casting Difficulty: TMD
Casting Time: 2 rounds
Range: Touch
Duration: Instant
Effect: Rank + WIL
Strain: 3

This spell operates the mechanism of a lock to open it, and dispels any active Lock spell running on the lock. The magician makes a Spellcasting Test against the lock's Mystic Defense. If successful, make an Effect Test against the Lock Rating of the target lock. If the lock has an active Lock spell running on it, the Target Number for the Effect Test is the enhanced Lock Rating, which includes the Effect Test result from the Lock spell. If the Effect Test is successful, the lock opens, and any active Lock spell present is dispelled. The Range does not require the magician to touch the actual locking mechanism if it is embedded within another object, such as a door or the lid of a chest, or on the far side of a door. Touching the door or chest is sufficient.

Unseal

Tier: Novice
Casting Difficulty: TMD
Casting Time: 2 rounds
Range: Touch
Duration: Instant
Effect: Rank + WIL
Strain: 5

This spell specifically targets the effect of Seal, removing the effect, dispelling the Seal, and opening the target. Unseal is more effective than Dispel Magic against a Seal spell because Unseal puts its Effect Test against the Rank of the casting magician instead of the Effect Test result of the Seal spell. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the magician makes an Effect Test against the Rank of the magician who cast the Seal. If successful, the Seal is dispelled and the target opens.



1879 PLAYERS GUIDE



Summoning

We may have the power to command the spirits, but I find it better to ask politely.
– Saratisgi daughter of Nevosh, Shaman of the Dawn Children

Summoning is the art of calling on spirits (which includes several types, see below) to perform some sort of service for the summoner. Though there are Skills and spells used to summon specific types of spirits, this chapter provides general rules for summoning in *1879*.

There are several methods of summoning that magicians can use to call on spirits. The most versatile ability is the Summon Skill (pg.221). It allows magicians to call spirits with a wide range of powers. A number of spells also summon spirits, and often more easily than using the Summon Skill, but the spirits summoned are usually limited in power or called for a specific purpose. Regardless of the method used, the Test made to summon a spirit is called the **Summoning Test**.

The rules in this chapter provide an overview of summoning and banishing spirits by use of the Summon Skill. Descriptions of spirits can be found in the *1879 Gamemaster's Guide*.



About Spirits

While spirits can be summoned by player characters, they still pose some mystery, no matter how powerful or knowledgeable the summoner may be. Some general information on spirits is known to magicians who receive summoning or banishing abilities as part of their Profession.

There are several categories and types of spirits:

Tasked Spirits are simple spirits with capabilities limited to a certain task. They are usually summoned by spells such as Steno Spirit or Skills such as Orbiting Spy, and their summoning and other related rules are governed by the rules for the spell or Skill.

Elemental Spirits are spirits of the classical elements such as Earth, Fire, Water, and Air. These are often referred to as "elementals", and have power over the element of their origin.

Ally Spirits are beings living in the astral planes. Some originate from mysterious distant realms. Others are spirits of deceased ancestors.

Named Spirits are most often the spirits of deceased ancestors, although any spirit can have a Name if given one. They follow the rules of the type of spirit they are, but require their Name to be known to be summoned.

Spirits have a Force Rating measuring their raw power. It is added to many of a spirit's base characteristics to determine a spirit's abilities, and governs the number of powers a spirit can have. While there are Skills to summon and communicate with spirits, it should be understood that spirits are still very alien to player characters. They have different mindsets, agendas, and concepts of time and space (even if they were once people).

Summoning

This section provides guidelines on how to summon spirits, including information on the forms of summoned spirits and the services they may perform, and a means of controlling spirits called the Contest of Wills.

Summoning follows a series of three steps:

1. Make Summoning Test
2. Negotiate with the Spirit
3. Spirit Service

Make Summoning Test

The summoner makes a Summoning Test using their Summon Skill or by casting the Summon spell. The Target Number is the spirit's Mystic Defense. If the summoner wants a spirit to have one or more specific powers, the Target Number for the Summoning Test increases by +2 for each power specified by the summoner. For example, if a Shaman wants to summon a Strength 4 ally spirit with two specific powers, the Target Number is 13 (9 for the spirit's Mystic Defense, and +2 for each of the two powers).

If successful, the spirit arrives in astral space. It remains in astral space near the summoner for one hour per success on the Summoning Test (unless the summoner's requested service sends it elsewhere). The spirit will perform one or more services for the summoner during this time, based on its Force Rating and the Summon Rank of the summoner. If the spirit's Force Rating is equal to or less than the Summon Skill Rank or Spellcasting Skill Rank of the summoner, the spirit is bound by the summoning to perform one service for each success scored on the Summoning Test. If the spirit's Force Rating is greater than the Summon Skill Rank or Spellcasting Skill Rank of the summoner, negotiation will be required.

Negotiate with the Spirit

After summoning a spirit with a Force Rating higher than can be readily commanded, the summoner must negotiate with the spirit using the Spirit Talk Skill or spell against the spirit's Social Defense. This may be desired with lesser spirits as well, especially if the Summoning Test result only granted a single service. For every success scored on the negotiation Test, the spirit agrees to use one of its powers to perform a desired service.

The summoner may enhance their negotiation by offering to perform a favor for the spirit. This favor could take any number of forms, and the reason for the task may not be clear. Some spirits may require a sacrifice of life energy from the summoner, represented by Karma points or blood magic damage equal to the spirit's Force Rating (which cannot be healed until the summoning ends). This does not adjust the Target Number for the negotiation Test, instead allowing the summoner to negotiate without making a Test, through roleplaying.

The Gamemaster is encouraged to add role-playing elements to this negotiation. Summoned spirits are not mindless slaves, they are sentient beings with their own desires and motivations, however unusual or alien those motives might be. Giving summoned spirits personality traits that relate to the type of spirit can bring additional flavor to the game. An earth spirit might reflect the slow, solid nature of its element, while a fire spirit might be more energetic and playful.

Spirit Service

Once a magician has summoned a spirit, and made a bargain with it, the spirit may be called upon to perform one or more services. Spirit services may include anything from helping the summoner perform a task to enhancing the summoner's abilities. The spirit will perform the requested service using the power or powers the summoner negotiated during the summoning ritual

A summoned spirit will perform services only for the duration of the summoning. If the summoner does not use the spirit's service(s) before the duration expires, the opportunity is lost. Spirits normally perform the service demanded by their summoners with little or no resistance. Some spirits may argue or debate the merits of a service, but rarely do they outright refuse. In these cases, summoners may attempt to persuade reluctant spirits to perform services. In general, persuading a spirit to do the summoner's bidding is more difficult than defeating a spirit in a Contest of Wills, but a successful attempt at persuasion is less likely to anger the spirit in question.

Summoners can use social Skills against spirits, but these Skills were developed for use against people, and their effectiveness against spirits is limited. Any test with social Skills meant to work on people (or, for that matter, animals) made to persuade a spirit requires an extra success against the spirit's Social Defense.

Repeated Summonings

Normally, standard summoning methods do not allow a magician to choose the individual spirit a summoning will produce (except in the case of Named spirits). Magicians can however summon a spirit they have summoned previously. Most spirits do not like being summoned, and a previous summoning by a specific summoner allows them to recognize the attempt and resist it. To repeatedly summon a spirit, the Magician must make the Summoning Test against a Target Number equal to the spirit's Mystic Defense plus the number of times after the first the spirit has been summoned. Thus, a magician summoning a specific spirit for a third time would make the Test against the spirit's Mystic Defense+2. A fourth summoning attempt would be made against the spirit's Mystic Defense+3, and so on. Players and Gamemasters should keep track of the number of times each character summons a specific spirit.

If the Summoning Test succeeds, the desired spirit appears. With at least one extra success, the spirit's Strength Rating does not increase. However, on a single success, the spirit's Strength Rating increases by 1 after it has performed all of its services. This means the spirit will be more powerful and also harder to summon in the future.

The Gamemaster may decide that a certain spirit likes being summoned, possibly because it enjoys the gain in strength it incurs. If this is the case, the above rules for repeated summoning do not apply.



Contest of Wills

In some instances, spirits may refuse to perform services that pose a threat to them or refuse to use particular powers on behalf of the summoner for whatever reason that seems appropriate to the spirit. In these cases, the magician may impose their will on the spirit by defeating the spirit in a Contest of Wills. For example, a fire elemental may refuse to manifest inside a boat on a lake.

In a Contest of Wills, both the summoner and the spirit make a Willpower Test. Whoever achieves the highest Test result wins the contest. Both spirit and summoner may spend a Karma Point on this test. If the summoner prevails, the spirit must comply with their wishes. If the spirit wins, it may refuse the summoner's request. If the Test results in a tie, the summoner may choose to continue the Contest of Wills, in which case both parties make another Willpower Test, or the summoner may concede defeat to the spirit.

Any spirit that wins a Contest of Wills may attempt to break free of the summoner's control by winning another Contest of Wills. If the spirit wins the second contest, it breaks free of the summoner. It may simply return to its astral home, or it may exact revenge or cause mischief for the summoner. The Gamemaster determines the response of a freed spirit, based on the spirit's personality, the summoner's treatment of it and any past dealings it has had with the summoner.

Named Spirits

Named spirits are powerful entities, and typically have high Force Ratings, making them difficult to deal with under normal circumstances. This unusual status provides them with extra protections from summoning magic. Summoning Named spirits follows the same sequence as summoning regular spirits, but the Summoning Test requires an additional success, and the negotiation is likewise more difficult.

In addition, the summoner also needs a connection to the Named spirit. This connection is established by knowing the spirit's Name (which might differ from what it is currently called by the living, or might be an old and forgotten Name) or being related to an ancestral spirit, or having possession of something significant to the spirit, such as the drum the spirit made when it was still a living person. This is why the spirits of the long-ago ancestors can no longer be summoned. Once their family lines fade, their Names are forgotten, and their relics crumble away, no connection to them remains.

Ancestral spirits are easier to summon than Named elemental spirits, at least by their descendants. Being related to the spirit by bloodline reduces the Target Number by -2. Having a personal item of the ancestor likewise reduces the Target Number by -2. Elemental spirits do not have relatives and do not leave behind personal items.

Ancestral spirits, especially those related by bloodline, tend to have very strong views on current situations. They may show up on their own without being summoned, may give unsought-for advice, and tend to require complex bargaining.

"Oh, you can't be bothered to throw flowers in the river on my death-day, but you get your tail in a crack and it's all, great-grandmother, help me, I can't find my own snout with both hands."



Banishing

Spirits can be sent away against their will, or banished, whether by the magician that summoned them or another character trying to deprive the summoner of the spirit's service. To banish a spirit, the magician makes a Summon Test against a Target Number equal to the spirit's Mystic Defense. If the spirit is a tasked spirit summoned by a specific Skill or spell, use the spell or Skill's Dispel Difficulty (see **Dispelling Magic**, pg.367). If successful, the spirit is forced back to its normal astral habitat. If the magician is trying to banish a spirit type they are not able to summon, the Banish Test requires an extra success. For example, mages need an extra success to banish ancestral spirits.

Dangers of Summoning

Any time a magician attempts to summon or banish a spirit, they expose themselves to the hazards of astral space. Generally, the processes used for summoning protect the magician from these hazards, but only when they work as designed. Any failed Summoning Test or banishing attempt may damage the magician, or worse.

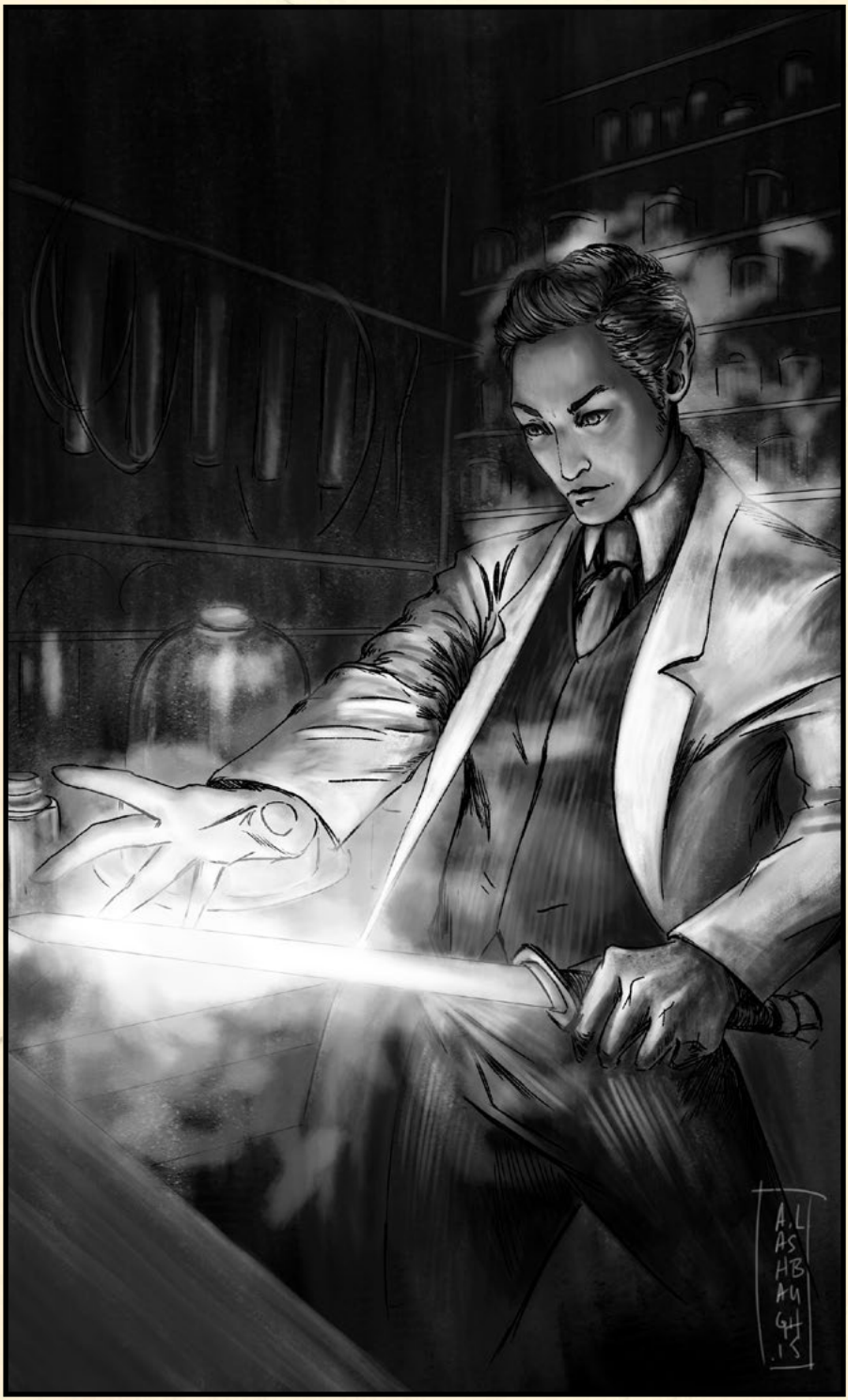
Failure can cause an astral backlash that injures the magician in a way similar to effects of casting raw magic. The astral region in which the failed summoning attempt took place determines the amount of damage the magician suffers. Refer to the **Astral Backlash Table**. The Damage Step is determined by the spirit's Force Rating, resisted by the character's natural Mystic Armor.

Alternately, the summoning attempt may produce a spirit not bound to obey the summoner. These spirits usually have the same Force Rating as the spirit the magician intended to summon, but don't perform services or obey the summoner at all. They may even attack the summoner and their companions.

Astral Backlash Table

Region Type	Damage Step
Safe	Strength Rating + 4
Open	Strength Rating + 8
Tainted	Strength Rating + 12
Corrupt	Strength Rating + 16


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1879 PLAYERS GUIDE



Enchanting

In olden times gold was manufactured by science; nowadays science must be renewed by gold. We have fixed the volatile and we must now volatilize the fixed—in other words, we have materialized spirit, and we must now spiritualize matter.
- Éliphas Lévi, Transcendental Magic: Its Doctrine and Ritual

Enchanting is the art of transforming mundane objects into magical items by applying ongoing magical effects, called enchantments, to the objects. Magicians have created several methods of enchanting, and can produce a wide variety of magical items. Not all of these are considered magical by the general populace, or sometimes by the magician themselves. Weird Scientists do not call themselves magicians, and their work is regarded as odd and perhaps dangerous, but not magical, by the public.

It is important to note that the creation of magical items is an art. Each item, no matter how simple, must be handmade by individual artisans ranging from junior magicians up to masters of the Order, Faith, or School. No Earthly or Gruv culture has developed an assembly line grinding out magical wares on demand. Because creating magical items is an art, no single set of rules and numbers for enchanting applies in every case. The process of creating such items contains numerous junctures that require input from both the player and the Gamemaster to ensure that the item will be suitable for an individual *1879* campaign. Gamemasters in particular should take great care to ensure that the powers of new magical items fit into their campaign and will not ruin the balance of their games.

This chapter starts with an overview of the general enchanting process independent from the techniques used (**The Enchanting Process**, directly below), then presents what types of items can be produced by Enchanting (**Enchantment Types**, pg.416). It discusses the major techniques used by the different magician Professions and Weird Science Schools to imbue an item with magical power

(**Enchanting Techniques**, pg.417). Finally, it gives an overview of the True Elements that, while not used in all forms of enchanting, are an available power source in the production of magical items in the world of *1879* (**True Elements**, pg.422).

The Enchanting Process

Enchanting is usually performed by Weird Scientists, to whom the process is core to their Profession. Saurid shamans occasionally make talismans and fetishes. Under the right circumstances, anyone with the right Skill or spell can create an enchanted item.

Creating a magical item involves four main steps:

- Determining the Enchanting Cost
- Creating or Obtaining the Materials
- Imbuing the Item with Magical Power
- Making the Enchanting Test

Determining the Enchanting Cost

Enchanting has a Cost in money, material, and work, and may cost Adventure Points, Karma, and Strain as well, depending upon how the enchantment is laid. A talisman, wand, focus, fetish, or Weird Science device is created by obtaining or creating an item and putting an enchantment on it, using magical materials and/or techniques. Both the item and the materials (if any) can be bought, crafted, or gathered by the enchanter. The enchanting techniques of Elemental Inlay, Spirit Binding, and Combining Magical Ingredients (see **Enchanting Techniques**, pg.417) require magical materials to be used during the enchanting process in order to power the magic of the desired effect. The enchanting technique of Naming an effect onto an item does not require special materials (although the underlying spell or power being applied may), but does cost the magician considerably in terms of Adventure Points, Strain, and Karma. No matter which technique of Enchanting is used or of what type the enchanted item is (see **Enchantment Types**, pg.416), the following guidelines apply for determining the Cost of the enchantment:

- Enchanting an item requires magical materials worth 50% of the item's normal Cost, determined from the tables in the **Equipment** chapter of the **Player's Guide** or by the Gamemaster. This includes the item to be enchanted, although the Cost for cheap base items can be neglected for simplicity's sake. In other words, half the Cost of a magic item is comprised of materials, the other half is the fee for the enchanter's work.
- A player character can enchant an item themselves for half its Cost, assuming they have the ability to do so, or provide an enchanter with the materials required and only pay half the item's Cost. At the Gamemaster's discretion, a magician who Names a spell on an item might also ask for half the appropriate cost as compensation for the Adventure Points spent. Note that the Cost for magic items in the **Player's Guide** is always that for the complete item, including both material and wage, but that this price may be adjusted by the Gamemaster, for example for such things as taking the physical size of trolls into account when determining the price for magical clothing, or taking a high price for a base weapon treated with a weapon template into account.

- The materials used for the enchantment do not necessarily have to be bought with money. They can be found as loot or treasure while adventuring, can be gathered in-between adventures, or come as payments from employers. Gamemasters are encouraged to weave such materials into their adventures, and players are encouraged to look out for such opportunities as quests or bargaining tools.

Dr. Zhulietta Asatrian, a Heron working in the Crimea, spends a lot of time on expedition up in the mountains, where the weather is terrible. She builds a Weird Science device to keep her tent warm at night. The Cost for the stainless steel box with the grille on the side runs her £8/6 according to the Gamemaster, so she must weave in True Fire and True Air worth a minimum of £4/3 to make the device work. True Air and True Fire go for anywhere between £2 and £5 per kernel. Dr. Asatrian calls in a favor and gets one kernel of each for £5 from a friend. Once Dr. Asatrian has woven in the kernels with her Craft Device Skill, her Thermic Inducer will warm up her tent with the flip of a switch for the next year before needing recharging.

Creating or Obtaining the Materials

Creating or obtaining the materials for enchanting, including the item to be enchanted, is perhaps the simplest task. The magical materials used in enchanting can sometimes be bought in major cities or from the Saurids, but can also be gathered, found as loot or treasure, or be the target of a quest a character undertakes.

In comparison to the magical materials, the item to be enchanted is often negligible in both Cost and effort to be obtained, as it tends to be a fairly common mundane item in most cases. Depending on the item, this task may be as simple as purchasing the item or as involved as forging a pistol from raw materials. In many cases, fashioning an item to be enchanted involves the use of one or more Craftsman skills and an Artisan skill, as crafting an item and using artistry to adorn it eases the enchanting process (see **Making the Enchanting Test**, pg.414).

Note that weapons (including both firearms and melee weapons), armor, and shields to be enchanted prove an exception to the relation of Cost between items and enchanting materials. If they are enchanted to have bonuses focused on their task (i.e., Damage Step or Armor Rating), they may have to be treated with the Forge Firearm, Forge Weapon, or Forge Armor Skills as appropriate prior to being enchanted. This makes them expensive, and so the item already represents the main part of the Enchanting Cost. Use of the forging Skills, however, provides much of the magical energy imbued into the item.

Imbuing the Item with Magical Power

Once a character has created or obtained the item, they infuse it with magical power by treating it with the magical materials, applying Skills that have an energizing effect (such as Forge Firearm), or Naming the effect onto it. Enchanters use five major techniques to create magical items in *1879*:

- Infusing an item with the essence of one or more of the True elements.
- Combining magical ingredients to compose magical items or substances. This method is most commonly used when practicing alchemy to create potions, but more powerful magical effects can be created with the right materials.

- Placing a spell pattern into the item. Generally, magicians use this technique to create minor magical items that can be used by any character. This technique allows some exceptions when producing minor items.
- Binding a spirit into the item. The spirit may cooperate with the magician, but more commonly the magician binds the spirit against its will.
- Affixing a spell effect upon the item by Naming the spell onto the item. This technique is often used in Weird Science, in which every device gains a unique Name as part of the creation process.

These techniques are presented in more detail further below (see **Enchanting Techniques**, pg.417). Depending on the technique used, additional Tests may be required during the step of **Imbuing the Item with Magical Power**. The ability used for this Test depends on the technique used. Some techniques are available to all magicians, while other techniques are restricted to only a few of them.

Making the Enchanting Test

The final step in the enchantment process is the Enchanting Test. The Enchanting Test is made with an ability depending on the technique used and the type of item to be created, usually a Skill Test such as Craft Device or Alchemy. This test completes the item and makes it usable by binding the magic to the item and making the stored power and effects accessible. During this final stage, the enchanter decides any actions or command words necessary to activate the item and, if a Named spell is used to create the item, Names the item. Even if a magician successfully performs all other steps of the enchanting process, the enchantment attempt fails if the Enchanting Test fails.

The requirements to create a specific item and the Target Number for the Enchanting Test are presented with the different types of magic items found later in this chapter (see **Enchantment Types**, pg.416). Also, for most common magic items, the Enchanting Target Number ("ETN") is listed with the item's other characteristics such as Cost, Weight, or Availability in the tables in the **Equipment** chapter. The Target Number for the Enchanting Test is further modified (see **Enchanting Modifiers** below) for special efforts made by the enchanter.

Note that large items may require multiple Enchanting Tests, for each of the different components that makes up the item. The number of tests required, and the modifiers applied to each Test, are determined by the Gamemaster.



Enchanting Modifiers

All of the following enchanting modifiers are cumulative, though enchanting modifiers may never reduce the base Enchanting Target Number by more than half.

Gathering Materials: If the enchanter gathered valuable materials for the item on their own, the gathering process strengthens the enchanter's understanding of the incipient item. Every ingredient gathered subtracts 1 from the Enchanting Target Number. Individual kernels of true elements do not counts as one source each, but as one source per type of element. The material must be necessary to craft the item, and the enchanter cannot gather natural resources with no connection to the item indiscriminately to lower the Enchanting Target.

Crafting Base Item: If the enchanter crafted the mundane item to be enchanted themselves, such as Crafting a Firearm to be enchanted as a magical weapon later, the enchanter subtracts 2 from the Enchanting Target Number. Crafting the item usually is less efficient than just buying it and taking a shot at the Enchanting Test for skilled enchanters, but some Weird Scientists consider it a matter of pride to perform all stages of the process, and many magicians believe that crafting and adorning an item produces a more powerful item, and certainly one that brings a higher price if they decide to sell it.

Using Artisan Skills: Using an Artisan Skill while preparing an item for enchantment familiarizes the enchanter with the item. The enchanter makes a Skill Test for an appropriate Artisan Skill against a Target Number of 9. For each success achieved on the Test, the enchanter subtracts 1 from the Enchanting Target Number. The process of using the Artisan Skill lengthens the time required to enchant the item by the time required to use the Artisan Skill, but can be combined with the process of crafting the mundane base item (see above).

Adding Symbolic Elements: If an enchanter adds a symbolic element to either the item or the process of enchanting, they subtract 1 from the Enchanting Difficulty. A symbolic element needs to go beyond simple material ingredients or decorative adornments (see the above modifiers), constituting unnecessary measures to produce or enhance the item, and as such are often symbolic deeds done during the enchanting process. For example, a magical (Weird Science) rifle with the ability to throw lightning bolts is not required to be forged during a lightning storm, but doing so would constitute a symbolic enchanting element. Symbolic elements are always at the Gamemaster's discretion. In some cases, spending more money than required for materials might be enough. In other cases, roleplaying or adventuring may be required.

Taking Extra Time: A character may lower the Enchanting Target Number by taking longer to prepare the item, designing its pattern, or studying how to best weave True elements into it. Each additional month of preparation subtracts 1 from the Enchanting Target Number. This modifier can only be applied up to three times, for a total of –3.

Dr. Asatrian has woven the Air and Fire into her Thermic Inducer and now needs to make the final Enchanting Test. To make this easier, she has embellished the Thermic Inducer with intricate scrollwork and chasing using her Metalwork Skill, achieving two successes on the Skill Test. The Gamemaster has set the Enchanting Target Number for the Thermic Inducer at 11, but Dr. Asatria has reduced that to 9 with her efforts.

Enchantment Types

Magical items in *1879* fall into two broad categories: lesser items and Named items. Lesser items are magical objects with simple effects and low power levels, items that the average magician or other adventurer might be able to lay hands to and have a ready use for. Named items are considerably more rare than lesser items, and normally quite a bit more powerful. A certain number of these items may be available from Weird Scientists looking to make a living, or offload some of their less useful gear to make room, or to raise money for a new and more powerful experiment.

The time to create an item varies greatly. If not noted in the sections following, the Gamemaster should determine the time required to make an item, based on the type of item and what works best for the campaign.

Lesser Items

Part of the problem with dealing with so-called "common items" is that they are anything but common. With magic having only been back on Earth for two years by the calendar year 1879, the average Terrestrial person may have seen a Boojum, and may have heard of mages or priests or Weird Scientists, but probably hasn't seen anything resembling spellcasting or an enchanted item in person. Like electrical appliances, magic items are rare and strange devices, only handled by people who have the resources (such as a house wired for electricity) to use them. On the Gruv, Saurids tend to be cautious about their use of magic, for a variety of reasons, and so while they can produce magical items, they tend not to. The average Saurid will not use a magically-heated pot for cooking their dinner, although a shaman might use such an item for preparing medication, which requires more precision than a wood-fired stove can provide.

Lesser magic items can be imbued with magic power by weaving True elements into the item. Each True element gives an item unique characteristics. See **True Elements**, pg.422, for descriptions of the True elements and **Weaving True Elements**, pg.418, for the rules for weaving them into items. For lesser items that do not employ elemental effects, the combination of magical ingredients can power the item. Occasionally, magicians create minor magical items by using a spell pattern as the basis for the lesser item's magical pattern, granting the item effects similar to that of the spell used. Magicians with the Summon Skill can create minor magical items by binding a spirit into the object. This is usually a tasked spirit conjured by a spell, which is then treated as using a spell pattern, not Spirit Binding (pg.421).

Enchanting Tests for lesser items default to a Target Number of 13, if not given in the description of the item, and are made using the Spellcasting, Summon, Alchemy, or Craft Device Skill as appropriate to the method. If the Enchanting Test fails, the time and materials invested are wasted, except if the Technique of Weaving True Elements was used. In this case, the True elements remain in the item, and the enchanter only needs to invest time and material other than the True elements again. This safety net of the Weaving True Elements technique makes the method popular.

Enchanting Test Target Number Adjustment Table

Technique Employed	Difficulty Modifier
Gathering Material	–1
Crafting Base Item	–2
Using Artisan Skills	–1 per Result Level on Artisan Test
Adding Symbolic Elements	–1 (at Gamemaster's discretion)
Taking Extra Time	–1 per month

Living Armor

Living armor is crafted from ritually gathered plants, which act as a magical ingredient. Only specially-trained Shamans possess the Skill required to shape the delicate patterns of living material into living armor. They use the Craft Armor Skill (which lies outside the Core and Optional Skill lists for the Profession, and has to be learned as a Free Skill) to make the Enchanting Test to make the armor. The Target Number for the Enchanting Test is the higher of the armor's Enchanting Target Number or the Target Number to create the armor as per the rules of the Craft Armor Skill. Fernweave armor and ferndask shields must be grown into an approximation of the wearer's shape. Due to this, these armors require an additional week to be created on top of the time required by the Craft Armor skill. Only armor that is stated to be living armor at the start of its description is created following these rules.



Enchanting Techniques

Enchanters in the world of *1879* use a number of techniques to imbue an item with magical power, depending on their Profession and the type of item they are trying to create. Details of the techniques used in the creation of magical items have been discussed in the section on **Enchantment Types** above, and are presented below in greater detail.

Weaving True Elements

True elements are often melded or woven into objects to provide those items with some of the qualities of the element or elements. This weaving process delicately combines the elements together and anchors them as part of the material into which they are woven. This makes the elements considerably more stable and permits magicians to combine normally incompatible elements, such as True air and True fire or True air and True water, within an item. (For information on the properties of True elements and rules for gathering them, see **True Elements**, pg.422).

Magicians knowing the Spellcasting or Craft Device Skill may weave True elements into items. The magician makes a Weave Element Test for each True element kernel they want to weave into an item. Weaving each kernel takes one hour. If a Weave Element Test fails, the enchanter has wasted an hour and accomplished nothing, though neither the kernel nor the item are damaged by the attempt.

The Target Number for a Weave Element Test is based on the True element and the item's material, as listed on the **Element Weaving Difficulty Table**. Certain True elements and materials are less compatible, which makes weaving such combinations together more difficult. For example, True fire generally burns and consumes any material it contacts. Therefore, weaving True fire into most materials is extremely difficult. Other elements and materials are completely incompatible and cannot be woven together under any circumstances. Any attempt to do so fails and consumes the material, but not the True element kernel. These combinations are listed as "NA" on the table. If weaving more than one True element into an item, add +1 to the Target Number for each additional element. If any of the elements being combined by their nature cancel each other's effects (see the **Litany of Elements**, pg.422), add +2 to the Target Number for each opposing element.

Element Weaving Difficulty Table

Element	Cloth/Leather	Water	Wood	Stone	Metal
True Air	6	8	9	11	13
True Earth	6	na	8	6	7
True Fire	9	na	10	13	15
True Water	8	6	9	11	na
True Wood	6	na	6	na	na

To power her Thermic Inducer, Dr. Asatrian uses True air and True fire to generate the device's effect of providing heat. First, she weaves the True fire into the casing. This requires a Weave Element (15) Test. Next, she weaves the True air into the casing, requiring a Weave Element (14) Test. Normally, the Target Number to weave True air into metal is 13, but as another True element is already present in the casing, the Target Number is increased by 1. This also shows that careful planning when weaving True elements makes the process easier. Had Dr. Asatrian woven the True air in first, weaving in True fire would have required a Weave Element (16) instead of the Weave Element (15) Test.

Combining Magical Ingredients

While most techniques of enchanting rely on magical materials to imbue an item with magical power, the materials required are not very specific. For example, weaving one of the True elements into an item can be the means to fuel a large variety of magical effects and can produce a great number of different magic items; it is only the enchanter's skill at manipulating magic that produces

the item's specific effect. The magical materials are more a source of power than a part of the effect in these cases. However, the Technique of **Combining Magical Ingredients** uses very specific ingredients (as opposed to materials) to achieve effects based on these ingredients. The most basic process of combining ingredients with magical properties to evoke magical effects is Alchemy (see the Alchemy Skill on pg.178).

Magical ingredients can enable the construction of more powerful magic items. In this capacity, magical ingredients lend the item some of its power, similar to True elements, and represent a conduit for the magician to channel more magical energy into the item during the enchanting process. Just like in Alchemy, the ingredients and the enchantment interact, the ingredients determining what enchantments are possible, and the desired enchantment determining what ingredients are required for greatest efficiency. For example, a crystal ball enchanted as a scrying device requires a ball of flawless crystal (or more often leaded glass), hence the name of the item, just as medicinal potions made with the Alchemy Skill are based on herbs with healing properties. Most often, ingredients for powerful items are taken from dangerous magical creatures or rare gems, minerals, and plants infused with the magical energy of a mystic location. This Technique is most often used when imbuing a magical item or Weird Science device with a power associated with a creature, such as giving a dagger the power to inject venom, or creating gloves and boots that allow the wearer to climb walls like a spider.

Creating Permanent Spell Patterns

One of the first truths that an apprentice magician learns is that the power of spell magic is transient. Spells enable a magician to draw energy from astral space and shape it to suit their will, but the effects of even the most powerful spells rarely last more than a short time. Spells generally create no more than a tiny, brief change in the fabric of the universe before the universe inevitably reverts to its natural state. Blood magic can prolong the duration of magical effects, but even a few years represent no more than a fleeting moment in the life span of the universe. By Naming a spell, a magician can make the effects permanent and self-sustaining. Naming a spell allows a magician to cast lasting curses and blessings, create magical items, and design unique, high-powered spells.

Only spells with a duration longer than 1 round can be Named. Spells that destroy or consume their targets, such as Bolt, cannot be Named because their effects are temporary by definition. These spells end after they have destroyed their targets. Magicians may, however, Name warding or defensive spells, such as Shield or Set Ward, because destroying a target is not the primary function of these spells. Naming spells is powerful magic, and each Gamemaster should determine which spells can be Named in their campaign.

Casting Named Spells

To make a spell's effect permanent, the magician must give the spell a Name. A spell's Name is usually associated with the circumstances under which the magician wishes to make the spell permanent. If the magician uses a spell to enchant an item, the spell's Name generally includes the name of the item. If the spell is targeted against a person, the Name may indicate the magician, the target, and the circumstances of the casting.

Professor Dziewanowski has built a device for locating precious metals underground, and pinpointing where to start mining. He uses the Detect spell, restricting it to gold, and Names the spell, and thus the device, Dziewanowski's Amazing Gold Finder.

Before attempting to cast a permanent spell, the magician must declare their intention to do so and must accept whatever results the Spellcasting and Effect Tests produce. The magician may change their mind and decide not to make the spell permanent if they are unhappy with the results. In this case, they take Strain damage as described below, but need not spend any Adventure Points.

To cast a Named spell, a magician makes a Spellcasting Test against the spell's Casting Target Number, as normal. If the Test succeeds, the magician makes a second Spellcasting Test against the higher of the spell's Casting or Dispel Target Numbers, and takes the spell's Strain damage a second time plus a single Blood Wound (pg.349). If the Strain does not kill the magician, and the Spellcasting Test results in two successes, the magician may make the spell's effect permanent by spending Adventure Points. If the magician chooses not to make the effect permanent, the spell simply works as normal.

The magician pays Adventure Points starting with the base cost from the **Named Spell AP Cost Table**. In addition to this base cost, the magician pays Adventure Points equal to the spell's Strain times 100. Thus, a Novice Tier spell with a Strain of 4 would cost 900 Adventure Points to make it permanent. If the magician has insufficient Current Adventure Points, which provide the magical energy needed to empower the spell's effect, they cannot make the spell permanent.

Named Spell AP Cost Table

Spell Tier	AP Base Cost
Initiate	300
Novice	500
Journeyman	2,100
Warden	14,400
Master	98,700

Professor Dziewanowski has used a Known As Variant of the Detect spell, Detect Gold. By restricting the spell to a single specific target, gold, the Strain is reduced from 2 to 1. Professor Dziewanowski must pay 400 Adventure Points to empower his Gold Finder device. He pays the AP cost, and the device will now work for anyone who knows how to operate it.

Once a magician makes a spell's effect permanent, the effect becomes an independent astral entity outside the magician's control. Even the magician who created a Named spell must dispel or destroy the Named spell they want to cancel. They cannot simply cancel it at will, even if this option is available if the spell was cast normally. The effects of certain spells, such as Invisibility or See the Future, may prove inconvenient if made permanent. Such a spell will become "fixed" by Naming it. If characters insist on Naming such spells anyway, the Gamemaster is encouraged to enforce any potential problems they cause.

Named Spells as Magic Items

While a spell Named on an item has effects similar or even identical to those of a magic item, such an item does not fall properly under the rules for enchanted items as per the Enchanting rules. Items produced by enchanting are powered using magical materials and their effects cannot be dispelled, while Named spells are powered by the energy of the caster's Adventure Points, and can be dispelled. Enchanting and Naming spells are two different methods of creating an item with magical properties, and are treated differently under certain circumstances.

Spirit Binding

Magicians may also enchant an item by placing a spirit within the item's pattern. This technique, known as spirit binding, is practiced by Shamans using the Summon Skill. This technique is not normally required by any of the **Enchantment Types** (pg.416), but can be used on its own or to further enhance a magic item. By binding an elemental or ally spirit to a magical item, a magician gains constant access to the spirit's powers and conceals the spirit's presence.

To bind a tasked, elemental, or ally spirit to an item, a magician must first obtain an item made with magical materials or craft one themselves. Only an item fashioned with such materials will successfully hold a spirit. The item may be virtually anything, but well-crafted items are more likely to prevent a trapped spirit from escaping. Once the magician has the finished item in their possession and has summoned the spirit, the magician must perform a special ritual to bind the spirit to the item. This ritual takes a half hour to complete. If the spirit is not cooperative, the magician must restrain it for the duration of the ritual, using a Skill such as Spirit Hold, or the spell of the same name.

At the end of the ritual, the magician makes a Summoning Test against the spirit's Mystic Defense. Modify the Target Number by the enchanting modifiers used in preparing the item. If the test succeeds, the spirit is bound to the item: the spirit's physical manifestation (if any) vanishes and its astral form (and consciousness) is trapped within the item's pattern.

The magician who trapped the spirit may communicate with it by touching the item and using a Skill such as Spirit Talk. The magician may also use any of the spirit's powers or abilities by touching the item. For example, a magician who has trapped a fire elemental in a sword could use the spirit's Spear power by grasping the weapon and using the spirit's Step Numbers to make any tests required for the use of that power. The magician must also take any Strain or other damage required by the use of the spirit power.

Any other character who comes in contact with an item containing a bound spirit can attempt to communicate with the spirit if they possess an appropriate ability. Characters other than the enchanter who trapped the spirit must defeat the trapped spirit in a Contest of Wills in order to use the spirit's powers. Some magic items with a spirit bound to them allow their wielder access to the spirit's powers without this Contest of Wills if it is granted in the item's Effects.

Spirits of all sorts greatly resent being trapped and will do all in their power to escape from being imprisoned in an item. If a bound spirit wins a Contest of Wills against a would-be master, the spirit may attempt to escape from the item by making a Spellcasting Test against the Summoning Step of the magician who trapped it. The spirit incurs a penalty equal to the Enchanting Modifier (pg.415) of this Test. If the Test succeeds, the spirit is freed, destroying the item in the process. The spirit also becomes free if the item in which it is trapped is destroyed or broken beyond repair.



True Elements

The True elements are the magical essences of the elemental planes (air, earth, fire, water, and possibly others depending on the culture) concentrated into physical form on the material plane. These highly magical substances form the basis of some of the magical arts in the world of *1879*. A single unit of a True element is known as a kernel, so called because it is similar in size to a kernel of corn. The exact size of an elemental kernel may vary, depending on the purity and strength of the sample. Very pure kernels of True elements are usually quite small but offer great magical power. True elements must usually be stored in containers made of or lined with glass or crystal, and sealed with pitch or with the Seal spell or a KAV. True fire tends to be stored in metal containers, made of alloys with very high melting temperatures, and often with a Resist Temperature spell or Resist Heat KAV cast or Named onto them.

True elements occur in places where the barriers between the physical world and the elemental planes are thinnest. In such places, small portions of the magical essences of the elements collect in a material form that can be gathered using specific techniques. True air is found high in the sky and in high places of powerful winds, such as lofty mountaintops. It usually appears as small swirls of pure, cold air that almost scintillates. True earth is found deep in the ground or sometimes on the sides of mountains where it has been exposed by natural geological activity. It usually appears as semi-translucent crystal of varying gemlike colors. True fire is found in places of great heat or burning, such as volcanoes. On rare occasions it forms in large forest fires or other conflagrations. True fire appears as a flame or point of near blinding red-white light. True water is found deep in the sea, at the surface of storm-tossed seas (lifted from the depths), at the bottom of rushing rivers (or in their rapids) or in waterfalls. It appears as pure, cold water that sparkles more brightly than natural water. True wood is found only in the deepest primeval forests. It is the rarest of the True elements because of the fragility of the ecology. The Gruv, having forests as yet uncorrupted by human industry and its toxic effects, and untouched by human expansion, is a much richer source of True wood than anywhere on Earth outside of the deepest Amazon or most remote reaches of Canada.

The True elements combine with each other in various ways based on their natures. Each element can be neutralized by one of the other elements as described in the **Litany of the Elements**, a set of lines found in numerous ancient texts on Earth dating back to the Classical Greeks and possibly before, and taught to shamans throughout the Gruv:

Wood destroys Earth, by covering it.
Fire destroys Wood, by burning it.
Water destroys Fire, by quenching it.
Air destroys Water, by drying it.
Earth destroys Air, by smothering it.

Any time a portion of a True element is combined with an equal part of its opposing element, the first True element is destroyed. When combined, some of the True elements, such as True fire and True air, can produce spectacular and explosive results. Because of this potential, kernels of True elements are always stored separately from one another.

Properties of True Elements

Each True element contains unique magical properties. By weaving a True element into an item, a craftsman can give that item the True element's properties.

True air allows items such as small flight daggers and flying carpets to float or fly. True air also has cooling properties and can provide the air needed to survive harsh conditions. These properties are incorporated in items such as cooling stones, message stones designed to recall sounds, and effervescent liquids that enable a user to breathe underwater for short periods. Movement is another property inherent to air, and incorporating air into a device or item can be used to keep air moving, such as in a recirculator for a submarine or combined with True fire to make a portable heater.

True earth has properties of solidity and strength. This element endows items with great durability and resistance to magic, and is used to strengthen stone, metal, and other earth-based materials in construction and forging.

True fire provides heat, light, and energy. Kernels of True fire and water woven into crystal create light stones used for cave exploration and mining. Enchanters also use True fire for items such as firestarters and cooking pots, and as ammunition for magical cannons. Magicians often temper True fire with another element, such as True water, to keep its power in check.

True water is a cooling, refreshing, and resilient medium. Enchanters use it to create items of great suppleness and flexibility, to waterproof objects, and to craft moisture barriers. True water is also used to soften True earth and make it more pliable, and woven with True air to take advantage of the combined cooling and soothing properties of the two elements.

Often associated with items of knowledge and beauty, magicians use **True wood** for items such as runic sticks, magical tablets, and writing instruments. Though magicians rarely combine True wood and other True elements, some enchanters have created exceptional musical instruments by weaving together a combination of True air and True wood.

Gathering True Elements

True elements can be collected in two ways: gathering and mining. Gathering involves collecting kernels of the True element by hand, a painstaking technique used only by the most skilled of enchanters. Mining requires the use of special equipment, and also involves considerable effort and potential danger.

True air miners use fine-mesh enchanted nets to catch and hold kernels of True air. They deploy such nets from airships sailing through a storm or an area of very high winds. As kernels of True air land in the nets, the miners transfer the True element to enchanted containers. Because True air must be mined in stormy and windy conditions, veteran Sailors and Airship Pilots are in great demand to guide mining ships. Despite this precaution, fierce storms often destroy the vessels. These vessels also may come under attack from elemental creatures that slip through the spaces between the physical and elemental worlds in areas of high magic.

True earth is a component of a wide variety of magical items. True earth is the least hazardous True element to mine and can be collected using various traditional mining techniques. True earth also tends to be the least powerful True element per kernel, however, and bulk mining only yields large numbers of low-potency kernels. Careful direct gathering yields smaller, more potent kernels, which usually appear as valuable gemstones.

Mining True fire requires special tools crafted from high-carbon steel, enchanted with a Resist Temperature spell or a Resist Heat KAV, which True fire miners use to scoop up fire kernels. True fire kernels must be immediately transferred to containers of glass, crystal, or high-carbon steel likewise enchanted with Resist Heat, as they burn through any other material. The Saurids on their home continent use airships to skim the surface of lava flows and cast kernels of True air onto its molten surface. The True air causes explosions that often stir up new pockets of True fire. This technique produces quite lucrative results, but the hazards of flying low over exploding lava claim many mining ships and crews. Other crews mine True fire in active volcanoes, where they face overwhelming heat and toxic fumes.

True water miners cast enchanted nets into deep waters to dredge kernels of True water from the depths. The miners then transfer the kernels to decanters of crystal. As do all miners of True elements, True water miners must brave hazardous conditions, dangerous aquatic creatures, and pirates eager to capture a valuable cargo.

The limited availability of True wood prevents entrepreneurs from mining this element. Instead, it must be manually gathered, usually from virgin forests and jungles protected by dangerous predators or fierce tribes.

Gathering Tests

To gather a True element, an enchanter must first locate a deposit of the element. Finding a deposit of a True element requires careful research, a little prospecting, and some luck. Because most known deposits of True elements in the Gruv have been claimed long ago by miners and magicians, and Earth has yet to develop many such deposits, would-be gatherers sometimes roam for years, vainly searching for a lode of True elements that will make them rich. Anyone attempting to acquire material from established elemental deposits must first deal with any existing claimants to the area.

Enchanters can determine if a given area is likely to yield a True element by making a Magic Theory Test against a Target Number based on the enchanter's familiarity with the region. The Target Number for this Test ranges from 6 (if the enchanter knows the area well) to 15 or more (if they are looking at the locale on a map for the first time). If the Test succeeds, the enchanter knows whether or not the area will produce True elements.

Element Gathering Difficulty Table

Element Gathered	Target Number
True Air	10
True Earth	6
True Fire	12
True Water	10
True Wood	8

Once an enchanter has located a source of True elements, he can make a second Magic Theory Test, against the appropriate Target Number shown in the Element Gathering Difficulty Table, to gather the elements. A Gathering Test requires one full day. The magician gathers one kernel of the True element for each success achieved on the Gathering Test.

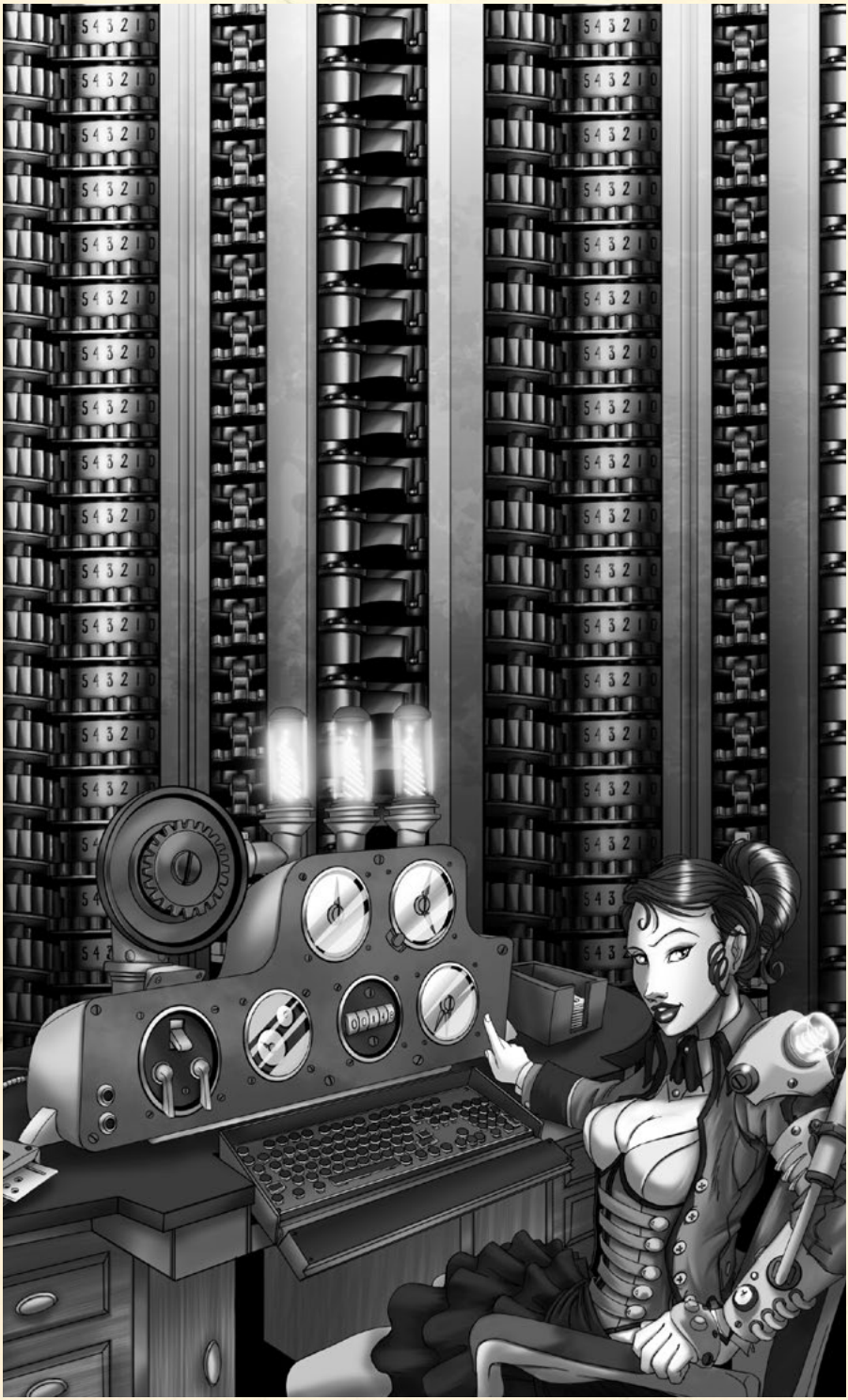
Purchasing True Elements

Although True elements are difficult to obtain, some enchanters and miners offer them for purchase. Prices vary per kernel, as shown in the True Element Kernel Costs Table. True elements are considered to have a Rare or Very Rare Availability, reflecting the difficulty of creating or mining the element, and are normally only offered for purchase from the most specialized markets.

