

Pamean Games presents

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# The CLOCKWORK DEFECTOR

# a penny dreadful adventure for Brass & Steel







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Brass & Steel: A Game of Steampunk Adventure Gaming suppliment

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#### What is a Penny Dreadful?

Penny Dreadful is the term for a popular style of Victorian fiction, featuring lurid and sensational stories, usually serialized, and costing a single British penny. Printed on cheap pulp paper, they became incredibly popular in the mid-nineteenth century as a cheaper alternative to more expensive serials featuring authors like Charles Dickens, which commanded the much higher price of twelve pennies (a shilling).

In Brass & Steel we chose to use the name Penny Dreadful to refer to our series of adapted convention scenarios, published as short adventure outlines. Unlike our full-length adventures, such as *The Curse of Althan-Ya*, the Penny Dreadful series presents the enterprising Game Master with a set of notes for a Brass & Steel adventure in an abbreviated format. The idea is to provide enough information about plot, characters, and locations to relieve much of the creative heavy lifting while simultaneously providing the flexibility to tailor the adventure to suit a gaming group's personal tastes. We also intend the Penny Dreadful's to be a source of locations, NPCs and ideas that can be used elsewhere in your games.

# About this scenario.

The Clockwork Defector was first run as a one-shot convention scenario at GenCon Indy. As such, it is designed to be run in its entirety in four or five hours. An ambitious Game Master could certainly expand on the material presented and turn the scenario into a multi-session affair, but consider four hours to be a useful minimum. The other upshot of the scenario's convention origins is that this adventure outline comes with a full set of six pre-generated characters. While there has been an attempt to make the scenario notes somewhat character-agnostic, certain scenes contain assumptions about character skills and contacts that may need to be tweaked to fit the capabilities of your particular group's characters. Please feel free to run this scenario with or without the pre-generated characters, as a stand-alone adventure, or as part of an ongoing campaign.

# What is included

This book includes

- a brief introduction to the Brass & Steel setting
- an overall plot summary
- a few paragraphs regarding each scene
- a brief description of locales featured in those scenes
- stats for NPCs and critters
- a full set of pre-generated player characters

# What is not included

This book does not include a great deal of background on either the Brass & Steel setting or the city of Constantinople. It includes neither rules nor any explanations of character statistics or gear. All of this and much more can be found in the core rulebook for Brass & Steel. Also, there has been no attempt made to account for non-linear progression of scenes or give advice on getting the plot back on track when the unanticipated inevitably arises. You'll have to be creative.



The following text is intended to be read only by Game Masters. If you are a Player Character (PC), you are hereby warned that spoilers aplenty follow and if you read further you risk diminishing the fun to be had by you and your fellow players. You have been warned.



# Mechanics

This scenario uses version 1.5 of Brass & Steel: A Game of Steampunk Adventure. A single d20 will be the only die required to play. Everything needed to run this scenario is contained in this book or the core rules of Brass & Steel. Any pieces of equipment that appear in this







book and not in the main rulebook are detailed in their appropriate section.

# Setting

# The World of Brass & Steel

Brass & Steel is a game of steampunk adventure set in an alternate-Earth. The current year is assumed to be 1906. The world of Brass & Steel is very like our own, but there are some important differences. For one thing magic, of a sort, is undeniably real and noticeable everywhere if one knows how to look for it. In the world of Brass & Steel, mysticism and superstitions often have a basis in solid fact. For thousands of years, real sorcery was limited to a small number of secretive practitioners called Magoi. These Arcanists, having delved deeply into Things Man Was Not Meant to Know, were changed in disturbing ways by their power and were unable to mix with society at large. Occasionally the mystical impinged on larger historical events. It is in these "inflection points" that the differences between our real world and that of Brass & Steel emerged. These inflection points became more prominent, and their changes more far-reaching, starting in the 16th century with the defeat of Hernan Cortes by a mystically-endowed Aztec Empire.

Magic in the world of Brass & Steel, called Arcanism, was brought to the attention of the wider world through the efforts of Enlightenment scientists like Sir Isaac Newton, whose obsession with alchemy garnered fascinating and practical results. The famous industrialists and scientists of the Age of Steam built on Newton's discoveries and incorporated magical compounds into their industrial processes and inventions, resulting in a number of mystically-imbued technologies that substantially changed the course of world history in the I9th century.

Now, in the early years of the 20th century, Hotaetherpowered airships whisk the wealthy between exotic destinations and steam-powered velocipedes dart along the streets of London. Elixirs may heal the sick and wounded, so long as they have sufficient wealth to pay the apothecaries. Artificial clockwork limbs restore crippled warriors to service. Elite soldiers wield strange and terrible weapons conceived in the labs of inventors Michael Faraday and Nikola Tesla and manufactured in the factories of Vickers and Maxim. While the lives of the wealthy have been made easier, the lives of the great huddled masses are not much improved and forces for oppression and imperialism have been made even more powerful by the strange new technologies proliferating across the world. In 1906, the British Empire is vaster and more powerful than it was in the real world, and is still ruled by a suspiciously spry eighty-six year-old Queen Victoria. The British enjoyed a near-monopoly on many of the inventions of the arcano-industrial revolution until very recently, and used that power to bolster their position in the world. The Ottoman Empire is no more, and a British Viceroy rules the formerly Ottoman territories of the British Near-East Provinces from the colonial capital of Constantinople. The United States, facing stiff resistance from native tribes protected from smallpox and other diseases by their shamans, has never expanded west of the Mississippi River. The Aztecs and Incas remain free and independent, the former warlike and expansionist; the latter decadent and peaceful. Tensions between European nations are on the rise. The young, proud and powerful German Empire has risen rapidly, and threatens the dominance of the British. Germany's allies in Austria and Russia are less technologically sophisticated, but are renowned for their skill at subterfuge and for the vast size of their armies and territories. The Aztec Empire has adopted many modern technologies and has recently embarked on a campaign of conquest and expansion. Intrigue and subtlety abound. Danger and opportunity lurk around every corner.

# Constantinople, Queen of Cities

This adventure takes place in the ancient city of Constantinople, known in our modern era as Istanbul. Constantinople has been an imperial capital for most of its sixteen-hundred-year history, first of the Eastern Roman Empire, then the Empire of Byzantium, and finally of the Ottoman Turkish Empire until the mid-nineteenth century. Since 1842 the city has been the colonial capital of the British Near East Provinces. Strategically sited at the crossroads of Europe and Asia, Constantinople has long served as a locus of political intrigue and covert operations among the Great Powers of the world.

A quick read through the Wikipedia entries for Constantinople/Istanbul will give the Game Master enough information to run this scenario, with an assist from the city map found in Section VIII of this book. Game Masters wishing to impress their players with an encyclopedic knowledge of turn-of-the-twentieth-century Constantinople may wish to search Google Books for one of the several freely available period guidebooks to the city.

With some extra work, this scenario could be adapted to take place in just about any city of sufficient size to get lost in, so don't feel absolutely bound to Constantinople if you'd rather set the scenario elsewhere.











# The Pre-Generated Characters

The original set of pre-generated characters used to run this scenario at GenCon Indy can be found in Section IX near the end of this book. There you will find detailed character backgrounds, goals, impressions of the other PCs, and character sheets. However, in this section we have included short descriptions of the characters to give the Game Master perspective as they read through the adventure. Even if this scenario is run with a preexisting group of characters, almost all of the provided pre-generated characters would be very suitable as GMcontrolled Non Player Character (NPC) contacts and consultants to aid the PCs.

**Ignatius Valentine Chirol** is the local station chief of the very new Secret Intelligence Service (SIS). His cover is that of a journalist and he has extensive contacts in the British colonial government. He has good social skills and is also a Lucid Dreamer.

**Simon Crowe** is an Australian-born smuggler and hit man. He is almost as suave as he thinks he is. He has a wellrounded set of skills in the combat, social, and adventuring categories. He also has some minor Arcane talent. He has many contacts in the criminal underworld. He was coerced by the British to work as their agent, but has found he quite enjoys the work.

Süleyman Askerî is a corrupt Turkish constable working secretly for Ignatius Chirol, passing on information about what is going on in the Turkish neighborhoods of Constantinople. He is well-connected with both the police and the city's primary Turkish crime family. He is competent in both combat and social skill groups.

**Chief Inspector Erin O'Callaghan** is the leader of the Constantinople contingent of Special Branch operatives. She is a consummate professional and has a wide array of skills.

Sergeant Curtis Reid is a stunt driver and gearhead. He comes from London's poverty-stricken East End but has risen above his humble origins to travel the world with Special Branch. He is loyal beyond question to Chief Inspector O'Callaghan.

Sergeant Mirabelle Stuart is the one of the most dangerous women in Constantinople. Deadly with all manner of weaponry, she is the person Special Branch turns to when the shooting starts. She also fancies herself a poet.



# What's Really Going on and Why

#### Background

Ludwig von Krombach is a researcher in the field of Hotaether-powered clockwork prosthetics. He is a brilliant engineer and chymist and has made startling advances in the miniaturization and chymical integration of prosthetics. The motivation for his research was to help those unfortunates who have lost the use of one or more of their limbs return to a normal life. However, his work was noticed by the German military. He was basically kidnapped and forced to work at a secret laboratory creating versions of his prosthetics specifically for military use. Horrified that his limbs are being grafted on to healthy individuals and chafing at the restrictions imposed upon his life, he has been looking for a way out. He has managed to arrange for a smuggler airship to pluck him and his daughter from a ski slope while they are at the government-run resort at Garmish, near the Austrian border. He didn't have enough money to convince the smugglers to take him to England or France, so they settled for Constantinople. He got word of his plans to the British Embassy in Berlin before he left for Garmish, but failed to let them know he was also bringing his adult daughter. As it happens, he didn't notify his daughter of his plans either. She is a pilot in the Imperial German Flying Corps and had been perfectly happy with her military career. Needless to say, Ludwig's minders in the weapons research division will not submit to losing him, and his research, without a fight. They've dispatched a fast corvette-class airship to hunt down the smugglers and retrieve Ludwig.