True Element Kernel Costs Table

True Element	Cost per Kernel	Availability
True Air	50–100	Very Rare
True Earth	5–10	Rare
True Fire	50–100	Very Rare
True Water	5–10	Rare
True Wood	25–50	Very Rare





1879 PLAYERS GUIDE



Engines, Lovelaces & Byrons

On two occasions I have been asked, 'Pray, Mr. Babbage, if you put into the machine wrong figures, will the right answers come out?' I am not able rightly to apprehend the kind of confusion of ideas that could provoke such a question.
– Charles Babbage

We present a selection of excerpts from Mr. William Chetwood's "A Purchaser's Guide to Analytical Engines, Design and Implementation". The original work covered a much broader set of topics, mostly related to buying an Engine for business. This document extracts those subsets intending to cover the topic of how one interacts with Analytical Engines, with an emphasis on security. It has been heavily annotated via an interview between Mr. Victor Sanburne and Miss Constance Gifford, Lovelace and Byron respectively. Mr. Sanburne works at programming and security for the London Shipping Exchange and very graciously was able to find time in his busy schedule to assist with this work. Ms. Gifford was recently apprehended by Scotland Yard in an attempt to pilfer records from an undisclosed accountant's office in Glasgow. She agreed to assist with this text as part of a plea bargain to reduce her sentence. The author does note that having two people so professionally at odds in the same room at the same time did cause quite a bit of consternation. The more argumentative portions of the interview have been omitted where they do not provide relevant insight.



We stand at a time of revolution in the world of business, and though much of the credit was lost to him during his life, we owe it all to the innovation of Mr. Charles Babbage. He blessed us not once but twice with his incredible insight into the fields of mathematics and mechanics. First came his Difference Engine, a machine that requires but a single operator to quickly perform the calculations of dozens of clerks, and completes those sums with higher accuracy. This device has brought significant advancement, and has given us a means to greatly reduce overhead and increase productivity. Unsatisfied with this result, however, Mr. Babbage bestowed upon us another gift, the Analytical Engine. This device is the first of its kind: a machine that retroactively adapts to suit its purpose without requiring an engineer to rebuild it.

Mr. Babbage took his inspiration from the Jacquard loom, which uses a series of punch cards to adjust its parts and determine what pattern is woven into a particular work. He applied this concept to his machine of calculations, allowing it to alter the formulae it operates under by reorganization of its parts. What's more, as any individual of higher mind can tell you, nearly all conception of the real world can at some point be reduced down to mathematics. A machine able to perform mathematics on its own can be adapted for almost any task. A business can purchase this one machine, and with it can perform their accounting, update and manage their inventory, and operate much of their manufacturing equipment, all with minimal personnel, potentially even automatically for extended periods. Aside from the reduction in personnel, the results arrive faster and more accurately, accounting for even more productivity increase. Naturally, this has resulted in a much higher efficiency and significant cost savings to the business owners that possess an Engine, giving them a significant advantage over their competition.

Hmph. Cost savings indeed. Little of which is passed on to the consumer, while the no longer needed workers find themselves without employment, thrown out as so much spent bathwater. These business sorts always look out only for themselves. They haven't a glance to spare for another person unless it profits them somehow.
- Miss Gifford

Madam, while I understand that you have a different viewpoint on such matters, given your profession, I would think that you could look beyond the greedy failings of a few businessmen and focus on the benefit these machines bring to society as a whole. Personally, I would place the Analytical Engine on par with the invention of the wheel or the discovery of fire in terms of advancing our civilization.
- Mr. Sanburne

The Difference Engine and the Analytical Engine

Though similar in nature, there are several key differences between Analytical Engines and Difference Engines. To one who is not knowledgeable, the most prominent difference they will see is in price. Do not be fooled into thinking that a Difference Engine is simply an inexpensive work around for achieving the same results. Unlike the Analytical Engine, a Difference Engine is suited to only one task. They are used to perform the same duty repeatedly, only allowing change based on a certain algorithm or data table. For example, Difference Engines can be used to control the scheduling for operating a light house according to the times for dawn and dusk, and can monitor and relay via telegraph when the system needs maintenance. Difference Engines can also be used directly with an Analytical Engine to carry out some specified function based upon data cards or data reels entered into it, thus freeing the Analytical Engine from performing the repetitive works. Indeed, often times the printer module for an Analytical Engine will be designed with a Difference Engine built in, called an Automated Printer, so that it can take over the repetitive processes needed for printing.

Difference Engines have come a long way from their initial development, and have undergone significant evolution toward simplicity. As a result, not all of them need to be large, cumbersome machines anymore. There are desk top models that can be used by clerks for performing their mathematical operations and ensuring greater accuracy. Where an abacus would assist in performing simple arithmetic and had to be scaled up in order to assist with any higher degrees of mathematics, let alone greater numbers, these calculators can perform higher operations as well as handle much larger numbers, both in value and in places on a list. What's more, they can also generate reports based on their calculations, such as printing proof of sale and creating a punch card to update your records on said sale, as is the case with the famous Autotill. Gone are the days of needing to perform daily or weekly inventory to keep accurate stock. So long as your records from the Engine are kept current, inventory taking could be reduced to a monthly or bi-monthly basis, and this being done more to ensure honesty than accuracy.

Analytical Engines are built on much the same basis as Difference Engines, thus their interface with people is for the most part the same. The key fact to remember is that Difference Engines are single task devices. Do not fool yourself into thinking they can be used to replace the versatility of an Analytical Engine, nor should you think less of them for performing only one task. Difference Engines are very good at what they are designed to do, and so long as that is all that is required, they will fit the bill nicely. Purchase them for what you need, but do not expect to get utility beyond that.

Given that they are suited for much more limited tasks, Difference Engines typically will not reveal anything more than information related to their operation. However, if a Difference Engine is built to interact with an Analytical Engine, studying the former can reveal information on the formatting of the latter. Do not fall for the temptation to be lax in security with a Difference Engine simply because it does not process as much information.
- Mr. Sanburne

Difference Engines are also commonly used for automated door security in facilities that require access restriction and logging. Engine-run security will often stump a Dodger, but not a Byron, so do not rely on such a system as your sole means of security when it is critical. Since they operate on a set algorithm, they are comparatively easier to fool than an Analytical Engine, especially if you have an access card, even one that is no longer valid. Also, if you use the same

algorithm on more than one security door, especially doors with different access restrictions, then it is your own fault when one door is decoded and the Byron has free access to your facility. To maximize the protection of an Engine-run security system, always destroy your old access cards, use different algorithms between sets of doors, and change algorithms often.
- Miss Gifford

On Engines and Language

As has been mentioned, there is a certain language to the machine itself, expressed in gear positions that represent numbers and mathematical functions. As the machines create output in language that is familiar to people, it must also have a method of translation between the two. In order to translate the characters of our language into a language the machine can understand, there are certain coded expressions that must be reserved in order to map each potential character. Printed numbers and letters, both upper and lower case, all of our various symbols and punctuation, everything must have a reserved code for the character.

It is quite fortunate that the Analytical Engine developed in an English speaking country, or perhaps the fact that English is our native language simply facilitated its creation. This is because the character map required for our language is much smaller that most others. We use the Latin alphabet without any accent marks on our letters, which means we only have 26 base characters to concern ourselves with (in addition to the fore mentioned characters for symbols and such). As an extreme counter example, an educated Chinese person would need to know roughly 5,000 characters for every day use (I have heard tell of a newspaper editor in Peking that was familiar with well over 20,000). Even for most other languages that use the Latin alphabet, such as French, there are additional accent marks that would all require additional character maps.

A smaller character map results in fewer reserved codes being necessary, which in turn can significantly reduce the required space and complexity in the Engine. This is relevant for a business owner to know if they are likely to do any business internationally. While it is possible to make an Engine with capabilities for a foreign character map, it will need to be specially ordered as such and will increase the size and complexity to scale with the number of additional characters needed. This cost will need to be weighed against the value of having translations performed by the Engine, versus hiring a translator to do them by hand. Of course, if the international businesses you are dealing with are capable of working in English, no further cost is necessary on your part.

While the differences in character maps may be small for some languages, bear in mind that even a small change can cause an exponential growth requirement for the Engine. The efficiency and accuracy of the Engine make it an invaluable business tool, which is already making its adoption wide spread all over the world. With these additional costs in mind, not to mention the strength and global presence of the British Empire, I would not be surprised to find all countries adopting English as an official written language within the next decade or two, at least for business proceedings.
- Mr. Sanburne

Design of the Analytical Engine

When you look into obtaining an Analytical Engine for your own business, you will find that there are several different assemblies, modules if you will, that perform different functions. Some of these are essential for a working Engine, while others are merely accessories to grant access to additional functions. Naturally, as these machines are truly massive in size and significant in cost, you will want to buy only what you need to ensure the machine fits in your facilities and does not have extra portions that you will not use. This guide will attempt to cover these modules in order of importance, providing a basic description of their purpose and how they function.

The Mill and Reader

The heart of the Analytical Engine is the Mill, which performs the calculations that determine how the Engine functions. As noted in the prior section, this is the module for which Mr. Babbage drew inspiration from the Jacquard loom. The Mill primarily draws its data from punch cards, which is what your operator will use to give the machine its instructions. Mills have undergone some changes in underlying design since the original Analytical Engine to enhance speed and accuracy and reduce size. Thus far, significant improvements to the Mill, and for that matter to the Engines as a whole, appear to be occurring roughly every six years. This certainly will give many a case of indecision, uncertain if they should purchase the current models with fear of an improved version coming out later that would benefit one's competitors, or thoughts of purchasing an older model at reduced cost to save initial investment. While you should purchase according to your needs and means, and a successful business model will more than compensate for any slight variations in mechanical efficiency, it is generally recommended that your Mill not be where you decide to cut costs. When possible, always buy the newest tested and functional version, as you will be using it for a long time and will want to plan for growth. Also note that some newer Mills are not compatible with older modules, depending on the improvements made; all the more reason to always obtain the newest Mill available.

Tied intimately with the Mill is the Reader, where your operator will place the punch cards that give the machine its instructions. Readers can be made to different specifications to allow different formats of cards, though this will generally be dictated by the version of the Mill. In most cases, the cost of the Reader is included with that of the Mill, and you will purchase them together. For a new Engine being established, this does not pose any problems. However, if you have multiple Engines, such as for a chain of businesses, you will need to ensure that the format of your punch cards are the same between them. There are some cases where an Engine with a newer Mill can be crafted to function with a Reader for punch cards of an older format. If you find yourself in this case, you will need to discuss it with the machinist to find out what options you have. Regardless of what you are told, never make a purchase in this regard without an addendum to the purchasing contract that the seller will warranty his work and will cover replacement costs in the event of incompatible function.

A wise purchaser would also do well to discuss any new Engines and components with their current operators, as they will have much more practical and intimate knowledge of their existing machines' inner workings.
- Mr. Sanburne

For a business with multiple Engines, compatibility between them may not always be necessary, or even recommended for security purposes if the machines are set to different tasks. A Byron attempting to interrupt the function of an Engine needs to understand the format

it uses. Understanding one Engine may give them a significant advantage in breaking in to another. For example, a bank that uses a separate Engine to manage their door security would be better off using a different format for the Engines that manage their books and figures. Different formats between machines on its own will not prevent a Byron from breaking in, but it will slow them down.

- Miss Gifford

The Store

Next on the list of essential modules is the Store. The Store also ties in with the Mill, and is where the Mill can, for lack of better phrasing, remember values to recall later. Without a Store, an Engine would only be able to perform one task at a time, and would be of less use than a Difference Engine. The Store will most likely be the largest module in your Engine system. Fortunately, they are also the most adaptable and easily expanded. The Store for Babbage's original design could hold up to 1,000 numbers with up to 50 digits. This is often more than sufficient for the purposes of most businesses. However, insufficient storage will interrupt functions of the engine, so it is best to use this as a minimum. Your maximum Store size will likely be determined by your physical space availability. While growth potential should be kept in mind, do not assume that you will need to build to the maximum available size at the outset. There is some higher cost to increasing Store size after an Engine has already been established, but it can be done, often with little difficulty. Do not leave yourself in a position where you will have so little Store that it interrupts functions, but do not fret if you find you need to add capacity in the future.

Values kept in the Store can be read quite easily. This is necessary for error checking while a task is being performed to ensure proper instructions and proper Engine function. In the design of your facilities, you would do well to ensure access to your Store is restricted to only those who must have it.

- Mr. Sanburne

Hah! Easier said than done. Stores are massive, and an operator needs regular access to it for correcting problems. Securing an area that large is no simple feat, especially against a skilled Byron. With that said, data and context are most useful when you have both. If you fear your punch cards have been compromised lately, posting extra security around your Store would be prudent.

- Miss Gifford

The Printer

While not necessarily a truly essential component, an Engine would have little use without a printer. The Printer performs exactly the function its name implies, setting to paper the calculations of the Engine. Printer design has changed little over the existing course of the Analytical Engine's lifetime, with the original design being that used for the Difference Engine. Not only can the Printer create tabular information on paper, but can also create imprints on materials like Plaster of Paris, which can then be used to make a printing plate, so that you will not need to have the Engine itself create multiple copies of the same document. Even for a business that does not require printed documents from their Engine, I would encourage all to purchase a Printer, if for nothing other than error checking.

Remote Communications

Here we begin to see modules that can truly be classified as accessories. The usefulness of these will be determined by your business model, and this text will not bother attempting to speculate on that point. Owners and operators will of course be able to make that determination for themselves. First among accessories are those that allow for remote access to the Engine. A firm may not always have all of the data necessary for their Engine's purpose contained within the space where it is housed. Telegraph interfaces allow the Engine to communicate with distant locations. This can allow either inbound or outbound communication, or both, and can be made to handle communication with a person on the other end or with another Engine. For the case of the latter, one may assume that this would be an excellent alternative to physically moving stacks of punch cards back and forth between facilities. However, establishing and maintaining communication lines is expensive, and the rate at which information is transmitted is very slow. This communication therefore is best left to simple operations where physical travel outweighs the difficulties of managing the wiring.

Telegraph wires can also be tapped, and the communications between points overheard. Again, context for the data is important, and a Byron will need to ensure they are tapping in to the correct wiring, which is generally done easiest closer to one of the end points.
- Miss Gifford

Surprisingly, you neglect to mention that an end point facility can be compromised and false data transmitted or true data received by the wrong hands. Are you trying to leave yourself a few hidden tricks to use when you return to your criminal activities after your incarceration?
- Mr. Sanburne

I neglect nothing! I only address the most likely scenario for one of my position. Infiltrating a facility is a difficult task, both to execute and to keep undiscovered, much more suited to a Fiddler than a Byron, the latter of whom has technical knowledge enough to interpret the data without requiring physical access.
- Miss Gifford



For communications at shorter ranges, such as within a facility, remote terminals may be implemented. These will not have as much function as direct access to the Mill, but can be used for simple tasks such as gaining access to a door with a security punch card or sending a table to a printer located well away from the Engine proper. The distance must be kept short, because they are managed with hydraulic lines that mechanically interface directly with the Engine, rather than the earlier mentioned

telegraph signals, which require translation from electrical pulses to mechanical data. This makes hydraulically connected terminals faster and capable of greater function than telegraphic connections. For a facility with limited space, hydraulics can interconnect different modules of the Engine. This is not recommended when it can be avoided, as there is an unavoidable delay in translating into and out of the terminal format.

Breaking into terminal lines is significantly more difficult than a similar operation upon telegraph lines. An error will result in a leak and thus loss of pressure, which can be spotted very quickly. Hydraulic oil is also a visible mark that you have been tampering with the lines, making it hard to slip away from the situation. However, since the lines do interact directly with the Engine, there is significant benefit to tapping into them, as you can gain access to a number of higher functions without requiring access to the Engine room itself.
- Miss Gifford

Advanced Storage

While there are a great number of accessories to consider that allow an Engine to interact directly with functions such as manufacturing, these are very specific to their needs and are best addressed individually. Therefore, this listing will conclude with concepts for recording data beyond that of the Store. Many facilities make use of a storage writer, most often a punch card printer, which allows the Engine to store data on cards that can be retrieved later through its own reader or that of another Engine with similar format. Punch cards are made from a variety of materials for different usage tolerances. Metal cards are the most durable, which makes them excellent for repeated use, but a poor choice for data that does not need to be entered multiple times. Materials such as card stock or veneer are best for limited use, as they are less expensive, easier on the machine to produce, and are disposable.

Many businesses use punched cards to carry information between facilities and keep records between them consistent. These cards often contain sensitive data, and are a prime target for those with illicit purposes. When moving cards, keep them in a secure lock box with a trusted employee that is known well at both locations. For truly sensitive data, Lovelace operators may also wish to create their cards with a time lock out function, so that trying to enter the data outside of a certain time frame will cause it to be rejected. This must be done on an Engine that has a clock function built in, and a certain time allowance must be made for the transportation of the cards.
- Mr. Sanburne

Even with these measures in place, there are still ways around them for a skilled Byron. Swapping out the entire lock box, for example, or deceiving those at either end of the run. Here the trick isn't so much understanding how the Engine works as it is understanding how the people work. No one is perfect, and sooner or later an employee will be less than diligent and leave the way open for a security breach. No matter what precautions you take, never assume that anything is fully secure.
- Miss Gifford

Information that needs to be permanently stored, but not on something as mobile as punch cards, can be kept on data reels. These function similarly to the rolls made for player pianos. The storage writer records information on the reel with perforations, similar to a punched card, which can

then be read back by the Engine at any point later. In order to rewrite an earlier portion of the data, an entire new reel must be made. Therefore, this is best used for information that will not change, or will change very little, such as a table of distances between cities or a roster of employees with higher security access. These can also be used to create long term records, such as annual expense reports, that can be retrieved and run through the Engine again at a later date.

Due to the more permanent nature of the data on reels, they are rarely moved between facilities. If it is necessary to move them, even further caution than that used with punch cards is advised. It is also recommended that long term storage facilities be tightly secured so that old records with sensitive information are not read or altered.
- Mr. Sanburne

Gaining possession of data reels grants a Byron considerable power over the information going through an Engine. They are very difficult to tamper with directly, but when it is done correctly, it can wreak complete havoc, such as adjusting records of owed amounts in accounting logs so that an unscrupulous business owner ends up paying an actual fair amount for their purchases. While it slows the process of reading data back from a reel, it would be a wise choice to encrypt the data that is written. This will force a Byron to decipher the encryption algorithm before they can read the data, let alone attempt to alter it.
- Miss Gifford

Structure and Performance of the Engine

This section provides game information for Engines, Byrons, Lovelaces, and Engine operations. We'll start with the game statistics for Engines.

Casing

The Casing of the Mill, the Store, and the Engine's Peripherals protects the moving parts from damage and interference. In order to repair those parts and perform routine maintenance, locked access ports are provided. Gaining access to the mechanisms to directly manipulate the functions of the Engine requires either breaking the casing or opening the lock. Unless otherwise noted, the Casing ratings are the same on all sections of the Engine.

- Physical Defense determines the difficulty of finding and striking a potential weak point.
- Physical Armor protects against damage, reducing the Damage Test result by its rating just as armor worn by a character would.
- The Barrier Rating determines how much total punishment the Casing can take, similar to a Death Rating. When the damage dealt to the Casing exceeds the Barrier Rating, the Casing breaks open. If the damage done exceeds the Barrier Rating, the internal mechanisms are damaged and the Engine will not function properly.
- The Lock Rating provides the Target Number for attempts to pick the access port lock and open the Casing without resorting to violence.

Mill

The operative part of the Engine where calculations are performed, the Mill includes the Reader where commands are entered. The Mill is the primary user access for the Engine, and as such is typically watched directly. Therefore, its defenses are usually lower than remote systems. Note that legitimate users, such as the system Lovelace, do not have to defeat the Mill's defenses in order to modify its functions.

- The Hardware Defense (HW Def) is the Target Number for attempts to modify or subvert the Mill mechanically using a Clockwork Skill Test.
- The Software Defense (SW Def) is the Target Number for attempts to suborn the function of the Mill using an Engine Programming Skill Test.

Store

The Store is the memory storage unit, where data in current use is kept. The Store, like the Mill, has a HW Def and a SW Def that must be defeated in order to access it illicitly. Due to the constant presence of data which may be confidential or secret, the Store's defense ratings are typically higher than those of the Mill.

Peripherals

Peripherals include any modules beyond the Mill and the Store that have been directly attached to the Engine. Typically, this comprises the Storage Writer, the system Printer, and any remote access terminals linked hydraulically. Terminals linked by telegraphic lines are not directly connected and are thus not included as peripherals. Like the Mill and Store, each has a Casing to protect its mechanisms, which in turn has the appropriate statistics. They will also have a HW Def and a SW Def, providing Target Numbers for attempts to control them either mechanically or via programming. The Defenses will vary depending upon the module, but again are typically higher than the ratings for the Mill. Peripherals may also have a Code Rating (most often on Storage Writers) that applies to all data recorded by the device, and acts as a Target Number for Cryptography Tests. Unless specifically noted, all Peripherals of an Engine use the same ratings.

Typical Analytical Engines

Small Firm Engine

Casing		Mill		Store		Peripherals	
Physical Defense	5	HW Defense	5	HW Defense	7	HW Defense	7
Armor	5	SW Defense	5	SW Defense	7	SW Defense	7
Barrier Rating	3					Code Rating	7
Lock Rating	5						
Peripherals include a Printer (not encrypted) and a Storage Writer.							

Moderate Firm Engine

Casing		Mill		Store		Peripherals	
Physical Defense	7	HW Defense	6	HW Defense	9	HW Defense	8
Armor	5	SW Defense	7	SW Defense	9	SW Defense	9
Barrier Rating	5					Code Rating	9
Lock Rating	7						
Peripherals include a Printer (not encrypted), a Storage Writer, and one or more Remote Terminals depending on the physical size of the firm.							

Financial Firm/Secure Government Engine

Casing		Mill		Store		Peripherals	
Physical Defense	10	HW Defense	8	HW Defense	11	HW Defense	10
Armor	7	SW Defense	10	SW Defense	12	SW Defense	12
Barrier Rating	10					Code Rating	12
Lock Rating	12						
Casing of the Mill has ratings 2 points lower than those for other sections.							
Peripherals include at least one standard Printer (not encrypted) and at least one Automated Printer, two Storage Writers (one punch card and one data reel), and two or more Remote Terminals (Code Rating 15).							

Standard Door Security Terminal

Casing		Mill		Store		Peripherals	
Physical Defense	8	HW Defense	6	HW Defense	8	HW Defense	10
Armor	5	SW Defense	6	SW Defense	8	SW Defense	12
Barrier Rating	5					Code Rating	12
Lock Rating*	10						
*This is the control console in the Engine room. The Lock Rating for the Casing on remote terminals (card readers at secured doors) is 15. Each remote terminal uses a different algorithm, so success against the Code Rating for one does not apply to the rest. There is also a standard Printer (not encrypted) to run security reports, which has HW Def and SW Def 8.							

Programming and Hacking

The two Professions that interact with Analytical Engines most directly, Byrons and Lovelaces, represent equivalents of modern day hackers and programmers respectively. Those familiar with modern terminology could equate Byrons with black hats and Lovelaces with white hats. This does not, however, automatically make Byrons 'bad guys' and Lovelaces 'good guys'. A Byron could use their abilities to alter records or expose information to the public to restore some semblance of justice and fair compensation against a corrupt business, while a Lovelace could design a program that unfairly inflated interest rates on a bank loan so that it discriminated against Boojums. In terms of abilities, these two Professions are designed to be mirrors of each other, with Lovelaces working within the law and maintaining normal operations, and Byrons working outside the law and interrupting established operation. Motivations and actions beyond this are for the player and Gamemaster to decide.

Specific abilities and character advancement for Byrons are covered in chapters 6, **Character Professions**, 8, **Skills**, and 10, **Character Advancement**. The Lovelace, being a Variant of the Byron, will be presented in the *1879 Companion*.

This section provides guidelines and game rules for direct or indirect actions involving Analytical Engines. These situations are not necessarily restricted to the Lovelace and the Byron. Attempts to break into a facility or capture transferred data from a person could also be performed by a Dodger, for example.

Intrusion, Detection, and Engine Combat

For purposes of this section, assume that a Lovelace or other operator with administrative rights to an Engine has an Engine Programming Skill Rank equal to the Engine's SW Defense, and a PER Step equal to that of the intruding Byron. The Gamemaster may alter these numbers at their discretion.

Once a Byron has successfully gained access to an Engine, or a connected system, they can monitor and interpret data without raising any suspicion on the part of the operator (unless they are spotted by security standing where they shouldn't). If they attempt to make any changes to a running Engine, they risk being detected. This includes Wire and Hydraulic Taps. The initial change made sets the starting Target Number for detection, even if unsuccessful. (A Rule of One result on an illicit change automatically results in detection.) Further actions performed on an operating Engine add to the likelihood of discovery.

When a Byron (or other character, such as a Brassman) makes their first Test to intervene with Engine operation, the result becomes the initial Target Number to detect their presence. If the initial action fails, use the HW Defense of the Engine for the detection Target Number. As previously stated, if the Byron has a Rule of One result, detection is automatic. The degree of the change may push the Target Number for detection lower. See the following table.

Engine Manipulations Table

Degree	Examples	# Successes Required	Base TN to Detect
Minor	- Reading and interpreting punch card data		
	- Changing data in a field or column label		
	- Changing a formula		
	- Sabotaging a card to make it unreadable but still appear functional	1	Result
Advanced	- Altering a calculated value without changing the formula		
	- Cause a minor jam in the Engine		
	- Scramble stored data in the Engine and/or its Peripherals (can be recovered with a Cryptography Test against the result)	2	Result -2
Major	- Complete rewrite of the instructions without changing their apparent function.		
	- Cause a major jam in the Engine that could potentially damage it		
	- Corrupt stored data in the Engine and/or its Peripherals beyond recovery	3 or more	Result -4

- Each time that the Byron succeeds in beating the Target Number in a Test but does not roll enough successes, decrease the detection Target Number by 1 for each missing success.
- If a Test fails but does not incur a Rule Of One, decrease the detection Target Number by 2.
- The detection Target Number cannot drop below the HW Defense of the Engine module where the Byron is working.

Each round that the Byron makes a Test to alter the function of the Engine, or the detection Target Number changes, an operator can make an Engine Programming Test against the current Target Number to detect the Byron's activity. If the Target Number drops to the HW Defense of the Engine module, each failed Test on the part of the Byron grants an extra detection Test to the operator, in addition to the Test made for the round.

Once interference is detected, the operator sets off an alarm. The firm's security team responds to the signal and searches the premises for the intruder. Until the Byron is found, a Lovelace operator may combat them within the Engine to try and prevent their manipulations. Engine Combat works as follows:

- Both Lovelace and Byron make an Initiative Test. This conflict takes place in standard combat rounds.
- On their Initiative, the Byron may choose to defend against the Lovelace, or perform some other operation as listed on the **Engine Manipulations Table** above. If defending, the Byron makes a Test against the Engine module that they currently have access to, using Clockwork against its HW Defense, Engine Programming against its SW Defense, or Mechanics in the case of working with hydraulic lines.
- On their Initiative, the Lovelace makes an Engine Programming Test against the SW Defense of the Engine module to which the Byron is connected. They may choose to halt the Byron's current operation, or try to lock out the Byron. Halting an operation requires a number of successes against the SW Defense equal to the number required to start the operation. For example, if the Byron has started a major jam operation, the Lovelace must roll three successes to halt it.



The Byron working in the Store of a Medium firm's Engine (SW Def 7), has a data read operation running, and opts to defend against the system operator. The Byron rolls a 10, succeeding by 3. The Lovelace tries to thwart the Byron and rolls an 11, succeeding by 4. The Lovelace halts the Byron's data read operation. The Byron may try again in the next combat round, or may decide that the firm's security is getting far too close to their location, and opt to disengage and flee the premises.

- If the Byron defends against a lockout, the character that achieves the higher success on their Test wins. In the event of a tie, the character defending the Engine wins (home field advantage).
- If the Byron does not defend against the lockout, or the Lovelace wins, the Lovelace locks the Byron out of the affected Engine module. The Byron must then beat the module's SW Defense with an extra success to regain access. The Byron's operations in the module continue running until the Lovelace has time to put a stop to them.
- If the Byron wins against a lockout attempt by one success more than the Lovelace, the Byron may lock the Lovelace out of the module. The Lovelace must then break into the module by going against its SW Defense to regain control.

The Lovelace attempts to lock the Byron out of the Mill, and rolls a 9 against the Mill's SW Defense of 8. The Byron counters, and rolls a 14, scoring one more success against the Mill's SW Defense than the Lovelace. The Byron locks out the Lovelace, and now has free run of the Mill until the Lovelace can beat the SW Defense of the Mill and get back in.

- At any time, the operator can make an Engine Programming Test against the SW Defense of the Mill, and, if successful, put the Engine into lockdown. This halts all processing, and may cause damage to the Engine or data loss, and so is reserved for emergencies only. Once an Engine is in lockdown, an operator in the Engine room must use a physical key to reset the Mill and clear the Engine before it can function again.

Engine Combat works very much like physical combat (see **Combat**, pg.251), and takes place at the same time as physical combat with the same Initiative Tests. Engine Combat is a Sustained Action. Neither the intruder nor the defender can move more than is necessary to adjust the Engine, and nothing else beyond simple actions may be performed. Defense attempts must be made after the intervention attempts. If the defender rolls higher on their Initiative Test, they must hold their action if they wish to defend for the round.

Visualization of Engine Combat

What does Engine combat look like? Picture two opponents in a clock tower, filled with gears, axles, flywheels, governors, cams, and springs. The Byron is trying to read the gears and adjust how the clock works while it is still running, with the Lovelace in another location that the Byron can't see also adjusting the clock trying to halt the Byron's changes. At the same time, alarms are going off and guards are searching for the Byron, whose companions must keep them off long enough to complete the work.

Think of Charlie Chaplin in "Modern Problems", battling the machinery and being dragged through the gears. Refer to Fritz Lang's "Metropolis" and the undercity scenes with laborers frantically operating levers and points to keep the machinery working. Analytical Engines are massive clockwork machines that fill entire rooms, with thousands of moving parts. The Byron has to read gear positions to decipher numbers, interpret the numbers into data, then mechanically alter the clockwork, jamming and skipping gears, forcing transmission shifts in the registers, altering pressure

in the steam power supply, and so on. When a segment locks down or is jammed, there may be actual sparks.

Remember, the Byron and the Lovelace are both trying to control a mechanical Engine that's currently running. Imagine trying to take control of someone's car engine from under the hood while they are sitting in the driver's seat, and you have the situation that the Byron and the Lovelace respectively find themselves in.

Capturing Cards

One side attempts to transport data stored on punched cards from one facility to another, while the other side attempts to intercept them. Exact details will vary depending on the situation. There are multiple parts to this action, with multiple routes to try.

First, the intercepting person or team may try to deceive people on one or both ends of the transport. This requires successful Tests made against the opposing party's appropriate Defense using whatever abilities the deceiving party has at their disposal. Illusion or mind-control magic goes against Mystic Defense. Use of a Disguise skill, or non-magical means of persuasion such as Bribery, go against Social Defense. Employees performing these transfers are usually trained to resist these techniques, which incurs a -2 penalty. The Gamemaster may negate this penalty if the employee has not encountered the technique before, or has not been trained against it, or may increase it if the target has undergone more intensive training or conditioning. Other circumstances may alter the Test entirely. For example, if the firm has used mental effect spells of its own to ensure employee loyalty (a so-called "Good Lad Geas"), the Test goes against the Effect result of the defensive magic, and may become an opposed Test if the defense is active rather than passive.

Next to consider is the lock box the cards are stored in. Most businesses use a lock box with a better than average lock, which has a TN of 10 to pick. The TN may be moved higher or lower depending on the lock used. Rather than picking the lock, the party attempting to interrupt the transport can try to swap the lock box with another. This has the advantage of saving time and can also reduce the risk of exposure, but requires knowledge of both the box and the lock ahead of time, so that the same keys may be used. Once the swap has been made, the intercepting party does not have the ability to interfere on their own behalf to avoid detection. Swapping the box gives anyone involved in the normal transfer an opposed Perception Test to detect the change, against the result for the deception. This may be the result of the Crafting Skill used to make a similar lock and box, the Effect result of an illusion to disguise a swapped box, or other possibilities.

Altering the punch cards or making new ones to replace them requires the Engine Programming Skill, along with knowledge of the format being used. The base TN is the SW Defense of the Mill for the Engine in question, with different result levels required for different actions. Refer to the **Engine Manipulation Table** in the previous section for a scale of actions and the results required.

Detecting changes made to a punch card stack requires an Engine Programming Test against the lowest result made by the person altering the cards. If successful, the person inspecting the cards finds the simplest change. They may make additional Engine Programming Tests to find each additional change, again going against the result achieved by the person making the change, and working their way from the lowest up to the highest. A failure at any point stops the inspection. The inspector must either send the cards on to the Engine, or take them to another programmer to try and find any remaining alterations. Each inspection requires at least ten minutes. Considering how time sensitive Engine runs are, the inspectors may not have time to have someone else check the stack.

George Bromelow, an infamous Byron, has successfully snatched up the daily transfer of punch cards from the East London branch of Barker and Piccolo Accounting to the West branch. Barker and Piccolo, a firm of modest size, has Moderate Firm Engines at each location, the Mill having a SW Defense of 7. George wants to alter the punch cards to give himself a bit of a stipend. He makes his Cryptography Test to read the cards, and alters one of the client pay out lists, changing a payee name to his alias, which is a Minor change. George rolls a 21 on his Engine Programming Test, far more than sufficient for such a small alteration. George decides to modify the payment amount without altering the formula that calculates it in order to try and throw off any clerks checking the books. He makes another Engine Programming Test and gets a 15, which again is sufficient. With his changes in place, he returns the cards to his unsuspecting target and goes on his way.

At the West Branch Office, Mary Cosgrove, a Lovelace, inspects the punch cards when they arrive. She make an Engine Programming Test against George's lowest result, a 15, and gets a 16. She spots a mathematical flaw in the pay out amount, though just barely. She makes the correction and checks again for further issues. This time, her Engine Programming Test only achieves a 14, missing the TN of 21 by a considerable margin, and so she doesn't find the name change. Twenty minutes have gone by and the operator reminds her that the evening batch must be run. Satisfied that she has found the only problem, she sends the cards on to be processed.

When George receives his cheque from the post the next day, he'll see it made out to his alias, but not for the amount he was expecting.

Time for moving the cards must also be considered. Many businesses will only accept transferred cards within a certain time frame in order to avoid interference problems. If the transfer is of a time sensitive nature, the required successes for all interference actions increase by one. This includes acts of deception, altering the cards, and so on. Results that would otherwise be successful mean that the task is completed correctly, but that too much time has been spent on it and the exchange has exceeded the accepted time frame. In certain situations, a Gamemaster may decide to negate this with extra successes on other tasks or excellent role playing. For example, if a Byron successfully impersonates the person performing the transfer, fails to make their card alterations with enough successes to make the time limit, but then rolls extremely well on their persuasion to the person receiving the exchange (or role plays it out well enough), the Gamemaster may decide that the company representative buys in to the excuse and allows the late delivery to slide.

Wire Tap

Wire tapping involves gaining access to wires between Engines or an Engine and a remote device, and either collecting, interrupting, or replacing data in transit, or any combination thereof. Wire tapping requires special tools and equipment to get to the telegraph wire and to interpret the data from electrical impulses to sound or light pulses that can be understood by the Byron or Dodger. Not all data moving over telegraph wires will be in standard Morse code. If the end points are both communicating directly to Analytical Engines without frequent human interaction, then the signal will most likely be left as formatted machine code to reduce the number of translations, in the interest of efficiency. Information may also be encrypted, requiring a decryption module loaded with the proper algorithm, or a Cryptography Skill, to put it to use.

Wire tapping first requires identifying the correct wires. This is most easily done close to one of the end points. This does, however, increase the difficulty of avoiding detection, as one is much more likely to be seen tampering with the wires and recognized as someone not authorized to do so. Even in the middle of a city, it's much simpler to pass oneself off as a worker for the telegraph

company if it isn't immediately clear whose wires are being handled. Though it is more difficult, there are several clues when away from an endpoint facility to identify the correct wires, including age, gauging, and the signal going through them. Identifying the wires within line of sight of an endpoint does not require a Test, as the route can be visually traced. Identifying the correct wires further away from the facility requires a Knowledge (Telegraphy) Test with a base Target Number of 10, adjusted for factors such as the number of wires in the bundle, and a -2 penalty if the character making the attempt is not familiar with the signal.

Once the proper wire is identified, tapping in requires a Knowledge (Telegraphy) Skill against a base Target Number of 7, modified for circumstances. If trying to tap into a wire without line of sight to the target, labeling, a wiring diagram, or other clue as to which wire to tap, the TN increases by +3. One success means the tap is established. Detection attempts must beat the number of successes on the tap. Thus, if the tap achieved two successes, detecting it requires three successes. A Rule of One result breaks the communications equipment, alerts the telegraph company and the firm that owns the signal, and may cause injury to the Byron from a dropped tool or electrical shock.

Deciphering the signal requires Knowledge (Telegraphy) or Engine Programming, depending on whether the signal is Morse code or machine code. If the signal is encrypted, a Cryptography Test must be made against the Code Rating of the code used. Interpreting the data is a basic task, and if the data is not encrypted can be covered with the Test to set up the equipment if the Gamemaster allows.

Sending altered data is a separate task, and goes against the SW Defense of the peripheral being manipulated. See the **Engine Manipulations Table** to determine the required number of successes. Possible manipulations should be limited to data that could be related to the remote communications. For example, a train station that uses a telegraph to receive updates on current trains in transit could have the schedules manipulated remotely, but could not have their employee pay data manipulated through the telegraph, as the information is kept separate. Detection of these changes follow the rules under Engine Combat above. Note that an attempt to detect a wire tap can be made by all parties currently connected to that wire, including another wire tapper.

Detecting a wire tap requires a telegraph or Engine operator at one or both endpoints at the time of the tap. The operator may attempt to detect the tap with Knowledge (Telegraphy) or Engine Programming. The Test goes against the base detection Target Number of 8, and requires one more success than was achieved when the tap was made. Thus, if the Byron tapping the wire rolled a 15 against a Target Number of 7, the Byron achieved two successes. Detecting the tap will require an 18, being an 8 with three successes.

Hydraulic Tap

Facilities where remote terminals are used or portions of the Engine system are housed separately may connect them with hydraulic lines, using a lightweight oil under pressure as a signal relay. Hydraulic lines work best over short distances, generally about 100 yards between pumps and relays, so they're not usually run outside of a facility. As such, they will be under closer watch by on-site security. They normally run in pairs, with a high pressure line to carry the signal and a return line to bring the oil back to the pump. Sensors and other data feed devices will have one pair of lines running to the Engine, as their communication is one-way. Devices that require two-way communication, such as remote terminals or Engine-controlled machinery, require at least two pairs of lines. All of the lines involved must be tapped to obtain complete control over the signal. Failure in tapping a line tends to result in a leak, which is readily detected due to the loss in pressure, and will often mark the tamperer with hydraulic oil so that they are easily spotted. A tapper who has been marked with oil must achieve one more success than normal on any persuasion attempts if they are challenged by facility personnel. If they fail the Test, or if the facility has been placed on

alert, they will be treated as hostile on sight. As hydraulic lines provide direct mechanical access to the Engine, tapping the lines presents an opportunity that may be worth the risk.

Tapping hydraulic lines requires specialized tools. The Byron, Brassman, Dodger, or other mechanic needs access to the hydraulic lines, and must route them to a portable pump and gauge device, called a pressure bypass, which has a series of saddle valves that clamp around the hydraulic lines. The pressure bypass is positioned on the lines, the saddle valves fastened securely, and a bore tool applied to pierce the lines and route the oil into the bypass. The saddle valves must be attached tightly and the bore must be applied slowly and evenly, or the pressure in the hydraulic line will cause a backlash, breaking the bypass valve connection and spraying hydraulic oil out of the resulting hole. This has to be done separately for each line in the set, requiring a Mechanics Test against a base Target Number of 12 for each line. The Gamemaster may increase the TN as appropriate if the working space is cramped, or there are a large number of lines to connect, or for other problems. On a Rule of One result, the system backlashes as described above. On a single success, the bypass is attached, but the connection leaks and will only remain useful for a few minutes, and there is no way to use the bypass without being marked with oil. Two or more successes grant proper attachment and access to the hydraulic relay system.

Once the lines are tapped, reading the signal requires an Engine Programming Test against the SW Defense +2 of the peripheral. The high difficulty is due to trying to read the pressure in the line, which has a much more arbitrary value than Engine gears. Attempting to change the signal with the bypass requires an Engine Programming Test against the peripheral's HW Defense, or a Mechanic Test at -2 Steps. Follow the **Engine Manipulations Table** for successes required for various manipulations. The Gamemaster may again increase the TN as appropriate for adverse conditions.

When the work is done, the bypass, despite its cost, tends to be left in place. Since the bypass pierces the lines, there is no way to avoid leaving evidence behind, either the bypass or the holes. If the person applying the tap chooses to remove the bypass, they must make a Mechanic Test against a base Target Number of 17 for each line to remove the valve and patch the hole without being marked with oil or causing a noticeable pressure drop in the line. One success patches the hole, but it will only hold for the person's Mechanic Rank in hours. Two successes extend the patch duration to days. Three or more apply a patch that will hold until the line itself wears out. On a Rule of One result, the line breaks, spraying oil over the mechanic and their tools, and possibly over anyone else standing nearby. The resulting pressure drop will set off an alert at the Engine, resulting in rapid investigation by the facility's security.

Detecting a hydraulic line tap is much easier for an operator than detecting interference with a telegraphic line, as the variations in pressure are readily noticeable, though may not immediately be recognized as interference. Use the rules for Engine Combat above, with the following modifications. The Engine operator makes an Engine Programming Test against a base Target Number of 7 to notice each line being tapped. Add +3 to the Target Number for every success after the first made by the tapper on their Mechanics Test. One success allows the operator to notice the pressure fluctuation, but unless the facility is on alert, the operator will log it for the next maintenance round and take no further action. Two successes allow the operator to recognize a tapping attempt, but must then make another Test against the same TN to determine where in the facility the tap has been made. Three or more successes mean the operator recognizes the tap immediately, knows exactly where it has been made, and has called for a security response and facility alert. An action that results in a leak drops the detection difficulty to the lowest possible. An explosive leak triggers an alarm, though Engine Combat cannot occur at that point, as the leak causes the line to fail, and there is thus no intrusion.



Data Reel

Data reels look like old-fashioned tape reels used on pre-hard drive computers, and perform the same function. Instead of magnetic tape, they use punched paper tape, storing data in machine code form. They're used to archive data that needs to be kept around, such as financial records kept for tax purposes, and to move large amounts of data from place to place when speed is not the primary consideration. For example, a storefront in Bristol might use a data reel to send its monthly sales and accounting report to the firm's head office in London. Information on a data reel is normally encrypted, as it is customarily fed into the Engine once at the beginning of a batch run. Data that needs to be referenced frequently will reside in the Store or on punch cards, as the tape used in data reels is not made to be run through the reader frequently.

Decrypting information on a data reel is easier if the storage writer that created the reel is available for study. Make an Engine Programming Test against the SW Defense of the writer and a Cryptography Test against its Code Rating to obtain the cipher key from it. This takes a minimum of 15 minutes, which can be reduced by one minute for each extra success on either Test. As always, these TNs may be raised by the Gamemaster if there are extenuating circumstances. Once the cipher key is obtained, the information on the data reel can be read or manipulated similarly to punch cards with an Engine Programming Test against the SW Defense of the writer. If the writer cannot be studied, the cipher key must be obtained from the data itself. Make a Cryptography Test against the Code Rating of the storage writer that created the data reel. One success provides enough of the key to attempt to decipher the data, but subsequent Engine Programming Tests using the data take a -3 penalty. Two successes clear the penalty, and the data may be read and written as normal. Deciphering the data requires a minimum of 30 minutes, which can be reduced by 5 minutes for each extra success on the Cryptography Test.

Due to their archival nature, data reels are only moved from one facility to another when historical data must be recovered, or amounts of data must be moved that make punch cards inefficient. In the rare situations when they are, armed guards will often accompany the reels, and even more stringent control methods will be in place than those used to transport cards. To try and steal a data reel as it is moved, use the same guidelines for attempting to steal cards above, but increase the Target Numbers as appropriate for the armed guards and the higher alert status of the employees.



1879 PLAYERS GUIDE



Dodgers

"Officially, none of us has ever heard of any of us."
– Cherie Priest, Bloodshot

Businesses have engaged in unethical behavior since the concept of profit was invented. Whether to surpass a competitor, widen their profit margin, evade taxes, or force open a market, merchants back to the dawn of time have crossed the line separating fair trade practices from behavior the rest of society judges as immoral. When caught and their schemes exposed, their only regret is generally that of having not been clever enough to get away with it. As legal systems grew more complex, courts and barristers and regulations being created to formalize the process of expressing social disapproval, the possibility of getting away with it increased. If sufficient doubt existed that a company had acted unethically, the business might be found not guilty at the trial. If it could be proved that the company accidentally profited from the actions of party or parties completely unrelated to the firm, charges might not be brought against the business in the first place. With this came the concept of plausible deniability, the use of funds not accounted for in the official books to engage the services of the less reputable, and the birth of a new industry.

A person willing to put his or her skills to work causing trouble for a firm for no reason other than the coin paid by a rival firm could make a small fortune in short order. Of course, the risk was considerable. Imprisonment and the loss of one's estate sat at the low end of the table. Further up, transportation took up three or four seats with its expansive threat of permanent exile. At the head of the table, execution occupied the chair, a headsman's axe at its feet and the shadow of a noose on the wall. Just being arrested put one in danger, as some firms would kill their erstwhile employees rather than take the chance of them being a bit too chatty with the authorities. The

individuals who plied this trade had to be quick-witted, sly, equipped with foresight and charm and the ability to vanish without a trace. Small wonder that, as word of their exploits filtered up from the streets, the popular press took to referring to them with the name of one of Mr. Dickens' more scandalous characters, the Artful Dodger. These real-life "Dodgers" weren't the cheeky, plucky lad who'd found a way to survive by his wits. Many of them came from better origins, having turned to dodging after falling on hard times. Some were career criminals who learned new skills as a way of rising in the underworld. All of them sought their fortune in ways they knew were blatantly illegal, coldly accepting the possibility of disaster as the cost of making their living.

Very quickly, the companies competing for the lucrative contracts to supply Her Majesty's New World Expeditionary Force found they simply couldn't survive without the Dodgers. Any firm that tried to hold to the high moral ground and succeed on its own merits found their Engines reprogrammed, their tools damaged or destroyed, their warehouse full of rats, and their safe full of counterfeit money. In the East, it is said that business is war. This holds true in the West also.

Babbage and the Engine

In the spring of 1823, the Office of Scientific Advancement wrote a draft to Charles Babbage in the amount of £1700 with the goal of obtaining numeric tables produced in an efficient and error-free way, using the Difference Engine that Mr. Babbage had proposed. Over the course of the next decade, Mr. Babbage and his chief engineer, Joseph Clement, labored to produce the engine but ran into a series of problems. Despite Clement's proven expertise as a designer of self-acting machine tools and as a machinist of surpassing skill and accuracy, the design of the Engine required repetitive fabrication of identical parts at tolerances only seen in the most advanced of steam locomotives. Clement had to build entirely new tools, which incurred delays and substantial expense and brought him into repeated conflict with Babbage. In the meantime, Babbage continuously revised the design of the Engine and argued with Clement over every expense and over control of the project. Traditionally, Victorian engineers were allowed to keep tools that they themselves made in the course of a task. In the case of the Engine project, this ran to several thousand pounds' worth of complex lathing and machining equipment. Babbage's changes to the plans required Clement to go back and re-machine some parts, and scrap and start afresh with others, incurring additional delays and cost overruns for which Babbage refused to bear the blame.