#### Synopsis

The Constantinople station chief of Her Majesty's Secret Intelligence Service has received an encrypted telegram from London containing rather startling news and instructions. An important scientist in the German military research apparatus has made known his intent to defect. The scientist has somehow slipped his minders during a scheduled rest at a resort in the Bavarian Alps and is at this moment en route to Constantinople via a smuggler's airship due to arrive in a matter of hours. His







orders are to call together his best local agents, blowing their cover if necessary, to meet the scientist at the smugglers' airfield outside the city and escort him to safety. A British naval ship will arrive in Constantinople in a few days to take the scientist to a more permanent refuge.

The characters arrive at the smuggler's airfield in time to see the airship they were sent to meet get shot out of the sky by a pursuing German corvette. Armed pirate airships drive off the German assailant temporarily. The only survivor is the adult daughter of the defecting scientist. She has her father's notebooks, samples of his custom Ampheres and a vial of some unknown elixir. Most importantly, she has had three of her own limbs replaced by her father's experimental clockwork prosthetics. The characters flee back to the relative safety of the city.

The characters find someplace safe to stay and, upon questioning, find out that their guest has a problem. The experimental prosthetics require the regular replacement or recharging of their power sources – custom Ampheres which do not fit any standard size or attachment. Worse, in order to avoid rejection and maintain the neural connections with the limbs, she must take regular doses of the elixir, only one vial of which survived the destruction of the smugglers' airship.

The characters attempt to find an engineer to work with the Ampheres and an alchemist to try to replicate the elixir, all the while dodging the German special operations team which is combing the city, searching for the defector.

After an ambush at their first choice of engineer, the group ends up relying upon the services of Crazy Boris, a reclusive Russian inventor.

When it is time to meet the British ship, the group makes a dash to the coastal rendezvous point with the Germans in close pursuit. When they arrive at the pickup site they are disappointed to find no ship, but are surprised minutes later when a submarine surfaces just offshore and takes the defecting Fraulein aboard.

#### Mission Hook

If the Game Master chooses to use the pre-generated characters provided in this book, the motivations for taking on this mission are built in, as the SIS station chief, Ignatius Chirol, is one of the PCs. If this scenario is being used with other characters, the Game Master will need to insert a prelude scene in which the group is hired by a representative of the British government, probably either Ignatius Chirol or his Special Branch rival Chief Inspector Erin O'Callaghan. Characters with loyalty to the British Empire should be easy to recruit; others may require more remunerative incentives. If the characters are not already in Constantinople, there will need to be another interstitial scene to get them there. Constantinople is well-served by air, sea, and rail links, so this shouldn't be a problem.



# Else von Krombach

Else is the adult daughter of the eminent German scientist Ludwig von Krombach. She had a successful career as a test pilot in the German Imperial Flying Corps until last year, when she was badly injured in a crash during a test flight. Ludwig had her rushed to his facility and, without permission, replaced both legs and one of her arms with the latest versions of his clockwork prosthetics. In the year since, Else has gradually healed and become accustomed to her new limbs. Though grateful for not being crippled, she resented her father for saddling her with these finicky limbs and her addiction to the life-sustaining elixir.

When her father coerced her to defect with him, she became enraged. After all, she is a loyal subject of the Kaiser. She realizes, however, that she has crossed the Rubicon and that as the daughter of a traitor she would not be treated kindly were she to return to Germany. By the time the player characters meet her, she is a ball of rage and grief, having just lost her father and any chance of returning to her native land.

She will cooperate, albeit grudgingly, with the player characters, knowing that to do so is her only means of survival. Play up her anger with bursts of temper at seemingly minor setbacks and dispense withering criticism of any perceived missteps on the part of the characters. Periodic bouts of cursing in German are appropriate, if the Game Master possesses the necessary linguistic talent.

# Heinrich Friedrich Albert

Herr Albert is a lawyer serving as commercial attaché to the Imperial German Consulate in Constantinople. However, that is a cover for his primary occupation as head of all German intelligence operations in the city. Herr Albert is unlikely to appear in person in this story, but he is included to give the Game Master a better feel for how







the German search operation is being conducted. On the off chance that the PCs locate the German operational headquarters, he will be there directing the search for the defectors. Herr Albert has spent the last few years building up a disturbingly comprehensive and accurate picture of British special operations in the city. That knowledge will make life difficult for the PCs if they try to use any assets commonly associated with Special Branch or the British Colonial administration.

Herr Albert will run the search operation thoroughly and professionally. However, he only has a handful of agents at his disposal who know the city well, and the troop of soldiers freshly arrived from the Fatherland will only make spectacles of themselves if sent out unguided into a vast foreign city. Herr Albert knows about Else's need for power and the elixir, and will use his compiled knowledge to direct his limited assets to the most promising targets.

# Wolfgang Feck

Herr Feck is one of a handful of carefully selected German Stormtroopers to volunteer to have their perfectly healthy limbs amputated and replaced with clockwork prosthetics. However, he has not yet undergone the procedure. Herr Feck was next in line to receive the experimental limbs when Herr von Krombach defected. Herr Feck is almost certainly a high-functioning sociopath, as he has little regard for the safety and comfort of others. He isn't stupid, but no sentimentality or hesitation about the lives of innocents will get in the way of accomplishing his assigned mission. He isn't suicidal either; if he is on the losing side of an encounter he will retreat or surrender, counting on his enemies to make a mistake that will allow him to regain the upper hand.

# Borislav Gusarov, "Crazy Boris"

Crazy Boris has more than earned his moniker. As a promising young inventor, his clockwork devices brought him to the attention of the Tsar's court. His rise to prominence ended abruptly when several of his devices malfunctioned at a royal ball, causing several injuries. No longer welcome in St. Petersburg, he traveled abroad. He's been living in exile in Constantinople for several years now, taking up residence in the Phanar district of the Old City. His obsession with clockwork automata and his frustration with their lack of intelligence (he hasn't been able to design a Babbage Engine small enough and powerful enough to do what he wants) has led him down dark paths of experimentation. Boris is friendly enough, if you can get past the crazy. He is also probably one of the only tinkerers in the city with the skill to quickly replicate the design of Ludwig von Krombach's specialized Ampheres. Role play him as gregarious but at the same time prone to becoming obsessed with small details of a person's appearance or a minor point in the conversation. He will be fascinated by Else's artificial limbs and would give much to have some quality time with them.



In this abbreviated adventure format for Brass & Steel, we have pared down the scene structure to the bare minimum number of sections needed to convey the content in an easy to read, easy to reference manner. Though the scenes are numbered, no linear plot structure survives contact with the players, so be prepared to improvise.













# THE BURNING ORCHARD



# SI • SYNOPSIS

The characters travel to the smugglers airfield east of the city just in time to see their defector's airship shot out of the sky. They find that the defecting scientist has been killed but his adult daughter has survived, along with his journals and samples of his work.

# SI • LOCATIONS

The location of the smugglers' airfield serving Constantinople changes fairly regularly, but this month it is located about fifteen kilometers east of Üsküdar, which is the suburb of Constantinople on the Anatolian (eastern) shore of the Bosporus Strait. Several ferries carry people and vehicles back and forth between the European and Asian sides of the strait. Specifically, the airfield is sited on the gentle slope of a hill surrounded by a dense almond orchard. A quick image search online for "almond orchard" will give plenty of visual inspiration for narrating a description. The road through the orchard leading to the airfield is much rutted from all the extra traffic over the last few weeks.

# SI • ACTION

The PCs are gathered and briefed to whatever extent seems appropriate to the Game Master. The group then travels to

the smuggler airfield outside the city. The telegram said that the airship carrying the defector should arrive sometime in the afternoon. Give the characters as much or as little time as you wishe to socialize with the smugglers and scout the area. At the appropriate moment, the characters hear the drone of an approaching airship. As the airship carrying the defector approaches the airfield, it is hit by a long-range Aetherspark Cannon which blows through most of the Slack airbags. As the vessel starts crashing in that bizarre slowmotion way peculiar to crippled airships, the characters look on in horror as two wriggling objects identifiable as people join the debris plummeting to the ground. However, the pair immediately activate their emergency flotation devices (basically a mostly airtight silk bag in a backpack equipped with a Hotaether canister which inflates the bag with slack, allowing for a gentle descent). Soon after, another supersonic round passes through the main hull of the airship, tearing its guts out and leaving naught but flaming debris to crash to Earth.

At this point, the small German corvette-class airship finally comes into view and starts shooting its smaller guns at the gently floating survivors. The PCs can attempt some anti-aircraft fire if they've got appropriate weaponry. In addition, the whole smuggler airfield is going insane, with some captains taking off and fleeing and a couple of the better-armed pirate ships actually engaging the German ship with their own weaponry. In any case, the German corvette is driven off, temporarily at least. Running through the now-smoldering almond orchard, the first survivor the PCs encounter is the adult daughter of the defecting scientist, tangled in an almond tree. While it is not immediately obvious to the PCs because of the heavy leather flight suit she is wearing, she is herself in possession of three clockwork prosthetics, both legs and an arm. This is Else von Krombach, described in Section V.