Finally in 1833, ten years and £17,500 later, Clement halted operations and put his workmen on notice after Babbage ordered him to move his workshop to a spot near Babbage's home, but refused to compensate Clement for the expenses of the relocation. The Office of Scientific Advancement stepped in and assumed control over the Engine project, citing national and pecuniary interests. Some felt that it was throwing good money after bad and that the Office should simply melt down the approximately 12,000 parts that Clement had completed for scrap worth. The Office chose to follow the opinion of King William IV, that any technological advancement that served the British interest ought to be pursued to its ultimate end, and brought the project under government management. Clement's tools were bought on the cheap under the promise that Clement kept the intellectual rights to their design and subsequently the right to profit from selling copies of them on the open market. Clement himself was retained as chief engineer for the project, and brought back his workmen. The workshop was relocated to the Woolwich Dockyard, a semi-disused facility due to the silting-up of the Thames. Woolwich did have one major advantage: a large metal-working factory had been recently constructed there, transitioning the facility from shipbuilding to making iron parts for other shipyards.

Babbage was taken to task for his poor management of the project. Lord Cheltenham, the Under-secretary for Scientific Advancement, reportedly told him, "As a scientist and a designer of clever machinery, you are a true genius. As a project manager, you have been found severely wanting. It's best for all concerned for you to return to your drafting-table, and work on the next version of the Engine and your other ideas, and leave the actual construction of this version to someone more suited to the task." Babbage returned to his drafting-table, but raged privately to his close acquaintances over being shunted aside from his own project, in his own words "relinquished to the position of a glorified clark when I had been master of all".

In 1837, Babbage published the Ninth Bridgewater Treatise, in which he argued for the existence of God and the nature of God as a machine designer. The work was not well received. Thomas Carlyle, the renowned social critic, characterized it as rambling and at times nonsensical. Some later considered the treatise an early warning of Babbage's mental decline. Babbage subsequently left the Engine project and set about work on a new design that he called the Analytical Engine. Where the Differential Engine (as it was now called) was a simple calculating machine, suitable for tabulation of numbers and the automation of simple tasks, the Analytical Engine would be versatile, capable of taking on work that would otherwise require dozens of accountants and mathematicians. It represented a truly massive advance in calculating machinery, having an incorporated arithmetic logic unit, integrated memory, using punched cards in the manner of the Jacquard loom for encoding instructions, and having control flow, including conditional branching (if/then) and loops (do this X number of times). Babbage increasingly isolated himself from his peers, not a difficult task as he was a difficult man. He was given to loud opinions on everything, whether it was in his field of expertise or not. He had such a lack of understanding of the arts that he not only avoided the entertainments of the day, but fought a continuing battle with street musicians, calling them a public nuisance and raging at them in the press. Many years would pass, however, before this much more advanced engine ever saw the light of day.

In 1838, the Office of Scientific Advancement completed the Differential Engine, installed it at the government offices building at Great George Street in Whitehall, and began work on the Version 2 Engine, designed by Babbage prior to his departure from the project. Later known as the Babbage-Clement Engine, this smaller, lighter, more efficient model required only one-third as many parts, and led to the yet smaller engines used in tabletop systems, such as the accountant's twenty-key calculator. The National Census of 1841, which was the first to collect names and other statistical data instead of just performing a headcount, used the George Street Engine to tabulate the results, completing the work in a quarter of the time expected. This success allowed the government to recoup some of the funds it had invested in the Differential Engine by licensing the design of the Engine (along with leasing the tools and contracting out the workmen) to firms wishing to build their own Engines. Sadly, neither Babbage nor Clement saw much profit from the Version Two Engine despite it bearing both of their names, as the Office of Scientific Advancement held the patents on the design. Clement, even though he had won both a silver medal and a gold medal from prestigious societies for his advancements in lathe design, was still a machinist, and was accustomed to being paid for piece-work. Babbage, on the other hand, seethed with resentment from being treated like a common work-man. His lack of personal success began to eat away at him.

Over the next few years, the Version One Engine fell into disuse, surpassed in efficiency and cost-effectiveness by the Babbage-Clement Engine. Devices for business and industrial use proliferated. The Autotill, for example, replaced the receipt book and cash drawer. In a famous demonstration, the Autotill was shown to be faster and more accurate than a Chinaman with an abacus. It kept two paper tapes, one for a receipt for the customer and the other for auditing, resulting in a significant reduction of losses to the business from employee error and outright theft from the till. The desktop calculator allowed smaller firms to get the accounting work done that previously had taken dozens of clarks. Lighthouses were automated with dedicated versions of the

Engine that turned the light on and off according to a schedule of sunset and sunrise times, and sent telegraph messages when the machinery was in need of maintenance or repair.

Other governments and individuals attempted to replicate the Babbage-Clement Engine (without licensing the original design) with little success. A Swedish man and his son, for example, after many years of labor completed a working prototype in 1843. Their design lacked several key features of the Babbage-Clement Engine, requiring constant adjustment to keep its calculations accurate. While they produced two further versions of their engine, one in 1853 and the other in 1859, none of their work resulted in commercial success. By then, the Analytical Engine was in production, and British manufacturing was supplying tabletop devices to the rest of the world. The Swedish engines were simply not reliable or robust enough to handle the tabulation of data for government offices and the two men died bankrupt.

In 1843 the Countess of Lovelace, Ada Byron, daughter of the infamous poet, translated a paper by Luigi Menabrea, an Italian mathematician and correspondent of Babbage, from French to English. In her extensive annotations, fully three times the volume of the original paper, she laid out the fundamental principles for using the Analytical Engine to solve high order mathematical problems, including a complete algorithm for mechanically deriving the Bernoulli numbers. Such a program of instructions would result in a tremendous amount of complicated work being done in short order. Lady Lovelace speculated that the numeric manipulations of the Analytical Engine could easily be extended beyond mathematics, by establishing a correspondence between numbers and letters of the alphabet, or musical notes, causing both terrific excitement and considerable disparagement of the idea. ***Punch***, the noted London magazine, published a cartoon satirizing the idea of a mechanical novelist to much hilarity among the populace. In the same year, Babbage confirmed to Lord Cheltenham that his design for the Analytical Engine was very nearly done. The government set aside funds for a new Engine project, not counting on quite how bitter and unbalanced Babbage had become.

In 1844, Babbage delivered the completed plans for the Analytical Engine to Lord Cheltenham. He had, however, deliberately inserted a few small errors into the plans that would have to be corrected before the Analytical Engine would function. Within a span of two weeks, everything fell apart in spectacular fashion. Joseph Clement died before he could complete his review of the plans. His former journeyman, Joseph Whitworth, was named the new chief engineer at Woolwich, but before he was even settled in his office, events went from bad to worse. Babbage revealed to Lord Cheltenham that the plans he had delivered were flawed, and that he had sold the correct plans, along with all of his notes on Engine design and Lady Lovelace's work on Engine programming, to a pair of enterprising young men from Scotland who had been building their own version of the Babbage-Clement Engine in their carriage house. Lord Cheltenham took the news of Babbage's betrayal to his superiors with the intent of having Babbage charged with crimes against the Crown. Three days later, before the government could act, Babbage had an altercation with an organ-grinder in the street outside of his office and dropped dead of apoplexy.

A few months later, International Calculating Engines, Ltd., (ICE) began operations, revealing the two young men to be John Griffon Montague Johnstone, newly elevated to Baron Johnstone, and his cousin, John Conway Levine Johnstone, the recently-created Earl of Annandale and Hartfell. The earldom of Annandale and Hartfell, part of the Scottish peerage, and the attendant titles of viscount of Annan and Baron Johnstone had been dormant since 1792, when the Marquess of Annandale died without a direct heir. Unable to derive an income from the lands associated with the titles, the two Johns had turned to business of a somewhat less reputable sort to make their way in the world while they prosecuted their claims for the titles. The Committee for Privileges split the titles into an earldom, which went to Conway Levine; a baronetcy, which went to Griffon Montague; and a marquisate, which went to George Wade Souter Johnstone, a Lieutenant at the time in the 14th Regiment of Foot. The two Johns stole a march on the government and brought

out the first viable Analytical Engine while Woolwich was still trying to find the errors in their copy of the plans. Given that the two men were now peers of the realm with access to political influence that could shield them from prosecution, the Office of Scientific Advancement threw in the towel, and sold off the Woolwich facility to ICE. Joseph Whitworth joined ICE as one of their lead engineers. (He later made a substantial fortune on the side by implementing the Whitworth thread, a standardization method for machine screws first proposed by Clement.) In the process, some of the less scrupulous associates of Baron Johnstone and the Earl of Annandale had seen the possibilities in fiddling the Engine. They took copies of the documentation and vanished into the night. These men become the first Byrons, rogue programmers with inside information regarding the workings of the Engines. Trying to keep copies of Engine and Engine-powered device manuals from falling into the hands of the Byrons would become an ongoing struggle. "Old Chuck" Babbage, meanwhile, had finally achieved a sort of fame, as a mad scientist who tried to murder his own creation, entering the cultural pantheon alongside Baron Frankenstein, Mary Shelley's literary figure.

Sarah Guppy and the Brassmen

Sarah Guppy never intended to achieve any sort of fame. In her own words, "it is unpleasant to speak of oneself, - it may seem boastful particularly in a woman". Regardless of her intent, her inventiveness led to both fame and fortune, although some might argue that there was a touch of infamy that came along for the ride.

Gently, albeit not nobly, born and well educated, Sarah Beach took out her first patent in 1811, covering a safer, more efficient method for building bridge pilings. Between this idea being used by the noted architect Thomas Telford, who built most of the canals and bridges in central England, and her being a personal friend of Isambard Kingdom Brunel and his family, her ideas received more attention and a better reception than the notions of a woman otherwise would have in that day and age. By the time that Sarah had married the noted merchant Samuel Guppy and the couple relocated to the social center of the Bristol/Clifton area, her family held ten patents. Her method of keeping ships free of barnacles landed the family a contract with the Royal Navy for £40,000, elevating the Beach and Guppy clans from well-off to embarrassingly rich.

While Sarah enjoyed an increasingly comfortable life, the business world of the British Empire had grown increasingly cutthroat. Firms engaged in behavior that went well past bad form and straight into the illegal for the sake of turning a profit. False advertising and adulterated products were so common that they featured in magazine cartoons and popular fiction. Rumors of insolvency, spread to scare off potential investors, had become so widespread that no-one listened to them any more. Some firms began to employ the underworld to accomplish their goals. When a government charters a vessel to prey on the shipping of a rival in war, this is called privateering, which is legal under the internationally agreed upon rules of war. When a business hires a burglar to release mice into a rival's grain storage, this is called malicious interference, and the courts take a very dim view of it. Of course, to press charges, one must capture the miscreant, preferably in the act of sabotage, and establish a link between the releaser of the mice and the firm that has employed him. One must also have a victim who is willing to admit in open court that they have been sabotaged. That of course simply wouldn't do. Such an admission would damage the reputation of the victim, creating the belief that they weren't able to provide sufficient protection for their goods on the way to market.

Thus began an arms race between the would-be saboteurs and firms anxious to avoid being victimized. Locks became more complex. Alarm systems were designed that did not depend on

easily-bribed night watchmen. In turn, the cracksmen designed better lockpicks. A new type of criminal engineer sprang into being – the brassman, a fellow clever enough to build a device that would disarm an alarm system from outside of the building.

Mrs. Guppy, who had no inkling that all of this was going on, had by this point created a hood for the fireplace that shielded the cook from the worst of the heat, a candlestick that improved the duration of the candle, and a samovar that not only made tea but cooked eggs and kept the toast warm. Some of these inventions were more profitable than others. She had also lost her husband. While a widow could live quite respectably on her own, especially if she were independently wealthy, Sarah moved on, and married Richard Eyre-Coote, a man young enough for her to have been his mother. The two relocated to Brislington, possibly to get away from the wagging tongues of Queen Square and their disapproval of such a large gap in age. Richard did do one thing for Sarah: he made her pay more attention to business and to the books. A profligate wastrel addicted to the ponies, he lost vast sums of his wife's money in wagers and other ungentlemanly behavior, and neglected her shockingly. Sarah turned to the Guppy family business and its solicitors in an attempt to save both her fortune and her reputation. In the process of learning the accounting methods, she discovered that the firm was spending rather a lot on security. Investigating further revealed the hidden world of the brassmen. By this point, Richard had done enough financial damage to imperil his wife's lodgings. Desperation pushed Sarah across the line.

Sarah entered the arms race with quiet determination and substantial regret. She didn't just send agents from the underworld back against her business rivals. She equipped them with better tools, while at the same time designing better protections for her own firm. A few months after her first designs reached the street, two important events occurred. In the first, young Richard, who had blithely disregarded the notifications of his wife's solicitors, received a visit from a small group of lower-class entrepreneurs. They explained to him that his wife's money was off-limits henceforth with such great emphasis that when he had recovered from his injuries, he left for the Continent and was never seen in England again. In the second, a well spoken older man who had worked very hard to rid himself of his lower-class accent paid a visit to Mrs. Guppy, who had gone back to using her first husband's name. He apologized for having taken matters into his own hands in regards to Richard, and offered to make amends by engaging her services for a substantial fee. The last step was taken, and Sarah Guppy became Britain's most genteel brassman. She moved back to Clifton, to a less fashionable and somewhat reclusive part. She bought the land opposite her house and turned it into a park. No one thought it amiss that people of widely disparate social classes went for a stroll in the park and along the street at various hours of the day or evening.

Thankfully, Mrs. Guppy died of old age before any of her doings resulted in social exposure. Given the lack of communication between the upper and lower classes, it's not surprising that none of her social circle ever heard the term "guppy" used to refer to an especially clever brassman.

Fiddles and Dodges

In the vulgar parlance, a fiddle can be either an illegal or fraudulent scheme, or a tricky and delicate operation. In the world of the Dodgers, it's both.

Not every job can be accomplished in a single night's burglary. Not all the assets of a firm are accessible via the sky-light. Sometimes, the best route to the target is straight through the front door in broad daylight. The Fiddler has both the talent and the brass nerve to manage this. Part confidence trickster, part spy, with the skills of a forger, a salesman, a cracksman, and a clark, the Fiddler presents him or herself as a potential employee or customer to the targeted firm. Once invited in, the Fiddler ingratiates him or herself to the business, sometimes keeping a low profile

and becoming known as a quiet and reliable worker, other times piling on the charm and climbing to the top of the ladder by dazzling performance. As a potential buyer of the firm's goods or services, the Fiddler is the perfect customer, enchanted by the firm's reputation and quality, wealthy enough to pay a substantial fee, just gullible enough to not notice a bit of padding in the invoice. Yet the Fiddler seems a little reluctant, ever so slightly in need of convincing, so that the firm does not become suspicious of too easy a sale, and exerts itself in winning the trust of the client, in the process handing their own trust to the Fiddler on a silver platter.

And then one bright morning, the trusted and reliable employee is nowhere to be found. The brilliant sales representative has vanished somewhere on the road. The company discovers that they're short a few thousand quid or that the plans for the new model have gone missing. Perhaps they notice that the accounting books have been fiddled, or maybe that's not brought to their attention until the Inland Revenue audit turns up some questionable practices. The bank draft that the customer paid the invoice with turns out to be of the purest India rubber, or drawn on an account that doesn't even exist. If the firm insisted on coin, it proves to be counterfeit. No, the hotel has no record of that person ever taking up rooms. The boarding house landlady has no clue where that nice young man or respectable young lady went in the middle of the night. Should we bring in the police? In the meantime, the firm's rival has announced a new design that suspiciously resembles the missing plans, or has come by a windfall profit that allows it to poach an investment that the victim was negotiating.

Sometimes, all that's needed is to open the door. Many Fiddlers find the role of doorman to be somewhat beneath them. Others are quite willing to take a position with a firm, work a few late shifts, let their confederates in and vanish with them into the night. As any cracksman will tell you, it's a far sight easier carrying your tools into the building through the alley door than hoisting them up through a window.

Whether a humble Doorman, or a proper Fiddler, the expert in the use of guile and false pretenses has won their place among the ranks of the Dodgers.

Mister Fagin

Mister Fagin must be one of the most extraordinary men in the world. He appears both tall and short, fat and thin, old and young, light of complexion and swarthy, clean shaven with a full and heavy beard. He wears a top hat, a bowler, a porkpie, a slouch, and a trilby. He wakes early in the morning but never stirs until the afternoon. Mister Fagin is never to be found, and yet always available when needed. What a remarkable individual.

- James Cavendish, DCI, Task Force on Business Crime, London Metropolitan Police

No firm worthy of the public's respect would ever knowingly and deliberately engage the services of disreputable individuals, and certainly not anyone from the shadowy depths of London's vast underworld. Yet at the same time, no firm wishing to survive in the shark-infested waters of British commerce, especially in the Smoke, could possibly do without both protection from and the assistance of individuals of unique skills and dubious morality. This presents a thorny problem: how to do the things that must be done and yet maintain at least the appearance of respectability.

Enter a concept from the intelligence service, that of the cut-out, or trusted independent intermediary. Professionally non-affiliated, the cut-out cannot be traced back to the hiring firm through employment or financial records, and cannot be traced forward to the person or persons engaged for services other than through direct witnesses to their meeting, and in the tight-lipped culture of the lower and more shadowy classes, such are more scarce than hens' teeth. The cut-out

provides plausible deniability to both sides of the transaction, and if arrested, cannot betray enough to the authorities to cause trouble without being put to the question. That sort of thing simply isn't done by the civil authorities these days. Bad form.

Of course, the cut-out cannot go by his own name. There's no point in trying to maintain a distance and a bit of professional anonymity if one gives his proper identity freely to anyone asking. In practice, this leaves a question open as to how to address such a person. A number of nicknames entered brief employment and were discharged from service as unsatisfactory. Old Bill, the Solicitor, Thaddeus Smythe, and a handful of references to penny opera characters all came up wanting. Finally Mr. Dickens provided, once again, the sought-after name. Given that the persons whose employment was sought had come to be known collectively as Dodgers, after the Artful Dodger from the Oliver Twist serial, the further association of the employer became inevitable. Thus, Mister Fagin gained his name.

Nowadays, an individual perhaps a little too well dressed for the establishment can dispel apprehensions that he might be an official on adversarial business, or a bill-collector, or other unwelcome soul, by simply introducing himself as Fagin. Aha, Mister Fagin, says the publican, you'll be wanting the table in the back, and to speak with the men at the snooker table. Brandy, sir?

Rabbit Runs

The Rabbit Hole presents both extraordinary opportunity and extreme risk to the Dodger community. While the profit for interfering with Rabbit Hole operations can be substantial, and competition for the work is sparse, Her Majesty's military controls security for the portal and tends to summarily execute anyone they find annoying. A dodge or fiddle involving the Rabbit Hole requires careful consideration and intensive planning to have a chance at success. Security around the Rabbit Hole being dealt with elsewhere in this tome, this section will concern itself with the Dodgers' point of view.

Three basic types of operations come readily to mind: sabotage, interception, and smuggling. Sabotage, from the wooden footgear that French weavers used to damage Jacquard's looms in hope of preserving their jobs, involves causing damage to equipment or resources in order to halt production. Interception assumes that the thing or person being acquired has been sent by someone else, and that the Dodger seeks to divert it from its intended destination. Smuggling involves the illegal transfer of goods or people, and can go either direction, to or from the New World.

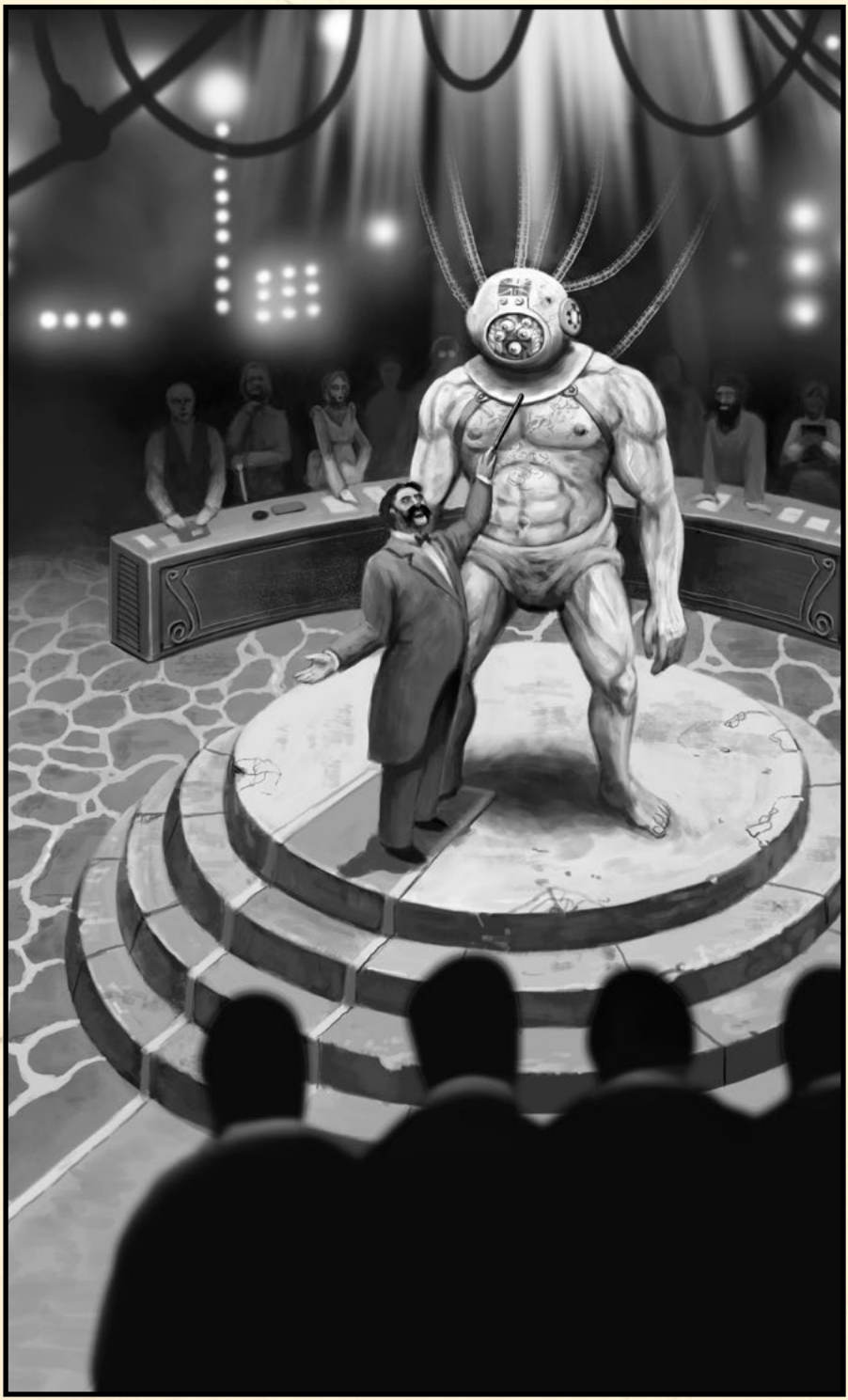
The Dodger taking on a sabotage operation must keep in mind that causing damage to privately held equipment is a crime, while causing damage to government equipment could be construed as an act of war. Older and wiser heads advise being certain of who the client is. Finding oneself working against Her Majesty on behalf of a foreign power leads to the end of a rope, as spies are traditionally hanged. Even if the client is a subject of the Crown, the Queen's Counsel takes a very dim view of deliberate damage to Her Majesty's property. The Dodger seeking to interfere with Rabbit Hole operations must be quite certain of the escape route. Once that is secured, a number of possibilities suggest themselves. One could, for example, dig out a bit under a tie, causing the rail to give way and the train to derail. A device could be placed in a passenger car with a timer, so that it released toxic vapors while the train was in transit. Numerous ways exist of bringing a train to a halt without explosions or fatalities, any of which could be employed to halt a train in mid-passage, causing very large problems for all concerned. The supply routes to the portal are themselves vulnerable. Causing a lorry to break down at a spectacularly inopportune moment could provide a rival firm with an opening to seize the business for itself.

Interceptions do not have to occur right at the portal's exit, and probably shouldn't,



considering the number of soldiers on watch at that point. The chance of gaining access to the target and spiriting it away increases directly with the distance the train (or cart, or person, or what have you) moves from the portal. Any operation within the secured zone will require forged papers, and possibly uniforms or other disguises, in order to brazenly stroll off with the item in question. An interception that occurs outside of the secure zone is only a Crown problem if the carrier or item belongs to the Crown. While Scotland Yard will investigate a theft, the military isn't going to involve itself in civilian problems. Something belonging to a foreign government that goes missing may or may not be hotly pursued, depending on the current relationship between Her Majesty's government and the power in question. An item destined for the Confederacy, for example, would be sought with a hue and cry from one end of the Empire to the other, while a parcel belonging to the Prussians might take a bit to get round to. The reaction of the foreign power's agents, and its potential lethality, is another discussion entirely.

Getting something from one side of the Rabbit Hole to the other without it being on the official manifest requires substantial effort. It's not so simple as bribing the French customs officer on the Channel ferry. (The British customs officer is, of course, of high moral character and would report any attempt at a bribe to the proper authorities.) Every last hobnail in a soldier's boot is accounted for, every bit of pocket lint, for reasons only the boffins understand – and no one understands the boffins when they try to explain it. The rail cars are weighed, which is standard procedure for any rail transfer. Bridges have load limits. The engineer must know approximately how much his train weighs to calculate his acceleration and stopping times. Getting the contraband through may involve actually going through the portal and hand-carrying it, or supervising the transfer from one side or the other, or making arrangements ahead of time, such as installing a secret compartment into a train carriage. The best option is to have the item packaged and ready to go well before the Rabbit Hole depot, so that it gets checked on board as if it were legitimate cargo. Not every box is looked into. There's no time for all that effort, and some of the things in the boxes don't take kindly to the intrusion. A clever Dodger will slip the contraband in with the ammunition, or the laboratory chemicals, or something else equally aggressive. Retrieving the item once it's on the far side works similarly to an interception, as the contraband must be retrieved without the effort coming to the attention of those in authority. Most smugglers know to wait until the shipment has been offloaded and put in a warehouse, or sent on to a further destination, before extracting their part of it. Sometimes, though, time is of the essence, and then either a terrifically clever or amazingly subtle or brilliantly brazen approach must be tried. Small wonder so many Dodgers turn from the Church of England to papist teachings and offer a prayer to Saint Dismas, patron of thieves.



1879 PLAYERS GUIDE



Secret Societies

It is useless to deny, and impossible to conceal, that a great part of Europe, the whole of Italy and France, and a great portion of Germany, to say nothing of other countries - is covered with a network of these secret societies, just as the surfaces of the Earth are being covered with railroads.
– Benjamin Disraeli, Lord Beaconsfield

No Victorian game setting would be complete without private clubs, secret organizations, and clandestine groups potentially up to no good. This chapter covers the magical Lodges, unions, academic rebels, and other organizations that operate more or less in secret.

What Are Secret Societies, and Why Aren't They All Secret?

A secret society, at its heart, is a group of people who keep something from the public. That something may be a small bit of esoteric knowledge, or it may be as large as the society's existence in its entirety. What secrets a society keeps, and how much it divulges to the public, varies from one group to the next. Some private clubs use masks and pseudonyms to hide members' identities even from each other. The Order of Britannia Victorious withholds the knowledge of how its magic works from the public, and even from the rest of the military, but its members proudly announce their status as OBV mages with uniform pins and special assignments in the service of Her Majesty.

Each entry in this chapter describes a secret society, starting with an overview of the organization. The group's **Origins** are explored, providing their history and a context for their

current operations. Their **Goals and Methods** define what they want and how they go about getting it. The society's **Organization** may vary from a monolithic entity with a single authoritarian leader, to a widespread network broken into cells and operating by consensus. This affects how easily the society could be impaired or stamped out, the coherence of its operations and direction, and the ease of proving its existence. The society's **Resources** cover more than just how much money they have available. Their facilities, political connections, and sources of social and economic support must also be considered. **Membership** includes who the members are, how they are recruited, how they join, and the nature of the commitment to the society by its members. Finally, the **Enemies and Allies** of the society get consideration. Any group that has effected any kind of change in society has gained a foe somewhere along the line, and may have acquired friends as well.

Magician societies have a **Spell List** following their entry. This provides ten spells (four Initiate Tier, five Novice Tier, and one Journeyman Tier) available to members of the Lodge. Members are not restricted to the spells in the Spell List. However, players must create new Known As Variants of other spells in the **Spells** chapter, with the approval of the Gamemaster, to represent their characters creating new spells for themselves or their Lodge finding a source of new spells, which must happen in play. See the ***Spellcasting*** (pg.357) and ***Spells*** (pg.369) chapters for more information.

- **Spell Name:** The name the spell is listed under in the **Spells** chapter (pg.369).
  - **Known As:** The name the Lodge uses for the spell. This represents the version of the spell that the Lodge uses, which counts as a different spell for purposes of learning and cataloguing from the same spell under a different name from a different Lodge.
- **Style:** The presentation of the Effect. What the process and end result look like.
- **Modifications:** Adjustments to the statistics of the base spell for the Lodge's variant. Restrictions, augmentations, and so forth, such as "can only be used on animals" or "double damage to Russians".

The Anglican Church

Despite the preponderance of groundbreaking scientific developments and a growing political push for secularization throughout the Victorian age, the British Empire remains an indelibly Christian society. Most Christian denominations are tolerated throughout the Empire in 1879, but the churches of the Anglican Communion retain a privileged position in British law, politics, and society. For many Victorians, "Anglicanism" is a fundamental aspect of British cultural identity. Guiding moral debate and meeting the spiritual needs of an increasingly diverse population, the Anglican Church remains one of the most influential and important institutions in the British Empire.

The term "Anglican Church" is a bit of a misnomer, since there is no centralized church authority as with the Roman Catholic Church. Although the Church of England occupies the most influential position within the greater Anglican Communion, member churches throughout the Empire retain a great deal of regional autonomy. Indeed, the Anglican Church is unique among Christian denominations as it considers itself both Catholic (that is, it can trace its episcopal origins back to the original apostolic church) and Reformed (influenced by the Lutheran/Calvinist reform movements). For a nation that regularly trumpets its practicality, Anglicanism provides a fitting middle path between Roman Catholic and Protestant practices.

As an "established" church, the Church of England is officially and legally endorsed by the state. The monarch is the Supreme Governor of the Church of England and holds the title of Defender of the Faith. Although the monarchy exerts little power over the modern church and most



of the legal privileges the church once enjoyed have been revoked or limited by Parliament, the Anglican Church maintains closer ties to the government than any other religion in England.

Origins

Although the Church of England traces its origins back to 595, the modern church was born when King Henry VIII persuaded the English clergy to break ties with Rome in 1531. Aided by Protestant allies in Parliament, Henry VIII appointed himself head of the Church of England with the 1534 Act of Supremacy. Further reform followed under his daughter, Elizabeth I, who inherited a kingdom violently divided over religious loyalties and practices.

Over the last twenty years, the Anglican Church has struggled to keep pace with rapid scientific developments. Britain's scientific establishment remained relatively close to the church for the first half of the nineteenth century, but the increasing specialization of the sciences created a rift with theologians who tended to prefer the older, all-encompassing theories of the Enlightenment. The publication of Charles Darwin's ***On the Origin of the Species*** in 1859 placed the sciences in opposition to the church in the eyes of many (but not all) clergymen.

Riven by doctrinal disputes over ritual and increasingly marginalized in the political sphere, the Anglican Church seemed ill-suited to cope with the social and religious implications of the opening of the Rabbit Hole, the outbreak of Looking Glass Fever, and the appearance of magic. However, in perhaps typically British fashion, the church has been re-energized by these challenges. An initial, fierce wave of debate swept through the Anglican world in 1877, but the timing proved fortunate as the second decennial Lambeth Conference, the landmark convocation of all churches in the Anglican Communion, was already scheduled to occur in 1878.

When the Archbishop of Canterbury fell ill and died just weeks before the conference, church leaders scrambled to appoint a successor. They settled upon Frederick Temple, the radical Bishop of Exeter whose position on Darwin's theory of evolution, which he claimed was "in no sense whatever antagonistic to the teachings of religion," was celebrated by educated Britons throughout the Empire. His good relationship with Prime Minister Gladstone made him an attractive candidate politically, and Temple was raised to the See of Canterbury in time to preside over the Lambeth Conference.

Over a hundred bishops attended the conference, which lasted from June to September of 1878. Debate was sometimes contentious, but under Temple's guidance, the participants established several key positions on the developments of the previous year. Since then, the Anglican Church has worked tirelessly to secure its position of spiritual prominence in the British Empire.

The Second Lambeth Conference established the Anglican Church's official position on the events resulting form the opening of the Rabbit's Hole.

1. Those afflicted by Looking Glass Fever have undergone a purely physical transformation that has in no way affected the condition of their human souls. Therefore, no church within the Anglican Communion may prevent them from partaking in worship services.
2. The discovery of the Gruv is not fundamentally different from the discovery of the New World or any distant land. Scripture does not invalidate the existence of dimensions beyond the Earth, and there are ample precedents for the discovery of lands and peoples beyond the scope of biblical history.
3. The undeniable power of miraculous prayer merits further study and scrutiny. It is the responsibility of the church to evaluate all such reports to ensure that the laity is not unwittingly led into heresy by false miracles.
4. The church must do everything in its power to safeguard the souls of Christians in the Gruv, lest they be led astray by unnatural, alien practices.
5. The church must make every effort to bring the salvation of Jesus Christ to the Samsut.
6. Further study must be made of the Saurids to determine whether their nature is similar to the phenomenon of Looking Glass Fever or if they represent a separate Creation of God.

Goals and Methods

The Anglican Church's chief concern is with safeguarding the faith of British citizens throughout the Empire. Between the discovery of the Gruv, the outbreak of Looking Glass Fever, and the emergence of magic, Victorian society is still struggling to make sense of an increasingly bizarre world. As the state-sanctioned church of England, the Anglican Church hopes to play a prominent role in helping Britons cope with these rapid changes. For all the political secularization that has taken place over the last few decades, the local church remains the social heart of most communities. Parish priests know that if they can't provide answers to reassure their congregations, people will seek them elsewhere. The church has poured an enormous amount of resources into educating the clergy about the latest developments relating to the Grosvenor Experiment. Many church leaders have taken a more proactive role in promoting the church's beliefs, engaging in spirited debates with leading political figures at social events and universities. Lower ranking clergymen have taken to preaching in the poorer boroughs of London and other cities to make sure that the people there are not led astray by Catholic and Protestant missionaries, or worse, Babylonian revivalism in imitation of the Samsut.

Although many clergymen are uncomfortable with the positions laid down at the 1878 Lambeth Conference, Britain's prominent role in the Gruv makes it difficult for them to speak out in protest. Archbishop Temple is justifiably concerned that open dissent could alienate the church's supporters in Parliament and lead to restrictions on Anglican access to the Gruv. The church currently enjoys the full support of the state and is permitted to carry out missionary activity with very little Parliamentary oversight. Most bishops have therefore sought to keep their more controversial parish priests under close scrutiny and confine any heated debates over doctrine and church policy to private convocations within their dioceses.

Missionary Work

Anglican chaplains were the first clergymen of any faith to travel to the Gruv. The hastily erected chapel near the heart of Fort Alice was replaced by a more durable stone structure within a year, and it continues to serve as the main centre of Christian worship for most military personnel and civic officials inside the old palisade wall. There are a few smaller churches outside the wall, and most British settlements beyond Fort Alice are serviced by a church or have at least been assigned a rector.

At present, the church is mainly concerned with protecting the faith of British colonists from the heathen practices of the Samsut. Church scholars are still sharply divided on the nature of the Samsut. Some believe that they are victims of happenstance, a society that somehow crossed to another world and has yet to receive the revelation of Jesus Christ. A more pessimistic minority holds that the Samsut are the descendants of refugees from the Great Flood, a vile and irredeemable people who somehow escaped God's judgment. Thus far, the church has not taken an official position beyond hoping that the Samsut might accept the Christian faith just as the Anglo-Saxons of England once did. The church has, of course, condemned the Samsut practice of violating the dead.

Although Anglican colonial churches are typically accorded a great deal of independence, Archbishop Temple has kept a tight rein on the Gruv parishes, refusing to approve the creation of a new ecclesiastical province. Parliament raised the issue, but Temple scuttled the proposal, pointing out that granting too much independence too soon could lead to the sort of corruption and ineffectiveness that undermined colonial churches prior to the 1820s. Given the activity of the Catholic and Protestant churches, not to mention the alien beliefs of the Samsut and the Saurids, Temple has thus far convinced Parliament that a strong Anglican Church is necessary to preserving British ideals in the Gruv. Although technically under the jurisdiction of the Diocese of London, the Gruv's parish priests report directly to Canterbury.

Missionary activity is at its highest in a century. In addition to establishing parish churches in the Gruv and accompanying official British expeditions, the Anglican Church has reached out to private groups looking to travel through the Portal. Sometimes an expedition simply wants to bring along an ordained priest to provide services. In other cases, the church selectively invests in capital-starved expeditions with the proviso that a representative of the church tag along with the endeavour. Parishes in the Gruv also conduct missionary activity beyond the boundaries of British-controlled territory, usually at the behest (and with the funding) of Canterbury. As these exploratory missions are quite dangerous, only the most dedicated clergymen tend to volunteer for them.

Magical Research

When church authorities first heard that people were performing miracles in the wake of the Grosvenor Experiment, several bishops sent out investigators to debunk the stories and set the presumably ignorant and superstitious laity straight. When the investigations confirmed that many of the reports were true, the church went to great lengths to document every instance and interview everyone who performed a miraculous act of faith. In time, a more complicated picture came into focus. While many "miracles" did indeed appear to be the result of genuinely devout faith, there were many similar instances that either did not involve faith or were performed in the name of a non-Christian deity.

Church authorities eventually drew a distinction between genuine "miracles", such as the acts of saints, and "miraculous" acts of will. The former represented the direct power of God, manifested through the vehicle of a mortal agent. Such events were usually singular and not repeatable at the will of the agent. The latter, however, represented a display of faith so powerful that it could draw

upon the inherent divine energy to produce a "miraculous" effect. By drawing this distinction, the church discounted the problematic suggestion that such powers were actually drawn from God Himself and provided a plausible explanation for why those powers could be manifested by various means.

While the explanation proved sufficient to mollify the public, the exact nature of this divine energy remains a point of vehement debate within the Anglican world. Several scientifically inclined clergymen have argued that all matter possesses residual energy from its initial contact with God during the creation of the world. Tapping into that energy, either through intense acts of will or the application of rigorous intellect, can produce magical effects. For other clergymen, such a theory borders on heresy and smacks of warmed-over deism. God, they believe, has chosen some of the devout to carry out His will on Earth by investing them with great power. If other religious and secular magicians are able to mimic those powers, it is because Satan has come to them in the guise of false idols (be they gods or science) or they have found some means of stealing the power that God intended for His followers. Archbishop Temple has kept the disputes within the church thus far, but cadres of like-minded bishops are preparing diligently for any convocation that would give them a chance to amend the official Anglican position on magic.

Despite this internal conflict, the Anglican Church was quick to accommodate members of both the clergy and the laity that demonstrated a talent for magic by establishing a school at Oxford University's Christ Church. The School of Theurgy provides a wide range of instruction that varies depending upon the student's background. Many of the clergymen who attended the school in its first year had already received a university education. Their studies focused mainly on developing their magical abilities. After this first generation of theurges graduated, each successive class proved less educated, forcing the school to expand its scope of instruction beyond the mystic arts. In an effort to recruit as many magicians as possible into its ranks (and keep them away from the questionable practices of heretical "sorcerers" and Papist superstitions), the Anglican Church offers fully funded scholarships to the School of Theurgy to anyone who shows magic potential.

The church is far less comfortable with Weird Science and its practitioners. With no conclusive explanations for how Weird Science works, church leaders have been hesitant to establish an official position on such practices. While not officially forbidden, the church strongly discourages its members from associating with any person or invention connected to any form of Weird Science. Some of the church's more conservative bishops have adopted an almost Luddite attitude on the matter, and openly preach about the dangers of this new field of study. Weird Scientists are still permitted to join the church, of course, but they are viewed with suspicion in most parishes. Since many clergymen are well educated in the sciences, it is not unheard of for them to occasionally dabble in Weird Science. Such endeavours are usually carried out in secret, though a few of them are done at the behest of church leaders to learn more about the nature of Weird Science inventions.

Archbishop Temple was an early defender of victims of Looking Glass Fever, and under his guidance the church has done a great deal of community outreach to protect them from persecution. The clergy, of course, was not immune to the phenomenon. Many of the newly changed clergymen forfeited their positions within the church to establish the Order of St. Robert, a religious society open primarily to Boojum Christians (both male and female). Located on a large estate northwest of London, the Order offers a refuge for Boojums seeking to avoid social discrimination while learning to cope with their new existence.

Concerns over declining church attendance in the early 1800s sparked a massive effort to restore England's crumbling, medieval cathedrals and rebuild the "plain" churches erected since the country's Protestant turn. Many of the cathedrals renovated at great expense during this "Victorian Restoration" have exhibited higher than expected levels of magical activity. Based on late medieval Gothic architecture, the remodelled cathedrals were meant to invoke the grandeur of pre-Reformation English churches, but they also incorporated a number of modern engineering concepts from the

continent. For some reason that no one has been able to fully explain, magic simply seems to work better there, whether coming more easily or manifesting more powerfully. The Cambridge Camden Society, an architectural society that promoted many Victorian Restoration projects, has taken a keen interest in the phenomenon. Many Anglican bishops belong to the Society, and the church has been quick to fund their ongoing research into the matter.

Organization

The Anglican Communion consists of multiple independent churches across the British Empire unified by shared doctrine and sacramental practices. Although the Church of England does not have direct authority over the rest of the member churches, it holds the position of greatest prominence as the oldest Anglican church. The Archbishop of Canterbury is recognized by other bishops as primus inter pares, or first among equals, and serves as the central, unifying figure of the Anglican world. While each church retains authority over its own episcopacy and practices, it must be in full communion with the See of Canterbury to remain within the Anglican Communion.

The parish is the most basic unit of organization in the Anglican Communion. A typical parish consists of the physical church itself and the land surrounding it, though the size of this territory can vary wildly depending on the local population. Parish churches serve the needs of local communities and are overseen by a consecrated priest (generally a vicar or a rector). Historically, parish priests were responsible for many civil functions in addition to their religious duties, but secular officials have taken over most of these tasks over the last two centuries.

Parishes are grouped into a district called a diocese, which is supervised by a bishop. The bishop is responsible for ensuring that the parishes under his authority remain in line with church doctrine. Bishops also play a larger political role than parish priests, especially in England. The twenty-six most senior bishops of the Church of England hold seats in Parliament's House of Lords and are collectively known as the "Lords Spiritual." Bishops tend to be highly educated scholars and administrators, and many of them are quite active in Victorian high society.

The province is the largest form of organization and usually encompasses the entirety of the church. Headed by an archbishop, the province oversees church administration and policy as a whole. The Church of England is unique in that it consists of two provinces, the Province of Canterbury and the Province of York. For various historical reasons, the sees are considered all but equal in prestige, but the Archbishop of Canterbury still holds the preeminent position in the Anglican Communion. Colonial churches are generally considered independent provinces, but the Church of England has refused to grant this authority to the parishes established in the Gruv.

Anglican religious orders experienced a revival in the mid-nineteenth century thanks in large part to the Oxford Movement. Most of the early Anglican orders were exclusively female because the church did not permit women to enter the clergy. There is no central authority governing the organization and administration of such orders, but they must receive recognition from the appropriate member church. Most religious orders conform to the monastic rules of Saints Benedict, Augustine, or Francis.

Resources

Although the Church of England remains an established church and enjoys a close relationship with the state, that relationship does not always translate to strong financial support. Parliament has sharply curtailed the church's ability to forcibly collect tithes from parishes over the last century, leaving it largely dependent upon voluntary donations from the laity. Influential bishops still have sufficient political influence to secure the occasional grant when the church needs to fund some of its more ambitious projects, such as the cathedral renovations of the mid-nineteenth century or

establishing new parishes in the Gruv. The church holds a great deal of property throughout the British Empire. Ordained clergy and lay servants often reside in housing owned by the parish or the diocese. Some rural parishes still own farmland surrounding their churches.

The church also possesses a vast collection of Christian relics, most of which are intimately tied to saints from the British Isles. Shortly after the Rabbit Hole opened, rumours spread that some relics had exhibited magical powers. Although church authorities never commented on the matter, suspicious observers note that no relics have been displayed publicly since then. The church is currently making an extensive catalog of the relics in its possession, but the project will take years to complete. When powerful artifacts are identified, they are transferred back to Canterbury for safekeeping.

Membership

Any person who accepts baptism in a church belonging to the Anglican Communion is considered a lay member of the church. The church employs many laypersons to attend to day-to-day functions and facilitate worship. Boojums are permitted to join the church, though some parishes have been slow to let them do more than attend services. There is no restriction on Boojums serving in the clergy, but all clergyman afflicted by Looking Glass Fever were removed from visible positions shortly after the initial outbreak and have yet to be restored.

Although some laypersons can rise to positions of importance in the church hierarchy, the real power remains in the hands of the ordained clergy. To be ordained, a candidate must first be active in his parish and be recommended for higher service by the parish leaders. Bishops review all recommended candidates carefully, hoping to screen out anyone who may not be suited for a lifetime of service in the clergy. The path to receiving ordination varies, but usually involves several years of seminary study and apprenticeship.

Once a candidate completes his studies, he receives his first ordination to become a deacon, which permits the candidate to proclaim the gospel and mobilize the church ministry for people in need of spiritual and tangible aid. Some candidates never move beyond this status and spend the rest of their career in the clergy as deacons. Others move on to receive a second ordination as priests, which grants them the right to administer the sacrament. Even then, most priests serve as assistants for many years before they are entrusted with their own parishes.

The bishops sit at the top of the church hierarchy. They have the authority to ordain deacons, priests, and other bishops and oversee the operation of all parishes within a diocese. The senior bishop of a province is usually called an archbishop, though the distinction is simply one of title. In the Church of England, there are two archbishops: the Archbishop of Canterbury and the Archbishop of York.

Missionaries are typically ordained priests tasked with establishing a colonial parish, especially if the church organized or funded the undertaking. Missions led by priests tend to be supported by numerous laypersons in the employ of the church. In the case of private expeditions to the Gruv that do not intend to found a permanent settlement, the church often assigns a deacon to accompany them.

Clergymen capable of using magic are permitted to perform their normal duties after receiving instruction at the School of Theurgy. The church is currently debating whether or not lay members should be permitted to use such abilities openly. Several bishops have proposed creating a new ordained position below that of deacon for trained theurges who wish to serve the Faith.

Enemies/Allies

Between their bizarre magic and unwholesome exploitation of the dead, the Samsut represent a serious cultural and spiritual threat to both the British Empire and the Christian faith as a whole. Although church leaders still disagree over the exact nature of the Samsut, there is no question that they are idolatrous infidels and openly hostile to Christians. The church is currently split over whether the Samsut can be convinced to open their hearts to Jesus Christ or whether they are irredeemable heathens. In the early days of contact, missionaries sought to make contact with both Samsut leaders and their common citizens, but open war broke out too quickly for those efforts to bear any fruit. Until the church takes an official position on the matter, the personal opinions of Gruv missionaries will continue to determine the course of any encounters.

The Anglican Church has a longstanding rivalry with the Roman Catholic Church. Disagreements between Catholics and Anglicans have sometimes led to violence among the laity, especially in Ireland, but the conflict between the priesthoods has remained mostly rhetorical. Competition between missionaries in the Gruv may soon change that, however, as both churches are intensifying efforts to establish a presence in the strange new land. The United Kingdom also has a sizeable Catholic minority (and a majority in Ireland), and any conflict in the Gruv could very well revive the long dormant political conflict between the two religions on the home front.

For the time being, Parliament views the church as an ally in its efforts to preserve British ideals in the Gruv and throughout its colonial holdings, but the church remains particularly vulnerable politically. Were disestablishment measures to push through the Commons, the Lords Spiritual in the House of Lords would be almost powerless to stop it. The church has thus worked hard to engage secular and atheist groups in open, public debate in an effort to demonstrate to British citizens why the Anglican Church still has an important role to play in the modern world. Quietly, however, church authorities hope to undermine the credibility of their enemies by implicating them in conspiratorial plots or connecting them to foreign enemies.



Spell List

Spell	Tier	Known As	Style	Modifications
Bless	Initiate	Grace	The Priest places hands upon target's head and recites a prayer. When viewed from astral space, the target glows faintly.	None.
Set Ward	Initiate	Sanctuary	Unless bound to a physical landmark (a wall, for example), the ward takes on a rectangular shape. The Priest says a prayer while making the sign of the cross before each "side" of the ward. Each "wall" of the ward is marked by a cross when viewed from astral space.	None.
Shield	Initiate	The Protection of Heaven	Manifests as a very large cross of radiant light standing between the Priest and the source of danger.	The shield's brightness makes ranged attacks difficult, +1 to Physical Defense. (+1 Strain)
Sanctify	Initiate	Consecrate	The Priest holds a sacred item (such as a pectoral cross) in one hand and makes the sign of the cross with the other while walking the perimeter of the area to be consecrated. He then walks to the center of the area and taps the item against the ground to complete the spell.	If the Priest does not possess an appropriate holy item, increase the TN by +2.
Bolt	Novice	Smite	A beam of radiant light that burns like fire originates from directly above the target (even if indoors).	None.

Spell	Tier	Known As	Style	Modifications
Heal	Novice	Laying on of Hands	The Priest places his hands on the target's injuries and recites a prayer.	If the Priest uses chrism (consecrated oil) to draw the sign of the cross on the target's forehead, gain +1 Step to the Effect Test.
Improve Attitude	Novice	Servant of God	The Priest indicates his formal position within the church (as a priest, bishop, etc) and explains how his actions further God's work.	Non-Christian targets receive a +1 bonus to Mystic Defense.
Replicate Food	Novice	Feeding the Multitude	The Priest recites a prayer that references the two passages from Scripture in which Jesus fed thousands with a small amount of bread and fish.	If the food source to be replicated is actually bread and fish, reduce the TN and Strain by -1 point.
Spirit Hold	Novice	Rebuke Spirit	The Priest admonishes the spirit for entering the material world, reciting a prayer that restrains it.	None.
Improve Karma	Journeyman	Divine Favor	The Priest places hands upon target's head and recites a prayer. When viewed from astral space, target glows brightly.	If the Priest applies chrism to the target's forehead, reduce Spellcasting TN by -1.

The Galvanic Order

Whoever in the pursuit of science, seeks after immediate practical utility may rest assured that he seeks in vain.
– Heinrich von Helmholtz, Academic Discourse (Heidelberg 1862)

The Galvanic Order is an academic gathering of physicists, engineers, and mathematicians, dedicated to the study of psychodynamics, the interactions between aetheric energy, physical reality, and the human mind. Applied psychodynamics produces phenomena that closely approximate the legendary workings of magic, as well as devices of previously impossible capabilities. The public tends to think of the Galvanics as scientific mages, because that's what the popular press reports on and what the average person sees. The majority of the Galvanic Order's work, however, is done in the laboratory and at the chalkboard, working out the deeper implications of the existence of a form of energy that appears to fade from the world, only to be reintroduced via an extradimensional

aperture. Despite the publication of dozens of research papers and lecture series given at numerous universities, the stereotypical image of the Galvanic Order remains that of the lab coat embroidered with arcane symbols, worn by a person with an aetheric meter in one hand and arcane energies dancing around the other.

Origins

Heinrich Salomon Hertz, son of a Jewish barrister and the daughter of a rabbi, went to Humboldt University in Berlin to carry on his family's scholarly tradition, but did not carry on the practice of law as his father would have preferred. Drawn to the discipline of physics, and the new study of electrodynamics, Hertz became a student of Professor Hermann von Helmholtz, a man with a long and distinguished career as an academic and researcher. Von Helmholtz took notice of the bright and inquisitive Hertz, and shortly after Hertz achieved his doctorate, set him a challenge to test Maxwell's predictions regarding the movement and speed of electromagnetic waves. Hertz employed a pair of rods, an oscillator, and a bevy of sophisticated detection gear, in the process inventing the dipole antenna and the broadcast and detection of ultra high frequency radio waves. His initial data supported Maxwell's assertions, as expected.

A few days after the opening of the Rabbit Hole, Hertz returned to his laboratory after having been in bed with an unexplained attack of vertigo. The tests on that day yielded peculiar results. Hertz re-ran the tests the next day, and again found a variance for which he could not account. After a week of further data collection, he came to the conclusion that he himself was the variable. Somehow Hertz was exerting an influence on his equipment, although he had not done so previously.

Hertz consulted several of von Helmholtz's other students and associates, the so-called Helmholtz Circle, seeking counsel from his academic peers. Wilhelm Wundt, the first person to call himself a psychologist, provided the critical insight. Wundt had been looking into the nature of the mind, and its correlation with the function of the brain. He suggested that Hertz's mental state could be producing a resonance. Everyone knew that the human nervous system was electrical in nature. The speed of electrical impulses through nerve tissue had been measured. Perhaps Hertz should try focusing his mind, and attempting a series of experiments to either influence or not influence the readings.

Over the course of the next few weeks Hertz, with guidance from Wundt, learned that he could in fact influence the waves by mental effort, although he found it tiring. With a larger effort, he could actually see the waves, as well as an energetic medium that he soon learned to draw upon for support. Naming the parallel continuum the aether, assuming it to be the luminiferous aether predicted by Maxwell, Hertz and Wundt expanded their experiments, and soon their experimental team. With another young genius, Max Planck, brought aboard, they worked out the base mathematics of a previously unobserved form of energy derived from the aether. Wundt learned to project his thoughts to other minds, and carry on silent conversations. Hertz developed a process that allowed him to pull energy from the aether and use it to control his laboratory equipment. Planck startled everyone, though, when he applied Hertz's process and converted aetheric energy to electricity, producing a sizeable electric arc from his fingers to a grounding rod. All three men, well familiar with Germanic myth cycles, agreed that the effects they were producing were analogous to what the legends called "magic".

Hertz took his findings to von Helmholtz who, while intrigued by the idea of a new form of energy, dismissed the men's displays of control over it as mere showmanship and a distraction from pursuing real science. Disappointed, Hertz reported his experience in a letter to Joseph Swan, an Englishman who had also studied under von Helmholtz. Excitedly, Swan sent back clippings from the London papers detailing the first incidents of Looking Glass Fever, and the amazing

display of one of the Knights of the Grail at Ironbridge. The correspondence widened to include other researchers in Britain, and to academics in France, Russia, and the Union. Coordinating their experimental results and data, the team drew the logical conclusion. The aetheric energy emanated primarily from the Rabbit Hole, but now that it had been introduced into the world in quantity, the natural world was producing the energy on its own. They hypothesized that this energy had at one time been present in the world, giving rise to legends of magicians, who had simply been people who had known how to manipulate a readily available energy source.

With the foundational mathematics worked out, and the units of psychomotive force (the Wundt), aetheric current (the Wien), and aetheric resistance (the Holtz, slightly mocking Professor von Helmholtz, who still expressed his annoyance with the group's seeking of practical applications) defined and quantified, the researchers formally defined a new field of study, psychodynamics. They created an academic society, the Ordnung Galvanische, or Galvanic Order, to pursue the study of the phenomenon and its implications.

Goals and Methods

In keeping with Professor von Helmholtz's dictum, the Galvanic Order puts research, experimentation, and formulation of principles first. Just as Maxwell and Heaviside's codification of the laws of thermodynamics opened the field up further, the Helmholtz Circle's codification of the basic laws of psychodynamics has established a broader, more well-defined field of inquiry. New principles are still being discovered. The ultimate ramifications of the rise of the energy state of the aetheric field have not been determined, nor for that matter have the limits of the rise. The initial surge has made the magic of ancient legends possible, and contributed in an as yet unknown way to the appearance of LGF. The Order seeks to further understand these phenomena, to study new aspects of aetheric energy as they manifest, and to attempt to predict future effects if the Wien-Wundt level continues to rise. In the process, the Order has become an instructor to those willing to learn by its strict academic rules, and a source of fellowship for those fascinated by the field of study.

The members of the Order plan, carry out, and report on experiments, publishing papers when their findings are complete, and corresponding among themselves as their research progresses. They develop and test new psychodynamic effects, known as "spells" to the layperson. They go into the field to research ancient myths of magic, to see if they correlate in any way with observed modern phenomena. On both Earth and the Gruv, they look into current happenings, gathering data as the expansion of psychodynamic knowledge and experimentation by various groups proceeds.

All of this requires considerable funding. In some cases, Galvanic Order members have qualified for research grants from universities where they hold positions, or private endowments and patrons interested in seeing their work advance. In others, Order members have had to make bargains with governments and private industry, exchanging their services as mages and technicians for the money they need to continue their research. In the Prussian Empire, some have taken service with the Freikorps, working for the government in return for the social and economic liberty they desire. A few have even been known to work with private adventurer and explorer groups. These often have the advantage of getting the Order member into interesting locations, such as Anunnaki ruins in the Gruv, but a parallel disadvantage of hostile receptions, gunfire, and large carnivorous beasts.

In the end, what most Galvanic Order members want is their paper published and a principle or equation named after them. In adherence to Professor von Helmholtz's famous dictum, research must always come first. Practical applications may be left to the industrialists and engineers. Galvanics are scientists.

Terminology

The Galvanic Order has developed technical language for their field and the phenomena associated with it. The following glossary lists the more frequently encountered terms. Some of these have slipped into the vernacular, or at least into the language of other mages.

Aether: The luminiferous aether predicted by James Clerk Maxwell, the continuum through which light propagates, and the energetic continuum that both supplies the energy for psychodynamic effects and the medium through which those effects propagate.

Aetheric Resistance: The tendency of the aether to disrupt or interfere with current passing through the continuum. This phenomenon is directly linked to the turbulence created by strong emotions, thus the necessity of training aetheric specialists to be focused and calm. The standard unit of aetheric resistance is the Holtz. Meters may be used to quantify this.

Aetheric Vision: The ability to perceive the aether without mechanical assistance, derived through focus and training. A prerequisite to being able to initiate psychodynamic effects.

Holtz: The base unit of aetheric resistance. One Holtz will resist one Wien pushed by one Wundt.

Initiating a Psychodynamic Effect: The process of pulling energy from the aether and applying it to create a change in the state of reality. This may be done directly, by a person who has developed the necessary abilities, or via purpose-built technology. The Galvanic Order focuses more upon personal initiation than technological initiation, but recognizes that both are equally valid means of obtaining the desired result.

Psychodynamic Effect: A change in the state of reality brought about by the application of aetheric energy, directed either by a sentient mind or by a purpose built device. In legend, these were called "spells". Care must be taken to not confuse the actual change with the process of making the change.

Psychodynamics: The scientific examination of phenomena related to aetheric energy, especially the manipulation of that energy by the human mind.

Psychomotive Force: The pressure in the aether that drives aetheric energy, analogous to electromotive force or the pressure in a water pipe. The standard unit for electromotive force is the volt. The standard unit for psychomotive force is the Wundt.

Wien: The base unit of current in terms of aetheric energy, analogous to the ampere. One Wien pushed by one Wundt will go through one Holtz.

Wundt: The base unit of psychomotive force in the aether, analogous to the volt. One Wundt will push one Wien through one Holtz.

The following table shows the scale of astral corruption equated to Holtz units.

Aetheric Resistance in Holtz Units

Astral State	Resistance
Safe	0 – 99 Holtz
Open	100 – 999 Holtz (1 to 9.99 hectoHoltz)
Tainted	1000 – 8999 Holtz (1 to 8.9 kiloHoltz)
Corrupt	9000 Holtz and up (1 million Holtz = 1 megaHoltz)

Organization

Most of the Galvanic Order consists of loose affiliations, as with any international research society. The original core group, the Helmholtz Circle, performs the necessary administrative functions, such as arranging for peer review of research papers. Hertz, Wundt, Planck, and Swan were joined by Wilhelm Wien and Eugen Goldstein, and together form an advisory board. They make suggestions for research directions, see to the administration of the Order's funds, arrange for the publication of a quarterly journal of findings (edited by Arthur König), and organize semi-annual small conferences, with plans to make their one large conference an annual event. The possibility of eventually having to host conferences in the Gruv has occurred to them, but thus far no member who has gone to the Gruv has been willing to spend as much time on administrative work as that would require. The Helmholtz Circle also maintains the Order's master grimoire, the book in which all effective psychodynamic processes are recorded, and to which any Order member in good standing may have access.

The Galvanic Order has no cover organizations. They are an academic research society, not a secret cult. That said, they do not share their knowledge with just anyone. The information must be put to responsible and ethical use. The Order holds as one of its operating principles that knowledge is inseparable from the use to which it is put.

Regalia

No regalia has been determined for the Order. Should it at some point require such, academic modesty would require it to be unobtrusive.

Resources

The Galvanic Order as an organization has limited funds, most of which go to its administrative costs. Individual members may have little or substantial backing depending upon their situation. In terms of non-monetary resources, the Order has a building on a side street a few blocks over from Humboldt University that used to be student housing. Here, the Order stores the scientific equipment and artifacts it has accumulated, maintains a small library of books and journals related to psychodynamics and physics in general, and keeps its master grimoire in a converted wine cellar under considerable arcane security. The members have not expressed an interest yet in anything more grandiose, nor are they likely to.

The Prussian government provides some degree of support to the Ordnung Galvanische, or at least to the Prussian members and presence. The house where the Order maintains its headquarters has been assigned and provided to the Ordnung by the Berlin government. The Prussian members of the Ordnung, and especially those in the Helmholtz Circle, have assignments and stipends to authorize and support their work as making a significant contribution to society, under the scientific research and national defense allocations. This occasionally creates a conflict of interest between the Prussian Galvanics and their counterparts in other nations. As with any scientific research that may have military or industrial applications, a balance must be struck between the free sharing of information required by academia and the withholding of information that provides a defensive, offensive, or financial advantage to a country.

Membership

Would-be members may apply to the Helmholtz Circle. Their academic credits are considered, and their publications (if any) are reviewed. If the prospective member has neither published on psychodynamics or any related subject, nor demonstrated an ability to work with aetheric energy,

they are turned down. Those meeting one criterion but not the other may be admitted as provisional members, and given time to satisfy the missing condition. Full members include those with the ability to produce psychodynamic effects (either on their own or with equipment of their own design and construction) and at least one authored or co-authored paper in the field. Minimal dues are required to cover the cost of the Order's journal and other services.

Enemies and Allies

The Galvanic Order doesn't have enemies so much as rivals. Other academic societies dedicated to similar research may exhibit professional jealousy if the Galvanics publish first. Individual members may have feuds with other researchers, political figures, government officials, or the very wealthy, but the Order as a whole just isn't the sort of organization to make enemies.

It's not really the sort to make friends, either. Psychodynamics, while provably real, is a very new field of study. Other physicists sometimes have qualms about it. Theologians don't always know how to address the issues it raises. Political activists see the conflicting efforts of Galvanic mages supporting and opposing central authorities, and find the organization as a whole just not fitting neatly into a pigeonhole. As time goes on and the Order matures, enemies and allies may manifest, but for now, nobody knows quite what to make of it, and generally leave well enough alone.

Spell List

Spell	Tier	Known As	Style	Modifications
Light	Initiate	Illuminate	Produces a steady arc between two points an inch apart, looking like a carbon-arc lamp.	None.
Remote Operation	Initiate	Control Device	No visible special effects.	None.
Set Ward	Initiate	Faraday's Protection	A wall of densely meshed copper-colored light appears briefly as the ward sets.	None.
Shield	Initiate	Resistance	A wall of riveted iron plates builds itself in front of the magician.	None.
Bolt	Novice	Galvanic Arc	The magician must have a brass rod and silk kerchief or other means of producing static electricity.	Target takes a penalty to DEX Tests for 2 rounds equal to the number of successes scored on the Spellcasting Test.
Entropy	Novice	Corrosion	The magician must apply a token amount of water or some other similar fluid to the target.	Restricted to metals. Strain -1.

Spell	Tier	Known As	Style	Modifications
Fix	Novice	Repair	The magician needs a hand tool for symbolic association, whether or not said tool is appropriate to task, waved like a wand over the damage.	Leaves a visible mark of repair – stitches in fabric, a weld line on metal.
Illusion (Mental)	Novice	Psychic Apparition	The magician frowns as if deep in thought, staring at target, during casting.	None. The Galvanic Order invented this effect.
Levitate	Novice	Gravitic Suspension	Produces a faint shimmer underneath the platform as gravitic waves interfere with light.	None.
Stabilize Ship / Vehicle	Journeyman	Gyroscopic Inheritance	The magician makes a twirling motion with their hand, more and more rapidly. A gyroscope made of light appears and remains for the Duration.	Only works on airships and water-borne vessels. Strain -1.

The Heron Association

Widely recognised as a brotherhood of showmen and engineers, the Heron Association gathers together engineers and mathematicians dedicated to the perfection of technology and science. To them, nothing is impossible, and the one creed they hold sacred above all others is the Law of Pragmatism: if it works, it is true. More well-established scientific organisations view them with some disdain, seeing the Herons as little more than exhibitors, creating machinery to dazzle and amaze but producing little of actual practical application.

Whilst this may be true to the casual observer, it belies the Herons' true nature. Many branches of Weird Science are pursued across the world, but the Herons focus primarily on automated devices. Their reputation as performers merely permits them to test their theories and gain funding for greater projects.

Origins

The Heron Association was founded by Professor Robert Stanton of the Massachusetts Institute of Technology, a University not even two decades old. During his studies into industrialisation and how it could be applied to more aspects of life than work, he visited Europe and came across the stunning automata of France. The works of Jean Eugène Robert-Houdin showed him machinery that was practically art, as opposed to the rugged practicality he was accustomed to.

Such marvellous creations however were rare, each having been built by hand. Stanton saw this as his opportunity for greatness. He could industrialise the creation of such wonders, make them a

common sight throughout the world. To do so, he would need a variety of machines that he could market to wealthy patrons to obtain funding for the project. Thus began his quest to uncover as much knowledge about clockwork mechanisms as he could, eventually finding his way to Spain, to the city of Toledo. In its library, he finally uncovered the information he sought: schematics for a variety of mechanisms dating all the way back to Ancient Greece. The information was written in Hellenistic Greek and Arabic, and it took Stanton over a year to learn enough of both languages to begin translating the notes accompanying the schematics. During this time, he enlisted the aid of several of his students at MIT in his endeavour, forming a research group he named the Herons, in honour of Heron of Alexandria, a mathematician and engineer who lived in Alexandria between the years 10 and 70 AD, and who invented the first recorded steam engine.

At the 1876 Centennial Exhibition in Philadelphia, the Herons presented an automated violinist, capable of playing up to ten different melodies on a standard violin. The crowds were astounded at the grace displayed by the machine, and Stanton was assured a place in any exhibition he cared to visit. During the construction of the Toledo Violinist, Stanton's assistants also translated other texts and schematics from the library, developing their own interests in automata. Stanton encouraged their curiosity and ambition, and in turn each of his assistants started their own projects, enlisting the aid of still others. In this way, the number of Herons grew until they became the Heron Association in 1879, an MIT affiliated organisation.

Goals and Methods

The Heron Association seeks what all scientists do: the truth of the universe. To achieve this, they focus on replicating its wonders through the use of clockwork, seeing it as a physical extension of mathematics. Of course, this is the goal of the upper echelons of the Association. To the majority of members, being a Heron is a way to expand their knowledge of engineering, or a way to gain fame by building the next spectacle for the masses.

Though the Herons have a variety of goals, they all work together in the name of progress. Whilst one may do so to test his theoretical mathematics, another may do so for the sheer challenge of it, whilst a third may do so for fame. It matters not in the end. Only the result is of consequence to the Herons.

Front Organizations

The Sibley College of Mechanical Engineering and Arts, Cornell University

Home of the first Heron Association branch, Cornell University's College of Engineering was formed in 1870, and is based in Sibley Hall, named after Hiram Sibley, the benefactor who aided the establishment of the College. Professor Edward Burrows, a physics lecturer who previously taught in MIT before moving to promote further learning in other parts of the United States, heads up the Cornell Heron Association.

The college has achieved renown for its research into electrical engineering and its applications. It's only a matter of time before Cornell University offers a course of study regarding the topic. Professor Burrows lobbies heavily for such a course to be started. A large number of MIT Herons who chose to specialise in electrical engineering have transferred to Cornell. Some theorise that electricity could replace steam-power as a valid energy source. If that is indeed possible, Burrows wants the Herons to be ready for all the benefits that may bring.

Massachusetts Institute of Technology

Founded in 1861 by William Barton Rogers, the Massachusetts Institute of Technology (more commonly abbreviated to MIT) has already proven itself as one of the world's finest educational

establishments. Formed in the desperate years of the War of Secession, its intensive focus on applied technology has led to lucrative partnerships with many industries. A large number of the Union's technical staff come from the graduates of the Institute.

The Institute structures itself along the German research university model, focusing on "promoting productive thinking" as opposed to "regurgitating knowledge". Such beliefs contributed to the Heron Association forming amongst the students and faculty, and keep MIT the largest and most reliable source of new members.

The current President of the Institute is founder William Barton Rogers, who had stepped down from the position in 1870 because of his declining health, but after an internal political scandal, the details of which have not been released to the public, was reinstated in 1878. Rogers' accomplishments in physics and geology have won him considerable fame as a scientist. Knowledgeable also on the topics of natural philosophy and chemistry, Rogers continues to teach, trying to encourage greater creativity amongst the student ranks. He has no fondness for Stanton and his Herons, seeing them as distracting younger generations of scientists from their goal of perfecting their knowledge in favour of flashy theatrics. However, the Herons' efforts have resulted in vastly increased interest in the sciences, and the number of applicants to MIT has been steadily rising ever since Stanton formed his group. As things stand, Rogers tolerates the Herons and their continual popularity amongst the rest of the staff and students.

Traveling Circuses

With the development of railways, circuses have become bigger and more extravagant, travelling further than ever before with their own dedicated trains. It would be futile to attempt to list every last one, since they are continually changing, merging, and fracturing, never staying in the same place long enough for a survey to be conducted. Whilst a widespread phenomenon in Europe, travelling circuses are just beginning to grow in popularity in America, the idea of such things being brought back by enterprising Herons.

Though mainly based on trains, there are a few circuses which travel via ship or steam lorry, visiting towns and cities which lack rail links. This wandering nature attracts Herons to join the circuses. Not only do they draw massive crowds, granting the engineers a larger audience to witness their inventions, but their wanderings expose the Herons' inventions to as many people as possible whilst providing financial support for the Herons' work. It is cheaper to travel with a group than on one's own after all, especially when having to transport an entire workshop. When not acting as entertainers, the Herons working in circuses tend to spend their time tinkering and maintaining the various devices that other circus performers use, as well as the vehicles that transport the circus itself.

In any circus, the Herons tend to be the most extravagant and flashy, and though such an attitude may be grating for some, none deny their brilliance with technology. It is for this reason that circuses often welcome Herons with open arms, seeing them as another attraction to market and another engineer to enlist in their daily struggles to keep equipment in working order.

Organization

Structure

The Heron Association is structured much like an Engineering college, as befits their academic roots. Robert Stanton, the Association's founder, still leads them in the position of dean. He oversees the daily running of the Association from its headquarters in Massachusetts, dealing with logistics and maintaining contact with all travelling members. He is the public face of the Herons, dealing with any notable figures who wish to deal with the group.

Beneath him is a board of chairmen, senior researchers recognised as leaders in their various fields, who act as moderators of any projects lesser Herons wish to attempt. Due to their dealings

with managing the resources and curriculum of the Heron Association, the majority of actual teaching and development of students is done by the Professors. Each group of Professors is organised into a School, led by a Director who reports to the board on any new discoveries and inventions of note.

The majority of Herons are students and graduates. These are the most often encountered members of the Association, travelling the world to uncover lost knowledge or to show off their brand new inventions.

Regalia

There is no official regalia for members of the Heron Association, barring a pin to mark them as members. This is due to the very individualistic nature of the Association's members. Whilst they share a belief in the power of Weird Science, they recognise that everyone has their own way of expressing that belief. Therefore, some members are always clad in their engineering leathers, ready to get to work at a moment's notice. Others develop a taste for extravagant clothing from touring Europe.

Rank	Insignia
Student	Iron Heron Pin
Graduate	Tin Heron Pin
Professor	Nickel Heron Pin
Director	Copper Heron Pin
Chairman	Brass Heron Pin
Dean	Steel Heron Pin

Recognition

The only true mark that sets the Herons apart from other engineers and performers is the pin all members wear (when they remember to put it on). Apart from that, it is impossible to tell Herons apart from other disciples of Weird Science, which has proven troublesome for those seeking to investigate the Herons' activities as well as the extent of their resources. For example, the United States government would prefer that the greatest minds of the nation not go off to Europe and act like vainglorious fools.

Resources

Since science requires funding, a Heron must be able to impress the board with their proposed experiment to obtain the money they need. More often, members of the Herons tour the world, performing in carnivals and fairs to try to catch the interest of wealthy patrons to fund their inventions. Many exhibitions host at least one Heron's work, though it is more common to see an entire throng of Herons with their strange machines, all trying to outperform one another to impress the audience.

The main resources the Herons use are money and raw materials for their creations. Some also believe that the Herons use information itself as a resource. With members scattered all across the globe, some speculate that the Herons receive funds from the Union government in exchange for knowledge regarding their foreign rivals.

Ultimately, the greatest resources at the disposal of the Herons are the friendships and contacts that they foster whilst journeying. Their reputation as great innovators and entertainers earns them a welcome in all the great courts of Europe. Many enjoy the patronage of notably wealthy individuals. Whilst some fear they may be swaying opinions and influencing the course of world

events, they care only for their own brilliance. Perhaps one of the greatest ironies of the Heron Association is that they could turn Weird Science into a new religion, but are too dedicated to discovering the truth it can show them.

Membership

Rank

The Heron Association is primarily a school, specifically a specialised department of MIT, and so is structured as such. Students and Graduates learn from a variety of Professors, grouped together by subject beneath a Director who reports to the Board of Chairmen, who in turn assist the Dean with the running of the Association. Students and Graduates are practically the same, with the only difference being that a Graduate has managed to successfully complete one Weird Science project graded by a Professor, such as the Steam Man created by Zadock Dedrick in 1868. (It walked round in circles at the end of a rotating boom, at a speed of about nine miles per hour.)

Initiation and Advancement

Becoming a Heron is relatively simple compared to joining one of the many other Lodges in the world. One must simply be an engineer or mathematician, with a keen interest in clockwork and steam powered technologies, and be brought in by an existing Heron to aid them in a project. Upon completion of the project, the entire team is brought to MIT, and offered a place in the Heron Association. Some accept, others do not. Refusing membership does not prevent someone from being recruited for further projects, and a few engineers have managed to profit from this, becoming tutors for Heron students seeking to advance in the Association.

After the completion of their first successful project, the Student is granted the position of Graduate. At this point the Heron is encouraged to travel, to discover new methods and ideas for themselves, and learn how best to apply their knowledge to the real world. Many enjoy the life of a Graduate, and remain so for the rest of their lives, always touring the world. Others however have a passion to share what they have learned, and choose to return to MIT after a few years journeying. They sit a complex test consisting of practical and theoretical exercises, aimed to discover if they truly have enough of a grasp on Weird Science to be trusted to teach others accurately.

Should they pass, they advance to Professor, tasked with ensuring the new generation of Herons is more learned than the last. After holding this position for five to ten years, the Professor may be asked to become a Director, if there is a position available, or Chairman if their work teaching Students has been exemplary. Many remain Professors for the rest of their lives, enjoying interacting with the Students and shaping the future of the Association without the responsibilities of the position of Chairman.

The current Dean, Robert Stanton, has also outlined a process to elect his replacement should he die or step down from his esteemed position. The Chairmen would take a secret ballot, with any member of the Heron Association being eligible for the post. Stanton knows full well that whilst some men may seek greatness, they can never achieve it, whilst those who have it thrust upon them may rise further than anyone ever imagined.

Some, sadly, lack the critical talent, and never successfully complete a Student project, washing out of the program after multiple tries. Of these men and women, a few stay on as assistants, resigned to being in a supporting role for the rest of their careers. Some move on to more mundane pursuits, becoming engineers and technicians and occasionally making a name for themselves in industry. A very few, embittered by the experience, do what they can to work against the Herons, spreading rumours, damaging relationships, and occasionally going so far as to sabotage a Heron Project. One, Eusebius Cranch, went on to become a Weird Scientist on his own, taking a different path to his success from that of the Herons. Several of his inventions showed up at a

Heron engineering show, destroying the Herons' devices and injuring a number of the audience in the process. Cranch, now a wanted criminal, disappeared, but may have taken passage to Europe under an assumed name.

Secrecy

Whilst the Herons have achieved wide recognition within academic circles, their motives remain unclear to many. Herons are difficult to tell apart from other engineers and technicians, since the only proof of their affiliation is a small pin which many members forget to wear. As well, most Herons keep the details of their inventions secret, sometimes including the invention's very existence, until they have been verified by the board of Chairmen.

This has led to them having a somewhat ominous reputation amongst other Lodges and the academic community. Many are convinced that the Association has some sort of grand plan, and that their boisterous showmanship is merely an act, distracting inquisitive eyes from their true operations.

Enemies / Allies

As an educational organisation, the Heron Association has no true enemies other than those attracted by any successful academic venture. The politics of academia, while vicious, do not normally turn violent. The Association enjoys a healthy rivalry with other similar institutions, always trying to one-up one another. That doesn't mean that the Association is not under close scrutiny. The world powers treat Herons delicately, never quite sure if they are exactly what they seem or something much more. After all, a Heron can gain access to any notable function as an entertainer, making them potentially ideal spies. Considering the complexity of their machines, some have voiced worries over them being possible assassins as well.

Yet such warnings are often dismissed as paranoia, since the very people in danger are the ones who enjoy the company of the Herons the most - the nobility of Europe. It has become something of a fashion to host a Heron during any celebration, so as to impress the other guests with the technological marvels they can display. Thus, the Herons are pulled into the courtly intrigues of Europe. with rival aristocrats trying to out-do one another in magnificent parties with the most bizarre machines performing for their pleasure.



Device List

Astralgraph

Although telegraphs are an invaluable asset to the modern world, sometimes it is simply not possible to string a telegraph line across difficult or hostile terrain. The Herons sought to address this difficulty with the Astralgraph, a telegraph that transmits messages through astral space. In practice, it functions like an ordinary telegraph, but does not require a physical line to be strung. Before two Astralgraphs can communicate, they must be synched to one another. Once synched, the devices can transmit messages to each other so long as they remain within range. Higher quality Astralgraphs can be synched to several other units and transmit over a long range, but other units are more limited. All Astralgraphs must contend with interference, or "astral noise," when transmitting through corrupted astral space. Anyone capable of observing astral space in the vicinity of the transmission, which follows a straight line in the astral to its target, can eavesdrop, which makes Astralgraph transmissions rather vulnerable. Some Astralgraph operators adopt codes to thwart potential spies, but such efforts are still less secure than conventional telegraph lines.

Game Information:

Functions like a standard telegraph, but Skill Tests to use it suffer a -3 Step penalty when the signal travels through Tainted Astral Space and a -5 Step penalty when the signal passes through Corrupted Astral Space. The device's Rank determines its range and the number of units it can be synched with.

Rank 1: 100 miles, 2 units
Rank 2: 200 miles, 4 units
Rank 3: 300 miles, 6 units
Rank 4: 400 miles, 8 units
Rank 5: 500 miles, 10 units
Availability: Rare
Cost: £150 for Rank 1, +£50 for each additional Rank
Weight: 20
Physical Defense: 6
Mystic Defense: 2
Barrier Rating: 6

Portable Mule

The ideal solution for the heavily burdened traveler, the portable mule unfolds from a suitcase-sized box into a headless, four-legged construct made of leather and wood. Although not sentient, the construct will obey simple verbal commands. The body features several pouches and pockets for storing smaller items as well as hooks for hanging bags or anchoring straps. Most portable mules are about the size of a large dog, though heavier-duty models can be as big as a pony. They are not designed to move quickly, but they can travel over long distances while fully loaded with supplies.

Game Information:

Portable Mules can carry a set amount of weight based on Rank. All mules have a Movement Rate of 5.

Rank 1: 100 lbs
Rank 2: 150 lbs
Rank 3: 200 lbs

Rank 4: 250 lbs
Rank 5: 300 lbs
Availability: Rare
Cost: £100 for Rank 1, +£50 for each additional Rank
Weight: 50 +10 for each additional Rank
Physical Defense: 8 + 1 for each additional Rank
Mystic Defense: 1
Barrier Rating: 8 +1 for each additional Rank

Seeker Rifle

Perhaps the most purely military application of Heron weird science, the Seeker Rifle fires a mana-guided bullet that hunts down a designated target. The rifle consists of three interrelated devices: the mana bullet, the firing chamber, and the targeting scope. All three must be in working order for the rifle to function properly. The scope is not a conventional model, but rather a specially crafted lens that both detects the target's unique astral signature and transfers its pattern to the firing chamber. After the target is imprinted, the rifle can be fired at any time afterward until the pattern fades (approximately ten minutes). When the rifle fires, the chamber's firing pin imprints the target's signature onto the mana-infused bullet, which then seeks out the target, regardless of location. While en route to the target, the bullet is self-guiding, capable of turning corners, moving over and under obstructions, and slipping through the cracks and holes of other obstacles. The bullet maintains its original muzzle velocity until it reaches its maximum range, at which point it ceases to seek the target and loses velocity like an ordinary bullet. After the bullet fires, the rifle must acquire a new target lock before firing again. Due to the complexity of the firing mechanism, each round must be cleared and loaded by hand.

Every component of a Seeker Rifle must be built by hand, making both the weapon itself and its ammunition very expensive. The bullets themselves are slightly larger and heavier than a standard .577/.450 Martini-Henry cartridge and are coated with magically treated metal. Although it vaguely resembles a Mark II Martini-Henry service rifle, the Seeker Rifle has a bulkier firing mechanism, a larger breech, and a slightly wider barrel. The scope, which is nearly half the length of the rifle, is the most distinctive feature.

Game Information:

The rifle wielder makes a Firearms Test against the target's Mystic Defense while the target is visible in the rifle's scope. If successful, the target is marked. The weapon may be fired at any point over the course of the next ten minutes, and will hit the target if the target is still in range and not within any form of shelter (Physical Armor applies). If the target has taken shelter, the bullet strikes the nearest part of the shelter to the target, doing its damage to the shelter.

Damage 11
STR Min 10/NA
Capacity 1
Range 100/800
Size 5
Availability: Very Rare
Cost: £450 (cartridge cost: £5)
Weight: 8

The Mumpers

Street mages from the lower classes of society, Mumpers are more of a category of specialists, like the Brassmen or the Byrons, than any sort of organization. Often illiterate, Mumpers maintain their grimoires with whatever symbols or glyphs they can contrive, sometimes borrowing from Romany or other travellers, sometimes using what's in their immediate environments. Because they learn most of their craft through trial and error, Mumpers tend to be more worn and bedraggled than the rest of the urban poor, and sometimes carry scars from attempts to work magic that went badly wrong.

Despite the hardships, the danger, and the difficulty, Mumpers still arise, as people try their hand at the Game and occasionally find that they've Got the Knack. Dodger teams will include a Mumper whenever a more respectable mage isn't available, and sometimes by preference. They may not have the fancy training of a toff mage, but Mumpers can see wards on a building just as well, and warn people about them. They just might have a few other tricks up their threadbare sleeves for emergencies.

Origins

Nobody is quite sure who the first Mumper was. It's only been two years since the Rabbit Hole opened and magic returned to the world but, like most street happenings, there's no documentation, just a story about a friend of a friend. The story itself varies from city to city. In England, people mostly agree that the first Mumper lived in London, maybe down by the docks in Wapping. In France, they say it was Paris, and the first Mumper lived under a bridge on the banks of the Seine. In Russia, they say it was a girl in Moscow who had come from the country, and who tried a charm her grandmother had taught her. Whatever the beginning, within a few months every city big enough to be called one had a Mumper or two, or whatever they were called by the locals, and in some cases an entire community.

Goals and Methods

Mumpers, like anyone else at the bottom of the social heap, just want to get by, to keep a roof over their heads, clothes on their backs, and food on their plates. They're willing to use whatever they can lay hands to in order to manage it. People with the Knack swiftly find themselves treating the neighbourhood's illnesses and injuries, or bringing firepower to the local gang's arsenal. Those with the Sight find markets for information, although selling blackmail material or safe combinations that they scryed in a bucket of water can be dangerous, attracting the wrong sort of attention.

There are few hard and fast rules for Mumpers, leaving them to find their own way in the world. The rules that do exist have arisen from the general code of the street, the ethnic mythical traditions from which some of the Mumpers' spells and techniques derive, and from practical observations. Every Mumper knows about karma, even if they don't know a thing about Hinduism or even the word for it. Working magic teaches the lesson of "what goes around, comes around" in harsh terms.

- If it feels dirty, don't do it. You go stirring stuff up in the spirit world and that stink will hang around for days.
- Never steal from someone else with the Knack.

- Dream small. Big dreams get you killed.
- If the money smells honest, sniff again. Look for the strings, they're always attached.
- Your enemies don't deserve the truth. Never lie to your friends.
- Your name is worth your life. Don't trade it or tarnish it.
- Learn to read if you can, but remember that any idiot with money can print a book.
- Be respectful. That old woman is somebody's granny. Treat her like your own gran, and remember that she might have been at the Game longer than you.
- Wear your wealth. If it's on you, it's going to be harder to steal. This means your Book as well as your money.
- The Bible says that tattoos are a sin, but they can't be stolen and the Peelers can't take them from you without shedding blood.
- The dead have longer memories than the living.

Slang and Jargon

Mumpers derive their terminology from a wide variety of sources. The following glossary, by no means complete, does not generally attempt to trace the origins of the terms.

Word or Phrase	Meaning
Book	Grimoire, regardless of what form it takes.
Bovary	Potion; magical beverage.
Got the Knack	The person referred to is verified to be an active magician.
The Game	Magic, the use of magic, working in the arcane.
The Knack	The ability to work magic.
The Sight	Clairvoyance, but also object reading, seeing the past or the future, aura reading, astral sight, or any sort of extrasensory perception.
Varder	To see into the astral. "Take a varder" = look into the astral plane.
Whisper	A spirit or other astral entity.
Word	Wand or other stick used for working magic. Cockney rhyming slang, "your word's your bond" = "magic wand".

Organization

Hardly any. The Mumpers don't get together in big groups, as that draws attention from the Peelers. They don't build strongholds or academies. They don't collect libraries. They have no formal hierarchy. Position within the loose culture of the Mumpers is based on reputation and respect, and both of those depend on what people believe and are willing to go along with. The more stories told about a Mumper's accomplishments, the more respect they enjoy on the street, but the higher the chance they'll be arrested, for suspicion if not for something they actually did. Best to keep your head down, and enjoy the respect of your friends, rather than trying to be a big fish. The Peelers are quick with the nets when they spot a fin.

Mumpers tend to be relatively free in trading spells among themselves, in terms of willingness to do so, but often exact a payment for the knowledge. Debt on the street doesn't always resolve to shillings and pence. It comes in favours owed, things fetched, and connections made. A Mumper who has taught another a spell may need a place to hide until suspicion dies down, a good word put in with the right people, or any of a hundred things that can't be bought with coin. This creates a web of obligation that binds the Mumpers and their allies together, a culture that resists

infiltration because of the trusted connections in place. A new Mumper, or one new to an area, has to have someone to vouch for them before the locals will admit to having the Knack, much less being willing to talk shop.

Resources

Practically none. Mumpers come from the lower Social Levels, where the average income is measured in shillings per week if you're lucky and pence if you're not. What they have is what they've been able to scavenge, trade for, or make on their own. If a Mumper has a fancy wand or a focus, they'd better hope the original owner isn't likely to come looking for it. If a Peeler spots them with it, they're likely to be arrested on suspicion of theft.

Membership

Anybody from the lower end who's got the Knack can call themselves a Mumper. If they're smart, they'll find an uncle or a granny who can teach them a few things. They'll live longer if somebody shows them how it's done. Some new Mumpers figure it out alright for themselves, but they're the really clever ones, smart enough to know they're not that smart. There's no hard and fast membership requirements, just the necessity of being accepted by the locals as being in the Game.

Enemies / Allies

Anybody with legal authority represents a threat to the Mumpers. The government put the chemists out of the fireworks business with the Explosives Act. If they could figure out how to word it, they'd put the street mages out of business as well, and restrict the Game to just their licensed lapdogs. Until that happens, the Peelers will settle for harassing anybody they think has got the Knack, and looking for some charge or other to jail them. The Mumpers can't go looking for help from other mages or the Church either. The toffs complain loudly about the workhouses and the charities that help the poor. When they got tired of the workhouses, they shipped everybody in them off to Dino-Land. They're sure not going to extend a helping hand to someone who just might have more pull in the spirit world than they do. Mumpers are regarded by the upper crust as being heavily armed, and nothing scares a rich man more than a poor man with a gun. The only allies the Mumpers have are their own people, the Dodgers, the travellers, the working poor, and the thieves and scroungers of the criminal underworld. Trust is like a shilling. It's easy spent but dearly made.

Spell List

Spell	Tier	Known As	Style	Modifications
Darkness	Initiate	Glim Down	The magician speaks the name of the spell and makes a lowering gesture with their hand.	None.
Illusion (Physical)	Initiate	Flim-Flam	The magician passes their hand over their face while imagining the result.	Illusion is restricted to magician's own appearance. Strain -1.
Light	Initiate	Glim Up	The magician speaks the name of the spell and makes a raising gesture with their hand.	None.
Unlock	Initiate	Betty	The magician mimes picking the lock.	None.

Spell	Tier	Known As	Style	Modifications
Bolt	Novice	Barker	The magician points their hand like a gun and launches a ball of energy.	Casting the spell makes a loud bang, like a gun.
Improve Attitude	Novice	Swank Up	The magician tips their hat, touches the brim, or makes a similar respectful gesture to the target.	None.
Improve Movement	Novice	Scarper	The magician whispers "scarper!" to the targets.	None.
Invisibility	Novice	Doggo	The magician whispers "You can't see me" three times.	None.
Invisible Hand	Novice	Whisper Filch	The magician mimes taking off a glove and sending it off into the distance.	None.
Transform Self	Journeyman	Skinwarp	The magician hunches over dramatically, and stands back up in new form.	None.

The Newtonians

Shortly after "The Revelation of Voltaire" was published, which exposed Newton's dabbling in the arts of alchemy, chemists around the world latched onto what they saw as the unfinished work of the greatest genius humanity had yet known. Proudly adopting the name Newtonians, these intrepid scientists plunged headlong into alchemy, searching for the answers they believed Newton was approaching at the time of his death. They seek to achieve personally the three major goals of alchemy Perfections Material - Biologic - Spiritual, in their quest for ultimate truth.

In the process, Newtonians sadly also adopted their namesake's spiteful hubris. More than a few of their papers now begin with the epigram, "If I have seen further, it is by standing on the shoulders of Giants," revisiting Newton's own false humility in the face of his rival Robert Hooke. Many find Newtonians insufferable, and for good reason. In the minds of these alchemists, there is not a single person who understands what governs and influences the world better than they. Very seldom do Newtonians collaborate directly with each other, leading many to joke that they are unable to even tolerate the company of their fellows.

Newtonians have a penchant for showing off their laboratory creations. Oftimes these alchemists will go out of their way to find problems whose solution calls specifically for their latest work, whose production nearly detonated the laboratory. Thankfully, Newtonians rarely discuss what actually goes on in the lab with their neighbors. Otherwise, rent would quickly become unmanageable.

Origins

Sir Isaac Newton, well-respected for his scientific progress and his contributions to British governance, passed away in 1727, mourned by an adoring and thankful Empire. Voltaire, long suspected of being a member of the Reasonable Men, visited England in 1729 to "pay his respects", visiting Newton's home and laboratory. A year later, Voltaire published Newton's inconclusive

findings in alchemy as part of a treatise entitled "The Revelation of Voltaire", a scathing indictment of religion, using Newton as an example of how brilliance was wasted in the pursuit of "alchemical pseudoscience and its reliance on the supernatural". Voltaire hoped this conflation of Newton's hitherto unpublished work with his religious views would help discount belief in the supernatural by the general public. The attempt backfired due to a campaign by the President of the Royal Society to salvage the venerable scientist's reputation from what he saw as "direct attacks from a foreign national against a great and peerless man".

Sir Hans Sloane, RSP, launched a call to arms to the scientists of the world, writing: "We owe Sir Isaac far too much to leave his final questions unanswered. He has thrown open the door at the end of the hallway, and shown us a staircase leading upwards. It is our task now to close the gap between us and that first step and begin humanity's ascent." The initial response was positive. Scientists scoured through Newton's unfinished work, looking for the tools to proceed in his alchemical research. The term "Newtonians" entered the vernacular, adopted by those brilliant enough to understand Newton's notes and stalwart in their support of a man they thought intellectually infallible.

More conservative members of the scientific community sided with Voltaire. While they respected Newton's contributions to natural science, they believed any search for answers in the primordial quest of alchemy was misguided. For more than a century, the Newtonians saw their numbers dwindle as experimental success and ability to recreate their findings was rare, becoming a sad joke about wasted brilliance and mad devotion. Their reputation was so damaged that in the months after the Rabbit Hole opened, quiet publications denoting success after success from long-discredited Newtonians were largely ignored. Some still doubt their veracity, not having the time or faith to attempt confirming the experiments of a gang of Oswalds. Reports filtering in from the field tell of learned individuals claiming the epithet Newtonian proving themselves invaluable to those desperate enough to trust in their laboratory concoctions, but these "two-bit potion jockeys" still have quite a lot to prove to the governments and popular press.

Goals and Methods

Though insufferable in their self-importance, Newtonians publish less material on their work than most other scientists, Weird or otherwise. This behaviour stems from the intersection of a great many circumstances. Newton himself never published any work before he was absolutely certain of both its veracity and its importance to the scientific community. Since his investigation into alchemy was unfinished and at points inconclusive, Newton never published on the subject in life. Unfortunately, it seems as if the Newtonians have also adopted Sir Isaac's famously thin skin in the face of criticism. On the not-so-rare occasion that the work of a Newtonian is criticized in print or in the field, many of these scientists react by brushing their detractors' comments aside as quickly as possible. They then retreat to their laboratories, resolved to make a point of never producing anything to benefit such scurrilous individuals, even if that means holding back or guarding the secrets of groundbreaking discoveries until they or their enemies have passed from the world.

As one might assume, those that adopt the name "Newtonian" are not exactly lovers of crowds, social interaction, or people. They are also not particularly fond of the notion of friendship. A Newtonian often sees such relationships as frivolous distraction. However, these solitary scientists do form and maintain bonds with potential colleagues or patrons. Any person capable of enabling or furthering the pursuits of a Newtonian might report an amicable relationship with an alchemist, while those that come into contact with less charismatic Newtonians will be certain that the presence of said alchemist anywhere outside the laboratory is painful both for the Newtonian as well as those in their company. Some scientists are simply better at faking polite discourse than others.

While Newtonians are voracious readers of natural science, philosophy, and even religion, they constantly tinker with and modify the methodologies and practices of those they read. Alchemy is a very personal pursuit, and those who practice it often produce notes that seem incomprehensible at first glance. An alchemist's notebook is the record of his or her personal journey toward the ultimate goal of all Newtonians. Eventually, certain symbols and terms will look familiar to other Newtonians, but many of their ramblings will be forever indecipherable by even the intellectually gifted of the general population.

Organization

Newtonians have no formal academic structures in place. Until recently, alchemists were a dying and discredited breed, even after the push for their work to continue by Royal Society President Sir Hans Sloane. No requests for aid or endorsement from the Empire were successful, because alchemy had little to show by way of proof for all the expensive work that had been done. In the quest to save the Prince Consort's life, the Queen herself insisted that the Newtonians be brought back into the fold of the Royal Society. Among the few Fellows currently practicing alchemy, Atwood is at the helm, though even she was under attack at the time of the Rabbit Hole's opening. While funding for the Newtonians in the Royal Society is lower than that of the "legitimate" scientists, the alchemists do enjoy the most affordances of the Oswald contingent, due to their established tradition and body of work, embattled though it may be.

These Fellows have become adept at finding (and hiding) other ways of funding their incredibly expensive experiments and laboratories, taking notes from those Newtonians who prefer to work away from the watchful eyes of the Crown. Truthfully, the few Newtonians lucky enough to be elected to the Royal Society are happy that their numbers remain small. Each of the Fellows is then able to employ many research assistants. Newtonians of less fame operate independently, but are afforded use of the considerable resources of the Empire in their exploits by attaching themselves as a research assistant, if in name only, to one of the existing Fellows of the Royal Society. In return, the Fellow sometimes gains legitimate assistance into their primary area of study. More often than not, though, these lesser Newtonians are used as fronts to procuring more funding and access to rare materials in ways that might reflect poorly on an agent of the Royal Society. Fortunately, any mix-ups with Dodgers and the like that are discovered can be conveniently resolved by a public disavowal and indignant termination of someone reasonably expendable.

Resources

Existing completely outside of the Royal Society or another government-funded body is hard on a Newtonian. Laboratory space and instruments of the highest quality are costly necessities, not to mention the price of materials consumed in their experiments. One cost not often given much thought by fledgling scientists of all sorts is the security of a laboratory once built. Established Newtonians often go to great measures to protect their work and equipment, employing armed security, Byrons, Brassmen, or a combination of the three.

As with those just beginning any profession, a Newtonian is unlikely to be able to procure the funds necessary for a laboratory of their own, so they will likely look to reach an arrangement with an established scientist to work as a lab assistant for a time, gaining access to the laboratory equipment during hours it is not in use. Unfortunately, any slip-up in this line of work could lead to a very expensive disaster involving equipment the assistant will be expected to replace. Finding a new position might also prove difficult after such a mishap.

Other arrangements can be made, of course, but tend to be less hospitable. Grants are unheard of for unknown Oswalds. The Crown has offered some rather predatory loans for novice

scientists, but when a man with a red coat and rifle appears to tell a scientist that the interest has been raised on their debts to a level they cannot hope to repay, eyes begin nervously searching for a back exit or easily breakable window. That precise situation leads many Newtonians to fall in with Dodger collectives, looking for a way to escape their debts. Some decide to cut out the middle step and align with the Dodgers straightaway. Several of the more organized groups are able to afford fantastic work spaces for their associates. Laboratories are no exception.

Membership

While many practicing and successful Newtonians prefer to remain anonymous due to the controversial nature of their work and the fear of being shut down by the authorities or jealous detractors, there are a few prominent alchemists. These individuals possessed of uncommon bravery are typically either enjoying the protection of the Royal Society or publishing work under pseudonyms through sympathetic presses interested in the cause. Newtonians also greatly value the work of historical alchemists as a means of learning more about the trade, since formal schooling in the natural sciences can only take one so far into the realm of alchemy and the pursuit of a Magnum Opus.

Enemies/Allies

The Newtonians are famously inept at making friends out of even their most frequently visited acquaintances and colleagues. Alliances for a practicing Newtonian are usually formed in regard to finances, securing materials, or protecting their work. Many Newtonians have begun venturing into the Gruv in search of materials either not found, or too rare to procure, on Earth. As Dodger groups are more likely to be able to provide Newtonians with all of these, in addition to a "no questions asked" mentality, several Newtonians have been caught operating outside of the bounds of what Her Majesty might consider expressly legal. Those working in some capacity for the Crown have the misfortune of strict regulation and frequent witch hunts by those who consider themselves "the legitimate descendants" of Sir Isaac Newton.