As soon as the PCs find Else and untangle her, she will be desperate to find her father, whom she claims also jumped out before the ship was destroyed. The PCs pick their way through an increasingly smoky field of flaming debris and mangled bodies before they come upon the corpse of her father. He was probably killed by the gunfire but the subsequent rapid descent did him no favors. Else goes to the body but instead of prostrating herself in grief, she instead searches him thoroughly and when she doesn't find what she's looking for, emits a stream of curses in German as she searches the immediate area until she find a shattered hard-case. Spilling out of it are some tools, some oddly unconventional looking Ampheres (mostly broken), and the remains of a number of shattered glass vials. Else finds one of the vials with a couple centiliters of bluish





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liquid left and greedily sucks it down. She grabs the two intact Ampheres and one intact vial of blue elixir, stands up, wipes the tears from her face and says, "Let's go."

At this point, the PCs will probably wish to flee the nowburning orchard and get back to the anonymity of the city proper. It is up to the Game Master to decide if the German airship makes another appearance before they make it back to the city.

# SI • KEY PLAYERS

Else von Krombach – See description on page 9.

The late Ludwig von Krombach.

Andreas, the cargo master of the smuggler airfield. (Included in case the PCs wish to chat with someone who knows the expected schedule of arrivals.)



# S2 • Synopsis

The characters need to hide Else somewhere safe. If the characters don't have a safe house arranged, they'll have to find one. Else reveals her artificial limbs and the problems associated with keeping them, and therefore her, operational.

# If using the pre-generated characters:

Much to his embarrassment, Ignatius Chirol doesn't actually have a regular safe house in the city. He hasn't needed one yet, and trusts Simon Crowe to know how to disappear if he needs to. Special Branch does maintain a safe house in Pera, a two-room apartment on the ground floor of a somewhat dilapidated tenement. It's going to be a tight fit for seven people, but tolerable for just a few days.

# S2 · LOCATIONS

The locations for this scene are highly variable. Basically, it can take place wherever the characters find a safe house. Constantinople is a huge and ancient city, full of old neighborhoods of twisting narrow The Turkish neighborhoods in the city present both an opportunity and a challenge. They are very tight-knit communities that operate what amounts to a constantly vigilant neighborhood watch. (Some would say incorrigible gossip ring.) If the characters have the connections to get set up in one of these neighborhoods with the blessing of the local elders, then it will be to their distinct advantage. It will be harder for the Germans to find them and easier for the PCs to be made aware of any incursion into the neighborhood that might threaten them.

Alternatively, characters with criminal connections can attempt to get protection from one of the several ethnically-based criminal families in the city. The major syndicates are the Greek, Armenian, and Turkish. They are headed by Christos Konstantinos, Vache Sevan, and Ozan Yalcin, respectively.

# S2 • ACTION

On the trip back, the PCs will likely question Else. She will admit that the large leather satchel she is carrying









contains her father's encrypted research notebooks. The key to that encryption is held only in her memory. She doesn't immediately cop to having the artificial limbs herself and refuses to answer questions about the Ampheres or the elixir until they reach safety. To a socially perceptive character (i.e. **Wit + Huckster's Eye**) she will appear to be waging an internal battle about how much to tell them.

The characters will need a safe place to hide until the British ship arrives in three days. If none of the characters is already in possession of a safe house, testing (Fate x2) + an appropriate Background Advantage should prove useful. (The system for locating or creating Contacts can be found on page 24 of the Brass & Steel vI.5 rulebook.) The characters can't just take Else to a British government facility because the Germans are just waiting to make a diplomatic incident out of this situation. In fact, use of safe houses associated with the British colonial government will result in increased risk that the Germans will find them, as the resident German spies already have a number of their hideouts under surveillance.

Once in the safe house, Else reveals the existence of her clockwork prosthetics and the fact that she has a problem. She requires regular replacement of her custom Ampheres and daily infusions of a custom elixir. The half-vial she imbibed back at the airfield will keep her going for about twelve hours but she'll start going into withdrawal sometime the following day if she doesn't get more. Another day and her body will start rejecting the implants. She has never actually suffered withdrawal herself, but her father's notes indicate that it is not pleasant. The Ampheres powering her three artificial limbs will last another two days at most and that is assuming she doesn't exert herself much. The







Ampheres are of unique design and are incompatible with standard British or German Amphere connections.

She has the plans for the Ampheres and the formula for the elixir with her but she lost nearly all of her supply of both in the crash. She had the satchel with the lab notebooks and her father had the hard case with the Ampheres and elixir and, well, the PCs saw what happened to her father. The PCs will have to find a skilled alchemist and a sufficiently mad scientist in the city who are willing and able to craft the necessary components to keep her alive and functioning.

There are a number of options to approach these problems, mostly involving using the Background Advantages of the characters to find contacts. The Ampheres are the biggest problem because only a truly gifted tinkerer will be able to modify or reproduce the Ampheres in time to save Else from frozen limbs. If any of the characters have contacts in Special Branch, they will quickly learn about an engineer who regularly works on "unique projects," and whom CI O'Callaghan trusts. The engineer's name is Elizabeth Fitzsimmons and she has a workshop in the neighborhood of Pera, on the street the Europeans call the *Grande Rue de Péra*.

The elixir part of the problem is a bit easier to solve. Trying to replicate the elixir from a sample would be difficult indeed, but having the formula in hand makes the task challenging but well within the skills of just about any competent chymist. If using the pre-generated characters, Ignatius Chirol has an Italian contact in Cihangir whom he trusts (from whom he obtains his supply of Lucidose.) If the scenario is being run as a one-session affair, the acquisition of the elixir can be handled narratively with no complications. However, if the Game Master wishes to expand the duration of the scenario, this would be an excellent opportunity to introduce yet more drama into the PC's lives.

# S2 • KEY PLAYERS

If the characters use Chirol's regular chymist to mix Else's elixir, his name is Giuseppe and he hangs out his shingle in the neighborhood of Cihangir, downhill and east of Pera.



# $S_3 \cdot S_{YNOPSIS}$

The characters arrive at their first choice of tinkerer, only to find a German ambush.

# **S3** • LOCATIONS

# Pera

Elizabeth Fitzsimmons has her workshop on the *Grande Rue de Péra* in the predominantly Western European neighborhood of Pera. The *Grande Rue* is an elegant pedestrian avenue which houses boutiques, art galleries, restaurants and cafes. The avenue is lined with buildings designed in the Neo-Classical, Neo-Gothic, Renaissance Revival, Beaux-Arts and Art Nouveau styles. There is an alley that runs behind the row of buildings on the main avenue that provides access to the rear entrance of Fitzsimmon's shop.









#### $S_3 \cdot ACTION$

Regardless of how they get her name or how quickly they get to her shop, the Germans will have gotten there first. The German special ops team will know from their inspection of the crash site that Else will require an engineer to modify Ampheres for her use. They have also leveraged local German intelligence assets to learn the names of the most likely candidates which are associated with the British authorities. They will have learned that Fitzsimmons is Special Branch's go-to engineer for "unique projects.. The workshop has a shop frontage on the Grande Rue, which she closes at sundown. There is a back alley entrance that O'Callaghan, or any other special clients, normally use for after-hours visits. That door opens into a short hallway and thence into the main workshop area. The workshop area is large and full of equipment of various sizes and various stages of assembly and repair. There are Hotaether boilers and other large pieces of equipment. The workshop is lit by a few gas lights mounted on the wall. There are plenty of shadowy hiding places in the room. In fact, there are four German agents in the shop, led by Wolfgang Feck, the Stormtrooper discussed in Section V. They have hidden themselves behind equipment in the main room of the workshop. Herr Feck has already killed Fitzsimmons and arranged her body to look as though she has fallen asleep at her drafting table with her back to the entrance. Feck's plan is to attack as soon as all the PCs are far enough into the workshop that their escape can be cut off. If the PCs cooperate, try to stage it so one of them shakes her shoulder and she falls out of her chair, obviously dead. The Germans will wait until that moment to attack, if they can. If the PCs get suspicious and start to withdraw, the Germans will attack immediately. The PCs should get a chance to spot the ambush with Wit + Sergeant's Eye test, with a fairly steep negative modifier to reflect the excellent ambush position of the Germans. The characters may be clever enough (and have the means) to scout the workshop via Arcane or technological means, thus mitigating or eliminating the ambush penalty.

The PCs may wish to withdraw, though the fight should be fairly even if all of the PCs are there. Feel free to adjust the number of German foot soldiers so that the fight is challenging, but not overwhelming. If the PCs do decide to withdraw and escape the workshop, they will need to make some tests to shake their pursuers in the city streets. Conversely, the Germans will also attempt to withdraw if the fight is going against them. Herr Feck will not hesitate to sacrifice some or all of his soldiers if it means he can get away.





If the PCs kill all the Germans, a search will reveal that none of the Germans have passports or any other identity documents in their possession. If the PCs capture one or more of the henchman alive, they can be induced to talk a little bit about how they've been eliminating or chasing off Special Branch contacts and assets since they arrived in the city. If they capture Feck alive, he knows a bit more, but it will be very difficult to get him to talk. If the characters are suitably effective in their interrogation, he may be compelled to reveal that the Germans are working out of rented villa just north of the city proper. He will downplay the security and number of guards in the hopes of sending the PCs on a suicidal attack on a well-defended compound.

#### **S3** • KEY PLAYERS

#### Wolfgang Feck

Attributes and Skills: Sevens in primary stats, fives in the secondary stats.

Advantages/Disadvantages: High Pain Tolerance

Tracks: 12 boxes in each track

Weapons: Initiative at 14, Attacks at 16, Defends at 14. Base Damage: Machine Pistol 18, Fighting Knife 12.

**Equipment:** Armored long coat = 4 points armor.

# German Agents (x3-6)

Attributes and Skills: Sixes in primary stats, fours in the secondary stats.

Advantages/Disadvantages: High Pain Tolerance

Tracks: 10 boxes in each track

Weapons: Initiative at 10, Attacks at 14, Defends at 12. Damage: Heavy Pistol 12, Fighting Knife 9.