The High Street Chemists Association and members of the Royal Pharmaceutical Society of Great Britain have a plethora of reasons to attack the livelihoods of practicing Newtonians. The motive they tout openly is that common Newtonian practices are dangerous, and that these charlatans must be investigated frequently. Among the dangers mentioned by outsiders is that "these confounded Oswalds are playing with fire", quite literally in some cases. These claims, based on upholding the Explosives Act of 1875, far too frequently lead to intrusive and lengthy investigations and oftimes the seizure of materials and lab equipment that range from expensive to priceless on the grounds that they may look suspicious to the authorities. Arguing with the police has shown time and again only to lengthen a prison stint. The best a Newtonian can hope for is to await a court date and then lie through their teeth about what each and every item in their laboratories is used to accomplish.

A less talked about, but more likely, motive for these grand inquisitions into established Newtonians would be that "the scoundrels are mucking around with the stuff of life!", tarring the Newtonians with the same brush used against the Prometheans. While the accusation seems to frame the subject in abhorrent terms more suited to the tabloid press, the truth is that the High Street Chemists had cornered the market on several very lucrative revenue streams that might be threatened by the Ozzies and crackpot faith healers surfacing in recent days. If the doctors of the world started placing stock in alchemy, the chemists would have more to worry about than a neighbour likely to take out half the block in a laboratory explosion. In the wake of some unsuccessful attempts to

discredit or imprison Newtonians, there have been whispers that unfortunate explosions in the labs of those who had survived an investigation unscathed might not have been accidental.

Potion List

British Fire

Historical records detailing the effectiveness of Greek fire inspired Newtonian researchers to develop a modern alternative for military use. A thick, gel-like liquid synthesized from flammable compounds and infused with mana, British Fire reacts violently to oxygen. Although safe to handle in a vacuum-sealed container, the substance bursts into intense flames when exposed to air. British Fire retains its liquid properties when it ignites, allowing it to splatter across a wide area. The burning substance sets fire to any flammable object it touches. Newtonians typically store British Fire in thinly lined containers that shatter on impact. Although the British Army has requested artillery shells loaded with British Fire, Newtonian researchers have yet to develop a breakable container sturdy enough to be fired from a cannon without rupturing.

Game Information:

Hitting a target with the potion container requires a Throwing Weapons Test. The container breaks upon impact regardless of what it hits. Treat as a Burn Area spell. If brewed by a player character, use Spellcasting + WIL for the Effect Step. If purchased, the Effect Step is the potion's Rank + 9, with a maximum Rank of 5.
Availability: Rare
Cost: £15 x Rank
Weight: 1

Glamour Bomb

Often used for showmanship or to create distractions, a Glamour Bomb potion vaporizes when it comes into contact with air. The vapours take the form of a predetermined physical illusion. When Newtonians brew a Glamour Bomb, they must designate what form the illusion will take. The entire contents of the container are needed to complete the illusion; partial applications are not feasible. If multiple Glamour Bombs take effect at the same time, the illusions do not interact with



each other unless they were originally designed to do so. Glamour Bombs are especially popular among British intelligence agents and Dodgers.

Game Information:

When the potion is released, treat as the Illusion (Physical) spell. When brewing the potion, the alchemist must designate the illusion. If purchased, the potion must clearly indicate the illusion it produces. If brewed by a player character, use the guidelines outlined in the Illusion (Physical) spell. If purchased, the potion Rank is equal to the number of successes on the alchemist's Effect Test, with a maximum of 5. For Rank 3 and above potions, a Perception Test is required to disbelieve the illusion.

Rank 1: No test.
Rank 2: No test.
Rank 3: TN 19
Rank 4: TN 24
Rank 5: TN 30
Availability: Rare
Cost: £15 x Rank
Weight: 1

Glow Water

Originally developed as a safe alternative to arc and gas lighting, Glow Water is a luminescent, non-flammable liquid distilled from bioluminescent insects and fungi. A single vial gives off light equal to the brightness of a lantern. Since the liquid must make contact with the air to activate its luminescent properties, the first Glow Water containers featured a screwed-on cap over a tin foil seal. Once the user punctured the seal, they could either replace the cap or pour the Glow Water over a surface to create another light source. Newer designs incorporate a self-puncturing seal that activates the liquid by simply "cracking" the cap, but at the expense of not being able to remove the cap.

Game Information:

Glow Water comes in two varieties: Glow Vials and Glow Sticks. A Glow Vial has a removable cap and can be poured onto surfaces to create an additional, if dispersed, light source. Glow Sticks cannot be opened and provide light equal to a lantern. Both function as the Light spell. When pouring liquid out of a Glow Vial, treat the covered object or surface as if it were under the effects of the Light Area spell.

Availability: Unusual
Cost: £10
Weight: 1

Nightingale Sisters

The Nightingale Sisters are one of the largest and most successful private charity organizations in Great Britain. Dedicated to expanding quality healthcare throughout the British Empire, Nightingale Sisters nurses were the first medical professionals to fully incorporate magic into their practice. The organization is also heavily involved in the fight to expand women's rights, pushing for full equality in the courts, the workplace, and the government. Although the majority of their operations are based in the British Isles, the Nightingale Sisters have recently expanded into the Gruv, where they

work to protect British citizens from strange new diseases and prevent newly established colonies from reestablishing the unjust, patriarchal societies of old.

Origins

The history of the Nightingale Sisters is largely the story of its founder, Sarah Grant. Born in 1841, Grant was the illegitimate daughter of the famed Jamaican-born sutler Mary Seacole, who made a name for herself by caring for British military personnel and tending to cholera victims throughout the Caribbean. When the Crimean War broke out in 1853, Seacole offered her services as a nurse to the British War Office. The military rejected her petition, possibly due to her Creole heritage. Undaunted, Seacole secured passage to the Crimea at her own expense and established a hotel near the front to provide medical care and supplies to ailing soldiers. Grant accompanied her mother and visited Florence Nightingale's converted hospital. Although Nightingale disapproved of Seacole's operation and her illegitimate child, she nonetheless encouraged Grant to pursue a more formal education in nursing should she ever return to London.

After the war ended in 1856, Seacole returned to London, where her debts from the war won her substantial sympathy in the press. Grant had a falling out with her mother soon afterward, accusing her of courting fame and taking advantage of others' generosity. When Seacole returned to Jamaica, Grant remained in London and sought work as a nurse. Several hospitals turned her away either due to her age or her mixed parentage.

Grant eventually found work with a church-funded charity organization, and her medical talents caught the attention of Adelaide Anne Procter, a renowned poet and women's rights activist. Procter introduced Grant to other social activists, positioning her in the heart of the burgeoning women's rights movement. Grant's newfound connections helped her gain admittance to the Nightingale Training School when it opened in 1860. Given her extensive field experience, she proved a far more capable student than her peers and even many of her instructors. Grant's willingness to blend her mother's traditional remedies with modern medical treatments caused tensions with the school's superintendent, Sarah Elizabeth Wardroper, but she completed the program by 1864.

Procter fell ill with tuberculosis later that same year and deteriorated quickly. Although several doctors insisted that death was inevitable, Grant worked tirelessly to save her friend's life. Remarkably, some combination of her traditional and modern medical treatments drove the disease into a state of remission. Queen Victoria, who was quite fond of Procter's poetry, arranged a meeting with Grant after she heard news of the miraculous recovery. Convinced that Grant's methods might eventually form the basis of new medical knowledge, the Queen provided funding for Grant to organize and train a group of nurses to combat tuberculosis and other serious diseases throughout London. In a nod to her hero, Grant called the women she recruited the Nightingale Sisters.

By 1870, the Nightingale Sisters had become one of the most popular charitable social clubs in England. Although Grant remained focused on providing medical care to the poor, Procter established a board of directors to manage the club's public affairs and income. The money collected from donations and membership dues enabled the organization to purchase several struggling hospitals throughout the country and establish new medical facilities in areas without them. In addition to public health efforts, the group also established several "women's houses" to provide shelter and counselling for women in need as well as a number of vocational schools catering specifically to women and young girls.

Although hospitals, clinics, and schools generally proved popular, the shelters caused a firestorm of controversy from the moment they opened. Angry husbands frequently attempted to force their way into the shelters to drag their wives and daughters back home, which forced the Nightingale Sisters to hire guards and fortify the buildings with locked doors and barred windows. Conservative politicians warned that the all-female staff running the shelters was part of a widespread

female conspiracy to tear apart traditional English homes by convincing ungrateful wives to abandon their hard-working husbands. The London press portrayed the shelters as filled with sick prostitutes and unwed street women pregnant with bastard children. Parliament made several attempts to have the shelters closed down, but the Nightingale Sisters challenged critics by publishing a wide range of informative pamphlets and newsletters to sort out the truth from the slander. Over time, enough accusations were discredited that the public outcry over the shelters faded. The controversy never fully disappeared, and scarcely a year passed without a member of Parliament relating a story of some husband blaming a Nightingale Sisters shelter for "stealing" his wife or daughter.

Grant faced a different sort of controversy when her mother returned from the Franco-Prussian War in 1871 after spending a year as director of a British nursing and care unit. Seacole ridiculed her daughter's efforts to expand medical care, calling Grant an "ungrateful opportunist." Seacole claimed to have taught Grant everything she knew, and rejected her daughter's honouring of Florence Nightingale, who once wrote a scathing letter in an attempt to defame Seacole's reputation. Grant replied to her mother's criticisms a week later, asserting that while she was grateful for her early training, she had learned a great deal more in the fifteen years since returning from the Crimean War. While she stopped short of criticizing Seacole directly, Grant was careful to mention every instance in which her mother had personally profited from providing medical care while emphasizing that the Nightingale Sisters reinvested every scrap of revenue into its charity work. While the press tried to keep the row going, Grant refused to respond to any of her mother's subsequent comments. When Seacole received a knighthood in 1872, several prominent members of the Nightingale Sisters attended the ceremony. Grant, however, was noticeably absent.

As membership expanded, Grant and Procter maintained a distinction between the group's social members and its dedicated activists. Although every hospital, shelter, and school remained under the supervision of a full member, rank and file employees were not considered members. Full "sisters", the term not capitalized to avoid confusion with religious orders, performed more important tasks with little to no public recognition. Grant kept the group's charity efforts under her control, and Procter carefully screened potential board members to ensure that they shared her political goal of expanding women's rights.

Shortly after the Portal opened, the nurses trained by Grant to utilize traditional herbal remedies reported that some of the treatments seemed to be achieving miraculous results. Grant herself found that many of her mother's old prescriptions proved capable of curing deadly diseases, mending serious injuries, and reversing infection. When Grant tried to share her discoveries with London's medical community, most doctors accused her of quackery. Florence Nightingale dismissed many of Grant's claims as superstitious nonsense. Undeterred, Grant made recruiting potential magicians a top priority and actively promoted incorporating magical research into medical practice. Although her embrace of magic scared off a few donors and earned the Nightingale Sisters some negative press, Procter and the rest of the organization's board supported Grant's efforts.

When the British Army organized the first expeditions into the Gruv, Grant volunteered the Nightingale Sisters' services, fearing that some unknown health risks might threaten the settlers, not to mention the unsuspecting population back on Earth. Procter, for her part, harboured fears of a different kind, worrying that some settlers might seek to re-establish a male dominated society in the Gruv, thus robbing women of hard won political victories such as suffrage, equal education, and fair wages.

Although the British Army and the Crown proved receptive to the Nightingale Sisters providing medical services in the Gruv, problems arose when Dame Seacole was appointed as medical director of Fort Alice in 1878. Time had done little to heal the rift between mother and daughter, and Dame Seacole took advantage of her position to make life difficult for the Nightingale Sisters. She argued that the unregulated use of magic might pose a risk to Fort Alice's security. Grudgingly, Grant traveled to the Gruv to meet with her mother personally and work out an

agreement. Dame Seacole consented to the Nightingale Sisters operating in the Gruv provided the organization paid a substantial fee for every sister that passed through the Portal. Although she characterized the fee as an "insurance" payment in the event of some magic related accident, it seemed obvious to all that Dame Seacole was really interested in receiving what she believed was just compensation from Grant after providing the foundation of her magical training. Despite these difficulties, the Nightingale Sisters have become very active in the Gruv, though the bulk of their efforts are still directed toward charity and social activist work throughout the British Empire.

Goals and Methods

The majority of the Nightingale Sisters' resources are devoted to providing quality healthcare to underprivileged members of British society. Funded by private donations and occasional grants from the Crown, the Sisterhood operates medical clinics and hospitals throughout the British Empire that treat patients free of charge. Teams of Nightingale Sisters nurses work in impoverished neighbourhoods and remote areas to provide care to people without access to hospitals or doctors. These nursing teams are the most visible members of the organization, marked by their distinctive gray and white uniforms. The organization also promotes public health awareness through education campaigns aimed to encourage British citizens to live healthier lives. For instance, when Annie Besant and Charles Brandlaugh published ***Fruits of Philosophy***, Nightingale Sisters nurses distributed free copies to every neighbourhood they visited to promote the virtues of family planning.

Nightingale Sisters nurses were the first medical professionals to incorporate magical healing into their practices. Grant's focus on traditional remedies and alternative medicines made it easy for her pupils to accept magic as a viable treatment method. Britain's medical establishment has lagged behind in magical research and remains skeptical of its benefits. The debate over magic's place in medicine has caused a great deal of confusion and fear among the British public. Outreach and public awareness campaigns have thus remained an important aspect of the Nightingale Sisters' charity work.

Social activism remains a major priority for the organization, specifically women's rights. The Nightingale Sisters own and operate several small presses that produce political pamphlets advocating for full equality under the law while denouncing discriminatory hiring practices, lower wages, and limited political representation. While the sisters operate the moderate presses openly, the more radical publishers are legally registered to shell companies owned by individuals with no obvious connection to the Nightingale Sisters. Over the last several years, the organization has opened a number of schools and vocational centres to provide training that will help make women more competitive in the workforce and the political arena. The Nightingale Sisters work quietly to maintain the gains that women have made in British society, often taking efforts to undermine sexist politicians and discredit reactionary religious groups who seek to restore patriarchal privilege.

When word spread back to England that Saurid shamans managed to cure Seacole's atherosclerosis, the Nightingale Sisters immediately made plans to send a team of nurses to study the Saurids more closely. In March of 1879, Grant led a team of nurses and bodyguards into the Gruv to make contact with the reputedly peaceful Saurid communities of the western temperate forest. The team has yet to return.

Organization

The Nightingale Sisters are a two-tiered organization consisting of full members who engage in widespread activism in addition to more secretive tasks and "donor" members who take part in social events and volunteer work. Full members form a separate hierarchy within the organization. They are technically accountable to the group's board of directors, which consists of both full

and donor members, but not all board members are aware of the true extent of the organization's activities. Regardless of their function within the Nightingale Sisters, all sisters must defer to their immediate superiors as determined by rank.

Nightingale Sister Ranks

Novice: The most recent additions to the Nightingale Sisters, novices are expected to follow instructions to the letter. They are permitted to question orders within reason, but all novices are subjected to ongoing evaluations to judge their potential for promotion.

Regular: Once a novice proves her ability, she is promoted to regular status. Regulars are encouraged to think for themselves and question the conventional wisdom of their practice. The majority of full Nightingale Sisters members are regulars. After gaining a few years of experience, they are often assigned to mentor novices. Many Sisters never aspire to advance beyond this rank, preferring instead to remain "on the ground" where they feel their skills can be put to the best use.

Doyen: Regulars who demonstrate leadership skills are promoted to the rank of doyen. These women function as either field commanders for nursing teams or coordinators for intelligence gathering efforts. Many of them receive additional training to help them better fulfill their new responsibilities. Doyens also determine when novices are ready for promotion.

Matron: Matrons coordinate with several doyens to direct Nightingale Sisters efforts throughout the British Empire. They also manage major operations, such as hospitals, publishing houses, and women's shelters, that are deemed too important to be left in the hands of donor members or non-members. Matrons are few in number and are rarely promoted from the doyen ranks. In some cases, the rank is temporary, lasting only as long as the Sister is attached to a particular assignment.

Matriarch: The true leaders of the Nightingale Sisters, the matriarchs set the organization's overall agenda and direct its human and financial resources to further those ends. Only the four permanent members of the board of directors hold this title: Grant, Procter, Bodichon, and Parkes.

Grant's specially trained nursing teams form the most visible group within the organization. Dedicated to improving public health and providing care to the poor, these women operate in teams of five to ten members under the command of an experienced nurse. While the board of directors grants these teams financial support, it does not have direct control over them. As full members of the Nightingale Sisters, nurses have a wide range of autonomy, but they ultimately remain under Grant's supervision. Nightingale Sisters nurses are often the center of the organization's public awareness campaigns and publishing efforts.

Less visible are the informants, propagandists, and bodyguards dedicated to promoting and preserving women's rights. Scattered throughout the British Empire, these agents report to Procter by way of her vast web of contacts. Most agents are full members of the Nightingale Sisters, but the nature of their work often forces them to remain anonymous.

Nightingale Sister Titles

Although the Sisterhood does not specifically classify members according to task, the abundance of bird imagery in the group's early promotional efforts caused many members to adopt an informal classification system based on birds. Upon graduating from the novice rank, most sisters receive a necklace pendant featuring the image of the bird appropriate to their role. Given their concern for secrecy, wrens do not issue any tokens that might identify their association with the Nightingale Sisters.

Canaries: Writers, educators, and propagandists
Doves: Nurses and healthcare experts
Sparrows: Bodyguards
Wrens: Spies and couriers

Resources

As a public charity organization with several hundred donor members, the Nightingale Sisters draw most of their funds from annual membership dues and fundraiser events. Most of the money collected from donor members and fundraisers goes back into the organization's public charity work, allowing it to pay employees, maintain facilities, and increase awareness of its many services.

The Nightingale Sisters prefer to own their facilities outright rather than rent them, allowing them to run more secretive operations without fear of discovery. Parliament classifies the group as a charity organization, which accords it a preferential tax rate.

Most of the money collected from membership fees and donations funds the group's visible charity efforts. The board of directors manages this income carefully to ensure that only a small fraction of this money is diverted to the group's less visible activities. Most full members, such as underground activists, nurses trained in magical healing, spies, and security personnel, are supported by an annual subsidy from the Crown. Very few people know that Queen Victoria continues to fund the Nightingale Sisters, and all parties involved would prefer to keep her involvement a secret. Several members of Parliament, especially those with close ties to the medical community or anti-women's rights organizations, would be outraged to learn that the queen secretly routes money from the Royal Treasury to the Nightingale Sisters without Parliament's approval.

Membership

Anyone can join the Nightingale Sisters as a donor member provided they pay the annual membership fee. Donor members, who often call themselves "Nightingales", must also agree to volunteer for at least one fundraiser per year. Donor members always fill the three rotating seats on the board of directors, which are usually awarded as a show of thanks for dedicated support. Joining the group as a donor member carries a great deal of prestige in social activist circles.

Full members, sometimes referred to as the "sisterhood", form a much more exclusive and smaller group. Only women may become full members, and a current full member must recommend them before they can join. Once recruited, novices are assigned roles according to their skills. After completing a probationary period, novices advance to regular status and are thereafter considered a part of the sisterhood. Some will advance higher in the ranks, taking on more responsibility along the way, but many sisters remain regulars indefinitely.

Most full members are nurses, and make up the healthcare teams that visit ailing and impoverished communities. These nurses are usually presented as the face of the Nightingale Sisters in promotional campaigns and at fundraisers. Other full members work as informants, propagandists,

administrators, bodyguards, and investigators. Donor members usually treat Nightingale Sisters nurses with great respect, but they can rarely identify full members who serve the organization in a different capacity.

Full members receive free room and board when possible. Nurses typically operate out of a hospital or health clinic, while other members live in communal apartments. Some members operate in secrecy and maintain private lives as a cover. In such cases, the Sisterhood arranges for discreet payments to subsidize the member's efforts.

Enemies and Allies

London's medical establishment strongly opposes the Nightingale Sisters' decision to incorporate magic into its medical practice. Several prominent doctors have denounced Sarah Grant as a dangerous quack and accused her organization of pushing England back into the darkness of ignorance. Even the group's namesake, Florence Nightingale, has spoken critically of Grant's methods and expressed concern over the way she trains her nurses. Elizabeth Garrett Anderson, the first Englishwoman to become a doctor and gain membership in the British Medical Association, joined the medical community's outcry by publishing a lengthy editorial arguing that the Nightingale Sisters might well revive superstitious fears of witchcraft and thus undermine the very rights they claim to promote. Several members of Parliament have ties to the country's medical associations, and calls for a closer review of the Nightingale Sisters' activities as a "charity organization" are growing louder.

The group's strong position regarding women's rights has made it unpopular with reactionary organizations throughout the British Empire. Conservative social clubs and working class men fearful of losing jobs to women remain an outspoken threat to recent legal and political victories. The Nightingale Sisters keep a close eye on such groups and take action to protect women from targeted acts of retribution and discrimination.

Although the Anglican Church does not actively oppose the Nightingale Sisters, certain bishops and priests have argued that some forms of healing magic are indistinguishable from witchcraft and should be condemned as apostasy. Many leading figures among the Sisterhood, most notably Grant and Procter, also have longstanding ties to the Catholic Church, which only heightens suspicion between the two organizations. For the time being, a shared concern for the sick and the poor has kept the Nightingale Sisters and the Anglican Church on agreeable, if somewhat uneasy, terms.

Controversies aside, the British Army has found the Nightingale Sisters a valuable asset in their expeditions to the Gruv. Nightingale Sisters nurses often accompany detachments of soldiers as combat medics and teams of nurses sometimes even provide medical care to settlements deep in hostile territory. Since the nurses are funded by the Nightingale Sisters and their magical healing techniques require fewer supplies, the army views them as a low cost alternative to its conventional medical providers. On the far side of the Rabbit Hole, British soldiers seldom voice complaints about magical healing in their struggle against the Samsut, the Saurids, and the alien environment.

The Nightingale Sisters maintain an uneasy relationship with the Heron and Promethean researchers working with the British Army in the Gruv. Many sisters are concerned that some Weird Science weapons will prove more dangerous for the soldiers using them than to their intended targets. The Nightingale Sisters informants keep a close watch on prominent Prometheans with reputations for unsavoury experiments. The group's relationship with the Newtonians is similarly rocky. A few alchemists have tried to profit off selling magical potions to ailing citizens in impoverished neighbourhoods in recent years. Some sisters even fear that unethical Newtonians might be using poor neighbourhoods as testing grounds for their latest experimental brews. Their suspicions have contributed to several ugly public confrontations.

Spell List

Spell	Tier	Known As	Style	Modifications
Cleanse	Initiate	Sanitize	The magician sprinkles a finely ground powder over the surface to be cleansed and then wipes it away with a rag. The powder pulls the contaminant away with it as the magician scrubs.	If the magician does not have the proper equipment, increase Strain by 1.
Resist Temperature	Initiate	Weatherproof	The magician rubs oil over the target's exposed skin.	If the magician does not have the proper equipment, increase Strain by 1.
Stun	Initiate	Spasms	The magician makes a series of sharp jabs at an imaginary target, each strike targeting a vital nerve ending. The spell causes the target to suffer painful muscle spasms.	None.
Clairvoyance	Initiate	Watchful Eye	The magician closes her eyes and imagines the person or place she wishes to view while holding an object associated with the person or place she wishes to view.	If the magician does not possess an object associated with the target, increase Strain by 1.
Read Memories	Novice	Diagnosis	The magician places one hand on the target's injury (or on the chest if there is no obvious injury) and one hand on the target's forehead.	The magician can only access memories related to the cause of the target's illness, injury, or condition. Reduce Strain Cost to 2 + TMD.
Heal	Novice	Medeor	The magician treats the target's injuries with herbal salves and conventional bandages.	If the magician does not have the proper equipment, increase Strain by 2.
Improve Attitude	Novice	Bedside Manner	The magician must engage the target in conversation in an attempt to put them at ease.	If the target is injured, the magician gains +2 to the Effect Test.

Spell	Tier	Known As	Style	Modifications
Sleep	Novice	Tranquilize	The magician places her hand over the target's forehead while counting down from twenty. The spell takes effect when the countdown reaches one.	None.
Thought Link	Novice	Bond of Sisterhood	The magician grips a necklace pendant (or pretends to grip one if she doesn't have one) and focuses intently upon the target.	Only allows communication with other women. When used to communicate with a full member of the Nightingale Sisters, reduce Strain by 1.
Geas	Journeyman	Feminine Wiles	The magician engages in conversation with the target while conforming to a social stereotype of feminine behavior (a seductress, a mother, an innocent, etc). The suggestion can be made at any point during the conversation, but must be consistent with the magician's conversational disposition.	The magician gains +1 to the Effect Test if the target is male. If the target is female, increase Strain by 1.

The Order of Britannia Victorious

A magical Lodge deeply embedded within the British military, the Order of Britannia Victorious (OBV) is made up of officers of all ranks who serve or have served the British Empire on the battlefield. The Order is convinced that the manifest destiny of Great Britain is to rule the world. The Empire already dominates a third of the globe. Members of the Order know it is only a matter of time before the rest also pays homage to Queen Victoria.

The Order is one of the few Lodges whose existence has become public knowledge. Many members expected the Order to be purged from the military upon being exposed, their ability to wield magic seen as a potential threat to the stability of the nation. Instead, they were embraced as heroes and modern druids – mystical advisers sworn to keep Britain safe. Since their discovery and acceptance, the Order has reorganized itself and set up an official headquarters in London, the exact location being known only to members, the Royal Family, and high ranking members of the military.

Origins

The Order was founded in 1783 after the loss of the Thirteen Colonies, so that the armed forces could direct the Empire's military might in pursuit of its manifest destiny to rule the world.

A group of officers in Brooks' Gentleman Club got into a heated discussion regarding what should be done to avoid another such disaster. An agreement was formed between them, and the Order of Britannia Victorious was born.

The Lodge initiated only military officers into its ranks, and only those who shared the beliefs of the founders: that Great Britain needed the guidance of military men, not politicians, to avoid losing any more of its territory. Such beliefs in a civilian secret society could have led to an attempted coup, but the newly-formed Order consisted of soldiers oath-sworn to protect their country. The OBV used its influence with civilian officials to ensure that its policies were carried out, helping lead to the rise of the British Empire. Its members spread throughout the other gentlemen's clubs of London, forming ties with politicians, industrialists, and artists, quietly orchestrating events to aid not only in the development of Britain's armed forces, but the logistical base necessary to support them.

The Order became a benefactor to industrialists, recognizing the increased efficiency of automated factories as necessary to keep Britain's troops well equipped. As many of the officers within the Order's ranks hailed from wealthy families, they had sufficient capital to aid in the rapid industrialization that swept Britain in the early Nineteenth century. At the same time, though, the Lodge became paralysed by internal politics. The senior members, veterans of numerous battles, took a conservative approach to the changing face of warfare as the Empire expanded, stubbornly resisting attempts by the Order's younger members to introduce new tactics to the military.

That all began to change after 1876 and the creation of the portal leading to the Gruv. New officers began to join the ranks, ones with powers far beyond the understanding of science. The leaders of the Order saw this as a sign that the supernatural powers of Britain itself were coming to aid them in their mission. They began to seek out more individuals in the military with such abilities, whilst simultaneously hunting down any information they could obtain to help these members become better at wielding the powers they had. This sudden acceptance of magic finally split the Order. The long neglected lower ranks rebelled against the senior commanders, accusing them of acting out the very faults the Order had been established to combat – that of promotion based on standing, and not merit. A fight broke out in Brooks', and the building burned to the ground. Many believe it was due to a candle being knocked over and setting the drapes aflame. A few whisper how it may have been the work of one of the magically inclined members. No matter the cause, the result was the same. The larger portion of the membership perished, including the majority of its leaders, leaving the Order devastated.

Major Martin Finch of the Seventh Royal Fusiliers stepped forward and took control. Under his leadership, the Order swiftly recovered. No longer led by rampant Tories, the Order of Britannia Victorious became an actual regiment, with its own military ranks. Only those would matter during Order meetings, not the ranks that the members might hold in the regular military. Major Finch further declared that only those who could wield magic would know of the Order. Any members who lacked the talent were left to believe the Order dead along with those who had fought in Brooks'. With the Order reformed, Major Finch and his followers focused on honing their abilities to aid the British military, their goal unchanged. Britain would rule the world, and it would achieve dominance thanks to their efforts.

In January of 1879, Lt. Edwin Winthrop, a new member of the Order assigned to a cavalry division under Lieutenant General Lord Chelmsford, was still in training in the use of his powers when he was deployed to Africa. His seniors in the Order gave him orders to find other soldiers with magical ability and direct them into the Lodge, and under no circumstances to reveal his own abilities. During the Battle of Isandlwana, when it became obvious that his unit was doomed, Lt. Winthrop led a charge at the Zulu lines, calling upon his magic to aid his troops in the breakout. Due to his inexperience, he lost control of his conjuring, resulting in a thunderstorm erupting from his fingers, decimating the Zulu ranks. As the Zulus before him broke and fled, Winthrop and his

cavalry forced their way through and escaped the battlefield. Upon reaching a friendly staging post, Winthrop passed out from the injuries sustained not only from the battle, but from the loss of control of his magic.

In the board of review that followed, Lieutenant Winthrop had to reveal his abilities to convince the senior commanders that he had not deserted. Though shaken by his display, the soldiers under his command corroborated his story, and the British command had no choice but to accept the existence of magicians within the armed forces. The Order, alarmed on learning that its secrecy had been taken from it, expected to be hunted down for heresy by the Church. The effectiveness of Winthrop's attack, and his heroic return to friendly lines, earned him much in the way of support amongst the British high command, resulting in an argument for the full inclusion of his kind to aid in the war effort.

Finch agreed to the demands set out by the high command in exchange for being promoted to the rank of general in the regular military. This permitted him to choose where and how to deploy the members of the Order, as well as keeping them beyond the reach of the conservatives who had nearly squandered them with their adherence to outdated methods of war.

Goals and Methods

Though founded to guide the British Empire into a golden age, since the promotion of Martin Finch to its generalship the Order of Britannia Victorious has changed its aim to aiding the British Empire against its foes through the use of magic. To achieve this, the Order recruits anyone from the British armed forces who displays an ability to wield magic, no matter their rank. If found capable of handling the responsibility that such power carries, any recruit of a non-officer rank is commissioned as such, to grant them a level of autonomy within the command structure of the British army.

Members of the Order are referred to as Adepts when deployed in the field, to avoid confusing their ranks within the Order with actual officer ranks. It is only amongst the Adepts themselves that the Order ranks matter, denoting a member's skill and expertise. In the field, all Adepts adhere to their British army ranks, and act as men or women of their station with the added benefit of being able to use magic to support their troops. However, as the Lodge continues to work closely with the British army, the Order ranks are beginning to merge with the mundane ranks to simplify the organization of the chain of command during battle.

Front Organizations

Rothschild London Bank

Founded in London in 1811, N. M. Rothschild and Sons (more commonly known just as Rothschild's) is an investment bank, currently expanding its operations since purchasing a controlling interest in the Suez Canal in 1875. The bank has always been closely linked to Britain's war effort, having taken the lead in managing and financing the subsidies that the government provided to its allies during the Napoleonic Wars, as well as funding the Duke of Wellington's armies in Spain and Portugal. It currently stands as one of Britain's greatest economic juggernauts, having been able to aid the Bank of England in 1825 by lending it enough coin to avert a liquidity crisis.

Rothschild's led the way in investment in Fort Alice, focusing on developing the outpost's infrastructure as well as providing the government with roughly five million pounds to support the battalions being deployed there. The bank has also utilized its extensive network of agents and couriers to establish a trading post in the Fort, aimed at dealing with the locals. The government has been lenient in enforcing trade laws upon the bank thanks to its history of supporting their

projects. Indeed, the bank was one of many investors that funded the Silver Exhibition, and has often argued that their exploitation of the Gruv is a return on that investment.

As a result of its close ties to the military, many officers and enlisted men do business with Rothschild, particularly the wealthier officers of notable families. Through these ties, the Order of Britannia Victorious has begun influencing the bank. As their members invest in research and technologies, Rothschild takes note and follows their lead. After all, if so many of their customers are taking an interest, there must be profit to be made. Thus far, these investments have paid off, purchasing Spanish copper mines, establishing vineyards in France, and so forth. No pattern can be readily discerned from the way the bank chooses to invest its money abroad, making it harder to see the guiding hand of the Order whenever a new technology that seems inconceivable suddenly receives all the necessary funding it needs to become a reality.

Currently, the bank is run by Leopold de Rothschild, a man with a keen mind and a good eye for horses. Though not a military man, he is well aware of the Order's involvement in his affairs. Whilst they have provided him with good advice, he knows that in the end the Order's loyalty is to Britain as a whole, and if the downfall of Rothschild were to somehow aid the Empire, they would not hesitate to carry it out. As such, he has taken to expanding the firm's operations abroad, so that if the London branch collapses, the business would still be able to support itself.

The Royal Small Arms Factory (Enfield)

The factory produces rifles, such as the Snider-Enfield Rifle and the relatively new Martini-Enfield Rifle, and swords, both infantry blades and cavalry sabres. Many of the new experimental rifles are built and tested at Enfield before being provided in a limited fashion to certain distinguished units in the British Army. Many members of the Order carry blades made in the Enfield factory, officers being required to have steel at their hip not only in battle but in formal dress as well. Rumour has it that those made for the Order may have special properties. The factory was lent to the Rothschild Bank during the Napoleonic Wars in exchange for funding of Wellington's campaign. The bank built up the Royal Small Arms Factory into the sprawling complex it is today, making a profit by selling the government the weapons needed to pursue the war.

Though officially owned by the government, the Royal Small Arms Factory in Enfield falls under the purview of the Order of Britannia Victorious. Following the end of the Napoleonic Wars, it took the government thirty years to buy back the factory, by which time it was being run by members of the old Order. To avoid disrupting the production going on at the site, the government retained both the management and the work force, reasoning that it would be easier than having to hire and train an entirely new team for each. Thus, the Royal Small Arms Factory has remained as an asset of the Order of Britannia Victorious, pursuing the weapon research that they deem the most promising.

Organization

Structure

The Order of Britannia Victorious is structured similarly to a regiment in Her Majesty's army, though it counts no enlisted man amongst its members. Each member is expected to follow the commands of their superiors, and to take charge when a direct superior perishes. Since the reformation of the Order, greater emphasis has been placed on initiative, and the notion that the higher ranks are not infallible.

Regalia

The Order utilizes the uniform of the British army, since they have become a branch of it. They also use the same insignia to denote rank, though to avoid confusion on the battlefield, all officers of the Order have their insignia sewn with silver thread instead of gold, to make them easily identifiable at close range from regular officers in the army. Each member also carries a coin bearing the likeness of Britannia, minted by the Order, symbolizing the debt that Britain owes them for their service, much in the same way the enlisted ranks traditionally sign on for a shilling from the Crown.

Rank	Insignia	Coin
Lieutenant	½ inch regimental lace on upper collar with one crown.	Iron
Captain	½ inch regimental lace on upper collar with one crown and one star.	Steel
Major	½ inch regimental pattern laces on upper and lower collar, with one star.	Aluminium
Lt. Colonel	½ inch regimental pattern laces on upper and lower collar, with one crown.	Bronze
Colonel	½ inch regimental pattern laces on upper and lower collar, with one crown and one star.	Silver
General	1 inch wide oak leaves and acorn designed laces on upper and lower collar, with one crown and one star.	Gold

Recognition

The Order of Britannia Victorious maintains a prominent public presence, attending military ceremonies and always having at least one member attached to any command element when on deployment. To the casual observer, the silver insignia is the only clue that could identify an officer's affiliation with the Order of Britannia Victorious. Some have called for a more visible way to tell members apart from non-members, such as special cap badges, but these suggestions have been rejected, as making the magicians more identifiable would mark them out as priority targets for the enemies of the Empire.

Resources

Whilst many Lodges make do with being funded by members alone, the Order of Britannia Victorious enjoys governmental funding thanks to officially being a branch of the British military. The majority of these funds are spent on outfitting the members for war, as well as maintaining their equipment. The Order can also call upon the personal fortunes of its members to expand its academic resources, mostly through hiring bands of adventurers setting out to the Gruv or areas on Earth outside the Empire. These bands of intrepid explorers are tasked by the Order with the recovery of texts and artifacts of a potential mystical nature. In addition to this, the personal wealth of members is often used to fund scientists and companies whose good fortune would be certain to benefit the Empire.

Another resource that the Order of Britannia Victorious can call upon is the favour of those they have aided in the past. Those industrialists, scientists, and politicians who realize that the Order is amongst their patrons know that they may be called upon to support the Order in the political arena, or to work on a certain piece of technology that General Finch wants developed. If those the Order benefits do not realize who aided them, their success alone furthers the Order's agendas.

Membership

Rank

New recruits to the Order begin as lieutenants, since the Order has no enlisted men or women amongst its members. This is mostly to give the Order's members some autonomy and flexibility when on deployment, as well as to prevent them from being fielded in too many numbers in a single regiment. Following the Caldwell Reforms, promotion within the Order, like that of the military, is no longer provided for a price, but is based entirely upon merit.

Initiation and Advancement

New inductees to the Order undergo rigorous tests to ascertain their abilities, strengths, and weaknesses. If they prove themselves disciplined enough, and of having the raw potential necessary to wield magic effectively, they are given an iron coin to represent the debt they owe to their nation. Some officers being inducted into the Order still carry the prejudices and opinions of their forefathers, so there is always an undercurrent of conservatism in new recruits that the Order takes effort to stamp out.

Through hard work and diligence, a member may, after time, be deemed ready to be promoted to the rank of Captain. At this point, they must undergo two tests, a written exam dealing with the theories and applications of magic, and a practical assessment that allows the Order to gauge the specialties of its members, and tailor their studies accordingly. If both tests are passed, the member gains access to more resources in developing their skills. They are also granted greater responsibilities in training those beneath them, as well as gaining greater say in the way the Order is run. These responsibilities and benefits increase as a person rises through the ranks, until they reach the position of Colonel.

There is only ever one General in the Order. Currently, the position is held by Martin Finch. Under his leadership, the Order continues to grow and prosper, its numbers swelling as more and more recruits display the potential for magical capabilities.

Enemies / Allies

Though becoming a publicly recognized Lodge granted the Order of Britannia Victorious various privileges, they came with the cost of becoming a target of the enemies of the British Empire. The Order also faces discrimination from many British subjects for representing the elitism running rampant throughout society. Many ask why only officers are allowed to use magic.

Yet despite these dangers, the Order counts amongst its allies many influential persons whose association shelters them from harm. Chief amongst these is the Royal Family, and though none of the Royals have thus far manifested any mystical talent and thus qualified for membership, they have remained the greatest supporters of the Order in the face of criticism and fears regarding the potential abuse of the powers commanded by its members.

Spell List

Spell	Tier	Known As	Style	Modifications
Ignite	Initiate	Set Ablaze	The magician throws fire from their hand onto the target.	None.
Light Area	Initiate	Send Up A Flare	A brilliant ball of light soars up from magician to illuminate the effect radius.	None.

Spell	Tier	Known As	Style	Modifications
Send Message	Initiate	Battlefield Signal	The spirit takes the form of a tiny soldier who salutes on departure and arrival.	Messages are started and ended with "Sir!" whether the magician put that in or not.
Shield	Initiate	Arcane Armor	A suit of armor made of light wraps around the magician.	None.
Bolt	Novice	Incendiary Shot	A fiery streak shoots from focus (usually the officer's saber).	Make a second Effect Test against target's Mystic Defense to set target on fire, doing Step 4 damage for three rounds.
Explosion	Novice	Fused Shot	An illusionary shell launches from the magician's hand and detonates at the target.	None.
Improve Damage	Novice	Ferocity	The magician says something inspiring, such as "Lay waste to Her Majesty's enemies".	None.
Improve Defense Rating	Novice	Stalwart Warrior	The magician says something inspiring, such as "Solid as an oak wall, that's the Empire's fighting man".	Restricted to Physical Defense. Strain -1.
Reduce Movement	Novice	Mire of Agincourt	The target sees the ground beneath them turn to mud; this is an illusion but cannot be disbelieved.	None.
Burn Area	Journeyman	Incendiary Canister	A spray of illusionary flaming shot launches from the focus (usually the officer's saber).	None.

The Prometheans

The Prometheans strive to uncover the mysteries of biology and life, with an unquenchable thirst for knowledge that threatens the stability of Britain's presence in the Gruv. Fascinated with the Life-Giver technology, the Prometheans have opened secretive negotiations with the Samsut. Eager to gain an edge against the British, the Samsut have offered the Prometheans a chance to study their devices, and possibly the Anunnaki artifacts that inspired them, with the understanding that any results would be shared. The leaders of the school must weigh this decision carefully. Allying with the Samsut would be treason, but the opportunity could advance the cause of Science by orders of magnitude. Rejecting the Samsut offer would send the Prometheans home to a world determined to contain, control, and curb their talents. Watson and the Prometheans balance on a razor's edge, attempting to reap the benefits of both sides until the day they are forced to choose.

Origins

After Oswald Grosvenor opened the portal to a new world, everything changed. Men and women woke up with tusks or pointed ears, or could suddenly shoot bursts of flame or arcane bolts from their bare hands. Other more subtle changes took time to be noticed and properly documented, the birth of Weird Science among them. A few members of London's burgeoning scientific community came forward with news. Their experiments could no longer be predicted. Inventions that should have sputtered out and failed suddenly worked. Whatever energies were emanating from the portal, they were somehow interfering with the laws of natural philosophy.

This announcement was met with unease. The upper classes of London were hesitant to fund further exploration of a subject that did not produce repeatable results. The lower classes were distracted by changes that were easier to comprehend. The study of Weird Science might have been brushed aside altogether if not for the efforts of Quentin Watson. The son of a long line of aristocrats and an Oxford graduate, Watson emerged as a potential successor to Grosvenor's brand of genius. He turned out his own pockets to pay for further investigation of the matter.

Before long, London was buzzing with intellectuals and academics, not only from Britain but from across Europe as well. For a short time, progress rocketed forwards. Weird Scientists, as they were dubbed, banded into dining clubs and organizations to discuss their findings. Foreigners and subjects of Her Majesty alike swapped notes and compared experiment outcomes. Watson brought people from both the upper and lower classes together and encouraged them to work side by side. His mansion and laboratory were both constantly filled with geniuses from all sorts of stations and countries. It seemed as though the world was about to experience a creative and scientific renaissance. This headway screeched to a halt when a young inventor's home exploded in flames.

The public had been suspicious of Weird Science from the start. By and large, people adored magic. The fantastic demonstrations of the mages seemed safe and controlled. Even the formerly human Boojums seemed like a natural system that could be readily explained under the theories of Charles Darwin. Weird Science, however, became perceived as filthy, dangerous, and treacherous. Upper class researchers were dubbed 'Oswalds' after the late Grosvenor, and were treated as the black sheep of their family. Despite the disapproval of their peers, they could still work in peace thanks to their class and wealth. Lower class scientists who pursued the same path were not so lucky. These young innovators were scorned as 'ozzies', 'mad scientists', and 'monsters'. The explosion in a poor neighbourhood, that demolished a tenement block, was seen as proof of their brutal disregard for the lives of their fellows.

The government mobilized to deal with the public's concerns. The Explosives Act of 1875, a bill originally intended to control the manufacture and sale of fireworks, was employed to shut down the once boisterous Weird Science dining clubs. Foreign intellectuals drifted back to their native country, not willing to stay in a hostile environment. Pundits loudly spoke about how the streets would only be safe once ozzies were outlawed. Quentin Watson knew that if the populace had their say, his dream would die.

The police began to raid laboratories to check for risky material. In some, scientists had attempted to craft small, automated machines. Others horrified the authorities. A few Weird Scientists had made early attempts at trying to create life, experimenting on animals to unlock the secret. These experiments were disposed of and the scientists were arrested. Watson's initiative bled members as they fled Britain for the relative safety of other nations. Watson faded from the public view, no longer seen as an advocate for education and an aristocrat, but a dangerous mad scientist. Watson's group still held one advantage over the others: dedication. All that mattered to Watson was a scientist's zeal in pursuing the mysteries of life.

The British military, on the far side of the Rabbit Hole, had built a fort and a railway terminus, and started the long process of settling the new land. The Gruv seemed the ideal place

to restart Watson's vision of the Weird Science movement. He submitted the paperwork to travel to the Gruv as a scientist and researcher, then began assembling his old colleagues and students.

His efforts met with resistance. These were early days of colonization, and entry was limited. Watson promised to help the British win the war, but made little progress. Finally, he appealed to a cousin within the government. The distinguished noble Lady Annabel Usher called in favors to have Watson's applications approved. She lost invitations to high society events, ostracised for her support of her Oswald cousin, but the papers were signed. Watson and his allies gained access to the Gruv.

Watson called himself a modern Prometheus, attempting to snatch fire from the Gods. The members of his school, formalized as the Prometheans, were granted a gold eagle pin and the password Audere est Facere, "to dare is to do". In the relative safety of the Gruv, the Prometheans could escape the chains of ignorant officials and their parochial views. Just as Prometheus created man from clay, Watson and his closest allies intended to master the creation of life themselves. Lady Usher, tired of being made a social pariah, agreed to act as the Promethean representative in London, saying that she might as well be shot for a sheep as a lamb.

Watson and his Prometheans fulfilled their promise of assisting the British against the Samsut, delivering a series of advances that gave the Queen's forces an edge over the enemy. Traveling through the Gruv like a swarm of Darwins, they performed much of the early research on the Gruv's flora and fauna. As the restrictions on travel through the Rabbit Hole relaxed and other nations came through, the Prometheans spread further out, always preferring to be on the edge of the Empire's territory.

The British military funded a small academy at Camp Burlington for Watson and his colleagues, safely away from civilization. Promethean information and inventions continued to contribute to victories against both the Samsut and the Saurids. As a result, considerable effort and resources have been put towards the academy's construction and repairs. The project experienced delays from a few volatile experiments that went wrong, but the academy became a safe haven for the Prometheans.

Now, a chain of Prometheans stretches from the front lines of the Gruv all the way back to London. Those who work well out into the wilderness pass along research to their fellows at the Camp Burlington academy, who pass it on to allied traders with routes passing through the Rabbit Hole, and so on until it reaches Lady Usher. She then replicates the material and distributes it to those who remain on Earth.

A team of Prussian Prometheans first made secret contact with the Samsut. The scientists expected to be slaughtered, but the enemy approached them unarmed and plainly dressed. They brought back diagrams of the technology used in Samsut undead troops. Watson himself met with the Samsut emissaries shortly after, and discussed their desire to end the war and return their world to its natural Balance. Watson knew that he risked being charged with treason if he was caught consorting with the Samsut, but could not ignore his thirst for knowledge. Under his instructions, Prometheans from nations which held no loyalty to Queen Victoria met with the Samsut, and sent back reams of information. These volumes eventually made it to London, hidden among reams of deliberately tedious research notes.

Watson knows the Samsut are manipulating him and his colleagues, but the Prometheans eagerly receive every scrap of knowledge the Samsut dispense. Their zombies are walking proof of a society that will not shun the Prometheans for seeking answers.to the riddle of creating life that has taunted them for so long. The British military continues to fund experiments, and give the school the tools to advance further into the Gruv. Watson and the other British Prometheans owe their loyalty to the British Crown. Using go-betweens, hidden communication, and outright deception, Watson hopes to walk the razor's edge of treason for as long as possible.

Goals and Methods

The Prometheans are spread out across Earth and the Gruv, held together by their quest for knowledge, having given up their pride in borders and nationality, and come together in the name of Science. The different nations that make up their order allow them to host Samsut emissaries, carry out experiments that some view as abominations, and hide the true purpose of their order. They must stay quiet, lest their goals be thwarted by what they see as an ignorant, unintelligent society.

Ultimately, the Prometheans yearn to unlock the mysteries of biology. Weird Science has upended the laws of natural philosophy and made the impossible possible. Why create arbitrary borders around what is "natural" and "proper"? The Prometheans wish to extend the lifespan of humanity, create new life, and augment ordinary people to grant them superhuman abilities.

The Prometheans find themselves split over the best way to approach this. Some of their order work in London, a city full of soot, grit, and squalor. Others are out in the dense wilderness of the Gruv. The Prometheans that link the two are dotted along trade routes, expedition camps, and small settlements. Communication is difficult. Every Promethean has heard the news of the Life-Giver technology. Most believe that gaining access to this miraculous machine should trump all other goals. A select few argue that they can complete their goals without outside help.

British government support is essential to daily operations at the academy in Camp Burlington. The Prometheans' experiments are expensive and require highly specialized equipment. The Weird Scientists in the Gruv receive a healthy amount of funding from the British military. This funding allows them to transport equipment through the Rabbit Hole, as well as carry delicate pieces of gear in vehicles more sophisticated than a horse drawn wagon.

The Prometheans know that the funding from the military will not last forever; the British are using them as a tool to win the war. As soon as their advances and information are no longer useful on the front lines, the support will stop. The Samsut offer a society that would seemingly allow them to study biology and life without restrictions or demands.. Of course, the Samsut could be offering naught but honeyed lies. Declaring themselves deserters and swearing fealty to the Samsut could lead to a sudden, violent betrayal by their new masters, and an equally bloody reprisal from the British.

Until they choose, the Prometheans content themselves with pushing the boundaries in the fields of biology and biological mechanics. They are one of the few groups actively cataloguing the differences between life on Earth and in the Gruv. While the British and Samsut shell one another and fight gruesome battles, the Prometheans dream of creating life that will endure.

Organization

While the academy at Camp Burlington acts as a home base of sorts, the Prometheans are largely disorganized, and scattered across two worlds. Prometheans pursue opportunities that will allow them access to the Gruv's wildlife. They join exploration expeditions or help cartographers map out the new world. They are linked by their golden eagle pins, a password, a philosophy, and little else. However, if one were to read through their communication and observe their daily lives, it is obvious that they have sorted themselves into three different factions.

The Redcoats

Lady Annabel Usher was a distinguished noble and a social butterfly before the Portal opened. Linked by blood to Quentin Watson, she was one of the first members of London's upper classes to entertain the idea of funding the Weird Sciences. When her cousin's closest associates were caught with horrifying experiments, she became a pariah. Usher made the impetuous decision to forsake her

old life and dedicate herself to the Prometheans. She leads the school's London faction, recruiting young scientists and organizing the wealth of information collected from the Gruv.

Despite the fact that she is no longer welcome in London's balls and courts, Lady Usher still remains loyal to Queen Victoria and the Empire. Working with the Prometheans has made her realize that there is much work to be done in London. The city is a place of soot and squalor. Reading about the Samsut's technologically enhanced zombies made Usher realize that perhaps Samsut technology could be adapted to improve the lives of people with disabilities and disease. The miner with black lung, the factory worker who has lost an arm, the legless soldier who has returned from the front: these are all people who need help. Usher and the Redcoat Prometheans wish to use their findings to restore lost limbs and reverse disabling injuries. The creation of life can follow from that noble goal.

The Children of Progress

For many of the Prometheans currently working in the Gruv, the argument over British loyalty or Samsut defection seems to be a petty squabble. These Prometheans are biologists and researchers above all else. The political choices they face seem insignificant in comparison to their studies, far from civilization. They can be found crawling through the mud attempting to find a creature's nest, or climbing a tree to pluck a sample of an odd kind of moss. They wish to have a firm foundation of knowledge before they attempt to create life. The Gruv is a treasure trove of mysteries and wonders to these Weird Scientists. The more politically interested Prometheans can find the Children of Progress irritating or eccentric. Despite this, no one in the school can deny that the knowledge they collect is invaluable.

The Enlightened

The Enlightened, the most volatile faction of the school, is largely comprised of scientists from nations other than Britain. Italy, Prussia, France, and Denmark provide the majority. The Enlightened sign all of their communications with *Scientia es lux lucis* – knowledge is enlightenment. They see the Redcoats as shortsighted, blindly loyal fools, and the Children of Progress as queer folk with their heads in the clouds. The Imperial war machine demands Weird Science inventions, and the Enlightened see this as a debasement of Science.

Rodolf Stiegler, a Prussian and a former biology professor at Hamburg, was amongst the group that made first contact with the Samsut. The experience of seeing the technologically enhanced zombies the Samsut use proved to him that the Samsut are a culture that truly embraces science and progress. Stiegler has fallen in love with the Samsut culture, their people, and their technology. He acknowledges that they are capable of brutality and violence, but argues that the British hide the same levels of cruelty beneath the surface. Beholden to no Imperial law of treason, he openly consorts with the Samsut. He is determined to see and study the Life-Giver technology before he dies.

Resources

The Weird Science Academy at Camp Burlington is considered a war front resource, and therefore receives a handsome stipend from the British government every month. This covers the cost of transporting equipment and organizing experiments. The British government also funds the construction and repairs of the Academy. Work is slow, and the Prometheans end up doing much of the labour themselves, the average labourer not being willing to work that closely to Weird Science experimentation for any sum. However, having a secure place to practice Weird Science is an invaluable resource. The Academy contains the most up to date equipment, including some highly esoteric and obscure devices.

When it comes to support outside of the government, the Prometheans have very little capital they can leverage. They have no love amongst the British population. Watson himself has no connections outside of his colleagues and his cousin, his reputation permanently stained from the early experiments that British authorities found.

Membership

In the early days, shortly after the Portal had been opened, Quentin Watson had no issue recruiting intellectuals and like minded scientists. He personally combed through London, looking for the best and brightest minds to join him. His following grew rapidly. After the government crackdown and resulting scandal, the school haemorrhaged members. Today, they are modest in size, ranking at a few hundred. Any Promethean can recruit another; all it takes is the interest in creating life and a passion for science before all else.

There are two places where the Prometheans can safely gather en masse. The first is Lady Usher's townhouse in London. The noblewoman has turned her home into a shelter for Weird Scientists. Many of its rooms are filled to the brim with findings from the Gruv, carefully sorted and catalogued. Young Weird Scientists who are interested in the mysteries of biology eventually find themselves invited to Lady Usher's for dinner. If they give the right answers, they may be awarded a gold pin and a password. The second place is Watson's academy in the Gruv. Only Watson's close colleagues take up permanent residence there. The laboratories are home to amazing experiments. Every day, they come a little closer to their goal of creating life.

Enemies/Allies

The Prometheans have no true allies but one another. They have rejected their old loyalties to band together for science. While the Prometheans will gladly accept British funding and Samsut knowledge, they cannot fully commit to either side. The countries of Earth would call their studies and experiments an abomination. The Gruv is a place where they can freely pursue that passion.

While they lack allies, their order has no real enemies. They have managed to keep their true work secretive and hidden, and put distance between themselves and the authorities that gave them so much trouble in their earlier days. There remains a general feeling of mistrust amongst the public regarding Weird Science. The Prometheans have long since stopped caring about such petty concerns. The British military sees Weird Scientists as a resource, and are currently content to leave the half-built Academy alone. The Samsut have remained open to negotiation and discussion; it is possible that they truly hold no ill will. The biggest danger the Prometheans face is from themselves, through their inventions, test subjects, and actions.

Example Creations

Bio-Repulsor

When the British Army began its uneasy relationship with the Prometheans in the Gruv, one of the first items they requested was a device that could protect soldiers from bullets. After over a year of research, the Prometheans developed the Bio-Repulsor, which generated a mana field that no living organic material could penetrate. Much to the army's dissatisfaction, it proved incapable of stopping bullets. Although originally deemed a failure, the Bio-Repulsor has nevertheless become an invaluable tool for Gruv explorers and cryptozoologists. The mana field not only protects the wearer from the Gruv's hazardous vegetation, but also from venomous and disease-carrying insects. While the wearable version of the Bio-Repulsor cannot completely protect the wearer from large animals, it does provide a small measure of defence. The Prometheans are still working to develop a version

that can stop inorganic material (such as bullets) as well as a larger version that can protect an area from incursion.

Small enough to be attached to the user's belt, the Bio-Repulsor resembles a wicker box decorated with polished, blood colored stones. When activated, the mana field conforms to the wearer's body, taking shape a hair's width above the skin. It does not protect clothing. The device draws power from the wearer and does not need to be recharged.

Game Information:

When activated, the Bio-Repulsor completely shields the wearer from contact with insects and vegetation. It also provides a +2 Physical Defense bonus against unarmed attacks, including animal bite and claw attacks, and organic weapons, such as wooden clubs. Activating the Bio-Repulsor costs 2 Strain immediately, 1 Strain per hour thereafter, and 1 Strain for each attack made against the wearer.

Availability: Rare
Cost: £300
Weight: 4
Physical Defense: 5
Mystic Defense: 2
Barrier Rating: 3

Octobreather

One of the less refined Promethean creations, the Octobreather is shunned despite its usefulness. The device resembles a small octopus, complete with suckered tentacles and a bulbous air sac. When placed over the mouth, the tentacles wrap around the wearer's head to form an airtight seal. The wearer can then breathe normally, taking in oxygen through a complex series of filters in the Octobreather's air sac. Harmful gases are expelled through a small orifice along with exhaled carbon dioxide. The Octobreather can also extract oxygen from water, allowing the wearer to breathe underwater. For all its obvious utility, however, the Octobreather is a distasteful and unsightly device. It secretes a slimy film that the Prometheans insist is essential to making a proper seal around the lips. Although the wearer can speak, doing so causes the air sac to throb in time with the words as it takes in and expels air rapidly. The device's fleshy skin also tends to quaver and the tentacles often move to keep a firm hold on the wearer's head, which can make wearing the Octobreather quite discomforting.

Game Information:

When using the Octobreather, the wearer is immune to inhaled gas and can breathe underwater. Due to the device's unsightliness and the social stigma of using it, anyone who sees the character wearing one reduces their Attitude by one degree in all future dealings, unless they themselves also use one.

Availability: Rare
Cost: £100
Weight: 2
Physical Defense: 3
Mystic Defense: 1
Barrier Rating: 3

Sick Stick

An increasingly common weapon among security forces, the Sick Stick looks like a policeman's baton with green stripes painted around the head. When the club makes contact, the mana-laced stripes discharge a pulse that disrupts the digestive system, causing immediate nausea. Most people throw up after a single blow and are rendered incapacitated by painful stomach cramps. The law prohibits civilians from owning Sick Sticks, and some municipalities question whether or not police forces should even be allowed to use them. Naturally, Sick Sticks are a popular black market item. Some enterprising Prometheans will, for a steep price, create staves or canes that can be used in the same fashion.

Game Information:

On a successful Melee Weapons Test against the target's Physical Defense, make a Step 15 Test against the target's Mystic Defense. If successful, the target is Stunned for a number of rounds equal to the number of successes, and must make a Knockdown (9) Test. A Sick Stick does not normally inflict damage, but may be treated like a standard club.

Availability: Unusual
Cost: £100
Weight: 3

Saurid Shamans

The Saurids of the Gruv have had shamans for thousands of years. They function as priests, magicians, spirit talkers, doctors, and counsellors, some aspects being more important than others depending upon the culture and tribe. The shamans teach the young the important parts of Saurid history and religion. They create medicines, heal wounds, and treat illnesses. Most importantly, though, they converse with the spirits of the Saurids' ancestors and those of the natural world.

Origins

One might as well ask about the origins of Hinduism. The roots of the shamanic tradition among the Saurid people go back to a time before recorded history. They have always been a part of the culture, regardless of the shape the culture took. Only the Machine People had no shamans, and the Machine People are no longer among the living.

As far as individual shamans go, their origins are partly cultural and partly magical. Some children are destined to be shamans from their hatching, either by assignment or divination, or because the spirits speak to them. Again, this varies from culture to culture, and tribe to tribe within a culture. What remains the same is that the shaman is set apart by their knowledge, their abilities, and their function. They occupy a sacred place within the village, the tribe, the world. The shaman has a duty to the living and the dead, and to the natural order. Without someone to tend to this duty, the connection with the natural world is lost, the voices of the spirits cannot be heard, and the Saurids lose their way.

Goals and Methods

The shamans maintain the racial memory of the Saurids by speaking with their ancestors. Saurid culture progresses cautiously, in light of the lessons of the past, which the shamans make and keep available. Important events in history are taught to the children, some by non-religious teachers, with the shamans delivering the truly momentous ones, the events that shaped Saurid history for

generations. The ability to consult with the spirits of those who were actually there for the event keeps the story from drifting into legend and mythology.

Similarly, Saurid culture advances with the relationship with nature kept firmly in mind. In a way similar to the Samsut, the Saurids learned a hard lesson a very long time ago. As amphibians, they are particularly sensitive to changes in their environment. Any toxin or harmful effect released into the world could easily put the survival of their species at risk. A very long time ago, on the Saurid continent, the Machine People made a series of technological advances without stopping to consider the effect they were having on the environment. The other cultures rose up against them, aided by their shamans and by the spirits of nature. The shaman today consults with the nature spirits, what humans call elementals, in regard to anything that might have an effect further down the road. In turn, the elementals provide assistance to the shaman, so that harmful machines are not necessary. The Saurids do not have steam-powered earth-moving equipment like the British do. When their shamans can speak with the earth spirits, and have the earth moved by elemental magic, why go to the trouble and mess of building a machine to do it?

In some cultures, the shamans are the priesthood, interceding with the Deity or Deities or Divine Principle that the culture venerates. In other cultures, the shamans handle the day to day affairs, the thaumaturgical magic, and a separate priesthood handles the religious affairs, the theurgical magic. Whether a shaman has a religious calling or not depends on the culture. In those cultures where the shamans hold religious office, a division of labor exists, where some take care of the higher calling, while others minister to the daily and more mundane needs of the people.

Not all shamans are physicians, but all are healers. Generally, magical healing is reserved for those cases where non-magical techniques aren't sufficient. A child with a scraped knee gets the wound cleaned, a dab of anti-infection ointment, and perhaps a bandage, usually from a caretaker or egg-parent. A warrior whose hand was cut off in battle gets taken to a shaman, to see if the limb can be reattached. Shamans may or may not produce their tribe's medicines themselves. Some grow herbs, gather the appropriate materials, refine the substances, and make the ointments, pills, and solutions that heal their people, in ways that a high street chemist would easily recognize. Others supervise the Saurids who perform the work, leaving the actual labor to those without magical ability. The local shaman may or may not have the materials on hand to cure an illness, and might refer the sick person to a physician. If the situation is dire, though, the shaman will have a spell ready to hand for just such an emergency.

The ancestral spirits of Saurids who have died do not always remain among the living. Those that do, however, have much to say. The shamans have the ability to hear them, and to understand and reply. The shaman relays the advice and knowledge of the ancestors to their people. From time to time, the shaman will go to the ancestors with their own issues. Maintaining a good relationship with the ancestral spirits is thus vitally important.

Organization

How Saurid shamans structure their organization depends largely on the culture and tribe to which they belong. More detail on this can be found in the ***Saurids of the Gruv*** sourcebook. Essentially, though, the Plains, Mountain, and Forest tribes follow the basic guidelines of their culture in organizing their shamans.

The Plains tribes, being patriarchal, have mostly male shamans in a highly structured order based at least theoretically on personal achievement, although it tends to be more one-upmanship. Progress in the hierarchy is fiercely competitive, with every shaman out to prove themselves and climb the ladder. The few female shamans among the Plains tribes are relegated to "women's work", herb gathering and potion making and so forth. War magic, elemental handling, and speaking with the ancestors are all reserved for the men.

The Mountain tribes, ruled by a matriarchy, have the inverse situation, where most shamans are female, and the few male shamans are relegated to egg-tending, putting up protections on the creche and the children, and teaching the young. Advancement in the complex web of shamanic organization is partly a matter of personal accomplishment, partly a popularity contest, partly back-room politics. The favourite student of an Elder may be held back because the Elder has irritated someone else in authority. A student may be advanced before they're really ready in order to embarrass their teacher with their mistakes. The infighting can be vicious, yet virtually invisible to anyone who doesn't know the culture well enough to read the subtle signs.

The Forest tribes have a roughly equal division of labor between male and female shamans, with only a very few duties relegated to one gender or the other, and those by biological necessity. Both genders, and the ki'isna who sometimes refer to themselves as a third gender, work with the elementals, heal the sick and the wounded, oversee the elementals, create the medicines, and teach the young. When a child passes through the Change and gains gender, a shaman of that gender will take the newly matured Saurid aside and explain those things that need explaining, in regard to body function, hygiene, reproduction, and so forth.

The kistalmi have more of a guru or rabbi position, rather than a priesthood. Their faith, being a belief in a Divine Principle without manifestation, does not lend itself to formal rites, but rather a personal relationship with the divine. Their shamans may work as religious scholars or philosophers, providing insight and guidance and an ability to discuss the deeper mysteries, but they do not intercede with the Divine on behalf of the kistalmi. Gender, as with the Forest tribes, is considered relevant only for those things directly related to reproduction and body function. Shamans among the kistalmi may specialize in communing with the spirits, handling elementals, specific types of spellcasting such as enchanting or construction or agricultural, or healing. They organize themselves by professional orders, enough like guilds for the Saurid word to be translated as such. Rank within the guilds is determined by passing examinations set by the guild leaders. Office within the guild is a separate issue, although there may be a rank requirement. For example, the Healer's Guild will not allow anyone below the rank of Master to hold the office of Librarian.

Nobody is quite sure what the aquatics have, other than that they have shamans. They don't talk with outsiders.

Resources

Given that shamans are supported by their tribes or their professional efforts and guilds, their resources are considerable. If the elders of a tribe, or the ruling council, or the elected representatives of the guild, or whatever, decide that a project should be funded, or a shaman receive whatever supplies they need for their work, it's made to happen. Like any culture, the Saurids have to balance off the resources dedicated to their shamans against the resources needed for agriculture, defence, prosecuting wars against other tribes and cultures, child rearing, and other social needs. Prioritization may prevent a shaman from getting large amounts of resources upon request, but if their need is great in the context of survival of the tribe or culture or species, then that raises the priority, as it would with any race.

As a rule of thumb, apprentice shamans can call on 1% of the resources of their tribe, journeymen shamans can call on 5%, and masters can call on 10% without raising any crests. More than that and someone is going to ask questions. If the answers are that the resources will prevent a large problem from occurring, or fix a large problem that's already happened, then like as not the allocation will be approved. The Gamemaster will keep in mind the need of the individual vs. the need of the tribe, the distance from the tribe to the individual and thus the capability of delivering resources, and the rank of the individual when setting Target Numbers to see if a request is approved.

Membership

Saurids become shamans by having the magical potential to talk with the spirits and cast spells. Beyond that, the process varies with the tribe and culture. Following is a general overview of each culture. Bear in mind that variations will occur from tribe to tribe. More details will be found in the ***Saurids of the Gruv*** sourcebook.

The Plains tribes watch for magical ability, and test those who seem to be heading in that direction. This involves keeping a close eye on the younglings, and seeing which ones react when a spirit passes by, or a spell takes effect. Elements of testing for magical ability are incorporated into the education and training of the young by the tribal shamans, just like trials of courage, ability with weaponry, and talent for beast handling are worked in by the warriors and the packmasters. Those younglings who show a predisposition and the necessary ability go through a challenging initiation ritual. Those who pass become shamans. Those who don't go on to be warriors, farmers, healers, crafters, or whatever else they might be able to turn their hands to.

The Mountain tribes use a complex system of divinations done at hatching, first year, and Changing to formally assign younglings to roles within their society. Theoretically, the divination and assignment is based on aptitude of the individual, but in practice it's more determined by the needs and politics of the tribe. A youngling with some magical potential might be routed into a non-shamanic role if a stronger candidate is available, or if their line has caused problems with magic for the tribe in the past. Like advancement, the political infighting can be nasty.

The Forest tribes generally use a screening ritual, where an ancestral spirit tests the younglings to see who can sense its presence. Similar rituals are performed with elementals, subtle spell effects, and two vials, one containing an enchanted potion and the other an herbal concoction. Those younglings who pass one or more of the tests go through initial training, and are then evaluated to determine whether they are initiated as shamans, or sent to some other position.

Among the kistalmi, each guild sets its own screening procedure. Some take applications from hopeful students. Others go out and search for potential members. Those with a calling to be religious scholars generally approach a master with a request for education. In each case, some period of testing, both for ability and commitment, takes place. At the end, those that pass the tests are initiated into the mysteries of the guild or calling, and start their advancement.

All of the tribes treat shamanism as an initiatory order, whether their shamans are religious, secular, or a mixture of both. Those initiated into the order start as apprentices, advancing to journeymen and finally to masters according to the methods of their tribe and order. In some tribes, those of especial prowess, age, and wisdom may be recognized as Elders, and gain political standing. Note that these terms are very loosely translated, into the nearest Earth equivalents. The specific terms used for ranks within a culture or tribe will vary considerably.

Enemies / Allies

The Samsut represent the greatest threat to the Saurids as a race, not just their shamans. Spellcasting and the Naptam-napishtaram do not get along. The Samsut vanquished the Saurids of the Edeesmatu thousands of years ago. The Saurids of the Grosvenor Peninsula pushed back and held, and the border between Saurid and Samsut territory has been at an uneasy truce ever since. Now, with the British Empire walking straight into that border region, and starting a war with the Samsut, the Saurids are going to have to deal with their ancient foe pushing northward once again.

Internecine war, usually at the level of border skirmishes, presents a constant threat. Tribes raid each other for resources, or to settle disputes. Occasionally, a larger conflict breaks out, and then the shamans either have to fight alongside the warriors, or try to negotiate a resolution, or both, possibly at the same time. Competition within a tribe can get nasty. Apprentices and journeymen

vying for advancement have died when their competitors sabotaged their work and caused a summoning or potion creation demonstration to go terribly awry. If caught, the saboteur is exiled from the tribe, resulting in wandering shamans trying to make their living alone out in the world. Caution should be used when encountering such a one. False once will prove false again.

The British have become a threat by their very existence, not just to the Saurids per se, but to their way of life, and the environment upon which they depend. The Saurids chose a lower-technology existence, supported by magic, and have lived in that way for a very long time. The coming of the British, with their steam engines and firearms and smoky, polluting technologies, has caused considerable strife among the Saurids. A few tribes have allied with the British, and have drawn considerable enmity from the others by doing so. Young Saurids are running off and joining the British military, getting snappy uniforms and shiny new guns, abandoning the simpler, nature-centred culture of their hatching. Those who teach the young shake their heads, and wonder where they went wrong. The shamans have consulted the ancestral spirits, but not yet gained a consensus as to how to handle the situation. Going to war is a possibility, but the loss of life and the damage to the land would be considerable. For now, more understanding is needed, and that means shamans leaving their tribes and going among the Terrestrials. Perhaps the spirits of their ancestors might have come through the Portal with them, and a shaman in the right place at the right time might be able to ask them for advice. A shaman might be able to pass through to their world, in which case the ancestral spirits should be easy to contact.

The Saurid shamans are not going to like what the Terrestrial spirits can tell them.



Spell List

Spell	Tier	Known As	Style	Modifications
Bind	Initiate	Entangle	The shaman summons the roots of the plants in the area to seize the target.	Must have plants in the area to cast. Strain -1.
Cleanse	Initiate	Bathing in the Invisible River	The shaman pours a handful of water over the target, and a great deal of water appears to wash away the grime, leaving the target slightly damp. Will remove gengit stench.	Requires a handful of water.
Improve Sense	Initiate	See by the Moons	The shaman touches recipient's brow ridges and intones the names of the three moons.	Restricted to granting Low-light Vision. Strain -1.
Shield	Initiate	Spiritual Defender	A vaguely visible spirit surrounds the shaman, fending off incoming attacks.	None.
Bolt	Novice	Acid Spit	The shaman spits acid at the target.	Additional Step 4 dmg for 3 rounds. Strain +1.
Control Element	Novice	Elemental Dance (Element)	The shaman summons a tasked elemental to perform the control. Each element counts as a separate Known As Variant.	Restricted to the element specified in the spell name. Strain -1.
Gather Element	Novice	Gather the (Element)	The shaman summons a tasked elemental to perform the work. Each element counts as a separate Known As Variant.	Restricted to the element specified in the spell name. Strain -1.
Heal	Novice	Soothe the Wound	The shaman applies a poultice or simply lays on hands, depending on secular or religious nature of magician.	None.
Improve Attitude	Novice	Befriend the Beast	The shaman sings to the target creature.	Restricted to animals (including Concamerata). Strain -1.
Transform Self	Journeyman	Form of the Beast	The shaman transforms into a beast they are familiar with.	None.



1879 PLAYERS GUIDE



London & Points Further

When a man is tired of London, he is tired of life;
for there is in London all that life can afford.
– Samuel Johnson

England, and more to the point London, presents conflicting extremes. Dress codes identify the different classes at a distance. For example, wealthy men wear top hats, middle class men wear bowlers, and working men wear cloth caps. Gentlemen and ladies in their immaculate finery stroll down streets discussing social reform while filthy barefoot children sweep dung and garbage out of their path in return for a single penny. Personages of importance make laws, fortunes, or scientific discoveries, while millions of the poor conduct what business they can manage with their own rules and conventions, and remain invisible to those of higher standing.

This is a world in transition between the old way of doing things and the new. The Industrial Revolution is not over, and the changes it has wrought thus far are not always widespread. Horse drawn hansom cabs travel alongside steam-powered carriages as they fight through streets choked with people. The occasional rumble underfoot reminds pedestrians of the subterranean railroad tunnels, while airships purr quietly overhead, their microsteam engines too far away to hear the chuffing of the pistons.

Some houses blaze and hum with the enchantment of electricity, while others still glow with gaslight or twinkle with the flickering of animal-fat or beeswax candles. Every day brings news of a fresh bit of proposed legislation or scientific principle on the local front, along with tales of an adventure or battle report from across the sea or through The Portal.

The quarters of the city are as unique as its inhabitants, and carry their own reputations, usually deserved. The East Side and Whitechapel, for example, hold the distinction of wretched slums, while Chelsea, Fitzrovia, and Soho are known for housing artists and bohemians.

Of Being Proper

Propriety and etiquette mean different things to the different classes. For the upper class, being proper is how they express their superiority, and the way they distance themselves from and otherwise suppress the middle class both economically and politically. This sense of preeminence has its foundations in a heart-felt belief linked to lineage ("good breeding") and education. Sometimes this manifests itself as a demonstration of civic duty, such as rallying to hunt down a criminal or gather funds for a charity, provided the work is both short-lived and publicly acknowledged.

The middle class view these rules and behaviours as a challenge, and as something they must learn if they want to advance their station in life. Economic success is also mandatory, of course, but achieving acceptance in the social sphere must occur first and foremost. Some rare members of the middle class see upper class behaviour less as propriety and more as putting on airs, viewing it with both contempt and amusement.

For the working and lower classes, these rules often have no bearing at all, people at the bottom end of society being so distant from the upper class that they are effectively invisible. The slums and the street have their own etiquette, their own values, and their own rules.

Starting at the top and propagating down, the rules change without warning. In the world of wealth, especially Old Money, quantities of coin and collections of material goods no longer hold much importance. Books on etiquette, fashion, and manners have become vital to keep up with the constantly changing distinctions between the levels of the upper class. Traveling up or down the upper class layers can result from a well-timed witty remark, or from wearing a fashion even a few weeks out of date. As an example, there is a leather-bound tome of significant size concerning the creation and use of calling cards. The social complexities around parties, tea, or other social gatherings require weeks of careful planning and preparations for each event.

There are some constants, of course. Only simple refreshments should be served at afternoon tea, with musicians hired for more elaborate midday affairs. The social season, where gentlemen and ladies of importance actively work to maintain or improve their status, begins in the spring, and ends when Parliament recesses, traditionally for the opening of grouse season on 12 August. Many choose autumn to travel the world, and those who stay behind busy themselves with country sports at estates in various parts of the country. This tends to translate to the ladies walking, talking, and amusing one another while the gentlemen are out shooting or hunting.

All that being said, the changes in gender issues and education and religion brought on over the last few decades are challenging the significance of a once almost sacred set of behaviours. Beyond that, the pressure for technological advancement and a larger military have called into question the very nature and roles of the classes themselves.

A Guide to Her Majesty's Government

Internal Politics and Government

Politics and government have always been regarded as dreadfully boring by the larger part of the population. However, a subject of the Crown should have an understanding of how Her Majesty's government works. In the interest of painting as clear a picture as possible of the world as we know it, here is the short version.

The British government is overseen by the Queen, but run by Parliament, with guidance from the Prime Minister. Parliament is divided into the House of Lords and the House of Commons.

The House of Lords verifies the bills the House of Commons passes for legal validity and the best interest of the Empire and Crown. Once a bill passes the House of Lords, the Queen signs it into law. The House of Lords is further divided into the Lords Spiritual and the Lords Temporal. The Lords Spiritual are chosen by the Church of England from the ranks of the archbishops and bishops, charged with seeing to the morality of the Empire. The Lords Temporal either have an inherited title, have done something spectacular for the Empire and been rewarded with a title, or simply bought a title, which can readily happen with a title that has land attached thereto. The qualifications for a seat among the Lords Temporal are being of minimum age, being descended from a distinguished lineage or having otherwise been ennobled, and having no obvious outward signs of being an imbecile, although that final requirement has often been debated in the Lords' chamber.

The House of Commons writes the bills that may eventually become laws. The members of the House of Commons are elected by the voting populace. Subjects fighting for the right to vote were demanding the right to elect these politicians. General elections are held every five years or so, whenever the Queen or Prime Minister calls for them, and while the original concept was for those elected to come from all levels of society (hence the name 'common'), the reality is that the bribes and socializing and advertising required to get elected demand a heavy purse. Seats in the House of Commons are non-paying positions. This results in almost every seat in the House of Commons being held by the aristocracy. The next general election will be held in 1880, which means on top of everything else, political debates and arguments over the thorny issues of the day are rising in intensity while the government is trying to see to the Portal business.

Within the House of Commons, the party that holds the majority is known as Her Majesty's Government. The other party or parties are referred to as Her Majesty's Most Loyal Opposition. The leader of the party in majority is usually chosen by the Queen to be the Prime Minister, although legally Her Majesty could name anyone to the post. The Prime Minister effectively runs the day-to-day business of the country. In 1879, the Prime Minister is currently Benjamin Disraeli, the Earl of Beaconsfield.

The two primary parties are the Liberal Party, descended from the Whigs, the Radicals, and the Peelites; and the Conservative Party, better known by their ancestral name of the Tory Party or the Tories. Liberals believe that the rights of individuals are the most important things to strive for, and that those freedoms should be independent of the government. They believe change should happen quickly, and in ways that take restrictive abilities away from the government. Their Whig predecessors espoused the ideas of constitutional monarchy and moral reform, such as the abolition of slavery and the emancipation of the Catholics. Conservatives believe that historical governments are there for a reason, and should be preserved, and that change should always come slowly. Currently, the Conservative party holds the majority, but with every push Queen Victoria makes for

laws removing voting restrictions, the Liberals gain more popularity.

There are, of course, other political parties with representation in Parliament, such as the Liberal Unionist Party, and numerous politically-minded organizations with their own agendas. Most of these political societies push for one of the two primary political parties, although there are also societies striving for or against various religious issues or women's issues, striving to reform treatment of the insane, poor, or elderly, and pushing for legislation governing the Portal and the lands beyond. Unlike secret societies, these groups have open membership and are registered as legal organizations.

External Politics

If we are to maintain our position as a first-rate power, we must be prepared for attacks and wars, somewhere or other, continually.
– Queen Victoria

Despite what some irreverent wags have said, the expansion of the Empire has been good for everyone. The people of the British Empire believe that they have an obligation, a burden, as it were, to enlighten and civilize the 'ill-fated barbarians' of the world. They maintain absolute confidence that England is destined to rule the globe, and, with the discovery of the Portal, the universe. Beyond ideology, Britain needs the money, natural resources, commodities, and labor, and the new markets for its products that come with conquering less able nations.

After the Samsut defeated the British forces in their initial battles, the Empire realized that the world on the other side of the Portal was already inhabited by hostile forces. A war with no known boundaries would cause a significant manpower shortage, both in the ranks and in the civilian industries that supplied the military. With approval from the Queen, Prime Minister Disraeli began incorporating colonial auxiliaries into the British military, along with allowing women to take up arms. Firms that supplied the military were given preferential treatment in terms of loan availability, tax relief, and access to the Rabbit Hole and the resources in the world beyond it.

A Tour of the Big Smoke

"So you're the newest intake of telegraph boys. Humph. And they sent you t'me because you don't know th'half of what you need t'know, I'll be bound. Yes, yes, you passed the geography part of your exam. You know the Himalayas, and the course of the Danube, but you can't find your way across Regent's Park. You need t'know London just as well as th'cabbies do, or in fact better, because you'll be going t'all areas o'London, no matter how rough or narrow th'street. If there's a telegram t'deliver, you deliver it, no matter where. An example: You sign on duty, and th'first message you've got is for a very rough neighborhood indeed. On reaching th'house, you find th'street-door open, neither knocker nor bells, whilst crowds of squalid children crowd around th'entrance. At length a broken-down old woman comes up and gives you a bad eye, afore telling you th'man you're looking for has gone t'jail. So th'message goes back to th'office undelivered. Later on, another's given you for a prosperous merchant, who after opening it smiles, says "Thank you," gives you a tuppence and wishes you "Good morning." Thus we go, from poor t'rich. Ignore th'ghosts. London's th'biggest city in th'world, and th'most haunted, always had'em. They've got more active since th'Rabbit Hole opened but they're just visions. Be polite to th'Boojums. Their money spends as well as anyone else's.

"So, here's your map of London. Once trained, you'll be assigned t'one of these offices, and from there you'll deliver whatever telegram you're handed. Now, pay attention."

– Christopher Armstrong, Postmaster, ex-telegraph boy

Conditions of London

London stinks. It isn't as bad as the infamous Great Stink of 1858 but it takes some getting used to all the same. The Great Stink forced the aristocrats and politicians to stop ignoring the sewage problem because it was finally affecting them, not just the poor and the workers of the city. Chloride of lime painted on the riverside shutters no longer neutralized the smell in Parliament, and after a few aristocratic MPs had to leave or vomit from the smell, they passed a bill for new sewers. The new sewers got built, and they help, but there are still cesspits for the chamberpots, older privies, and the street sweepings – or what sweepings are left after the scavengers have gone through and picked out

- the dog turds for the tanners
- the horse apples for patching wattle and daub houses
- the cigar and cigarette ends to be picked apart and re-rolled into new cigarettes to sell
- the scraps of wood and coal to sell on for fuel
- the rags to sell to a shoddy-and-mungo man to be picked down to fibers and rewoven into new cloth
- the bones to be boiled for soup and glue
- the bits of straw for kindling and roof-patching
- the scraps of paper to be taken down and used in the privy, or as lining for winter undergarments, or sold on to a Dodger or Byron looking for information
- and anything that might be the remotest bit edible.

The cesspits in turn get washed down into the Thames whenever it rains. Nightsoil men dig out the contents of full privies and cart it away to sell to farms as fertilizer. Toshers wade through the sewers, looking for anything valuable that may have washed down there. Mudlarks, mostly small children who are light enough to not get stuck, scour the tidal mud along the banks of the Thames for anything that might be remotely salvageable or salable to the Dodgers, Byrons, rag and bone men, pawnbrokers, or anyone else willing to buy.

On top of the sewers and cesspits there's woodsmoke, coal-smoke, tobacco-smoke, oil-lamps, gas-lamps, wax-candles, tallow candles, soot, lime-wash, fresh fish, stale fish, cheap carbolic soap, rancid fat, rotten veg, baking pies, baking bread, roasting meat, blood from the butchers, flowers, stove-blacking, horse-sweat, wet-fur-scent, perfume, boot-blacking, phenol disinfectant, vomit, incense, rotting corpses poking out of paupers' graves, the sulfurous smell of the London particulars, and thousands of people packed into old streets, many of whom have only one or two sets of clothes and no running water.

London sights are limited by the 'particular' of the day. A London Particular, also known as a peasouper, is a thick, pollution-filled smog of a dirty brown or yellow color, sometimes thin enough that you can see the uneven, muddy cobbles underfoot and the colonnaded walls of the wealthy, sometimes so thick that you can't see more than a few inches and must navigate by the clatter of iron-rimmed wheels, costermonger yells, and the sounds of entertainment coming from public houses.

A Letter to the Times

I live in what is called a quiet street. My occupation demands fixed and sometimes strained attention, and moderate quiet is almost a necessity. Yet the best hours of the day are invaded by the hideous bawling of hawkers of vegetables, fish, &c. From towards noon to the early afternoon, during which time, it is presumed, these animated nuisances are renovating themselves for fresh energies, the noises in a measure cease; then come the shrill voices, old and young, ragged and torn, with their walnuts, watercress, &c., until such time as the clock gives warning to discontinue work for the day. I believe I am but stating the case of thousands who are similar sufferers to myself, to say nothing of sick persons, to whom these noises must be little less than agony.

—A Hater of Noise

Costermongers, or street-sellers, throng everywhere, shouting their wares and each trying to draw you away from all the other costermongers around so that you buy from them. There are somewhere between fifteen and thirty thousand street-sellers working in London, about half of which sell fish, fruit, vegetables, game, and poultry. Between them they account for somewhere around a third or a half of all food sold in London. As well as food, there are chimney sweeps, lamplighters and turncocks (men hired to control the flow of mains water by turning it on and off), street entertainers and street walkers, rag and bone men, old clothes sellers, shoddy-and-mungo men, match-girls, tinkers and clock-menders, sellers of bonnet boxes and brooms, tubs, pails and stationary. Buy someone's dying speech, buy a newspaper, a dog, a bird, a razor, or a packet of sweetmeats with equal ease. There are toys for the rich children and clothes-pegs for the washing (if you weren't rich enough to send your washing out to the suburbs so that it dried without smuts from the Particular settling on it), soap mixed with arsenic (which comes guaranteed to kill bedbugs), corn-plasters and salves for your feet, blacking for boots and stoves. If it is small or light, cheap, and portable, you'll find it on a costermonger's barrow somewhere.

Many of the costermongers, especially in the poorer areas, speak cockney slang (based on rhyming) as well as the neighborhood dialect, so while hokey-pokey would result in a bit of ice cream in waxed paper, apple fritters would get you a mug of beer (bitter), a penn'oth (penny worth) of Harvey Nichols would land you a few pickles and cuts and scratches would give you some matches to light your way, or your pipe.

If you fell on hard times, you might pop (pawn) your Sunday whistle and flute (suit) or your weasel and stoat (coat) on Monday and retrieve it again when you got paid on Friday or Saturday. If you came down on the wrong side of the law while trying to earn a bit more money, the grasshoppers or mutton shunters (coppers or policemen, also known as Peelers or Bobbies after Sir Robert Peel, the home secretary who created the modern Metropolitan Police Force) would try to arrest you and a garden gate (magistrate) or Barnaby Rudge (judge) might send you to be loved (Alice and Gruvved/transported to a Gruv penal colony) or to the bucket and pail (jail).

London's Transport

Getting round London can involve walking, riding, driving, sailing, or flying. There's as many ways to get from Point A to Point B as there are Points A to depart from and Points B to arrive at.

The Railways

Each of the railway companies and lines runs its own terminus and station, giving the city a plethora of stations, some of which are better known than others, such as the North-Western line's

Euston station, or the Midland Railway's St Pancras station. The South-Eastern Railway's line has two terminals, one for the West End (at Charing Cross) and one for the City itself (at Cannon Street), while the North-Eastern line runs through Shoreditch Station and is often used by poverty sightseers wishing to view Spitalfields or Bethnal Green from a position of relative safety. The Great Western Railway runs to Paddington, and the Great Eastern to Liverpool Street. Whether through practicality, or through a lack of imagination, each railway company calls itself after the area of Britain that its trains generally serve. For instance, the Great Western runs through Somerset towards Wales, and the South Eastern from London out to Kent.

To cross through the city requires changing trains or even stations without much time to spare. Finding yourself on the wrong train or the wrong platform, or simply getting lost between trains, is such a common problem that there are cartoons in ***Punch*** on the subject, and songs in the music halls.

> *For the convenience of all who would enjoy the splendid scenery of Richmond, and the river Thames, it is deemed proper to state that pleasure-boats, for large or small parties, with persons well skilled in their management, may be obtained of Mr. Searle, at his justly celebrated and well-known establishment, about a minute's walk from the Surrey side of Westminster Bridge; here, also, may be had beautiful boats, at the following very reasonable rates - A wherry, 1s. for the first hour, 6d. for every hour after; a four-oared boat, 1s. 6d. the first hour, and 1s. for every hour after, but if taken for the day, at a diminished price. Sailing-boats of all sizes, manned, if required, by persons well skilled in the navigation of the Thames, may also be had of Mr. Searle.*
>
> *– Mogg's New Picture of London and Visitor's Guide to its Sights, 1844*

The Waterways

The Thames is the best known of London's waterways, but other rivers and canals also flow through London, some above ground, some below it. Above ground, the River Lea marks the eastern edge of London north of the Thames, and flows down to Bow in Tower Hamlets. On the southeast side of the Thames, the River Ravensbourne flows through Lewisham and Greenwich to Deptford, spilling into the Thames at the Royal Dockyard there. On the southwest, Beverly Brook and the River Wandle both flow through Wandsworth Borough, finishing at Putney and Wandsworth respectively. Below ground, often doubling as a self-rinsing sewer, run the rivers Neckinger, Fleet (also known as the Holbourne), Effra, Tyburn, and Westbourne, as well as the smaller Walbrook, Falconbrook, Counter's Creek, and Stamford Brook. These are commonly negotiated by the toshers and rat catchers, and on a dry but busy day, can make an easy cut through beneath the hubbub, or a getaway route, for instance after raiding a warehouse at Shad Thames, near the mouth of the Neckinger. Add to these the constructed waterways of Regent's Canal, Lee Navigation (which includes part of the River Lea), the Grand Union Canal, and Grosvenor Canal, plied by barges full of coal, ore, metal, and food, waterboats doubling as foot-ferries, and pleasure-craft full of overbearing aristocrats, and navigation by waterway becomes as busy as the streets and rails.

The Roads

The roads within London are cobbled with round stones fitted close together and packed down with mud and gravel. The poorer the area, the deeper the mud, but the easier it is to pry up a stone (if you can find one). In the richer areas, street-sweepers spend so much time sweeping a path through the mud that the mud itself gets thinner, its bulk lost into the drains and cesspits. Most

of London's road vehicles are still drawn by horses, although some of the omnibuses have made use of steam engines, or even the new-fangled micro-steam engines (one company responded to the complaint 'how can they know where to go without rails? At least a horse has eyes.' by painting eyes on the front of its omnibuses), and the Crystal Palace has a handful of velocipedes that it hires out for two or three times what it costs for an omnibus. (An omnibus ride within a borough generally costs 2d; crossing a border between them, 3d.)

Iron rimmed wheels thunder across the cobbles at a variety of speeds and routes. The fast, one-horse hansom cabs hurry along a road with little concern for those around and then stand waiting for the next customer, while the slower, rarer, but much roomier hackney coaches or 'growlers' with two horses apiece are more of a stately conveyance. If you have the strength, you can hitch a lift on the back of a growler, out of sight of the coachman. Don't try it on a hansom, as you'll get the cabby's whip across your fingers, but in a hansom, you can hop in one side and out the other, stymieing pursuers. The delivery cart and horse plods steadily through the commotion. The horse-drawn omnibuses ply their fixed routes, some on the streets but some on rails, also with two horses pulling, but changed more frequently through the day than the cab or the coach horses due to the heavier loads and less rest between. Most of these horses are mares rather than stallions, as they are calmer and less likely to be distracted by all the other horses on the streets. They are brought in from the country, and after they acclimatise to the London air (which takes about a month, during which they are fit for very little), they take up their steady work for perhaps five years, after which they are sold off as worn out and replaced with younger, fresher, horses.

London's Postal Districts and Boroughs

For administration purposes, London consists of thirteen areas, that of the City of London and the twelve boroughs that surround it. The borders have been embattled and in flux since 1858, when Sir Rowland Hill of the Post Office (the same man responsible for the Penny Black stamps, which had all of Britain licking the back of the Queen's head) arbitrarily divided London into Postal Districts. The old Boroughs fought back against the new Districts, each attempting to bribe or persuade the Metropolitan Board of Works in their favor and get the best postcodes, and hence the most fashionable streets and the highest paying residents, which in turn determined income. Eventually, under pressure from a population that resented the Board's corruption and lack of accountability, and under the threat of being replaced by a new council, the Board finally fixed the boundaries in 1878. The Boroughs and Postal Districts, therefore, have very different boundaries. The Boroughs are detailed further along. The Postal Districts are approximately as follows:

- W - The southern two-thirds of Hammersmith & Fulham and Kensington & Chelsea boroughs, and a strip through the southern half of the City of Westminster. The Post Office considers the northern portion of H&F and K&C to be in Buckinghamshire rather than London.
- NW - The northern part of the City of Westminster, and the southern and western areas of Camden.
- WC - The western half of the City of London.
- EC - The eastern half of the City of London.
- N - The eastern part of Camden, all of Islington and a strip up the western side of Hackney.
- E - The eastern part of Hackney and all of Tower Hamlets.
- SW - The southern tip of the City of Westminster, all of Wandsworth, and all of Lambeth.
- SE - All of Southwark, Lewisham and Greenwich.

Boroughs North of the Thames

Hammersmith and Fulham

- Brook Green, College Park, East Acton, Fulham, Hammersmith, Old Oak Common, Parsons Green, Sands End, Shepherd's Bush, Walham Green, West Kensington, White City

Westernmost of the northern boroughs, Hammersmith and Fulham (known as Fulham District until 1878) shares a border with Kensington and Chelsea Borough and looks across the Thames at Wandsworth Borough. The wooden bridge crossing the river from Fulham to Putney is the starting point for the annual Oxford University vs Cambridge University boat race and crowds throng to it. Even people who wouldn't normally come anywhere near the river join the watchers packing the banks. It's a rich crowd for pickpockets too, with plenty of distraction, but harder to move around in, because it's so tightly packed.

The area is the seat of both the Bishop of London, and numerous high-class gambling and prostitution establishments patronized by the wealthy of Kensington, to the point that a 'fulham' is a local term for weighted dice, designed to ensure either a high result (a high fulham) or a low result (a low fulham). Some of the patrons leaving such establishments claim that the Hammersmith Ghost (a ghostly man in white, who leaves wet footprints on the ground) walks the south of the borough, and attacks them, trying to drag them into the river and drown them just as the ghost is said to have drowned itself. Before this, the ghost's previous spree occurred in 1803, and ended with an innocent man being mistaken for the ghost and killed by an over-eager vigilante patroller. That killing, and the subsequent trial for murder, still lurks in the borough's folk-memory, and as a result, the residents and patrons are reluctant to seek out the ghost for fear of another mistake. New claims loudly get dismissed as a cover-up, or an attempt to avoid prosecution and punishment for the crime of attempted suicide, told by a patron who despaired at his or her gambling debts and sought a way out.

Other patrons, and some of the employees, claim that Spring Heeled Jack (another man in white, this time with a dark cloak and red eyes) has returned, unchanged by his forty year absence, and is once again stalking women, cornering them, slicing them up with the claws on his hands, and leaping away over high walls. The police have had no comment on this. Some sort of investigation is occurring, though, as plainclothes sorts have been poking about, some with peculiar equipment.

Kensington and Chelsea

- Albertopolis, Bayswater (also partly in the City of Westminster), Belgravia (also partly in the City of Westminster), Brompton, Chelsea, Earl's Court, Holland Park, Kensal Town (also partly in the City of Westminster), Kensington, Knightsbridge (also partly in the City of Westminster), Ladbroke Grove, North Kensington, Notting Hill, South Kensington, West Brompton, West Kensington (also partly in Hammersmith and Fulham), World's End

The borough lies immediately to the west of Westminster and to the east of Hammersmith & Fulham. It contains all the major museums and universities in "Albertopolis", an area of land bought with the money from the 1851 exhibition precisely for holding educational and enlightening buildings. Since Prince Albert was the driving force behind both the exhibition and the new area, it was named in his honor. Department stores such as Harrods, Peter Jones and Harvey Nichols, and foreign embassies dominate Belgravia, Knightsbridge and Kensington Gardens. Kensington and Chelsea borough contains many of the most expensive residential districts in London and even in the world, as well as districts with high levels of social housing and poverty, often with just a few

hundred yards separating them. For instance, behind the rich houses of Ladbroke Grove and Notting Hill radiate the slums of Notting Dale. The land is composed of a clay particularly good for bricks and pottery, and the brick-makers pushed out by the gentrification of Marylebone (in Westminster) and Kensington moved there, along with a group of pig-keepers who had also been pushed out of Marylebone. They built homes with one room for themselves and one room for their pigs. Their industry depends on the collection of food and refuse from the West End which is then boiled down to extract the fat. By the 1860s, cholera and other diseases spread like wildfire and the average life expectancy in Notting Dale was eleven years and seven months. For comparison, the average life expectancy across the whole of London at the time was 37 years. The situation has not improved in the intervening years. Since the Rabbit Hole opened, the pig-keepers have repeatedly complained that their animals are being 'hag-ridden' by the faery-folk, and indeed, they have had a poor few years. This has not, however, resulted in an improvement in living standards, or in a rent-reduction.

Street-children drift over to Kensington at night, or on days when the Particular is too thick for the owners of the wealthy houses to notice the children climbing up to the roof to sit or sleep by a warm chimney. Dodgers and purveyors of information can also be found up among the chimneys, for sound rises through them as surely as smoke, and nearly as much information can be gleaned listening at a chimney as listening at a window at a far lower risk of being seen or caught.

City of Westminster

- Bayswater, Belgravia (also partly in Kensington and Chelsea), Covent Garden (also partly in Camden), Fitzrovia (also partly in Camden), Hyde Park, Knightsbridge (also partly in Kensington and Chelsea), Lisson Grove, Maida Vale, Mayfair, Marylebone, Millbank, Paddington, Pimlico, St James's, St John's Wood, Soho including Chinatown, "Theatreland", Victoria, Westbourne Green, West End (also partly in Camden), Westminster City Centre

The City of Westminster occupies much of the central area of London, including most of the West End. It is located to the west of and adjoining the ancient City of London and Camden, directly to the east of Kensington and Chelsea. Its southern boundary is the River Thames. Many sites commonly associated with London are located in the City of Westminster, including Buckingham Palace and the Houses of Parliament. The borough is divided into a number of areas including the ancient political district of Westminster around the Palace of Westminster; the shopping areas around Oxford Street, Regent Street, Piccadilly and Bond Street; and the night time entertainment district of Soho. For those who prefer a more substantial attraction, Baker Street also holds Madame Tussaud's Exhibition of Waxworks and Napoleonic Relics (entrance 1/-, catalog 6d). In the Pimlico district, near Grosvenor Canal, stand some of the Peabody Estates, a project of philanthropic properties built to provide affordable, quality housing, but actually somewhat shunned by the genteel, upper-middle-class, professionals living in the rest of the district.

Many political figures can be found here, brushing past the street-sweepers and costermongers as they discuss the reform bills in Parliament and in turn labeled as Whigs or Tories by the common crowd. The common party names began as insults; a whig being a Scottish raider or cattle driver, and a tory being an Irish outlaw or bandit. Both were considered untrustworthy, thieving rogues. Some would say that they still are.