Equipment: Heavy Clothes for 3 points armor

# $S4 \cdot Synopsis$

This optional scene takes place if the characters manage to capture and successfully interrogate Wolfgang Feck, learn the location of the German operations center and decide to counter-attack.

Scene Four

The Clockwork Defector

TURNING THE TABLES

# **S4** • LOCATION

The Germans are operating out of a rented villa in the KaÐıthane neighborhood, one valley west of the Tatavla Aerospace Port and north of the more densely populated parts of the city. The neighborhood is entirely contained in a valley on either side of a stream that flows southwest towards the estuary of the Golden Horn. The KaĐıthane district is very sparsely populated and is mostly made up of the weekend homes of wealthy citizens. The villas and cottages are typically surrounded by lovely gardens and the upper end of the valley is forested parkland where the well-to-do have parties and picnics.







# $S4 \cdot ACTION$

So, the characters think it's time to take the fight to the Germans? A plan along these lines could range anywhere from hopelessly suicidal to brilliant, depending on the choices made by the characters and the resources they can bring to bear. A dumb plan (or no plan at all) will likely fail, no matter how capable the characters are.

The Germans have brought about thirty soldiers in the corvette airship, and at least half of them are in or around the villa at any given time. There are roving sentries with trained dogs. A frontal assault would be inadvisable unless the characters can raise some reinforcements. An infiltration would be difficult, but not impossible. A surgical strike to take out Herr Albert would certainly put the German operation in disarray.

If the Game Master wishes to up the ante, they can add to the mix of antagonists a couple of German soldiers who possess the clockwork limbs, giving them extra strength and armor. One consequence of this last addition would be that if the characters do ultimately prevail, they will likely be able to recover sufficient Ampheres and elixir to keep Else going strong until the rendezvous with the British ship. This might not be a bad thing if the players decide they want to spend a great deal of time planning and carrying out a raid on the German villa and the Game Master finds themselves running short on time.

Another option would be to get someone else to cause trouble. This is Greek mob territory, but the villa the Germans are using as their headquarters belongs to the head of the Armenian criminal family, Vache Sevan. Characters with underworld contacts might be able to figure this out and alert the Greek mob to the fact that the Armenians have allowed an armed camp of Germans to set up shop in the heart of their territory. If the characters are very successful in their efforts, the Greek criminals might just mount an assault themselves or at least harass the Germans enough to hamper their search.

# S4 • KEY PLAYERS

Use the German soldiers from the previous scene if the characters actually get in a standup fight with the troop of soldiers guarding the villa.



# $S_5 \cdot S_{YNOPSIS}$

This scene contains some ideas to add mid-story complications.

# **S5** • LOCATION

Anywhere in Constantinople.

# $S_5 \cdot A_{CTION}$

While the PCs are looking for an alchemist and an engineer, the Germans are using their local resources to try to uncover the identities and likely hiding places



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of British agents in the city. Because Special Branch has been operating in the city for a lot longer than the SIS, the Germans have managed to identify a number of their agents, including O'Callaghan.

If the Game Master feels that the PCs have grown complacent and are not sufficiently concealing their movements to and from their safe house or, worse yet, stay in the same safe house more than a day, the Germans can uncover the location of the safe house. If the PCs change safe houses and are careful to about being followed, it will take the Germans longer to find them. The Germans will use a Lucid Dreamer, on the staff of the German Consulate, to invade CI O'Callaghan's (or other appropriate character) dreams and try to discern what she is up to and where she is hiding. It is up to the Game Master to decide how successful the German Lucid Dreamer is in this task. A very successful intrusion will leave the victim unaware of the breach. A sloppy intrusion will manifest in the victim's mind as very vivid nightmares, granting a savvy character a chance to realize that their dreams have been invaded.

# **S5** • Key Players

If the Germans find and attack the safe house where the characters are hiding Else, use the German soldiers from Scene 3 and Wolfgang Feck, if he survived and escaped the ambush in that scene. If he didn't, feel free to make up another elite Stormtrooper or two (perhaps enhanced with clockwork limbs) to take his place.



# S6 • Synopsis

Having failed at their first attempt to find an engineer capable of helping Else with her power problems, the characters are forced to negotiate the dubious services of a mad Russian tinkerer.

# **S6** • LOCATION

Crazy Boris lives alone in a building in the Phanar district of the Old City, midway up the coast of the Golden Horn. During the Ottoman period this neighborhood was home to the largest concentration of Greek-speaking citizens. His building is a ramshackle five-story stone building dating back centuries, perhaps even to the late Byzantine period. The building is triangular in floor plan, the vertex being situated at a Y-intersection. The neighborhood has seen better days and has slipped from moderately wealthy to struggling in the last few decades as wealthy Greeks have moved to neighborhoods nearer the newly restored Church of the Holy Wisdom, Hagia Sophia.







The Golden Horn, Galata Bridge, Constantinople. Painting by Hermann David Salomon Corrodi

#### **S6** • ACTION

Their first attempt at finding someone to make some custom Ampheres for Else stymied, the characters need an alternative. Encourage the players to get creative in making up possible contacts via their Background Advantages. No matter which route they use, they should arrive at the same place, which is Crazy Boris. Crazy Boris is notorious for having been thrown out of the Tzar's court after some of his clockwork automatons caused some injuries at a royal ball. He's been living in exile in Constantinople for several years in the Phanar district of the Old City. As noted earlier, his obsession with automata and his frustration with their lack of intelligence has led him to carry out some seriously unethical experimentation. He's taken to kidnapping or purchasing animals (the city has a truly epic feral dog population) and replacing limbs and other bits with Amphere-driven clockwork replacements. The streets in the area around his building are filled with dogs and

cats with shiny brass limbs, many of them dragging them along because their Ampheres ran out and Boris is too busy with the next generation of parts to bother with the old models. Boris has an entire old building to himself. He has knocked out the walls on the ground floor to house his laboratory and workshop. His living quarters are on the top floor, the fifth, to put some distance between his bedroom and all the screeching and howling from the animals housed in his workshop. The middle floors are home to cobwebs, moldering plaster and the occasional brave and deep-sleeping street urchin.

The workshop itself is a real *Little Shop of Horrors*. There are all sorts of animals, from dogs and cats to birds and monkeys and even a sad goat, in various states of surgical modification. Most of the animals are caged, but a few of the more docile cats and a dog walk free. The workshop itself is clean. Boris is actually kind of fastidious, so though the place smells like animals and old blood, it







is not filthy. There is a little operating theater in one corner of the building. Another section is filled with shelves which are full of parts and odds and ends. It is a real Mad Scientist's Laboratory<sup>TM</sup>.

Boris is in his workshop when the PCs call on him. Boris himself is not unfriendly. In fact, he seems quite oblivious to the effect his work can have on others and so when the PCs start to ask him if he can help, he interrupts and offers the PCs tea. He insists that he will only talk business over tea and invites them upstairs to his parlor. His parlor is surprisingly well-appointed, with high-quality but threadbare furniture. Boris bustles about for about ten minutes, heating water and refusing to talk until the tea is served. When he is finished, he serves the strongly smoked beverage in a battered tea service, along with some slightly stale almond biscuits.

Once the tea is served, Boris is willing to talk business. Once the Ampheres are brought up he will insist on handling and inspecting an example and once he realizes that Else has the prosthetics he will insist on inspecting her. He conducts this inspection of Else in a meticulously thorough and frankly disturbing manner. Boris will agree to do the work but at a steep price. His opening gambit in the negotiation is to demand that Else to stay with him for a few weeks so he can partially disassemble one of her limbs to explore its secrets. This is obviously a non-starter for the PCs. Let the PCs haggle with him for a while. Unless the PCs manage to fail so badly that they offend Boris, he will eventually back down to a requirement that Else remain with him for a mere twenty-four hours. He doesn't have much use for monetary compensation, so the players will have to get creative to offer him something to get him to forego the opportunity to study Else's limbs at greater length. This represents an excellent chance for some fun and hopefully bizarre roleplaying.

#### S6 • KEY PLAYERS

Crazy Boris – See description in Section V.

# THE FINAL DASH



# $S7 \cdot Synopsis$

Having hopefully secured the materials Else needs to keep her out of withdrawal and her limbs functional, the characters wait out the final hours before the schedule rendezvous and then make a dash to the waterfront near the old Ottoman palace to meet the expected British ship.

# S7 · LOCATION

The rendezvous location is a tiny island in the Bosporus Strait, two hundred meters from the coast of Üsküdar, It is called Maiden's Tower and has been the site of several towers over the centuries and used as a toll station, a lighthouse and, more recently, a quarantine station. The British took possession of it when they took over the city, but the tower has remained without any official use.









View of Constantinople and the Bosphorus. Painting by Ivan Aivazovsky.

#### $S_7 \cdot A_{CTION}$

By the time Boris has finished his work it is probably nearly time to meet the British transport. The British instructions were to bring the defector to the Maiden's Tower and await pickup. The tower can easily be reached by private watercraft or by one of the hundreds of local water taxis – long narrow rowboats called caïques.

How this scene plays out has a lot to do with how the PCs have or have not dealt with the Germans in previous scenes. If the PCs have eliminated Herr Feck and his soldiers at the ambush and have been very clever about hiding their location, then they just might make it to the rendezvous point without a fight. This is especially useful if the GM is running short on time. If there is time and past events make it seem plausible the GM may choose to turn this scene into a chase, with the PCs struggling to get to the presumed safety of the rendezvous point while under fire from a group of pursuing German.