On the first of August each year, the statue at Queen Anne's Gate in Westminster animates and walks around the neighborhood and the square named after her. Initially met with consternation, her annual activities now meet resignation, though the local children have taken to forming a chain behind her as she walks and mimicking her movements.

Meanwhile, local gossip claims that Her Majesty, Queen Victoria's dog Noble (an ill-tempered collie, always looking for a scrap) has been remarkably subdued and well behaved since

the day a month or so gone when he limped back to the palace looking the worse for a fight. He didn't look like he'd picked it with another dog, the way he usually does, but more like a cat had played with him. The only problem with the theory? The claw marks were much too big for any ordinary cat to have made.

Camden

- Belsize Park, Bloomsbury, Camden Town, Chalk Farm, Covent Garden (also partly in the City of Westminster), Dartmouth Park, Fitzrovia (also partly in the City of Westminster), Fortune Green, Frognal, Gospel Oak, Hampstead, Haverstock, Highgate (also partly in Islington and Haringey), Holborn, Kentish Town, Kings Cross, Primrose Hill, St. Giles, St Pancras, Somers Town, South Hampstead, Swiss Cottage, Tufnell Park (also partly in Islington), West End of London (also partly in the City of Westminster), West Hampstead

The borough borders the City of Westminster to the south and west, the City of London to the south, and Islington to the east, forming almost an upside-down L wrapped around the City of Westminster. Named after Charles Pratt, the first Earl of Camden, the borough sits on and around the Regent's Canal, where it runs from Paddington Basin to the River Thames at Limehouse. The canal passes through two tunnels in Camden under Maida Hill (274 yds. long) and Lisson Grove (52 yds. long) and a third in Islington. The bargees steering the barges of coal and iron and heavy foods often take advantage of the tunnels to have things 'fall off'. Such fallen items tend to land neatly in rowboats following behind the barge. It's also common for the barges to emerge from the tunnel with more, or less, people on board than when they entered, having gained or lost people to those same rowboats.

The canal's owners, the Regent's Canal Company, have come up with repeated schemes to run a railway line along the canal bank, hoping to return control to their own pockets. All so far have fallen through or out, or failed due a squabble between company directors, or lost the permission from the Board of Works to build such a railway. Still, the company continues to try, each scheme attempting to fix the problems of the previous one, and often repeating the mistakes of the past five attempts in the process.

The Canal also runs through the London Zoo, in Regent's Park, which lies partly in Camden and partly in the City of Westminster. Notable attractions at the zoo include the hippopotami Obaysch and Adhela and their three offspring, a quagga mare, and rides on Jumbo the elephant. Jumbo's keeper serves as a living drop-box for messages. The keeper has Jumbo pick the note out of the hole or tree or bush it is left in, and give it to him. Later, with another ride, Jumbo plants the same note in a different place for the receiver to collect.

A golden cat the size of a mastiff has been seen stalking Hampstead as well as the City of London, but it vanishes whenever anyone tries to get close. Some rumors claim the cat escaped from the Zoo, others that it is entirely supernatural, still others that it is a figment of too much laudanum or drink.

City of London

The City of London, the site of the original Roman to medieval Londinium, is a city in its own right within London, but is now only a small part of Greater London. It has its own council rather than being run by the Metropolitan Board of Works, and is also a separate ceremonial county. Widely referred to simply as the City, often written as just "City" and differentiated from the phrase "the city of London" by capitalising "City", it's also colloquially known as the Square Mile, as it occupies just over one square mile in area. Much of the City consists of banking and office premises, but it also contains the law courts of the Old Bailey and, opposite the courts,

Newgate Prison, where any sentences of execution would be carried out. London Bridge, Cannon Street Railway Bridge, and Blackfriars Bridge all cross the River Thames from the City of London into Southwark.

In the squabble between the Boroughs and the Post Office, the City of London was a third party less concerned about being divided itself, and more concerned about having to potentially share a postcode with the recent upstarts around it. After all, even the City of Westminster is only a measly millennium old, half the City of London's age.

The London Stone, in Cannon Street, is reputed to be the location from where the Romans calculated all distances in Britannia. Some believe that the stone is part of an altar constructed by Brutus as he founded London. Legend states: 'so long as the stone of Brutus is safe, so long shall London flourish'. Recent rumors of a secret conspiracy to alter or remove the stone have caused minor panics in the stock market. Another rumor, that the Stone has already been moved, just not enough to notice without measuring, has been taken seriously enough for a private concern to hire a surveyor, although permission has yet to be granted by the City council for the work to be done.

Nelson's ghost is often seen striding towards his old office in Somerset House. As dawn breaks after a new moon night, a Roman Legion can be heard, but not seen, marching through the City and out past Newgate.

Islington

- Angel, Archway, Barnsbury, Canonbury, Clerkenwell, Farringdon, Finsbury, Finsbury Park, Highbury, Highgate, Holloway, Islington, Kings Cross, Lower Holloway, Mildmay, Nag's Head, Newington Green, Old Street, Pentonville, St Luke's, Tufnell Park, Upper Holloway

Bordered on the west by Camden, on the east by Hackney, and to the south by the City of London, Islington grew almost explosively over the last seventy-five years, resulting in deprivation, poverty and severe overcrowding, with as many as two hundred people in a house built for forty. Newcomers climbing off the train at King's Cross, or at St Pancras in neighboring Camden, looked round for work and housing, and found it initially in Islington, often drifting east into cheaper and cheaper lodgings as their money dwindled.

A popular children's counting song harks to the crowded houses with large families and little room or furniture - and dreams of something better. It begins:

Ten in the bed, and the little one said 'roll over! roll over!'
So they all rolled over and one fell out
He hit the floor with a squeal and shout.
Please remember, when all is said and done ta ra ra
Single beds are only meant for 1, 2, 3, 4, 5, 6, 7, 8, 9...
Nine in the bed and the little one said (and so forth).
The song continues until there is one in the bed and the little one says, 'Goodnight!'

Hackney

- Bethnal Green (also partly in Tower Hamlets), Dalston, De Beauvoir Town, Hackney Central, Hackney Marshes, Hackney Wick, Haggerston, Homerton, Hoxton, Lower Clapton, Shoreditch, South Hackney, Stamford Hill, Stoke Newington, Upper Clapton

The London Borough of Hackney is to the north-east of the City of London; and neighbored by the London Boroughs of Tower Hamlets to the south and Islington to the west. On the east, the River Lea forms the boundary with Waltham Forest; and to the south-east is Newham. Historically, the River Lea formed the boundary between the predecessor counties of Middlesex and Essex. Traditionally, much of the borough is considered as a part of East London, with Hoxton and Shoreditch being part of the East End of London.

Hackney contains a number of factories among its northern districts, producing celluloid, shellac, dye, lead paint, and confectionery. Sometimes the dye gets used in the confectionery. It could be worse. It could be alum, or lead oxide, or plaster of Paris. Celluloid is so difficult to make that the workers there get skilled pay, but the workers at the paint factory get nothing for their pains but the shakes and the gut aches of lead poisoning.

Southern Hackney, once known as Victoria Park, is now becoming better known as its nickname Boojum Town, after the snarks and trolls gravitating there. The trolls particularly like the old villas abandoned as the area grew seedier and the fashionable postcodes moved west, as the villas have twelve-foot ceilings and wide doors, allowing trolls easier access and the ability to walk upright without hitting their heads on the ceiling. Houses built in the poorer areas tend to have eight-foot ceilings, allowing landlords to cram in an entire extra floor to rent out before the building reaches the maximum legal height. One group of trolls and snarks here have even set up a business of finding homes and jobs for their fellow Boojums.

Tower Hamlets

- Bethnal Green, Blackwall, Bow, Bow Common, Bromley-by-Bow, Cambridge Heath, Canary Wharf, Docklands, East Smithfield, Fish Island, Globe Town, Hackney Wick (also partly in Hackney), Isle of Dogs, Cubitt Town, Millwall, Leamouth, Limehouse, Mile End, Old Ford, Poplar, Ratcliff, St George in the East, Shadwell, Spitalfields, Stepney, Wapping, Whitechapel

The Borough of Tower Hamlets is the easternmost north of the River Thames and, despite holding the Royal Mint, the poorest. It shares a border to the north with Hackney, and to the west with the City of London. It includes much of the Docklands region of London, including West India Docks and Canary Wharf. The prevalence of dockside warehousing and the proximity of the Royal Mint has led to a small group of Newtonians setting up shop, taking advantage of the industrial area to declare their laboratory to be a factory and avoid conflict with the Fireworks and Explosives Act.

Tower Hamlets forms the core of the area known as the East End. The expansion of the population of London has led to extreme overcrowding and a concentration of poor people and immigrants in the districts that make it up. These problems were exacerbated with the construction of St Katharine Docks (1827) and the central London railway termini (1840–1875) that caused the clearance of former slums and rookeries, with many of the displaced people moving into the area. Over the course of the century, the East End has become synonymous with poverty, overcrowding, disease and criminality.

Until the arrival of formal docks, small boats were required to land goods in the Pool of London, the large ships standing off at anchor, but industries related to construction, repair, and victualing of ships flourished in the area from Tudor times. The area attracted large numbers of rural people looking for employment. Successive waves of foreign immigration began with Huguenot refugees creating a new suburb in Spitalfields in the 17th Century. They were followed by Irish weavers and Ashkenazi Jews. The abundance of semi- and unskilled labor led to low wages and poor conditions throughout the East End.

The Tower of London (which gave the Borough of Tower Hamlets its name) stands on the western side of the borough, a little north of the Thames, just west of the Royal Mint, and close to the border with the City of London. A cluster of buildings, walls, towers, and barracks surround the central White Tower, much as rumor, legend, and ghostly happenings surround the Tower as a whole. The Tower holds the Crown Jewels in the Jewel House on the south side of the White Tower, including the queen's newly modeled Imperial State Crown (except during the State Opening of Parliament each year, when the crown is replaced by a small sign reading 'in use'). The Knights of the Grail warded the Crown Jewels as soon as magic became available and have already caught one thief trying to use magic to steal them.

Legend claims that the Tower's ravens protect the Tower of London, and if they ever all leave, the crown will fall and with it, Britain and the Empire. Thus, when Oswald Grosvenor activated his device and every member of the Tower's unkindness of ravens took to the sky at once, the guards took fright and bolted inside to arm themselves. One reported that the unkindness took the shape of a protective hand cupped over the Tower, but this was dismissed by her superior officers as wishful thinking and the now armed guards stood on the defensive along the Tower walls for a month, even after the ravens settled back to earth once more.

In 1876, Queen Victoria ordered that the bodies of all those executed at the Tower during Tudor times and given a crude burial at St Peter ad Vincula church be removed, identified where possible, and given a correct burial in place of the mass, unmarked, grave they currently occupied. On excavation, around two hundred bodies were found, most unidentifiable. Soon after this, an officer on patrol reported looking into the church late at night and seeing a large number of people in period costume walking around, following a woman who looked like Anne Boleyn. After a few minutes the scene faded away, and none of those ghosts have been seen since.

The remaining ghosts in the Tower area include the two princes in the tower, believed killed on Richard III's orders. They appear in all areas of the Tower, but whenever seen, are cowering together in a corner and fade away if approached. Guy Fawkes' screams can sometimes be heard in the Council Chamber, where he was prepared for his execution. A bubbling column of intangible water irregularly drifts through the ground floor of Martin Tower, dissolving to nothing if anything is thrown through it. On 27 May each year, the scene of Margaret Pole's execution repeats itself before anyone who pauses on Tower Green. Refusing to kneel before the axeman, Margaret Pole was chased around the area and hacked to death.

Boroughs South of the Thames

Wandsworth

- Balham, Battersea, Earlsfield, Furzedown, Nine Elms, Putney, Putney Vale, Roehampton, Southfields, Streatham Park, Tooting, Wandsworth, Wimbledon Common

A new borough formed in 1878 by the Metropolitan Board of Works, Wandsworth used to be considered part of Surrey. The borough now borders the London Borough of Lambeth to the east, and to the north (across the River Thames) Boroughs of Hammersmith and Fulham, Kensington and Chelsea, and the City of Westminster.

The talk of the area still mostly concerns the murder (or suicide, no one knows which) of a Mr. Charles Bravo, a barrister, in 1877. Charles Bravo consumed antimony and died slowly, over three days, at his landmark house The Priory. Leading doctors attended him during this time, including the Royal Physician Sir William Gull, and agreed that it was antimony poisoning, but were unable to save him. During the three days, Mr. Bravo refused to say anything about where the antimony had come from or how he had ended up consuming it. Two inquests have been held, going into such scandalous and dire details that women and children were requested to leave for

the duration. The first inquest returned an open verdict; the second, a verdict of willful murder by person or persons unknown. No one has been arrested or tried over the death - yet - but rumor and theories abound.

Lambeth

- Brixton, Clapham, Clapham Park, Crystal Palace, Gipsy Hill, Herne Hill (also partly in Southwark), Kennington, Lambeth, Loughborough Junction, Oval and The Oval, Stockwell, Streatham, Streatham Hill, Tulse Hill, Vauxhall, Waterloo, West Dulwich, West Norwood

Lambeth is a long, thin borough (approximately 3 miles (4.8 km) wide and 7 miles (11 km) long). In the northern end of the borough are the central London districts of the South Bank and Lambeth which have a developing tourist economy while at the very south of the borough are the leafy suburbs of Gipsy Hill, Tulse Hill, West Dulwich and West Norwood. In between the two are built-up and inner-city districts of Brixton, Brixton Hill, Streatham Hill, Clapham, Clapham Park, Herne Hill, Stockwell and Kennington which are all at different stages of gentrification.

In the earlier part of the century, Lambeth borough was home to the famous (or infamous, depending on which side of the debate you stood) Clapham Sect, the philanthropic heart of the campaign to abolish slavery, most prominent of whom were William Wilberforce and Henry Thornton. The Clapham sect are credited with playing a significant part in the development of Victorian morality through their writings, their societies, their influence in Parliament, and their example in philanthropy and moral campaigns. Similar wealthy men still dwell here, although none stands as tall as the departed Sect.

Lambeth is also the home of British cricket, hosted at The Oval, and the original home of the Crystal Palace. Recent rumors, however, speak less of the next game's chances and more of Herne the Hunter come back to walk Herne Hill with his Wild Hunt. A ghostly hansom cab roams the borough, looking like any other cab, but making no sound as it travels, and not responding to attempts to hail it. The ghost of Samuel Pepys has been glimpsed in and around the house where he spent the last years of his life.

Southwark

- Bankside, Bermondsey, Southwark, Camberwell, Crystal Palace (also partly in Lewisham), Dulwich, Dulwich Village, East Dulwich, Elephant and Castle, Herne Hill (also partly in Lambeth), Honor Oak (also partly in the Lewisham), Newington, Nunhead, Peckham, Peckham Rye, Rotherhithe, Surrey Quays, Walworth, West Dulwich (also partly in Lambeth)

The Borough of Southwark, pronounced Suh-thuhk, borders the City of London and the London Borough of Tower Hamlets to the north (the River Thames forming the boundary), the London Borough of Lambeth to the west and the London Borough of Lewisham to the east. Tower Bridge, Blackfriars Bridge, Queen Street Bridge and London Bridge all connect the City of London to the borough.

Southwark has many literary associations. Charles Dickens set several of his novels in the old borough where he lived as a young man. The sites of the Tabard Inn (featured in Chaucer's Canterbury Tales), the White Hart Inn and the George Inn survive, and the borough still remembers Shakespeare's presence in its theaters. The River Neckinger flows beneath Southwark to St. Saviour's dock, where it divides Shad Thames from Jacob's Island. Shad Thames is packed with warehouses and granaries full of tea, coffee, spices, and similar valuables of sustenance. In contrast, Jacob's Island is a rookery of the poorest, filthiest sort, nicknamed the 'Capital of Cholera' and

the 'Venice of Drains' and immortalized by Charles Dickens in Oliver Twist as the site of Bill Sikes' death. The island is unlikely to ever improve as the police and the politicians refuse to even acknowledge that it exists, let alone provide any charitable help for the inhabitants.

> On entering the precincts of [Jacob's Island] the air had literally the smell of a graveyard, and a feeling of nausea and heaviness came over any one unaccustomed to imbibe the moist atmosphere. Not only the nose, but the stomach told how heavily the air was loaded with sulphuretted hydrogen; and as soon as you crossed one of the crazy and rotten bridges over the reeking ditch, you knew, as surely as if you had chemically tested it, by the black colour of what was once white lead paint upon the door posts and window sills, that the air was thickly charged with this deadly gas. The heavy bubbles which now and then rose up in the water showed you whence at least a portion of the mephitic compound issued, while the open doorless privies that hung over the water-side, and the dark streaks of filth down the walls, where the drains from each house discharged themselves in to the ditch were proofs indisputable as to how the pollution of the ditch occurred.
>
> The water was covered with scum almost like a cobweb, and prismatic with grease. In it floated large masses of rotting weed, and against the posts of the bridges were swollen carcases of dead animals, ready to burst with the gases of putrefaction. Along its shores were heaps of indescribable filth, the phosphoretted smell from which told you of the rotting fish there, while the oyster-shells were like pieces of slate from their coating of filth and mud. In some parts the fluid was as red as blood from the colouring matter that poured into it from the reeking leather dressers' close by.
>
> – Henry Mayhew, London Labour and the London Poor

Six months to the day after the Rabbit Hole opened, a house in the Bermondly district was bombarded with stones from nowhere for eight hours, smashing every window, injuring people nearby, and destroying some of the furniture inside. So far, the bombardment has not repeated, but the cobbles in the street often shift and rattle as if something heavy had run over them. More amusingly, politicians venturing across the bridges to campaign at election time have been met with a bodiless heckler paraphrasing Romeo and Juliet with 'A plague on both your parties!'

Lewisham

- Bell Green, Bellingham, Blackheath (also partly in Greenwich), Brockley, Catford, Chinbrook, Crofton Park, Crystal Palace (also partly in Southwark), Deptford (also partly in Greenwich), Downham, Downham Estate, Evelyn, Forest Hill, Grove Park, Hatcham, Hither Green, Honor Oak (also partly in Southwark), Honor Oak Park, Ladywell, Lee, Lee Green. Lewisham, Lower Sydenham, New Cross, New Cross Gate, Perry Vale, Rushey Green, St John's, Southend, Sydenham, Sydenham Hill, Telegraph Hill, Upper Sydenham, Whitefoot

The Borough of Lewisham shares a border with Greenwich to the east, Southwark to the west. The River Thames forms a short section of northern boundary with the Isle of Dogs in the London Borough of Tower Hamlets. Deptford Creek, Pool River, River Quaggy and River Ravensbourne pass through the borough.

The Crystal Palace now sits on Penge Common, on the southern tip of the Lewisham-Greenwich border. Its architect John Jones, also known as the Welsh bard Talhaiarn, often remarked that the glass sang while he worked on it, and in the last few years, the glass walls begin to resonate

whenever solitary footsteps move within or near it, producing a painfully high note that only grows louder the longer the footsteps continue. The watchmen as a result travel in pairs. Occasionally a regular visitor to the dinosaur display in the lagoon comments that the dinosaurs have moved since the last visit, but most of the complaints about that display only note how dull the dinosaurs look compared to the reports from the Gruv.

The food and drink-sellers among the costermongers here do a roaring trade with the visitors, including bread in multiple forms from the large quartern loaf though cottage loaves and cottage bricks to french rolls, savory pies (eel pie, ham pie, mince pie, beef-steak pie, kidney pie), sweet pies (cranberry tart, apple pie), Bath buns, macaroons, Victoria biscuits, Banbury cakes, pound cake, sausage rolls, soda water, lemonade, ginger beer, pear syrup, tea, coffee, and chocolate.

Greenwich

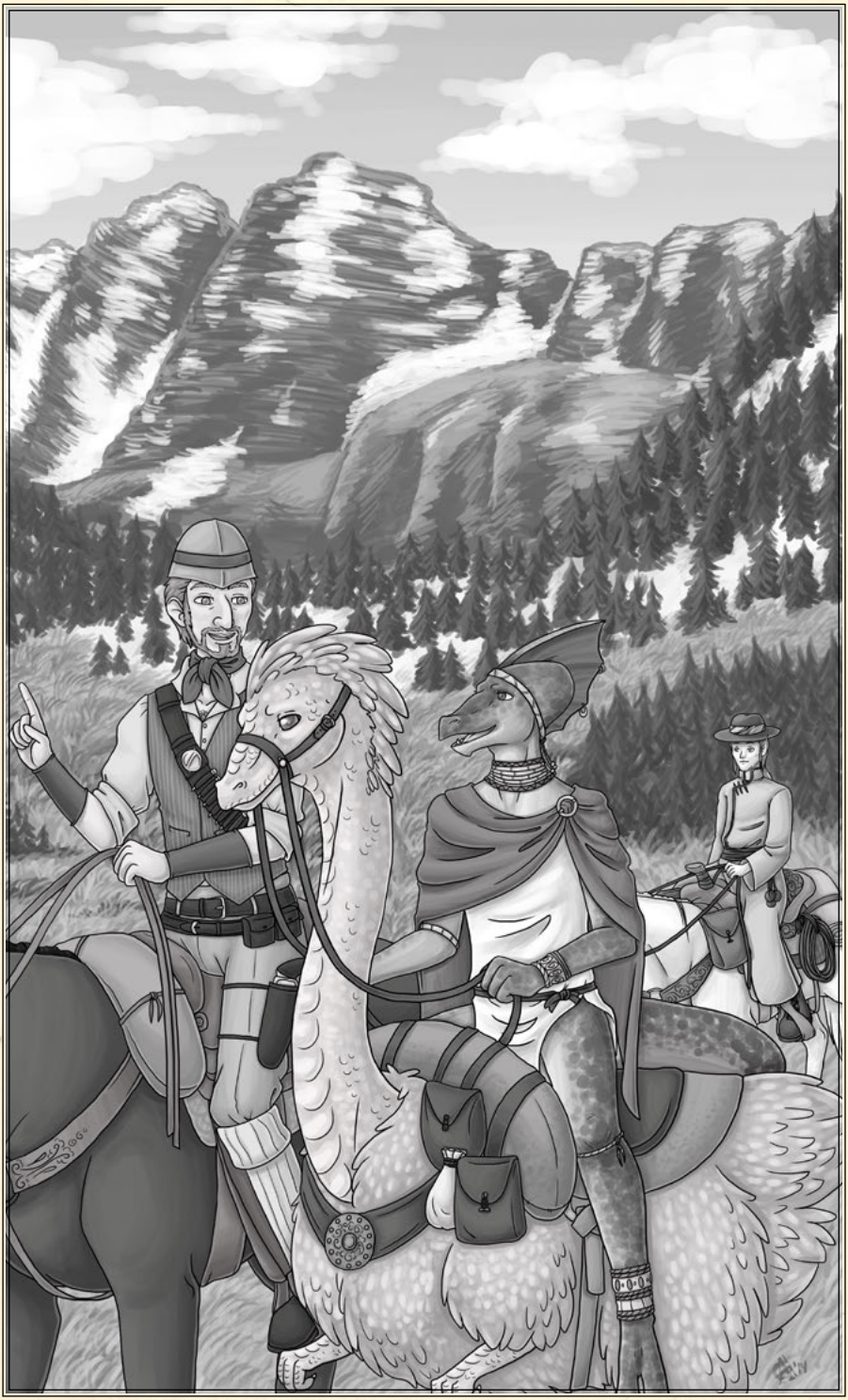
- Abbey Wood, Blackheath (also partly in Lewisham), Charlton, Deptford (also partly in Lewisham), Eltham, Horn Park, Greenwich, Kidbrooke, Lee (also partly in Lewisham), New Eltham, Plumstead, Shooters Hill, Thamesmead, Woolwich

The borough (pronounced Grehnn-idge) lies along the south bank of the River Thames between Deptford and Thamesmead. Because of the bends of the river, its waterfront measures roughly eight and a half miles. Traveling south away from the waterfront, the ground rises. Shooters Hill in the east and the high ground of Blackheath in the west bookend the borough, Eltham to the south of these hills falls away slightly. Greenwich shares a boundary with Lewisham to the west and across the River Thames to the north lies Tower Hamlets.

Greenwich hosts the Royal Greenwich Observatory and, since 1851, the site of the Prime Meridian, the point from which the world's longitude is measured. A long brass strip embedded in the courtyard marks the precise placement of the meridian line, despite the toothmarks that sometimes appear in it overnight. In order to enable sailors to synchronize clocks and watches precisely with Greenwich Mean Time and thus better calculate their longitude, Mr John Pond, Astronomer Royal, installed a time ball on top of the observatory in 1833. The ball drops each day at precisely 13.00 local time, that is, at 1pm Greenwich Mean Time in the winter and 1pm British Summer Time in the summer.

The Rabbit Hole stands midway between the Observatory and Greenwich Palace. A fortified wall surrounds the area, with an office built into it to receive telegrams and mail, and a gate manned and guarded by soldiers. Half the soldiers face out towards London, in case the protests over the area leveled to provide land for the Alice and Gruv line, tracks, and depot, the barracks and warehouses, and the general base for the Rabbit Hole, turns into something worse. The other half of the soldiers face inwards, watching the Hole in case something nasty emerges. A constant, barely audible murmur of sound fills the air beneath the everyday bustle, as if thousands of ghosts clamored silently, all hoping to gain access to London and join the strange happenings radiating from the Rabbit Hole through London and beyond.

The most notable ghosts in the area include that of 17 year old Jane Marie Clouson, a murder victim of 1871. Her spirit stalks the site of her death in Kidbrooke Lane, Eltham, with her face running with blood and her death cries echoing faintly alongside her last words (she cries, 'Oh, let me die.'). She is most often seen by policemen, and local legend has it that she will never rest until her murderer is punished. The man thought to have killed her, Edmund Pook, was tried and acquitted by a jury that claimed that there remained 'reasonable doubt', but many people actually believe he got off because of his high social status. Another ghost, of a portly man in good clothing, rises in front of a public house on Deptford high street, calls for a mug of his favorite beer, and invites any observers to join him. No one has thus far identified him.



1879 PLAYERS GUIDE



The Gruv

There are no foreign lands. It is the traveler only who is foreign.
– Robert Louis Stevenson

This chapter provides an overview of the Grosvenor Land, with brief descriptions of the Terrestrial, Samsut, and Saurid presences. Full descriptions are found in the ***1879 Gamemaster's Guide.***

A Tour of the Gruv

The Rabbit Hole emerges not quite in the center of the Grosvenor peninsula, in the central plains between the Gladstone Mountains to the north and the Darlington Mountains to the south. Fort Alice surrounds the Rabbit Hole; a vast, sprawling metropolis that outgrew its original fortified walls in the first six months. The central portion of Fort Alice consists of the Rabbit Hole itself, the railyard that supports transit through the portal, housing for military and civilian transients, the headquarters of the British military in the Gruv, and the barracks of Fort Alice's defensive forces. Out past the old palisade wall (and old is a very relative term here, where a year ago is nearly ancient history for the people of Earth but a hundred years is the blink of an eye to the Samsut and the Saurids) lies the city that has grown up around the fort. Here, manufacturing facilities have sprung up, along with tradesmens' shops to sell the finished goods, pubs where the factory workers can hoist a pint at the end of the day, breweries to supply the pubs, and all the rest of a frontier settlement in its unfinished newness. Most of the buildings are wooden, a few being replaced with stone, and the smell of green timber conflicts with the odours of horse-leavings and a population that lacks sufficient bathing and sewage-disposal facilities.

Out on the plains beyond Fort Alice lie three entire Zulu villages, cattle and vegetable fields and all. British cattle-farmers can be seen here regularly, buying stock for their farms and learning

about the specifics of tending African cattle, which do much better in the Gruv than British bloodlines. Zulu forces may be seen drilling, both impi troops and Imperial Regulars, marching off to the Fort for deployment, or slogging back from a round of service for a much needed rest among their own people.

A few hours away, two workhouse settlements have been established: New Islington to the southwest and Saints of Westminster to the north. These provide labor to the colonization effort, and create a human presence by the simple expedient of clearing out the workhouses and orphanages of London and shipping their inhabitants to the Gruv. Both have had their problems, but that's to be expected, given their origins.

The Railway

The Royal Alice and Grosvenor Railroad, more familiarly known as the Alice and Gruv, has taken its charter from the Crown to connect the settlements of the Gruv very seriously indeed. Rails extend from Fort Alice south to All Saints and Torgau Freistadt, west to New Wigan and Pinking Swinburne, and east to Fultingham. North of Fort Alice, the Bolthole Tunnel project works at drilling through two and a half miles of rock to connect Fort Alice with Shillington, Gorran Wood, and King Edward, in an effort worthy of Brunel and directed by his niece, Dr. Bronwen Brunel Pelloutier. Plans have been drawn up to go through the southern ridge and connect with the south coast. No further eastward expansion will be done until the Samsut are pushed back from the land bridges, with the exception of two supply lines being laid out to Fort Wellington.

To The East

East of Fort Alice by a hundred miles and south a bit rises Mount Somerville, the highest mountain thus far surveyed in the Gruv. Ancient ruins cover its western slope from near the base almost to the peak, a city of the mysterious Anunnaki, the forerunner race that the Samsut credit with their more advanced technology. Very little is known about the Anunnaki, other than that they built monumental cities, constructed strange devices, and then left the Gruv a very long time ago. The Samsut never met them, as far as anyone from Earth has been able to determine. Camp Burlington, at the base of Mount Somerville, supports expeditions into the abandoned city in the effort to learn more about these mysterious, long-vanished people. Thus far, only a seemingly endless progression of vast, empty rooms has been found, and one artifact, but the less said about the Hat, the better.

Further to the east and south, but still on the rail line, Fultingham stands as the furthest purely civilian outpost founded by the British Crown. The settlement has had some difficulties, most notably trying to assimilate the population of Peltingsford after the latter colony's crops failed, but seems to be managing well enough. Out further, past Mount Somerville and well up into the boreal forest of the Darlingtons, a Scottish private effort has established New Strathspey, gathering in all the Scots they can find from the nations of Earth to recreate some idea of their ancient homeland, perhaps a bit more established in myth than in fact. Past them, Dhankar holds the claim of most eastward human habitation, representing one of the largest movements from India to the Gruv thus far seen. Over four thousand people, men, woman, and children, from the Spiti district of Himachal Pradesh sold everything they would not carry with them, including their land and the homes and workshops upon it, packed themselves into train cars, and travelled first to London and then through the Rabbit Hole. The migration included an entire Buddhist monastery, or at least the monks and students and everything portable they did not give to other religious orders or sell to fund the trip. Once in the Gruv, they hiked off into the mountains as far as they could go before their travel rations ran out, and built a village. At last report, it's still out there, so far away from

the Saurids and the Samsut that they're not likely to be bothered by anything other than the local flora and fauna.

To The West

Going west from Fort Alice, the first large settlement one encounters is New Wigan, about which enough has been said already. Yes, the original population were eaten by giant bugs. Yes, the military patrol that went to investigate met a similar bad end. No, the bugs aren't still there. Yes, the settlement has been repopulated, and has much better defenses nowadays. Let's move on, shall we?

Next along going due west is Pinking Swinburne, a company town established by a timber concern. While anyone with an axe can bring down a tree and rough-hew it, the demands for proper board footage for construction require someone with the skill and knowledge to operate a drying kiln, and the time and wherewithal to do so. By being the first industrial timber operation in the Gruv, Pinking Swinburne has found the next best thing to coining money. The flow of luxury goods back to the settlement, or at least to its management, rivals that of Fort Alice, which has an upper class population fifteen times the size.

Further west lies the American religious settlement of Zion. The Fellowship of Friends in Christ gave up on the Union, and moved, lock, stock, and barrel, to the Gruv for a fresh start and possibly to influence the new world into a culture more in line with their ideas of Christianity. While Protestant, they do tend to take some things rather to extremes, and don't seem to be having much luck spreading their views. On the other hand, they seem to be doing pretty well for themselves, if nothing else having a thriving business in ready-made furniture, in great demand especially in the workhouse settlements.

To The South

Almost due south of Fort Alice, the near side of the Darlington Mountains gives a home to the only Prussian settlement thus far, Torgau Freistadt. If one wanted an example of how Prussians run on beer and clocks, one need only pay a visit here. The Prussian government established its first settlement in the Gruv to have their own source of ironwork, locomotives, dressed stone, and so forth. With over three thousand people in its initial population, the settlement rapidly developed mining and heavy industry efforts, in less than a year going from orderly rows of identical tents to orderly rows of identical houses, with a coal and iron mine at one end and a foundry at the other. Neatly terraced fields surround the town on both the up and down slope of the ridge, with crops and goats flourishing. Steam whistles sound throughout the day, announcing the opening and closing of the town gates at sunrise and sunset, the beginning and ending of work shifts at the mine and the foundry, the opening and closing of the stubes, and the hourly whistle from the steam clock next to the town hall site, which eventually will be in the hall's tower. There remains a vast amount of work to be done – the town hall is little more than an overgrown gazebo at present, the barns are slapdash affairs, and the streets are mostly unpaved, but the brewery makes enough beer to keep both the stubes supplied.

Perhaps a bit too close to Fort Alice lies All Saints labor settlement, a third habitation established by the expedient of clearing the workhouses. In this case, whether the inmates brought something with them, or found something on the site, disease has ravaged the settlement like clockwork, sickening two dozen people every month, and carrying off two or three. Neither cause nor cure have yet been found. The military has quarantined the settlement, allowing supplies in but neither goods nor people to leave. The Westminster Labor Board has offered a reward of several hundred pounds to anyone who can explain and cure the ailment.

Out past the Prussians one finds another Indian colonization effort, part of what the Raj is calling the Mahana Pravasa, the Great Migration. Ganjshakar was funded by Sufis, Mohammedan mystics who took their entire order and anyone who wanted to go with them off into the wilds of the Gruv. Their village looks very much like one in the mountains of Uttar Pradesh to British eyes, although still very raw and new, and half under construction, as everything is throughout the Gruv. Instead of spending Friday night, their Sabbath, in prayer, as most Mohammedans do, these people hold concerts of religious music.

The far side of the Darlingtons has been colonized only by the most determined, as the railway does not yet extend that far, and may not for many years, and the crossing must be made on foot with whatever beasts of burden can be acquired. Here, at the far west, one finds Kaushaldesa, a third Mahana Pravasa settlement, this one deriving mostly from the Punjab. The Raj has offered rewards to anyone in the strife-torn north of India who is willing to relocate to the Gruv, resulting in a steady trickle of immigrants. Many of them end up here, where they can find others from their homeland.

Up the coast to the east stands Beercrombie, an attempt to build a British fishing village in the New World. There's an ocean, the reasoning goes, and it's got fish in it, and people have to eat, so somebody ought to be putting out to sea with nets. Beercrombie, however, has reached too far too quickly, outpacing the railway and having no way to send their catch back to civilization, such as it is, except as dried or salted and in small enough barrels to be carried by a garnickey.

At the far eastern end of the southern coast, hard by the land bridge to the Samsut homeland, Hornblower's Hill stands, the Gruv's sole penal colony. Here, the distance from the railhead serves as security. Inmates attempting to escape find themselves in a worse situation than those in the Australian outback. Not only do they not know what they can safely eat, they don't know what might try to eat them.

To The North

The Gladstone Mountains have proven rich in mineral wealth, resulting in two mining settlements out past the end of the rails. The Alice and Gruv, as noted earlier, is spending considerable effort to reach these, but for the immediate future, the settlements must bring their products down by tramway to a trailhead, where baskets of coal, bags of sulfur, bundles of pig iron, brass tanks of acids, and bars of copper and silver can be loaded onto garnickeys and wagons for the rest of the journey to the railhead.

The King Edward Mining Consortium, owners and operators of the settlement that bears the firm's name, made its operating capital in the tin mines of Camborne in central Cornwall. Since coming to the Gruv, the firm has expanded its operations considerably. Seven mines comprise the fields of King Edward, two producing tin, two iron, one copper, one antimony and bismuth, and one coal. Much of the coal produced goes straight into the beam engines that keep the mines clear of water, and the lift engines that send miners down and bring ore up. Some goes to feed the furnaces at the smelting facilities, where processed ore is reduced to metal ingots. King Edward does not employ Boojums, reducing its pool of available labor. Company regulation forbids Boojums from residing in the town, or taking rooms as transients. The company has issued a policy stating that, since the cause of Looking Glass Fever is unknown at this time, it must be treated as a contagious illness, and therefore no person exhibiting symptoms may remain within the firm's lands. Any resident contracting Looking Glass Fever is sent off to Fort Alice for treatment at their own expense, which is then charged against their earnings and holdings, or that of relatives if necessary. If the victim recovers unchanged, they are allowed to return.

Gorran Wood exemplifies the saying that if you look down a hole anywhere in the world, a Cornishman at the bottom will look back up at you. Founded by Cornish miners who'd paid off

their indenture early with frugal living, outsiders may find it a bit of a rough place. The miners keep their own order, and have no police force. An elected village council makes decisions regarding issues that affect the village as a whole, based approximately on English common law as practised in Cornwall, and otherwise leaves matters to the populace.

Other than the mining efforts, Shillington Labor Settlement provides the only human habitation in the region. A poorly thought-out and hastily launched effort, Shillington has proven the worst of the workhouse relocations, and may come under review if the authority of the Labour Board is ever extended from Britain into the Grosvenor Land.

The Land Bridges and the War Against the Samsut

Three land bridges connect the Grosvenor peninsula with the main continent, location of the Edeesmatu, the Samsut homeland. These land bridges serve currently as the primary battlefields in the war between the Samsut and the Earth forces. This section describes and illustrates the situation there.

Entrenchment

As soon as Colonel James Collett disembarked from the airship and took his first step towards the trenches, he recoiled.

"By God, that's foul." His eyes watered in protest, but he continued forward. They had landed a short way from where the British forces in the area were stationed. His heavy boots made unpleasant squelching noises in the dense mud. The trenches were deep, wide gullies that had been carefully measured and dug by massive, steam powered plows. Collett had been out on this front on their initial construction to supervise.

He'd come back to inspect the current state of the trenches between Fort Wellington and Bourne's Hill, and see whether an expansion was possible. The Imperial forces were still clashing and skirmishing in a few patches of open land in the area against the Samsut, but the war had largely ground to a halt. While this suited Collett better than retreating, the British army had to admit that they were outclassed. The Samsut's technology ensured their trenches were nigh impenetrable. While this lack of force was unimpressive on the surface, it was proving to be a major problem for expanding into the Gruv.

His escorts hurried after him. One of them, a magician named Wellsby, thrust a heavy black gas mask at him. Collett shrugged the miasma mask off. The troops ought to be able to see his face. They likely lived amidst this stench every day. He didn't want to make a poor impression by suggesting he couldn't do the same.

"Your loss." Wellsby slipped the mask on over her dark hair.

His other companion, his right hand, Edwin Ford, was weighed down with supplies: Gyrojet rounds, mainly, but also some candies and treats for the troops. The airship held a few more boxes of rounds as a token of goodwill from Fort Alice.

A head popped out from above the trench line; a Maori woman with striking features and a shaved head. She gave a broad smile at the sight of the Colonel and his men, and climbed up to the surface with ease. The Major's red coat was more of a deep brown from the hard packed mud of the trenches, and her face looked a little hollow, but she seemed to be in good spirits.

"Ah, you're finally here. Haere mai, sir." She gave an easy salute.

"Took us a while." Ford explained. "Getting an airship chartered and prepared is always a bit involved."

"Glad to see you're doing well, Major Naumai." Collett had met Arataki Naumai a few times, and while he found her manner to be a tad lax, she was an expert on trench warfare. More importantly, her troops loved her. Any attempt to call her up for poor etiquette would incur a good deal of anger. The biggest part of any war was picking your battles, and Collett had no interest in waging that one.

"I always am. Come on down." The trenches were covered in canvas sheets to keep the rain out but allow air in, with only a few entry points. Wellsby and Ford climbed down the ladder first, then Naumai, and finally Collett.

It was surprisingly livable. The trench was wide enough and the troops were sparse enough that things were tight, but not uncomfortably crowded. Makeshift bunks were hung up, where the troops could sleep in stacks of three. Holes were dug into the ground every few feet and lined with stones, where the ashes of previous cook fires sat. The troops, scattered about, entertained themselves with dice or cards. When Collett dropped down, the din ceased and the troops snapped to attention with a sharp salute.

"At ease, men." Naumai gestured, and the soldiers returned to their business. "We've been piping the waste and most of our garbage outside of the trenches. We have men on hand pumps taking care of most of it, and the mages conjured spirits to patrol and take care of the rest. We don't want the artillery rusting up, and it's misery to live in a trench if you let the rain in. We have three lines running parallel, and only so many magicians and pumps down here, but it's going well so far."

"And the enemy?" Collett prompted.

Naumai's full lips thinned out into a grim line.

"They have a series of five trenches, with artillery way in the back. They use their zombies to push forward, then sit behind and fire on us. The worst part is that the zombies are rank. You need to wear a mask around them, or get violently sick, or pass out. They don't need to eat, they don't need to sleep, they don't even need air. We're holding out, but I don't know how sustainable that is."

As they spoke, Naumai led them through narrow passageways, towards the front lines. The walls narrowed, the light dimmed, and Collett found himself feeling his way forward with his hands. The exact measurements that had been planned out were lost, and the machine measured evenness was gone. At one point, Ford yelped, and then quickly apologized.

"Watch out for those rats," Naumai told him. "The closer you get to No Man's Land, the bigger they get. Some of them are the size of a tomcat."

"How do you have such a good idea of their set up? Aerial reconnaissance?" Collett asked, trying not to dwell on the thought of enormous rats scampering around him.

The Maori woman shook her head. "Something better. Here." She pointed at something on the wall. Wellsby's hand ignited in a soft, blue light, and they were all able to see what Major Naumai was pointing at: a rounded brass disc, concave in the centre. "We have those up and down the trenches."

Every few feet one could see one of the discs. They were hung on the wall with a short, loose rod balancing between the bowl's centre and the wall.

"What are they?" Ford squinted at the plate.

"We use them to test for resonance, like a bat's signals. They work best for rooting out sappers. The Samsut like to send rats of their own scurrying through tunnels, but these discs here vibrate when they're digging and tell us where they are below us. But in the long term, it's less useful than you think." Naumai frowned. "We can't make any progress forward. When a sapper does get through, it sets us back by weeks."

"So no chances of expansion." Collett sighed. His superiors at Fort Alice would not be glad to hear this news.

"Expansion? Hah! We're getting shelled and sniped out of here, man by man. We'll be lucky if we survive past a few years, unless we get a fresh wave of reinforcements. Our artillery isn't even doing the job; they've packed themselves into the ground. Some days the only thing you can get a glimpse of is their rail turrets."

"That sounds perfect." Collett said, and everyone else around him turned to stare. "Major Naumai, round up every mage you have in the trenches. If they work together with Wellsby, I think we can find a use for all of that rainwater you've been redirecting. Ford, come with me back to the airship. I have a plan."

***

The officers reconvened at the aircraft landing spot an hour later. Ford was unloading box after box of Gyrojet ammunition and candied treats out of the airship. They'd need all the room they could spare for this to work. Naumai approached, accompanied by six magicians. They stopped and saluted.

"What's the plan, sir?" Naumai's more casual demeanour had vanished in the face of action.

Collett pressed his boot into the soft ground and then freed it from the mud with an audible pop. "You see that? You know what it means?"

Naumai nodded. "Like I said earlier, sir, we've been manipulating all of the water outside of the trenches when possible, through hand pumps or magic."

"So these are your best, all experienced in the task?"

"Aye, sir." Naumai stood a little straighter. "They've all performed their jobs admirably."

"Good." Collett looked at the magicians. "I want you to take all of that wetness you've been redirecting and bring it out of the ground. We're going to turn all of it back around on the enemy."

"Yes sir!" The six mages set to work immediately. They each knelt in the mud, studiously sketching out arcane symbols. Wellsby joined them, making sure that everything was done exactly right. There was no room for error with a magical ritual, especially not one of this size. They eventually rose and formed a circle, each murmuring part of an incantation under their breath.

The mud began to stiffen and crack as the mages worked. Before long, there was a massive amount of water floating mid-air, like an aquarium that London's elite might own, except without the glass walls.

"Give it to Wellsby." Collett ordered.

Wellsby took control of the mass of water, and Naumai and the other mages backed away. Ford had fired up the airship, and it was beginning to lift off the ground. Wellsby and Collett boarded, with Wellsby staying close to the front cargo door. As the airship raised higher and higher, Collett wrapped his arms around Wellsby's waist so she wouldn't fall. She kept the sheet of water, a floating lake, suspended beneath the airship as they moved.

They climbed higher. Naumai and her six magicians turned into ants, then disappeared entirely. Wellsby's arms were shaking from the effort, and Collett could hear short grunts of effort escape from beneath her clenched teeth.

"Almost there, soldier," Collett barked. "Don't let me down now."

The Samsut artillery became larger and clearer, and Collett could spot the half-buried trenches that contained wave after wave of their repulsive undead minions.

"I'll need time to turn around and get out of their range." Ford shouted in warning from the cockpit. The airship moved forward a little more, a little closer. Wellsby's knees were now shaking, and rivulets of sweat ran down her back.

"Now!" shouted Collett.

Wellsby released the immense volume of water, which dropped like a rock. The months of collected rainwater, humidity, and seepage slammed down on the Samsut trench lines. Their hard

packed dirt walls dissolved into liquid mud, sloshing every which way. Their artillery barrels slid off true, knocked aside by the water, and Collett reckoned that they would require quite a few repairs. The entire Samsut trench front seemed to be melting in on itself, like a half baked cake collapsing out of the oven.

Ford banked the ship hard; Collett held on to Wellsby tight and pulled her away from the closing hatch. The mage was nearly depleted, gasping for air behind her mask.

"At ease, soldier." Collett pulled her mask off so she could breathe a little easier. She slumped against him, nearly unconscious, and he eased her down onto the metal deck of the ship. One or two shots of railgun fire rocketed past the ship, but the Samsut were largely caught unawares.

Ford grinned. "I don't think they expected that."

"They can have all the technology they like." Collett said. "British ingenuity can overcome it all." He pulled Wellsby to her feet, slinging one of her arms over his shoulder, and brought her to the cockpit. "Take us back to Major Naumai."

The airship landed smoothly back at the feet of Naumai and her six mages. The Maori Major was staring with wide eyes.

"Did you just...?"

"We did." Collett affirmed. "The entire Samsut front is currently taking a nice, long bath."

Naumai gave an unrestrained peal of gleeful laughter, and her mages laughed along with her. "Well, we'll take as much ground as we can. You can go back to Fort Alice and report that we've taken a few more inches."

Trench Warfare

Fort Wellington holds the front line of British authority in the Gruv. Most of its resources reinforce the front lines facing towards Maksuddum-matam, or as the British still call it, Bourne's Hill. The plains between these two strategic points were healthy and lush before the Samsut and the Empire clashed. Now, the scars of a long, slow war mark them. The two fortifications have deep trenches creating a no-man's-land between them, and the territorial war in the one place where the enemy each knows the other's location has settled in for the long haul. Skirmishes and field battles have largely taken a backseat to shelling, sniping, and waiting.

Elsewhere, the land war still rages on, units trying to find the enemy, making lightning raids whenever they're located, and fighting battles of quick maneuver. The Samsut supply lines are stretched long and thin, and the British supply lines go through a bottleneck at the Rabbit Hole. Both sides are in unfamiliar territory, fighting a border war when the borders haven't even been properly defined and neither side has enough forces to cover the lines. At the north end, though, the tactics the British learned the hard way from the Maori Wars have been put to use.

The British have dug out three winding trenches using steam-powered plows. Each trench connects to its two fellows by narrow passageways. The soldiers live in the trench closest to the safety of Fort Wellington. At seven feet deep and six wide, it can comfortably accommodate the British forces. Mortars perch above the trench, where the soldiers can fire them without exposing more than an arm to drop in the charge.

Soldiers sleep in bunks, stacked in threes, secured to the wall. Each soldier is rotated through duties: cleaning, cooking, sapper detection, and so on. Troops with specific skills, such as mages or artillerymen, work outside of the rotation. These soldiers need to focus entirely on their speciality with no distraction.

Deep pits every thirty feet, lined with stones and filled with coals, blaze night and day. Two cooks plan and prepare the meals, and supervise the soldiers assigned to cooking detail. Anaru, the day shift cook, is famous for his Maori fare and good sense of humour. The night shift cook, Anne,

keeps to herself. However, thinner soldiers often notice they've been served more than regulation dictates.

Moisture is the most pressing issue in the trenches. The British hang canvas sheets over the trenches to try to block as much rain as possible. The troops use hand pumps and rudimentary piping to redirect rainwater and seepage into the land between the last trench and Fort Wellington, creating a marshy field. The mages conjure elemental spirits when they can to assist in this task. The soldiers have long since gotten over the surprise of seeing elementals patrolling up and down the trenches.

The second trench holds short range artillery. These weapons are the main line of defense against the undead forces of the Samsut. The guns are useless for long range engagement, having been designed to destroy close range attackers. The second trench takes damage from Samsut shelling on an irregular basis, not all of which has been repaired at any given time, making maneuvering through it difficult while under attack.

The last trench borders on No Man's Land, and has suffered the most. Samsut artillery and sappers have caused major damage, to the point where sections of the trench have collapsed. The British have hung brass discs against the walls, which amplify vibrations coming from underground, detecting sappers before they can reach the walls. Duty in this trench is deeply unpleasant. The trench is humid and dark. Rats the size of tomcats scurry underfoot. Zombie remains create opportunities for disease to breed. Staying in this trench for very long without a mask practically guarantees some sort of illness.

Despite these dangers, the Imperial troops remain optimistic. Every soldier shares a deep respect for their commander, Major Arataki Naumai, a Maori officer whose people developed extensive experience in trench warfare in the Land Wars. She allows a lax atmosphere compared to other officers, and has defended her troops from danger time and time again. In turn, they reward her with unswerving loyalty. Anyone in the trenches who speaks against Major Naumai will quickly find themselves assigned to scrubbing out latrines.

Trench warfare is a slow battle of attrition. The Samsut's seemingly endless force of technologically augmented undead take the brunt of attacks. The undead do not require food, water, or even air. Therefore, the enemy trenches are far less vulnerable. The Samsut forces stay as far away as possible. With their undead acting as a vanguard, they are free to snipe with high powered rifles and shell with railguns. Combined with the occasional successful sapper, they are slowly thinning out the British. If some new revelation in mobility does not occur, and soon, the British will be pushed back. Already, plans have been made to redirect the drainage water, drain the marsh, and start digging a fourth trench.

The Samsut Lands

From A Preliminary Report on the Lands of the Samsut, by Brig. Melchior Fewster:

Pursuant to the orders of the Crown and the Prime Minister, I have been compiling the limited data we have on the region of Grosvenor Land under the control of the native inhabitants calling themselves the "Samsut". As per the directives of my superior officers, I have been aided by one Theophilus G. Pinches, on permanent loan from the British Museum until our affairs with the Samsut reach a conclusion.

When first given the orders, I was taken aback, not having realized when I signed up for the diplomatic mission that the Crown would then claim your humble narrator on permanent loan from the Museum. I asked one of the enlisted men what these dismaying injunctions could possibly mean. He gave me a right bollocking. "What are ye, soft in the head? They blame you an' Brigadier Fewster for the New Capetown mess. You and him are embarrassments to the bigwigs back in London. So you're being sent off to some dark corner where the commanders can pretend you and the Fewster never existed. Have you sort through a bunch of papers and see if'n you can learn their secret recipes or where they hid the cutlery. You boys aren't going back to London unless you die for Queen and country and march back as rotters in the Sandmen army." For some unfathomable reason, these blandishments did little to raise my spirits at the prospects of our assignment.

-from the diary of Theophilus G Pinches

We have been compiling this information from the field reports of army commanders and soldiers stationed throughout the Grosvenor Land, particularly in the east, near the land bridges to the continent proper. We have also used alternative intelligence methods where feasible, including publicly available documents, coded messages recovered from a Russian spy trying to smuggle information back to the Tsar, the speculations of a handful of Oswalds, folk tales from the Saurids, interrogation of the scant few Samsut we have taken alive, and in one case a series of carved bas-reliefs found washed up on the seashore in the wreckage of a crude raft.

By "public documents", Fewster means the London tabloids and a penny dreadful he confiscated from an enlisted soldier.

–Theophilus

Unfortunately, the Crown's intelligence gathering capabilities have been compromised due to the hostility of the Samsut as a nation, largely due to the fiasco of the first diplomatic meeting at New Capetown. Personally, I blame the poor quality of the communication for the incident, rather than the noble courage of the commanding officer in the face of such ungodly abominations.

I'm not the one that opened fire when the Samsut revealed the hideous thing under the hood.

– Theophilus

The British Museum sent us some callow youth named Theophilus Pinches, barely out of his short pants, rather than the sober and skilled translator we requested. But any who wish to know more regarding that situation should consult the official inquiry records on file with the Army records office. Regardless of which careless translator caused the incident, the enmity of the Samsut makes a survey of the region quite problematic. We have not been able to send scout forces into the Edeesmatu proper, as it lays well behind enemy lines. This report therefore must be treated as an extraordinarily preliminary report on the Samsut lands themselves. We haven't even laid eyes on these cities yet, much less gotten a good idea what they hold inside.

We're not even entirely sure how many city-states make up the Samsut culture. Pinches says he's done a thorough examination of the available documents and insignia of captured soldiers and determined there are thirteen primary cities, with a variety of subordinate villages paying fealty. My professional opinion is that we can't be sure there aren't more cities unaccounted for until the entire inland sea is made part of the Empire. We're always capturing skellies from some town of which we've never heard before. One of the documents that Pinches translated is a diplomatic letter cavilling that one of the city states with the ridiculous sobriquet of "Lagash" had violated the Balance, which limits cities to half a million citizens and five thousand elite soldiers. This bit of grousing gives the best available estimate as to the size of the cities in Samsut territory.

> The document in question was a diplomatic memo from Eridu to Shuruppak, accusing Lagash of violating the limit on number of soldiers in the honor guard. My understanding is that Shuruppak was allied to both while Eridu and Lagash hate each other.
> – Theophilus

Like with city-states back on Earth, there are a variety of smaller villages that belong to each of the various city-states, mainly for protection from the other city-states I presume. Each is independent and separate, only owing allegiance to the king or queen of that particular city-state. There's no centralized government, though they do share a set of quasi-mystical laws they call "The Balance". We haven't found a neat listing of the rules of the Balance, but the Samsut certainly seem to love it. They invoke the Balance for every decision they make, from what I can gather.

The city states are surrounded by a great circular mountain range the natives call the Kippliwiytshadu. Pinches says that translates as the "Ringwall Mountains" or some such. Deuced hard to spell, if you ask me, which is likely why the soldiers have taken to calling them the Kipple Mountains. That name will have to do until the Queen decides to name them after some foolish hero who dies in pursuit of our noble cause.

As the land slopes down from the mountains, it becomes hot, dry desert that the Samsut call the Em-kisubbis. If we are to trust the Samsut's descriptions, then this desert is a desolate wasteland. A religious text of some sort calls it "a haunt of jackals, a dwelling place only for dragons, an object of scorn and fear". A set of ritual instructions says "the river (Marginalia: This may be better translate as 'riverbed'? -Theophilus) of the Em-kisubbis carries no water, cannot be used for irrigation, no water is drunk from it... The fields of the Em-kisubbis yield no grain, no flour can be ground from them, no flour is eaten from them... The sheep of the Em-kisubbis are not clad in wool, no cloth is woven from them."

The Samsuts themselves have some improbable legend about how the Em-Kisubbis came to be because of their undead-creating apparatus getting out of hand. Prior to relocating into the Gruv, I would have dismissed the story as meaningless scribblings. Having seen the walking dead firsthand, I wonder exactly what tasks the Samsut's strange machines are capable of performing.

Nearer to the inland sea, you have some salt flats and salt marshes, but it is unclear to us how extensive these territories are. It all sounds like quite hostile territory. One can't help but wonder why the Samsut don't simply move to some other part of the Gruv.

Samsut City States

What follows below are the rough notes that we have covering each identified primary city-state. These are quite brief for reasons that should be obvious to the reader. Nonetheless, this humble author sincerely hopes that these notes will provide a picture of what is known - and also what is not known - about the Samsut's regions and what may be found there.

Babylon

The boy from the museum is always muttering under his breath about Babylon still existing. The continued existence of the city of Babylon is, on the face of it, a clear impossibility. Or so he insists to any that will listen for more than a blinking of an eye.

There is an American congressman (which I understand is rather like a member of Parliament but for Americans) named Ignatius Donnelly who believes that the Samsut are the descendants of the lost city of Atlantis. Somehow, he claims, the Atlanteans opened their own Rabbit Hole into the Gruv rather than see their city sink beneath the sea.

> This theory relies on some tremendously shaky foundations, notably a profound misunderstanding of near eastern geography and history and a thoroughgoing misreading of Plato.
>
> –Theophilus

Some others have communicated even more outlandish theories to the Foreign Secretary's office, so many and so outlandish that it was hard to tell the Oswalds from the nutters. One Irish fellow said that the Babylonians from our Earth had originated here in the Gruv and come through the other way. A lady wrote into The Times claiming that the Gruv was in fact Irkalla, the Babylonian afterlife, and that Grosvenor's experiment had somehow punched a hole through to some sort of ancient Mesopotamian heaven. A fanatical student of Darwinism has been publishing screeds claiming that the Babylonians and the Samsut are examples of something he calls "evolutionary doppelganger-ism" or "morphological convergence", where each developed into surprisingly similar fashions due to roughly similar environments. If you ask me, this is all a rather pointless diversion from the Empire's military goals. What does it matter how one's enemies got there in the first place? The real meat of the matter is how we will achieve victory over the selfsame enemies. Alas, these speculative exercises serve our noble goal quite poorly.

Borsippa

We have a rumor that Borsippa has recently built their own Life-Giver, making them a fully independent city state. Unfortunately the hearsay doesn't tell us what 'recently' means in this case. Is it last month? Is it two years ago? For all we know they may have built the Life-giver a century ago or more.

Cuthah

Cuthah is devoted to the goddess of the dead. Some religious texts indicate that this is where their immortal leaders go when they die. Not that I believe that their kings really are immortal. That sort of palaver sounds a bit too much like the silly semi-divine traits many primitive nations ascribe to their grand panjandrums so as to maintain political power. (Not at all like our noble Royal Family, God save the Queen.)

I once tried to point out this clear logical contradiction to some captured Samsut. How could one send dead Amelites to Cuthah if the whole point of being an Amelite was that Amelites didn't die? I'm not sure the soldiers understood my question. Once again, I blame the poor quality of translation for this lack of communication. Surely, if they had followed my reasoning, they would have seen the falsity of their entire political structure come tumbling down like Humpty Dumpty from his wall.

Erech

(maybe transliterated as Warak or Uruk?)

We've heard reports of a city-state called Erech, but we don't know much about it. Pinches says the place is probably pretty important, based on his reading of ancient myths and legends. Erech was the home of a mythical fellow named Izdubar but Pinches insists it should be read as "Gilgamesh". All these Samsut names sound like twaddle to me.

Eridu

Some captured documents seem to indicate a vast forest here, from which the Samsuts get all their wood. However, the forest is reportedly haunted by spirits of the dead. Normally, I'd say that was native superstition and not something that the military high command should worry about. However, having the existence of skeleton and walking corpse infantry in the Samsut army brings the possibility of hauntings after death to a bit more probability now than a scant few years ago. If the forests are indeed haunted, the army should be prepared for that when assaulting the city of Eridu. One potential tactical use would be to turn the restless dead phantasms against the Samsut in some manner, affording us an advantage over the opposing forces.

> Properly, "Samsut" is both singular and plural, but apparently grammar isn't one of the subjects taught at Sandehurst.
> – Theophilus

Eshnunna

One Samsut soldier we interrogated was from a city called Eshnunna. He said that it was primarily a city of merchants. The king was relatively weak, he said, compared to the moneychangers and peddlers and caravansaries, who had more silver than he could imagine. I asked through an interpreter why some glorified trading post was sending an army of shambling corpses to kill our settlers. But our boy wasn't one for the niceties of international diplomacy, so he couldn't tell us anything.

Isin

According to the documents we've recovered, Isin is supposed to be a city of healers. Sounds all well and good, but that hasn't stopped Isin's troops from killing British soldiers time and again. Isin has a history of ambushing our men. Any time a British unit is close to a shallow pond or still lake, there is a goodly chance that Isin's skeletons will come marching up out from beneath the waves and commence the slaughter.

Lagash and Sippar

We have a diplomatic message, already described earlier in this missive, which notes that Lagash and Sippar are on poor diplomatic terms. On several separate occasions, British troops have

noticed a kerfuffle in the distance and sallied forth to investigate. In three of these occasions, when they pulled close enough to observe through a spyglass, the scouting party discovered two Samsut forces fighting one another. Twice, the conflict was between Sippar and Lagash.

Quite cunningly, our British soldiers planned to allow the Samsut to fight between themselves and then attack the victorious side. The combat, however, was evidently some variety of ritual or game, not a genuine battle at all. Despite the wishes of our eavesdropping British scouts, no Samsut died on the fields of these battles. After a time, the Samsut seemed to decide that the ceremony or competition was complete and the activity ended quite abruptly with one side or the other an apparent victor.

The soldiers who saw the matter certainly believed that the two armies hated each other. Based on the reports, it isn't clear if this is a genuine enmity between the city-states or if this antagonism is more akin to a sporting rivalry between the cities. If the hostility goes beyond merely poor sportsmanship, then perhaps the Crown can exploit that acrimony in some fashion. On the other hand, considering the vituperative anger generated by our own association football games, perhaps a sporting rivalry is sufficient to turn two Samsut city-states against one another in a non-ritualized combat.

Larsa

Unfortunately, we have little more than a name and a vague mention of salt mines to cover this city. Other than the stolen chess set, that is.

Sergeant-major Davinia Sprackling filed an odd bit of reporting on Larsa. Apparently, a forward scouting group managed to capture two Larsa infantry (a man and a woman). The Samsut soldiers were evidently assigned as lookouts, but when Sprackling's soldiers found them they were arguing quite loudly over some sort of table game. This game is described in the report as being akin to backgammon or the 'pachisi' they play in India. Sprackling and her soldiers were able to sneak up on these distracted Samsut simply enough and took them as prisoners of war. However, she was on the front lines and lacked a scholar from the British Museum to translate from the Samsut tongue into the Queen's English (not that it would have done her much good, given how Pinches caused the New Capetown Incident to go all tits up). They therefore were incapable of interrogating the Samsut until they returned to the nearest fortification, a day and a half's march back.

While making camp for the night, Sergeant Major Sprackling sat down to play a game of chess with a corporal to relax, and the two Samsut prisoners became particularly keen on the game. They couldn't understand the rules of chess but they seemed very curious and the man tried to show Sprackling their game as well. In the night, a horde of skeletons attacked the camp and freed the two captives. The oddest part of this exchange is that Sprackling swears that she saw the man risk his life after being freed by the skeletons to run back into her tent and steal the chess set, despite the bullets and railgun charges and such flying all about him. Are all soldiers of the Samsut so obsessed with such diversions? Just the ones from Larsa? Just that particular warrior?

Nippur

Based on our limited reports, it appears that Nippur is the city-state that polices the Balance. The priests of Enlil go to and fro across the Edeesmatu, ensuring that the sundry city-states are following their byzantine rules and primitive taboos. Thus, the priests of Nippur are welcome in every city-state. Perhaps an enterprising commander could send some spies into Samsut territory by disguising them as priests of Enlil. Thereby, the Crown might gain some meaningful intelligence rather than the dregs that we have at this time.

Shuruppak

I have read through more than one report from the field of a battle against troops identified as those of Shuruppak. It seems to me that these reports are much more likely to describe the bizarre technologies that the Samsut bring to the field. The commanders are almost always in flying chariots, their troops made of unusually large numbers of zombies, their infantry always supported by railgun snipers. It may be that Shuruppak has a greater ability with their bizarre science, or that they have some leniency on whatever archaic rules the Samsut follow regarding the use of the walking dead on the field of battle. Mayhaps Shuruppak is located closer to the front than the others, and so is more devoted to the defense of their homeland; consequently it might field a more advanced and dangerous army.

> Or it may be that Shuruppak uses no more of these capabilities than the other city-states, and the Brigadier is looking through field reports selectively to pull only those reports that match his predetermined conviction.
>
> –Theophilus

Ur

The city-state of Ur is a particular thorn in the side of the British army. Combat against the typical Samsut is already sufficiently dire that we would not wish for a more difficult enemy. The warriors of Ur, however, are universally armed and trained in a superior fashion than the regular soldiers of Samsut cities. The warriors of Ur have been found fighting in among the soldiers of many other city-states. Either Ur is closely allied to most or all of the other city-states, or perhaps the soldiers of Ur are loaned temporarily to the other city-states under some arrangement. Is it a financial transaction, where the soldiers of Ur are mere mercenaries? Alternately, it may be a religious tradition or some sort of training regimen.

Beyond the Grosvenor Land

Notes on the Saurid Continent
by Sergeant Marjorie Jones, War Correspondent

Found with the remains of a woman approximately 30 years of age, identified as Sergeant Marjorie Jones, last seen at Fort Alice. Sergeant Jones was discovered three miles outside of Fort Alice, with all of her belongings gone except for these notes, hidden in the lining of her coat. The notes have been reviewed by military and civilian officials, but little of them has been able to be confirmed. It is unclear as to why Jones was investigating the Saurid continent, as she was assigned to report on the Samsut assaults.

My most recent investigation into the Saurid continent has proven dubiously fruitful. I have spent the last three weeks speaking to residents of the Gruv. These notes are the result of those interviews.

I spoke to a worker at All Saints Labour Settlement, Benjamin Warren. He claims there is a "huge" settlement of Saurids on the nearest shore. The Saurids there supposedly behave like pirates, with small swift boats that they sail inside the bays and into the seas, capturing larger boats with ease. What larger ships these might be is beyond me, but Mr. Warren insisted. This conflicts with

the fact that there is no port – not even a dock! – on the Straits of Darwin. I think Mr. Warren may have had too long of a day.

Ellinor Wilkins wrinkled her nose at me when I asked about the continent, and I must admit I found her responses a little startling. She stated clearly that she didn't care if the Saurids in the mountains there were more advanced in technology than the Samsut, there was no way she could believe they would know what to do with it. She referred to the Saurids as "them lizards," who were "backwards." This is the first instance of this kind of attitude towards the Saurids I've witnessed, and it's a little surprising considering how accommodating our allies have been.

Private Cullins at New Wigan said that he overheard his superiors talking about the Saurids. The officers claimed that there was a third continent, beyond the Saurid lands, but that the Saurids never venture there. The reasoning? Carnivorous saurians! Large dangerous saurians? A whole continent to explore? What luck! That there could be a whole continent featuring these creatures – I'd love to go on that expedition.

That expedition would be delayed even more than one to the Saurid continent. As of now it would be difficult to reach, and we have no idea the temperament or political environment of these Saurids across the seas. What if we were to reach those lands and discover they were hostile, and had to turn tail and run?

Most interestingly, there are some tales about the southwestern area of the continent. There is, by Private Cullins's information, an ancient gateway much like our portal into the Gruv. Unfortunately, I suspect this is simple speculation. Like this story, the others he told could not be confirmed, but he swore that the rumors were true.

I was able to get my hands on some notes from the officers who have been looking into the continent. Most of the documents are private and I am not able to disclose them, but I did see some information about the northern regions of the continent. The regions are supposedly a frozen wasteland. In light of the Nares Expedition and the Union's attempt to reach the Earthly North Pole, this information might be of particular use. Note: play this up in the story. Undiscovered country is always a good pull.

Interviewees claim that the middle band of the continent is a jungle filled with strange creatures. I do not know if the creatures could get any stranger than I've already seen in the Gruv! The ideas of these creatures include large, pelican-like birds that smell like rotting corpses (note: leave this out), lizard-skinned birds, and moving, carnivorous plants. Moving plants somehow sounds like the most outrageous of the three – plants are meant to stay stationary, if I must even say as much. That's not even taking into account the idea of them eating meat. What would that even mean? Do they chase bunnies? I don't even want to think on it. I will note that the location of the jungle conflicts with information I've been given by the soldiers. I believe that the jungle is located in the southernmost region. Will confirm.

It was certainly unusual talking to the Saurids, by way of a Catholic priest, Monsignor Sherrard. He was kind enough to translate some of the Saurid speech for me when needed. The Saurids were not very giving in their interviews. When I asked about the climate, there was much handwaving and M. Sherrard explained that the climate most likely varied, but that the Saurids were not interested in disclosing many details.

The Saurids did speak of the northern region, which gains my interest by the moment. Supposedly there is a rich but putrid liquid which spews from the ground. Could this be oil? Or is it some sort of magical compound, the result of the magic of the Gruv? The Saurids seemed to be bothered by it. They said that when the liquid spilled forth, the earth was sick. They also indicated that there were large, hairy mammals that live in that region. Some of the Saurids gave detail of twelve-foot-tall bears with back ridges. The animals seem very dangerous and the Saurids say the land is unexplored, which sounds like a challenge to me. I wonder if I could weather the cold enough to explore the northern regions.

I spoke to some of the mountain Saurids (note: confirm tribe before publication) regarding the mountainous regions that are supposed to be in the lowlands of the continent. They laughed in response, clarifying that the mountains are in the highlands. I must correct my records to reflect this. With the assistance of a translator, I listened as they discussed what sounded like a monastery in the mountains, where the monks permanently subsist on the water from the mountain springs and the sprigs of conifers. There was not much more detail to be had, as the Saurids became disinterested in sharing beyond that point.

I believe I've garnered some valuable information. This information from the Saurids is new and challenges some of the information I've been given by the military – it only remains to see who is telling the truth. I intend to speak to Colonel McConnell to see if I can sign on for future investigations.



APPENDICES

Character Generation Process

- **Choose a Profession**
  Record the Profession, Profession Skill, Professional Rank
- **Choose a Race**
  Record Racial abilities, Movement Rate, Karma Modifier, Karma Die
- **Generate Attributes**
  Use the Base Value for the Race and spend Attribute build points OR
  Roll 4d6 and apply racial modifiers
  Roll over any unused Attribute build points into Maximum Karma
  Record Attribute values and Step Numbers
- **Determine Characteristics**
- **Assign Skill Ranks**
  Choose Core and Optional Skills according to Profession
  Give a free Rank each to the Profession Skill, Speak Languages, and Read/Write Languages
  Distribute 10 Ranks across the Profession, Core, and Optional Skills
  Pick two Knowledge Skills and give them one free Rank each
  Pick General and additional Knowledge Skills for the character's Free Skills, and distribute 5 Ranks across them
- **Assign Social Level**
  Record cost of living maintenance expense
- **Assign or buy Equipment**
  Determine Starting Funds and Income
  Apply any modifiers to Physical and Mystic Armor
  Choose starting Spells, if any
- **Choose Name, Gender (and Gender Presentation, if it differs), and Personality**
  Write a brief History of the character

Slang

Portal/Gruv Specific

Slang and jargon related to the Grosvenor Portal and the Grosvenor Land.

Slang term	Meaning
Bunny Feeder	A lower class term for a Rabbit Victualler, usually delivered snidely. Definitely offensive to someone from the upper crust.
Gruvwallah	An important (or self-important) person in the Gruv, or Gruv expert (possibly self appointed) on Earth.
Miasma	Usually refers to a Miasma mask, a full face mask resembling a gas mask designed to protect the wearer from unsafe vapors, like the smell of undead troops.
Rabbit Hole	The Portal.
Rabbit Victualler	An upper class term for a person or company that provides supplies to expeditions on the far side, via the Rabbit Hole. Considered a bit arch, and somewhat offensive.
Scoff the cake	To take one's first trip through the portal, an allusion to the Eat Me cake from Alice's Adventures in Wonderland.
Stinkers	Samsut zombie troops.
The Hat	A metal object found in the ruins near Fort Alice, it resembles a child's top with a handle affixed to the top, and is about twice the size of a cricket ball. All attempts to take The Hat back to England through the Portal have met with disaster.

Military

Slang and jargon in common use in the British military.

Slang term	Meaning
Bandook	A rifle. A term popularized by troops that served in India.
Bill	Racist and derogatory name for a Saurid, derived from the character of Bill the Lizard from Lewis Carroll's Wonderland story. Calling a Saurid Bill is basically saying that they all look alike.
Chagal	A leather water bottle or flask, from the Hindustani.
Crack On	Get to it, get it done, move with alacrity, from the Navy slang for putting up more sail in a hurry.
Dekko	A quick look or a reconnoiter, from the Hindustani dekho, to look. Compare to the civilian "butcher's".
Gruvshag	A foul-up that could only have happened in the Grosvenor Land, usually in the form of "a complete Gruvshag".
Himmer	Derived from Arabic ibn himar, meaning 'son of a donkey'. Used in a derogatory or joking manner, depending on circumstance.

Slang term	Meaning
Martini	Short for the Martini-Henry rifle, the current service rifle of the British Army.
Randy Kibotchee	Corruption of Hindi term, meaning "whore's son". Used in a derogatory manner.
Scuppered	Killed, naval term.
Son of a gun	Man of questionable parentage, likely fathered by a sailor. When ships were in port, the gun decks were used for recreation, hence a male child born was a son of a gun.
Spikers	Prussian troops, based on their spiked helmets, the Pickelhauben.
VC	A Victoria Cross, the highest medal awarded to members of the military.

General

Slang in common use. Note that rhyming slang is a particularly Cockney affectation, and not used by the upper classes.

Slang term	Meaning
Apple Fritter	Mug of bitter (common type of beer).
Arch	Overly severe. "I found his behavior a bit arch."
Astounding!	Awesome.
Baker!	A cry directed toward a man, especially a soldier or military officer, paying unwanted attention to a woman. Raising the cry of "Baker" rouses the public against the offender. After Colonel Valentine Baker, found guilty of indecent assault after molesting a young woman on a train.
Barkers or Irons	Guns.
Barnaby Rudge	Judge, one who sits at court; Cockney rhyming slang, used by lower classes only.
Barrister	A lawyer who appears in court to argue cases.
Bespoke	Custom made to the buyer's specifications, often used in reference to clothing, shoes, or other personal items.
Biscuits	Cookies.
Black Coat Trade	Clarkship and similar office jobs, what in the modern era is called white collar work. The name comes from the obligatory black dress coat worn by all office workers, male or female.
Blighter	Unlucky fellow, poor bastard, etc.
Blooming, Bloody or Blasted	Victorian profanity not used in polite company, similar to dropping the F-bomb.
Bobby or Peeler	Policeman. Both terms derive from the name of Robert Peel, who organized the modern Metropolitan Police Force.
Boffin (somewhat mockingly, Clever-boots)	Genius, usually a scientific type, that tends to speak in near incomprehensible jargon.
Bounder, Cad, Rogue	Thoroughly wicked and rotten person.

Slang term	Meaning
Bucket and pail	Jail.
Butcher's	A quick look, a peek, in the form "to have a butcher's" or "to take a butcher's". Compare to the military "dekko".
By Gad, By Jove, By Jupiter, Great Scott	Various phrases used to avoid blasphemy.
Byron	An engine programmer who commonly engages in criminal activity. Victorian equivalent of a Black Hat.
Chap	General informal term for males, equals and acquaintances.
Chuffed	Happy, pleased.
Codswallop	Nonsense, bogus, fallacious information.
Cuppa	Cup of tea, informal.
Cuts and scratches	Matches.
Dastardly or Fiendish	Bad, sneaky, criminal.
Dozy	Tired, sleepy.
Fad	A hobby or pet project.
Faddish	Relating to some leisure, hobby activity that doesn't accomplish anything productive.
Fanny	Female sexual organs, vulgar low class term.
Fellow	Formal term for males, slightly patronizing.
Fiddly	Requiring considerable dexterity to operate.
Flat	Apartment or one room place.
Fortnight	Two weeks, from a contraction of "fourteen nights".
Garden gate	Magistrate; Cockney rhyming slang, used by lower classes only.
Give a sound thrashing	Beat up someone.
Gordon Bennett!	Generic exclamation of disgust, annoyance, outrage, disbelief, or irritation, from James Gordon-Bennett, author of the most expensive faux pas in British history.
Grafter	Normally a hard worker. In verb form, grafting, to put strenuous effort into work. Criminal elements use the word to indicate someone who is also a criminal.
Grasshoppers	Police officers.
Grue	To feel a shuddering aversion for or to, like the feeling one gets when confronted with an overabundance of food that is far too rich and remembers how ill one was the last time the dish was tasted. Used as a verb. "I still grue at the mention of candied violets."
Harvey Nichols	Pickles; Cockney rhyming slang, used by lower classes only.
Hokey-pokey	Ice cream in waxed paper; Cockney rhyming slang, used by lower classes only.
Holiday	Vacation.
I say!	Equivalent of "Hey there!" or "Hey you!". Generic objection to goings-on.
Knickers	Undergarments. Bit of a naughty term.
Lady	General term for a woman or girl.

Slang term	Meaning
London Particular	Thick London pea soup fog.
Loved	Sent to a Grosvenor penal colony, from Alice and Gruvved.
Lovelace	A respectable analytical engine programmer; White Hat.
Mutton shunters	Police officers.
Nebuchadnezzar	Male sexual organs, vulgar low class term.
Not at liberty	Can't.
On the fly	Quickly.
Oswald	Weird Science inventor. Less commonly, any scientist involved in work far beyond the speaker's understanding. Upper class parlance.
Outrage, outrageous	Standard comment to express displeasure, used very frequently.
Ozzie	Weird Science inventor. Lower class parlance.
Penn'orth	A penny's worth, as a measure. A good value for the money is a good penn'orth. A bit lower class.
Pop	Pawn, to place in a pawn shop temporarily. Only the lower classes use pawn shops.
Rum do	A strange occurrence.
Shan't	Can't. "I shan't do that" - I am unwilling or unable to do so.
Shouldn't	Wouldn't. "Would you? I shouldn't."
Slain	Killed.
Solicitor	A lawyer who deals with legal paperwork, but doesn't appear in court.
Spin a yarn	Telling a story while engaging in menial labor, naval in origin.
Toff	Somewhat derogatory term for an aristocrat.
Trousers	Pants.
Vapors	Foul odors, often from death and decay, believed to cause disease and other health problems.
Waistcoat	Vest.
Wallah	1) Someone who is in charge of a thing or has mastered it, possibly at the expense of any other skills, often as a suffix. E.g., a Gruvwallah is someone who knows the Grosvenor Land intimately, but may not be useful for other purposes, including tying their own shoes. 2) Someone who pretentiously claims mastery of a thing. "Oh, Jones thinks he's a right wallah, and will let you know all about it if you even mention the subject around him." 3) A derogatory term for a native official in India, used by British officials who can't be arsed to refer to the person by their proper name or title.
Weasel and stoat	Coat, usually an outer garment and not a waistcoat; Cockney rhyming slang, used by lower classes only.
What's all this then?	Typical opening phrase of a British bobby, basically saying "What's going on here?"
Whistle and flute	Suit, fancy clothes; Cockney rhyming slang, used by lower classes only.

Criminal / Dodger

Slang term	Meaning
Area Diving	A method of theft that necessitates sneaking down area steps, and stealing from the lower rooms of houses.
Barkers (Barking Irons)	Guns. Pistols, esp. Revolvers.
Bearer up	Person that robs men who have been decoyed by a woman accomplice.
Betty	A type of lockpick
Bit Faker	A coiner. A counterfeiter of coins.
Blag	To steal or snatch, usually a theft, often by smash-and-grab.
Bludger	A violent criminal; one who is apt to use a bludgeon.
Bonnet	A covert assistant to a Sharp
Brassman	An engineer, a steam man or clockwork woman, who has turned their talents toward illicit ends. Sometimes a supplier of devices to the underworld, other times the engineer called in to handle a particularly complicated bit of machinery during a run. A brassman of exceeding skill is called a Guppy, after Sarah Guppy, but the title must be earned.
Broadsman	A card Sharper.
Bug hunting	Robbing, or cheating drunks. Esp. at night.
Buttoner	A sharper's assistant who entices dupes.
Buzzing	Stealing, esp. Picking Pockets.
Byron	a Black Hat, an Engine programmer adept at getting into other people's card stacks.
Caper	A criminal act, dodge or device.
Coiner	A coin counterfeiter.
Cokum (n & adj)	Opportunity, advantage, shrewd, cunning.
Cracksman	A Burgler, a safecracker. One who cracks of breaks locks. A whole genre of thief.
Crooked cross, to play the	To betray, swindle or cheat.
Crow	A lookout. A doctor.
Demander	One who gains monies through menace.
Dipper	Pickpocket.
Dragsman	A thief who steals from carriages.
Duffer	A seller of supposedly stolen goods. Also a Cheating Vendor or hawker.
Family, the	The criminal Underworld, also Family People.
Fine wirer	A highly skilled pickpocket.
Flash (v & adj)	Show, Showy (as in "Show-off," or "Flashy"); smart; something special.
Flimp	A snatch pickpocket. Snatch stealing in a crowd.
Guppy	A Brassman of particular skill, after Sarah Guppy, known in the underworld as one of the first Brassmen, although not as such in polite society.
Irons	Guns esp. pistols or revolvers.

Slang term	Meaning
Jack	Detective
Jemmy	(1) Smart. (2) of Superior class. (3) an housebreaker's tool.
Jump	A ground floor window, or a burglary committed through such a window.
Knap	To steal, take or receive .
Lovelace	A White Hat, an Engine boffin with a straight-up job.
Lurk	(1) A place of resorting to or concealment in. (2) A scheme or method
Mobsman	A swindler or pickpocket, usually well-dressed. Originally one of the "Swell Mob".
Mug-hunter	A street robber or footpad. Hence the modern "Mugger".
Nobbler	(1) One who inflicts grievous bodily harm. (2) A sharper's confederate.
Nose	Informer or Spy.
Punishers	Superior nobblers. Men employed to give severe beatings.
Ream	Superior, real, genuine, good.
Ream Flash Pull	A significant heist.
Ream Swag	Highly valuable stolen articles.
Rothschild, to come to the	To brag and pretend to be rich.
Rothschild	In reference to a person, a Fiddler with a smooth and practiced act who can, albeit temporarily, pass him or herself off as one of the filthy rich.
Screwing	A sub-genre of Cracking; burglary by means of skeleton keys, waxing keys, or picking locks.
Screwsman	A burglar versed in screwing.
Sharp	A (card) swindler.
Shofulman	A coiner or passer of bad money.
Slum	(1) False, sham, a faked document, etc. (2) To cheat. (3) To pass bad money.
Smasher	Someone who passes bad money.
Snide	Counterfeit; counterfeit coins or jewels.
Snide pinching	Passing bad money.
Soft	Paper money (i.e., "to do some soft" means to pass bad paper money.)
Square rigged	Soberly and respectfully dressed.
Swell	An elegantly, or stylishly dressed gentleman.
Tea Leaf	Thief.
Toff	An elegantly, or stylishly dressed gentleman.
Toffer	A superior whore.
Toffken	A house containing well-to-do occupants.
Toolers	Pickpockets.
Tooling	Skilled Pickpocket.
Twirls	Keys, esp skeleton keys.
Work Capitol	Commit a crime punishable by death.

Chimney Sweep Cant

Slang used by chimney sweeps and their masters.

Slang term	Meaning
Cadie	Cap.
Cant	Piece (of food).
Cas	Cheese.
Chif	Knife.
Cosh	Stick.
Crib	A barn or hovel to sleep in.
Deacon	Scraper.
Deiking	Looking.
Dolly	Servant.
Drag	Cart.
Feiker	Chimney-sweep.
Gigar	Door.
Glim	Fire.
Jug	A shilling.
Ken	House.
Kewtar	A sovereign.
Lag	Water.
Mang	Beg.
Meg	A halfpenny.
Mug	Face.
Nix	Nothing.
Ogles	Eyes.
Panam And Fe	Bread and meat.
Panam And Spreadham	Bread and butter.
Parney	Rain.
Pike The Lew	To burk the top, or leave the top part of the chimney full of soot.
Prod	Horse.
Puv	Field.
Queer	Soot.
Rum Mort	Mistress of the house.
Si	A sixpence.
Skuffer	Police.
Snoatcher	Bone.
Splorger	Owner (of house or goods).
Spuds	Potatoes.
Stamps	Shoes.
Switch	Brush.
Thrum	Threepence.
Tuggery	Clothing.
Tuggy	Sooty cloth.
Win	A penny.
Win Buster	Penny roll.

SKILLS SUMMARY TABLE

The following table summarizes the Skills available in *1879*.

Skill Name	Action	Action	Strain	Karma	Attribute	Step	Default	Tier
Acrobatic Defense	Simple	Smp	1	No	DEX	Rank+DEX	No	Novice
Acting	Sustained	Sus	0	No	CHA	Rank+CHA	No	Novice
Air Speaking (Magic)	Simple	Smp	1	No	PER	Rank+PER	No	Novice
Alchemy (Magic)	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Animal Bond	Standard	Std	0	No	CHA	Rank+CHA	Yes	Novice
Animal Handling	Standard	Std	0	No	WIL	Rank+WIL	Yes	Novice
Animal Possession (Magic)	Standard	Std	2	No	WIL	Rank+WIL	No	Novice
Animal Talk (Magic)	Standard	Std	0	Yes	PER	Rank+PER	No	Novice
Animal Training	Sustained	Sus	0	No	CHA	Rank+CHA	Yes	Novice
Anticipate Blow	Simple	Smp	1	No	PER	Rank+PER	No	Novice
Arcane Mutterings	Standard	Std	0	Yes	CHA	Rank+CHA	No	Novice
Artisan	Sustained	Sus	0	No	CHA	Rank+CHA	No	Novice
Artist	Sustained	Sus	0	No	CHA	Rank+CHA	No	Novice
Astral Sight (Magic)	Simple	Smp	1	No	PER	Rank+PER	No	Novice
Athletics	Simple	Smp	0	No	DEX	Rank+DEX	Yes	Novice
Avoid Blow	Free	Free	1	No	DEX	Rank+DEX	Yes	Novice
Awareness	Simple	Smp	0	No	PER	Rank+PER	Yes	Novice
Battle Shout	Simple	Smp	1	No	CHA	Rank+CHA	Yes	Novice
Bribery	Standard	Std	0	No	CHA	Rank+CHA	Yes	Novice
Charge	Free	Free	0	No	STR	Rank+STR	No	Novice
Civil Engineering	Sustained	Sus	0	No	PER	Rank+Per	No	Novice
Claw Shape (Magic)	Simple	Smp	0	Yes	STR	Rank+STR	No	Novice
Climbing	Standard	Std	0	No	DEX	Rank+DEX	Yes	Novice
Clockwork	Standard	Std	0	No	PER	Rank+PER	No	Novice
Conversation	Sustained	Sus	0	No	CHA	Rank+CHA	Yes	Novice
Craft Armor	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Craft Device (Magic)	Sustained	Sus	0	No	PER	Rank + PER	No	Novice
Craft Firearm	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Craft Weapon	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Craftsman	Sustained	Sus	0	No	DEX	Rank+DEX	No	Novice
Creature Analysis	Simple	Smp	1	No	PER	Rank+PER	No	Novice
Crew Airship	Sustained	Sus	0	No	DEX	Rank+DEX	No	Novice
Crew Ship (Sail / Steam)	Sustained	Sus	0	No	DEX	Rank+DEX	No	Novice
Crew Vehicle	Sustained	Sus	0	No	DEX	Rank+DEX	No	Novice
Cryptography	Standard	Std	0	No	PER	Rank + PER	No	Novice
Danger Sense	Free	Free	1	No	DEX	Rank+Dex	No	Novice
Detect Trap	Standard	Std	1	No	PER	Rank+PER	No	Novice
Disarm Trap	Standard	Std	1	No	DEX	Rank+DEX	No	Novice
Disguise	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Dispel Magic (Magic)	Standard	Std	1	No	WIL	Rank + WIL	No	Novice
Distract	Standard	Std	0	No	CHA	Rank+CHA	Yes	Novice

Skill Name	Action	Action	Strain	Karma	Attribute	Step	Default	Tier
Eagle Eye	Simple	Smp	1	No	PER	Rank+PER	No	Novice
Eidetic Memory	Standard	Std	0	Yes	WIL	Rank+WIL	No	Novice
Empathic Command (Magic)	Free	Free	0	No	WIL	Rank+WIL	No	Novice
Empathic Sense	Standard (see text)	Std	1	No	CHA	Rank+CHA	Yes	Novice
Engine Programming	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Entertainer	Sustained	Sus	0	No	CHA	Rank+CHA	No	Novice
Equestrian	Standard	Std	0	No	DEX	Rank+DEX or Rank+CHA or Rank+PER	Yes	Novice
Etiquette	Sustained	Sus	0	No	CHA	Rank+CHA	No	Novice
Evaluate	Standard	Std	0	No	PER	Rank+PER	No	Novice
Evidence Analysis	Sustained	Sus	1	No	PER	Rank+PER	Yes	Novice
Field Engineering	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Firearms	Standard	Std	0	No	DEX	Rank+DEX	Yes	Novice
First Impression	Standard	Std	0	No	CHA	Rank+CHA	Yes	Novice
Fishing	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Flirting	Sustained	Sus	0	No	CHA	Rank+CHA	Yes	Novice
Forgery	Sustained	Sus	0	No	DEX	Rank+DEX	No	Novice
Frighten	Standard	Std	0	Yes	WIL	Rank+WIL	No	Novice
Gambling	Sustained	Sus	0	No	PER	Rank + PER	Yes	Novice
Gunnery	Standard	Std	0	No	PER	Rank+PER	No	Novice
Haggle	Sustained	Sus	0	No	CHA	Rank+CHA	Yes	Novice
Heartening Laugh	Simple	Smp	1	Yes	CHA	Rank+CHA	No	Novice
Hunting	Sustained	Sus	0	No	DEX	Rank+DEX	No	Novice
Impressive Display	Simple	Smp	1	No	CHA	Rank+CHA	No	Novice
Knowledge	Standard	Std	0	No	PER	Rank+PER	No	Novice
Lasting Impression	Standard	Std	0	Yes	CHA	Rank+CHA	No	Novice
Lip Reading	Standard	Std	1	Yes	CHA	Rank+CHA	No	Novice
Lock Picking	Standard	Std	0	No	DEX	Rank+DEX	No	Novice
Magic Theory	Standard	Std	0	No	PER	Rank+PER	No	Novice
Maneuver	Simple	Smp	1	No	DEX	Rank+DEX	No	Novice
Mapmaking	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Mechanic	Standard	Std	0	No	PER	Rank+PER	No	Novice
Melee Weapons	Standard	Std	0	No	DEX	Rank+DEX	Yes	Novice
Mimic Voice	Simple	Smp	0	No	CHA	Rank+CHA	No	Novice
Missile Weapons	Standard	Std	0	No	DEX	Rank+DEX	Yes	Novice
Navigation	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Physician	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Picking Pockets	Standard	Std	0	No	DEX	Rank+DEX	No	Novice
Pilot Airship	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Pilot Ship (Sail/ Steam)	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Pilot Vehicle	Sustained	Sus	0	No	PER	Rank+PER	No	Novice

Skill Name	Action	Action	Strain	Karma	Attribute	Step	Default	Tier
Poison Resistance	Free	Free	0	Yes	TOU	Rank+TOU	No	Novice
Read and Write Language	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Read and Write Magic	Standard	Std	0	No	PER	Rank+PER	No	Novice
Read Ocean	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Read River	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Read Sky	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Research	Sustained	Sus	0	No	PER	Rank+PER	Yes	Novice
Riposte	Free	Free	2	No	DEX	Rank+DEX	No	Novice
Seduction	Sustained	Sus	0	No	CHA	Rank+CHA	Yes	Novice
Shake It Off	Standard	Std	0	No	TOU	Rank+TOU	No	Novice
Shield Charge	Simple	Smp	1	No	STR	Rank+STR	Yes	Novice
Slough Blame	Standard	Std	1	Yes	CHA	Rank+CHA	No	Novice
Speak Language	Standard	Std	1	No	PER	Rank+PER	No	Novice
Spellcasting (Magic)	Standard	Std	0	No	PER	Rank+PER	No	Novice
Spirit Hold (Magic)	Standard	Std	1	No	WIL	Rank+WIL	No	Novice
Spirit Talk (Magic)	Standard	Std	1	Yes	PER	Rank+PER	No	Novice
Sprint	Simple	Smp	1	No	Rank	Rank	No	Novice
Stealthy Stride	Simple	Smp	0	No	DEX	Rank+DEX	Yes	Novice
Streetwise	Sustained	Sus	0	No	CHA	Rank+CHA	No	Novice
Suppress Curse (Magic)	Standard	Std	1	No	WIL	Rank+WIL	No	Novice
Sure Mount	Free	Free	0	No	STR	Rank+STR	No	Novice
Surprise Strike	Free	Free	1	No	STR	Rank+STR	No	Novice
Swift Kick	Simple	Smp	1	No	DEX	Rank+DEX	No	Novice
Swimming	Standard	Std	0	No	STR	Rank+STR	Yes (see text)	Novice
Tactics	Standard	Std	0	No	PER	Rank+PER	No	Novice
Taunt	Simple	Smp	1	No	CHA	Rank+CHA	No	Novice
Throwing Weapons	Standard	Std	0	No	DEX	Rank+DEX	Yes	Novice
Tiger Spring	Free	Free	1	No	Rank	Rank	No	Novice
Tracking	Standard	Std	1	No	PER	Rank+PER	No	Novice
Trick Riding	Simple	Smp	1	No	DEX	Rank+DEX	No	Novice
True Shot	Standard	Std	0	Yes	DEX	Rank+DEX	No	Novice
Unarmed Combat	Standard	Std	0	No	DEX	Rank+DEX	Yes	Novice
Wilderness Survival	Sustained	Sus	0	No	PER	Rank+PER	No	Novice
Winning Smile	Standard	Std	0	No	CHA	Rank+CHA	Yes	Novice
Wood Skin (Magic)	Standard	Std	0	Yes	TOU	Rank+TOU	No	Novice
Wound Balance	Free	Free	0	No	STR	Rank+STR	No	Novice
Battle Bellow	Simple	Smp	1	No	CHA	Rank+CHA	No	Journeyman
Call Animal Companion (Magic)	Standard	Std	1	No	WIL	Rank+WIL	No	Journeyman
Cobra Strike	Free	Free	1	No	DEX	Rank+DEX	No	Journeyman
Conceal Object	Standard	Std	1	No	DEX	Rank+DEX	Yes	Journeyman
Crushing Blow	Free	Free	1	Yes	STR	Rank+STR	No	Journeyman
Diplomacy	Sustained	Sus	0	No	CHA	Rank+CHA	Yes	Journeyman

Skill Name	Action	Action	Strain	Karma	Attribute	Step	Default	Tier
Disarm	Standard	Std	1	No	DEX	Rank+DEX	No	Journeyman
Double Charge	Simple	Smp	1	Yes	DEX	Rank+DEX	No	Journeyman
Down Strike	Free	Free	1	No	STR	Rank+STR	No	Journeyman
Engaging Banter	Standard	Std	1	No	CHA	Rank+CHA	Yes	Journeyman
Exploding Ammunition	Free	Free	1	Yes	WIL	Rank+WIL	No	Journeyman
Fast Hand	Standard	Std	0	Yes	DEX	Rank+DEX	Yes	Journeyman
Forge Armor	Sustained	Sus	2	No	PER	Rank+PER	No	Journeyman
Forge Device	Sustained	Sus	2	No	PER	Rank+PER	No	Journeyman
Forge Firearm	Sustained	Sus	2	No	PER	Rank+PER	No	Journeyman
Forge Weapon	Sustained	Sus	1	No	PER	Rank+PER	No	Journeyman
Frenzy	Standard	Std	1	Yes	DEX	Rank+DEX	No	Journeyman
Graceful Exit	Standard	Std	0	No	CHA	Rank+CHA	No	Journeyman
Heal Animal Companion (Magic)	Standard	Std	0	No	TOU	Rank+TOU	No	Journeyman
Hypnotize	Standard	Std	1	No	CHA	Rank+CHA	No	Journeyman
Inspire Others	Standard	Std	0	Yes	CHA	Rank+CHA	No	Journeyman
Leadership	Sustained	Sus	0	Yes	CHA	Rank+CHA	No	Journeyman
Life Check	Free	Free	0	No	TOU	Rank+TOU	No	Journeyman
Lifesight (Magic)	Simple	Smp	1	No	PER	Rank+PER	No	Journeyman
Lion Heart	Free	Free	0	No	WIL	Rank+WIL	No	Journeyman
Long Shot	Simple	Smp	1	No	Rank	Rank	No	Journeyman
Momentum Attack	Simple	Smp	1	No	DEX	Rank+DEX	No	Journeyman
Mount Attack	Simple	Smp	1	No	Rank	Rank	No	Journeyman
Orbiting Spy (Magic)	Standard	Std	0	Yes	PER	Rank+PER	No	Journeyman
Resist Magic	Free	Free	1	No	WIL	Rank+WIL	No	Journeyman
Resist Taunt	Free	Free	1	No	WIL	Rank+WIL	Yes	Journeyman
Safe Path (Magic)	Standard	Std	0	Yes	PER	Rank+PER	No	Journeyman
Second Attack	Simple	Smp	1	Yes	DEX	Rank+DEX	No	Journeyman
Second Shot	Simple	Smp	1	Yes	DEX	Rank+DEX	No	Journeyman
Second Weapon	Simple	Smp	1	No	DEX	Rank+DEX	No	Journeyman
Spirit Dodge (Magic)	Standard (see text)	Std	1	No	PER	Rank+PER	No	Journeyman
Spot Armor Flaw	Simple	Smp	0	Yes	PER	Rank+PER	No	Journeyman
Steely Stare	Standard	Std	1	No	CHA	Rank+CHA	No	Journeyman
Stout Constitution	Free	Free	0	No	TOU	Rank+TOU	No	Journeyman
Summon (Magic)	Standard	Std	0	Yes	PER	Rank+PER	No	Journeyman
Swing Attack	Standard	Std	1	No	DEX	Rank+DEX	No	Journeyman
Thought Link	Standard	Std	1	No	PER	Rank+PER	No	Journeyman
True Sight (Magic)	Free	Free	0	No	Rank	Rank	No	Journeyman
Wheeling Attack	Standard	Std	1	Yes	DEX	Rank+DEX	No	Journeyman
Wheeling Defense	Simple	Smp	1	No	Rank	Rank	No	Journeyman
Willforce	Free	Free	1	No	WIL	Rank+WIL	No	Journeyman

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Welcome to 1879!

The British Empire, suddenly finding itself with an interdimensional portal due to a Weird Science experiment gone awry, has discovered a new world, the Gruv, chock-full of resources and land to be exploited. In the process, though, they've run headlong into the Samsut, descendants of ancient Babylonians who've been living there for over three thousand years. Now the might of the Empire clashes with the weird science of the Samsut. The Saurids, a reptilian race native to the new world, contest with both empires to retain their ancestral lands. Who will control the Gruv?

Meanwhile, first in London and then around the world, magic has returned. In some cases, humans have changed, becoming elves, dwarves, snarks, and trolls. In others, mages, priests, and shamans have gained awe-inspiring powers. Weird Scientists build unexplainable devices. Technological leaps forward have given us British microsteam engines, Confederate Giffard airships, and Prussian lightning guns, with new world-changing inventions appearing every day. Dodgers skulk in the shadows, doing what reputable firms need to be able to deny.

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