One way it could play out is to have a squad of Germans pursue the characters on land from their safe house (or Boris's workshop) to the coast. Alternatively, and probably more dramatically, the Game Master could stage a waterborne pursuit, with the Germans pursuing in a sleek Hotaether-powered Go-fast boat. Depending on what sort of watercraft the characters are in, this could be a big problem. If the characters are in a fast boat of their own, the chase could be resolved with Hell Bent for Leather skill tests, with some sniping back and forth. If the characters are in the flimsy water taxis they have no hope of eluding the Germans. Either way, if the characters fail to elude or defeat the German boat, arrange the timing such that the characters nearly make it to Maiden's Tower before being overtaken and forced to stop. Play up the tension as the boats near the Maiden's Tower but without seeing any sign of a British surface ship. Let the PCs have just enough time to







think they've been abandoned by the British before the submarine surfaces.

At an appropriately dramatic moment, the British "transport" arrives. It turns out to be a massive and heavily armed submarine which surfaces with much foam and fanfare. Grant the characters a little schadenfreude as they watch German boat blown to smithereens by a deck gun or a torpedo as it attempts to flee.

That's about a wrap. The British submarine captain takes possession of a nervous Else and the characters receive their just reward, whatever that is.

# S7 • KEY PLAYERS

The HMS Nautilus. Possibly a terrified water taxi pilot, name unknown.

















# **Future Plots**

The British get their hands on some advanced prosthetics research and the Germans are set back as they have to reconstruct Ludwig von Krombach's work from the examples left in their possession.

The characters in a continuing campaign will have performed a great service for the British Empire and though their actions must remain secret, their service will not be forgotten soon.

# Contacts

There are all sorts of opportunities to create contacts on the fly in this scenario. Mosbsters, chymists, mad scientists, boat captains, and spies are just some of the contacts that could be generated. Once they've been successfully brought into the game world via successful Fate(x2) + Background Advantage tests, proper care and feeding will keep them available for future adventures.



Map of Constantinople, 1905, and the surrounding areas is provided on page 7 in the Prologue.



The following section contains player handouts for each of the pre-generated characters. Each contains a background description, a list of suggested character goals, point-ofview impressions of the other player characters, and ready to use character sheets.

# Ignatius Valentine Chirol

# Background

You are a British subject for whom the idea of the Empire exerts a strong influence, while the actuality of the homeland is rather remote. You were born and raised in France to expatriate British parents. Already bilingual when you graduated high school in Versailles, you traveled around Europe for a while before returning to England to formally join the Foreign Service. After a few years, bored with the pace of life in the Foreign Office, you left again, this time for Egypt and the Levant. You traveled incessantly, learning Arabic and familiarizing yourself with the cultures of the Eastern Mediterranean. It was about this time you began working for the new Secret Intelligence Service and began your cover as a writer and journalist, first for the Levant Herald and then for The Times itself. You've spent the last couple of years in Constantinople, writing articles about life in the provincial capital but in reality building up a network of local agents to feed you information that might be of use to your superiors back in the War Office. You've also been tutored for nearly a year by a local lucid dreamer, a Bohemian chap. The skills are starting to help your intelligence gathering.

You'd just started collecting a respectable amount of intelligence when you received a cable telling you to drop everything and meet an incoming German defector at the smuggler's airfield north of the city. To make matters worse, minutes later a Special Branch chief inspector was knocking on your door, brandishing a similar telegram and insisting that she and a couple of her people be involved in the operation. You don't know what sort of politics are playing out back home between the War Office and Special Branch, but here in the field you just have a job to do. You've called in two of your best agents to assist and now your lot and the constables are heading into the hills north of the city.

# Goals

- Protect the defector at all costs.
- Try not to blow your entire network in Constantinople doing this job.
- Prove to the Special Branch constables that you and your people are competent and deserving of a seat at the table.

# What you think about the other PCs

**Simon Crowe** – He is, for better or worse, your best man in Constantinople. He moves in the criminal underworld as a native. He is not precisely reckless, but he has big appetites and a flamboyant style. You tell yourself that is







just improving his cover, but you wonder if he might end up bring the whole thing down around your ears someday.

Süleyman Askerî – When the War Office tipped you off to Askerî, you thought it was a real coup to get a native police constable in the stable. Now you have eyes and ears in the Turkish neighborhoods, which is something you are sure Special Branch hasn't got. You hesitated bringing him in on this job, but you may need to hole up in places where Europeans stand out, and for that you'll need Süleyman.

Chief Inspector Erin O'Callaghan – You know of her. In fact, you have a file on her that was given to you by your superiors in the War Office. She's all tenacity and professionalism, apparently. But the dossier is not the woman, or so the saying goes...sort of. You don't know how she found out about this operation, but you can't shut the door on her now so you're stuck with her. You know nothing about her two sergeants, Reid and Stuart.

# Simon Crowe

#### Background

Born in Australia to British diplomat parents, you bounced all over the Commonwealth growing up, following your mother and father from one diplomatic post to another. The moving obviously affected you poorly, or so said your mother the third time you got picked up by the local coppers for fighting or petty theft. When you were eighteen your father decided he'd bailed you out for the last time and left you penniless in Siam. No matter, you've made your way very nicely since then, thank you very much. You got into opium smuggling around the Orient and then moved up the ladder to more sophisticated scams. You are no stranger to violence, but you don't crave it like you did when you were sixteen. You were in Hong Kong on a job when you got sloppy and got picked up by the police. You were mildly surprised to end up at a table facing your father. He said you had two choices, go to prison for a very long time or work for the War Office undercover, gathering intelligence on all your criminal friends. You didn't fancy your chances of breaking out of prison, so it was back to doing what you do best, only now you report on everything you do. A couple years ago you moved to Constantinople, getting deeply involved with this end of the opium trade and doing a bunch of scalp-hunting jobs for your new handler, Chirol. You've picked up a few Arcanist's tricks along the way, making the whole sneaking about thing a bit easier. Now your minder has a special babysitting job that he want you along for. Some kraut wants to jump ship and he's on his way to your fair city.

#### Goals

- Protect the defector, but not at the cost of your own life.
- Flirt outrageously.
- Keep an eye out for profit opportunities.

#### What you think about the other PCs

Ignatius Chirol – Not a bad bloke, if a bit stuffy. He calls the shots, and you make them. If he wants you to babysit some Kraut, then the Kraut won't get a scratch.

Süleyman Askerî – You've heard of him, as you've heard of all the coppers of note in this city. He's got a reputation for, shall we say, going along and getting along. Doesn't surprise you that Chirol has a corrupt Turkish cop on the payroll. At least his reputation doesn't include him being an idiot.

**Chief Inspector Erin O'Callaghan** - You don't know this woman, and that bothers you. It means her operations have been very hush-hush. You wonder what she knows about you, and if she likes what she sees.

Sergeant Curtis Reid - He was introduced as the driver. He's got an East End accent, so he's probably all right. Every operation needs a driver, this one more than most.

Sergeant Mirabelle Stuart - Now ain't she a saucy number. She's got a smile that never reaches her eyes, that one. A stone-cold killer, or I'll be buggered. Background

# Süleyman Askerî

#### Background

Sometimes you tell yourself you are not a spy, but a patriot, a loyal subject of the Sultan. Then the opium high wears thin and the cold light of day reminds you of what you really are, another dog fighting over the bones of the Ottoman Empire. You were born too late to see your people freely govern themselves, whatever fiction the British maintain about home rule. As a younger son with few prospects, you decided to serve in the Colonial Turkish Army, in which the flower of Turkish youth serve British interests under British officers.

That was when you were first approached by one of the Anglos about reporting gossip among the regular troops to the British officers. So many pretty euphemisms for what it was, which was spying on your own people. Nevertheless, the extra money was very nice. After your contract was up, you used your "special fund" to buy a position in the Istanbul police force. You thought it would be an easy







job, but it wasn't. You thought you would hate it, but you don't. You hadn't been working in the city for very long before a different Brit showed up to chat, this time in civilian clothes. He'd got a shiny writ from the War Office to conduct operations in the city, looking for threats to the stability of British rule in the Near East Provinces. "Desperately need your help again, old chap," he said. The pay is good, and you pass on all sorts of information these days; about crime syndicates, smuggling, and Turkish Nationalist activities. You've even done some breaking and entering for your "friend," (for a bonus, of course..

Last night the Anglo, your handler, shows up at your home. At your shabby home, with your little ones and your wife, eyes like moons, staring from the doorway at the strange British man in the kitchen, sipping tea out of the best cup in the house.

"An emergency," he says. "Babysitting job, shouldn't be too dangerous," he purrs, sipping the dregs of his tea. "Is another bonus worth a couple days away from your family," he asks, his eyes flicking between the chipped china cup in his hand and the small faces at the kitchen door.

Patriotism is dead, you've got a family to feed.

#### Goals

- Keep the British happy. The gravy train ends without them.
- Try not to destroy your career in the course of accomplishing this mission.
- Always keep your eye out for the big score.

#### What you think about the other PCs

**Ignatius Chirol** – He's your British minder. You haven't met him face to face very many times. He seems competent enough and he's never asked you to do anything that would compromise your position with the police, until now.

Simon Crowe – You've heard of him, as you've heard of most of the smugglers and hit men residing in your city. He mostly keeps to the Anglo sections of town, so you haven't crossed paths. Your respect for Chirol went up a notch when you found out he has this notorious criminal in his pocket.

**Chief Inspector Erin O'Callaghan** - You've heard of this woman. She has a reputation for bypassing the normal chain of command to get things done. Very dangerous. You're glad she doesn't normally concern herself with the Turkish force. Of course, now she knows who you are and that you're on the take. Fabulous. Sergeant Curtis Reid - He was introduced as the driver. He's got some lower class accent, which probably means something to the rest of the Anglos.

Sergeant Mirabelle Stuart - Something is not quite right with this one. She looked you over quite thoroughly, as though trying to decide if you were worth the air you're breathing. You don't know what she decided.

#### Chief Inspector Erin O'Callaghan

#### Background

It has been a struggle for you to get to this point in your career, being both Irish and a woman, but your undeniable skill coupled with a tenacity that borders on pathological has gotten your Chief Inspector's shield, despite all that was stacked against you. You are a very good police officer, and since your transfer to Special Branch 10 years ago you have shown yourself to be a resourceful and cunning agent for the Crown. Most of your exploits are top secret of course, but you get satisfaction from your incredible record, even if a lot of it is filed away "eyes only.. You get along well with your team, which has been intact for more than two years. There isn't a large Special Branch contingent in Constantinople, but there certainly isn't a better unit in the city than your squad.

You've known for months now that the War Office has had an agent in the city gathering intelligence. You've had your people keep an eye on him, but he hasn't done anything so stupid as to warrant your personal attention. You have, however, been waiting for the opportunity to show him whose turf he is on, and this telegram from London is just the thing. Seems the War Office has a leak, because you have been instructed by headquarters to contact the War Office agent and demand that you and your team accompany him on this operation. Time for Special Branch to shine again.

#### Goals

- Defend the Crown, Special Branch and your team, in that order
- Safeguard the defector.
- Secret Intelligence Service, indeed. Show these upstarts from the War Office how special operations are properly conducted.

#### What you think about the other PCs

**Ignatius Chirol** – He is the Constantinople "station chief" for the fledgling War Office intelligence service. He's kept a pretty low profile in the last couple years, slowly building a network of informants. You've been waiting for the day







to walk in on him and make it clear that you get to see his product. Here it is.

**Simon Crowe** – Either Chirol is a fool or a genius to have this criminal on the payroll. You haven't decided which yet.

Süleyman Askerî - You'd call him a corrupt cop but so is half the Turkish force, so what's the difference really. All that matters on this job is that he show some professionalism. If he doesn't, take him to task.

**Sergeant Curtis Reid -** A hell of a driver, and good in a pinch. You're glad to have him on your team.

**Sergeant Mirabelle Stuart** - She is a, ahem, dangerous asset. You debated bringing her on this job, but you have a feeling the Kaiser isn't going to just let this one go, so you opted to bring along your most cold-blooded killer. Now if you could just keep her from trying out her poetry on you.

# Sergeant Curtis Reid

#### Background

An inner-city Londoner from a very humble background, you wake up every day feeling fortunate and good about your life. Where you come from the conditions are terrible, people die in the streets from violence and preventable disease, and hope is fleeting. In Constantinople you live in a good-sized modern flat with your wife and kids. You have two Turkish servants that make life easy on the Mrs. Your kids go to better schools than you could afford back home. Yes, things are good. And you owe it all to Special Branch, and more particularly to your well-earned reputation as someone who could drive a cargo lorry though a bazaar at speed without upending any carts or scratching the paint. You were never around vehicles as a child, but the first time you drove one you were a pro, and you've only gotten better. It's an odd knack, but it's good to have something. You are capable with everything from velocipedes (motorcycles, that is) to speed boats to airships. You even know a thing or two about repairing some of those vehicles. Special Branch has found occasion again and again to leverage your skill to your and its advantage. The only thing you don't like about your job is the time spent under cover. You earned your shield and you like to show it to people. You find when people find out you're Special Branch they treat you a lot better, despite your accent.

#### Goals

• Drive or fly with panache; when walking, strut that way too.

- Defend the Empire; honor Queen and country.
- Get that defector to safety.

# What you think about the other PCs

Ignatius Chirol – He's some kind of spy for the War Office. You guess that puts you on the same team, in the bigger picture.

Simon Crowe – Chief says he's some kind of smuggler. Guess that makes for a good spy.

Süleyman Askerî - Corrupt Turkish cop, but ain't they all?

Chief Inspector Erin O'Callaghan - She's the chief, and she's got your back. You'll drive to Hell and back for her if she asks it.

Sergeant Mirabelle Stuart - Ole Mira ain't quite right in the head but you are very glad she is on your side. People not on her side don't keep breathing for long.

# Sergeant Mirabelle Stuart

#### Background

Special Branch tends to attract a lot of the same types of people – solid case workers, English stiff upper lip, people that would do anything for Crown. Everything for Queen and country...you know the type. Well, that's not you. Now, you support the Crown and you certainly want what's best for the Empire and all that, but you want it in rainbow hues, and not all this boring khaki and olive. You're an artist really, a free thinker, and a poet. What you also are is one of the deadliest killers in Constantinople, maybe the deadliest one working for the good guys. You never met a weapon you didn't like. You don't have brawn, but you have mad skills. You can and have killed people with everything from a salad fork to a heavy naval cannon. Your role in Special Branch is a bit unique, which is probably why you get away with being a character – when the talking is over and the shooting starts, they turn to you. Your job is to kill the bad guys. In your opinion this is a bit unfortunate because you're good with words and you have a lot of valuable things to contribute. It's just that when your peers and superiors look at you they see a killer. It's not all bad, plus you have time to work on your poetry.

#### Goals

- Prove that you're not just a woman with a gun.
- · Prove that despite this, you are a woman with a gun.
- If there are bad guys, make sure they quickly become ex-bad guys.



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#### What you think about the other PCs

**Ignatius Chirol** – He's a watcher for the War Office. Seems they're trying to set up as competition. Maybe they need a reminder that you're all on the same team.

**Simon Crowe** – Now here's a fun one. He's in very deep with the criminal syndicates, which raises your respect for Chirol that he has him for an agent. He's also a very handsome devil. Perhaps a new plaything. They bore you so quickly these days, but perhaps this one would keep your interest a bit longer.

Süleyman Askerî - A Turkish constable on the take. I am shocked. Shocked, I say.

**Chief Inspector Erin O'Callaghan -** She's the boss. She points you at targets, you make them ex-targets.

**Sergeant Curtis Reid** - A little unsophisticated and prone to boasting, but overall a good bloke. He gets points for listening to your poetry. Also, he drives like the Devil himself.









| VEHICLE                                                  | Rating | Familiarities | Pentacles |
|----------------------------------------------------------|--------|---------------|-----------|
| Hell Bent for Leather<br>The Big Guns<br>Beast Wrangling | 3      | Dogs          |           |
| COMBAT                                                   | Rating | Familiarities | Swords    |
| Bash and Stab                                            |        |               |           |
| Up Close & Personal                                      | 4      |               | T T       |
| Duck & Cover                                             | 5      |               | T         |
| Bows & Bombs                                             |        |               |           |
| Barking Irons                                            | 4      | Pistols       |           |
| Sergeant's Eye                                           | 2      |               | V         |
| SOCIAL                                                   | Rating | Familiarities | Cups      |
| False Promises                                           | 7      | Cover Story   |           |
| Huckster's Eye                                           | 6      |               | 1         |
| Buy Low, Sell High                                       |        |               | $\bigvee$ |
| Among Strangers                                          | 7      |               |           |
| Leadership/Intimidation                                  | 3      |               |           |

| ADVI                 | ENTURING               | Rating | Familiarities | Swords |
|----------------------|------------------------|--------|---------------|--------|
| Olympia              | n Spirit               | 3      |               | •      |
| Stealth &            | n Spirit<br>Camouflage | 4      | tailing       | I      |
| Devious              | Devices                |        |               | T      |
| Call of th           | ne Wild                |        |               |        |
| Heroic V             | ligor                  | 4      |               |        |
| Heroic V<br>Skuldugg | gery                   |        |               | V      |

| INTELLECTUAL                                                                            | Rating      | Familiarities | Wands     |
|-----------------------------------------------------------------------------------------|-------------|---------------|-----------|
| Natural Philosophy<br>Artifice<br>Liberal Arts<br>Investigator's Eye<br>Law<br>Medicine | 3<br>5<br>6 |               |           |
| CRAFT                                                                                   | Rating      | Familiarities | Pentacles |
|                                                                                         |             |               |           |



| ARCANE                                                                                                 | Rating                | Familiarities |                         | Wands |
|--------------------------------------------------------------------------------------------------------|-----------------------|---------------|-------------------------|-------|
| Channeling<br>Precision<br>Focus<br>Arcanist's Eye<br>Arcane Memory                                    |                       |               |                         |       |
| DREAMING                                                                                               | Rating                | Familiarities |                         | Cups  |
| Dreamer's Eye<br>Lucid Dreaming<br>Clarity of the Self<br>Languages of the Spirit<br>Morphean Artifice | 5<br>5<br>5<br>7<br>6 |               |                         |       |
| inoculation o                                                                                          | GRADE:                | POWER POOL:   | MAX:                    |       |
|                                                                                                        |                       | $\sim$        |                         |       |
| P.                                                                                                     | ATTERNS               |               | EPHEMERA                |       |
| Name:<br>Effect:                                                                                       | Skills:               |               | me: A rolling fog bank  |       |
| Cost<br>Name:<br>Effect:                                                                               | Skills:               |               | me: A bonfire           |       |
| Cost<br>Name:<br>Effect:                                                                               | Skills:               |               | me: A pack of wild dogs |       |
| Cost<br>Name:<br>Effect:                                                                               | Skills:               |               | me: A wall<br>ect:      |       |
| Cost Name:<br>Effect:                                                                                  | Skills:               |               | me: A vicious redcap    |       |
| Cost<br>Name:<br>Effect:                                                                               | Skills:               | DoS           | me: A beautiful woman   |       |
| Cost<br>Name:<br>Effect:                                                                               | Skills:               |               | me:                     |       |
| Cost Name:<br>Effect:                                                                                  | Skills:               |               | me:                     |       |
|                                                                                                        |                       |               |                         |       |

| WEAPONS      | Skill | Damage | Ammo | Notes          | G |
|--------------|-------|--------|------|----------------|---|
| Light Pistol | 11    | 10     | 12   | one spare clip |   |
|              |       |        |      |                |   |
|              |       |        |      |                |   |
|              |       |        |      |                |   |

# **ARMOR & CLOTHING**

| ARMOR & CLOTHING | Defense  | Notes                                 |
|------------------|----------|---------------------------------------|
| Medium Clothing  | 2        | · · · · · · · · · · · · · · · · · · · |
|                  | <u> </u> |                                       |
|                  |          |                                       |
|                  |          |                                       |
|                  |          |                                       |
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|                  |          |                                       |
|                  |          |                                       |
|                  |          |                                       |



Item

# OTHER GEAR



Notes/Effects



Lock Popper Press card €}• \*\*



8








| ARCANE                                                                                                                                                                                                                                                                                                                                             | Rating                                                                         | Familiarities                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |          | Wands |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-------|
| Channeling<br>Precision<br>Focus<br>Arcanist's Eye<br>Arcane Memory                                                                                                                                                                                                                                                                                | 4<br>6<br>2<br>5<br>5                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |          |       |
| DREAMING                                                                                                                                                                                                                                                                                                                                           | Rating                                                                         | Familiarities                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |          | Cups  |
| Dreamer's Eye<br>Lucid Dreaming<br>Clarity of the Self<br>Languages of the Spirit<br>Morphean Artifice                                                                                                                                                                                                                                             |                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |          |       |
| INOCULATION GRADE:                                                                                                                                                                                                                                                                                                                                 |                                                                                | POWER POOL:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | MAX:     | Ę     |
| PATTERN                                                                                                                                                                                                                                                                                                                                            | S                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | EPHEMERA |       |
| 1Name:Eyes in Darkness $1$ Effect:+1/minute, Focus 1 $Cost$ Name:Cloak of Whispers $2$ Effect:+1/minute, Focus 2 $Cost$ Name:Grim Silence $1$ Name:Grim Silence $1$ Name:Pressure Blast $1$ Name:Deflect $1$ Name:Deflect $1$ Name:Deflect $1$ CostName: $1$ CostName: $1$ CostName: $1$ Effect:+1/minute, +1/hit $1$ CostName: $1$ Effect:Effect: | Skills: A<br>Skills: A, P<br>Skills: P<br>Skills: C, P<br>Skills: C<br>Skills: | Name:<br>DoS<br>DoS<br>DoS<br>Name:<br>DoS<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>Name:<br>DoS<br>DoS<br>Na |          |       |
| Effect:<br>Cost<br>Name:<br>Effect:                                                                                                                                                                                                                                                                                                                | Skills:                                                                        | DoS Effect:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | :        | é     |

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| WEAPONS        | Skill | Damage | Ammo | Notes          |
|----------------|-------|--------|------|----------------|
| Heavy Pistol   | 15    | 12     | 7    | one spare clip |
| Fighting Knife | 14    | 10     |      |                |
| Blackjack      | 14    | 9 sta  |      |                |

| ARMOR & CLOTHING | Defense  | Notes |  |
|------------------|----------|-------|--|
| Medium Clothing  | 2        |       |  |
|                  |          |       |  |
|                  |          |       |  |
|                  |          |       |  |
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|                  |          |       |  |
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|                  | <u> </u> |       |  |
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Item

# OTHER GEAR



Notes/Effects



Lockpicking Tools Velocipede €}•



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| ARCANE                                                                                                 | Rating  | Familiarities                  |          | Wands |
|--------------------------------------------------------------------------------------------------------|---------|--------------------------------|----------|-------|
| Channeling<br>Precision<br>Focus<br>Arcanist's Eye<br>Arcane Memory                                    |         |                                |          |       |
| DREAMING                                                                                               | Rating  | Familiarities                  |          | Cups  |
| Dreamer's Eye<br>Lucid Dreaming<br>Clarity of the Self<br>Languages of the Spirit<br>Morphean Artifice |         |                                |          |       |
| INOCULATION GRAD                                                                                       | DE      | POWER POOL:                    | MAX:     |       |
|                                                                                                        | DE:     |                                | MAA:     |       |
| РАТТ                                                                                                   | ERNS    |                                | EPHEMERA |       |
| Name:<br>Effect:                                                                                       | Skills: | Name:<br>Effect:               |          |       |
| Cost Name:<br>Effect:                                                                                  | Skills: | DoS<br>Name:<br>Effect:        |          |       |
| Cost<br>Name:                                                                                          | Skills: | DoS<br>Name:                   |          |       |
| Cost Name:                                                                                             | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Cost Effect:                                                                                           | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Cost Name:                                                                                             | Skills: | $\bigcup_{DoS} Effect:$        |          |       |
| Cost Effect:                                                                                           | Skills: | DoS Effect:                    |          |       |
| Cost Effect:                                                                                           | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Effect:                                                                                                | >       | Effect:                        | ~        |       |

| WEAPONS        | Skill | Damage | Ammo | Notes            |
|----------------|-------|--------|------|------------------|
| Heavy Revolver | 14    | 12     | 6    | 12 spare bullets |
| Blackjack      | 13    | 8 sta  |      |                  |
|                |       |        |      |                  |
|                |       |        |      |                  |

| 义》 | ARMOR & CLOTHING | Defense | Notes |  |
|----|------------------|---------|-------|--|
|    | Medium Clothing  | 2       |       |  |
|    |                  |         |       |  |
|    |                  |         |       |  |
|    |                  |         |       |  |
|    |                  |         |       |  |
|    |                  |         |       |  |
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# OTHER GEAR





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Notes/Effects



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| Hell Bent for Leather 3 Motorcars |  |
|-----------------------------------|--|
|                                   |  |
| The Big Guns 4                    |  |
| Beast Wrangling 4                 |  |

| g | СОМВАТ                          | Rating | Familiarities | Swords |
|---|---------------------------------|--------|---------------|--------|
|   | Bash and Stab                   | 5      |               | •      |
|   | Up Close & Personal             | 5      |               | I      |
|   | Duck & Cover                    | 7      |               |        |
|   | Bows & Bombs                    | 3      |               |        |
|   | Barking Irons<br>Sergeant's Eye | 6      | Pistols       |        |
|   | Sergeant's Eye                  | 6      |               | v      |

| SOCIAL                  | Rating | Familiarities | Cups         |
|-------------------------|--------|---------------|--------------|
| False Promises          | 5      |               |              |
| Huckster's Eye          | 6      |               |              |
| Buy Low, Sell High      |        |               | $\mathbf{V}$ |
| Among Strangers         | 5      |               |              |
| Leadership/Intimidation | 6      |               |              |

| ADVENTURING                             | Rating | Familiarities | Swords |
|-----------------------------------------|--------|---------------|--------|
| Olympian Spirit                         | 5      |               | •      |
| Olympian Spirit<br>Stealth & Camouflage | 4      |               | I      |
| Devious Devices                         | 4      |               | T      |
| Call of the Wild                        |        |               |        |
| Heroic Vigor                            | 6      |               |        |
| Heroic Vigor<br>Skulduggery             |        |               | V      |

| INTELLECTUAL       | Rating | Familiarities | Wands     |
|--------------------|--------|---------------|-----------|
| Natural Philosophy |        |               |           |
| Artifice           |        |               | <b>A</b>  |
| Liberal Arts       |        |               |           |
| Investigator's Eye | 6      | Crime Scenes  | 1         |
| Law                | 5      | British       |           |
| Medicine           |        |               | U U       |
| CRAFT              | Rating | Familiarities | Pentacles |
|                    |        |               |           |
|                    |        |               |           |



| ARCANE                                                                                                 | Rating  | Familiarities                  |          | Wands |
|--------------------------------------------------------------------------------------------------------|---------|--------------------------------|----------|-------|
| Channeling<br>Precision<br>Focus<br>Arcanist's Eye<br>Arcane Memory                                    |         |                                |          |       |
| DREAMING                                                                                               | Rating  | Familiarities                  |          | Cups  |
| Dreamer's Eye<br>Lucid Dreaming<br>Clarity of the Self<br>Languages of the Spirit<br>Morphean Artifice |         |                                |          |       |
| INOCULATION GRAD                                                                                       | DE      | POWER POOL:                    | MAX:     |       |
|                                                                                                        | DE:     |                                | MAA:     |       |
| РАТТ                                                                                                   | ERNS    |                                | EPHEMERA |       |
| Name:<br>Effect:                                                                                       | Skills: | Name:<br>Effect:               |          |       |
| Cost Name:<br>Effect:                                                                                  | Skills: | DoS<br>Name:<br>Effect:        |          |       |
| Cost<br>Name:                                                                                          | Skills: | DoS<br>Name:                   |          |       |
| Cost Name:                                                                                             | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Cost Effect:                                                                                           | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Cost Name:                                                                                             | Skills: | $\bigcup_{DoS} Effect:$        |          |       |
| Cost Effect:                                                                                           | Skills: | DoS Effect:                    |          |       |
| Cost Effect:                                                                                           | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Effect:                                                                                                | >       | Effect:                        | ~        |       |

| WEAPONS      | Skill | Damage | Ammo | Notes           |
|--------------|-------|--------|------|-----------------|
| Heavy Pistol | 15    | 12     | 7    | two spare clips |
| Billy Club   | 12    | 7(Sta) |      |                 |
|              |       |        |      |                 |
|              |       |        |      |                 |

| ARMOR & CLOTHING | Defense | Notes |
|------------------|---------|-------|
| Medium Clothing  | 2       |       |
|                  |         |       |
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# OTHER GEAR





| Lock Picks |     |
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#### Rating VEHICLE Familiarities Pentacles 8 motorcars, boats, airships, velocipedes Hell Bent for Leather The Big Guns 4 5



| SOCIAL                                | Rating | Familiarities | Cups      |
|---------------------------------------|--------|---------------|-----------|
| False Promises                        | 2      |               |           |
| Huckster's Eye                        | 3      |               |           |
| Buy Low, Sell High                    |        |               | $\bigcup$ |
| Buy Low, Sell High<br>Among Strangers | 3      |               | L)        |
| Leadership/Intimidation               | 3      |               |           |

| ADVENTURING                             | Rating | Familiarities                           | Swords |
|-----------------------------------------|--------|-----------------------------------------|--------|
| Olympian Spirit                         | 5      |                                         | •      |
| Olympian Spirit<br>Stealth & Camouflage | 4      |                                         |        |
| Devious Devices                         |        |                                         | T      |
| Call of the Wild                        |        |                                         |        |
| Heroic Vigor<br>Skulduggery             | 5      |                                         |        |
| Skulduggery                             |        | ••••••••••••••••••••••••••••••••••••••• | v      |

| INTELLECTUAL                                                                | Rating   | Familiarities | Wands     |
|-----------------------------------------------------------------------------|----------|---------------|-----------|
| Natural Philosophy<br>Artifice<br>Liberal Arts<br>Investigator's Eye<br>Law | 6        | British       |           |
| Medicine                                                                    | <b>3</b> |               |           |
| CRAFT                                                                       | Rating   | Familiarities | Pentacles |
|                                                                             |          |               |           |

Beast Wrangling



| ARCANE                                                                                                 | Rating  | Familiarities                  |          | Wands |
|--------------------------------------------------------------------------------------------------------|---------|--------------------------------|----------|-------|
| Channeling<br>Precision<br>Focus<br>Arcanist's Eye<br>Arcane Memory                                    |         |                                |          |       |
| DREAMING                                                                                               | Rating  | Familiarities                  |          | Cups  |
| Dreamer's Eye<br>Lucid Dreaming<br>Clarity of the Self<br>Languages of the Spirit<br>Morphean Artifice |         |                                |          |       |
| INOCULATION GRAD                                                                                       | DE      | POWER POOL:                    | MAX:     |       |
|                                                                                                        | DE:     |                                | MAA:     |       |
| РАТТ                                                                                                   | ERNS    |                                | EPHEMERA |       |
| Name:<br>Effect:                                                                                       | Skills: | Name:<br>Effect:               |          |       |
| Cost Name:<br>Effect:                                                                                  | Skills: | DoS<br>Name:<br>Effect:        |          |       |
| Cost<br>Name:                                                                                          | Skills: | DoS<br>Name:                   |          |       |
| Cost Name:                                                                                             | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Cost Effect:                                                                                           | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Cost Name:                                                                                             | Skills: | $\bigcup_{DoS} Effect:$        |          |       |
| Cost Effect:                                                                                           | Skills: | DoS Effect:                    |          |       |
| Cost Effect:                                                                                           | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Effect:                                                                                                | >       | Effect:                        | ~        |       |

| WEAPONS      | Skill    | Damage | Ammo     | Notes |
|--------------|----------|--------|----------|-------|
| Light Pistol | 13       | 10     | 7        |       |
| Blackjack    | 14       | 8(sta) |          |       |
|              |          |        |          |       |
|              | <u> </u> |        | <u>.</u> |       |

| ARMOR & CLOTHING | Defense | Notes |   |
|------------------|---------|-------|---|
| Medium Clothing  | 2       | -     | 3 |
|                  |         |       |   |
|                  |         |       |   |
|                  |         |       |   |
|                  |         |       |   |
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## OTHER GEAR



Notes/Effects



Item

# VALUABLES

Value

Income

| Goggles          | 3 vials red gel           |    |   |  |
|------------------|---------------------------|----|---|--|
| Devil's dacks    | nearly invisible caltrops |    |   |  |
| Bender           |                           |    |   |  |
| Grasshopper      | one-use jet pack          |    |   |  |
| Lock Popper      |                           |    |   |  |
| Vehicle Tool Kit |                           |    |   |  |
|                  |                           |    |   |  |
|                  |                           |    |   |  |
|                  |                           |    |   |  |
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|                  |                           | 09 | 5 |  |







| Ż | VEHICLE                                                  | Rating | Familiarities | Pentacles  | E |
|---|----------------------------------------------------------|--------|---------------|------------|---|
| - | Hell Bent for Leather<br>The Big Guns<br>Beast Wrangling | 5      |               | $\bigcirc$ |   |

| e e e e e e e e e e e e e e e e e e e | СОМВАТ                              | Rating | Familiarities | Swords |
|---------------------------------------|-------------------------------------|--------|---------------|--------|
|                                       | Bash and Stab                       | 6      |               | •      |
|                                       | Up Close & Personal<br>Duck & Cover | 8      |               |        |
|                                       | Duck & Cover                        | 7      | aunfiahts     |        |
|                                       | Bows & Bombs                        | 5      |               |        |
|                                       | Barking Irons                       | 8      | Pistols       |        |
|                                       | Barking Irons<br>Sergeant's Eye     | 7      |               | v      |

| SOCIAL                  | Rating | Familiarities | Cups                       |
|-------------------------|--------|---------------|----------------------------|
| False Promises          | 3      |               |                            |
| Huckster's Eye          | 6      |               |                            |
| Buy Low, Sell High      |        |               | $\mathbf{\mathbf{\nabla}}$ |
| Among Strangers         |        |               | J.                         |
| Leadership/Intimidation | 5      |               |                            |

| ADVENTURING                             | Rating | Familiarities                           | Swords |
|-----------------------------------------|--------|-----------------------------------------|--------|
| Olympian Spirit                         | 7      |                                         | •      |
| Olympian Spirit<br>Stealth & Camouflage | 6      |                                         | I      |
| Devious Devices                         |        | ••••••••••••••••••••••••••••••••••••••• |        |
| Call of the Wild                        |        |                                         |        |
| Heroic Vigor                            | 7      |                                         |        |
| Heroic Vigor<br>Skulduggery             |        |                                         | V      |

| e<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>Constant<br>C | INTELLECTUAL       | Rating | Familiarities | Wands                             |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|--------|---------------|-----------------------------------|
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Natural Philosophy |        |               | ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Artifice           |        |               | *                                 |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Liberal Arts       | 3      | Romance Poets | ÷ ×                               |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Investigator's Eye | 5      |               |                                   |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Law                |        |               |                                   |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Medicine           |        |               |                                   |
| وعثوم                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | CRAFT              | Rating | Familiarities | Pentacles                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                    |        |               |                                   |



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| ARCANE                                                                                                 | Rating  | Familiarities                  |          | Wands |
|--------------------------------------------------------------------------------------------------------|---------|--------------------------------|----------|-------|
| Channeling<br>Precision<br>Focus<br>Arcanist's Eye<br>Arcane Memory                                    |         |                                |          |       |
| DREAMING                                                                                               | Rating  | Familiarities                  |          | Cups  |
| Dreamer's Eye<br>Lucid Dreaming<br>Clarity of the Self<br>Languages of the Spirit<br>Morphean Artifice |         |                                |          |       |
| INOCULATION GRAD                                                                                       | DE      | POWER POOL:                    | MAX:     |       |
|                                                                                                        | DE:     |                                | MAA:     |       |
| РАТТ                                                                                                   | ERNS    |                                | EPHEMERA |       |
| Name:<br>Effect:                                                                                       | Skills: | Name:<br>Effect:               |          |       |
| Cost Name:<br>Effect:                                                                                  | Skills: | DoS<br>Name:<br>Effect:        |          |       |
| Cost<br>Name:                                                                                          | Skills: | DoS<br>Name:                   |          |       |
| Cost Name:                                                                                             | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Cost Effect:                                                                                           | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Cost Name:                                                                                             | Skills: | $\bigcup_{DoS} Effect:$        |          |       |
| Cost Effect:                                                                                           | Skills: | DoS Effect:                    |          |       |
| Cost Effect:                                                                                           | Skills: | $\bigcup_{DoS} \text{Effect:}$ |          |       |
| Effect:                                                                                                | >       | Effect:                        | ~        |       |

| WEAPONS            | Skill | Damage | Ammo | Notes |
|--------------------|-------|--------|------|-------|
| Heavy Pistol       | 18    | 12     | 7    |       |
| Rifle              | 16    | 14     | 8    |       |
| Fighting Knives(2) | 16    | 10     |      |       |
| Blackjack          | 16    | 8(Sta) |      |       |

Item

| Ż | ARMOR & CLOTHING | Defense | Notes |
|---|------------------|---------|-------|
|   | Medium Clothing  | 2       |       |
|   | Armored Corsetry | 6/3     |       |
|   |                  |         |       |
|   |                  |         |       |
|   |                  |         |       |
|   |                  |         |       |
|   |                  |         |       |
|   |                  |         |       |
|   |                  |         |       |

وعثوره



Item

# OTHER GEAR



Notes/Effects



Value

Income

**;**}

| Goggles         | 3 vials red gel           |        |   |  |
|-----------------|---------------------------|--------|---|--|
| Thieve's Ladder |                           |        |   |  |
| Bender          |                           |        |   |  |
| Notebook        | in case your muse strikes |        |   |  |
| NOCEDOON        |                           |        |   |  |
|                 |                           |        |   |  |
|                 |                           |        |   |  |
|                 |                           |        |   |  |
|                 |                           |        |   |  |
|                 |                           |        |   |  |
|                 |                           |        |   |  |
|                 |                           |        |   |  |
|                 |                           |        |   |  |
|                 |                           |        |   |  |
|                 |                           |        |   |  |
|                 |                           |        |   |  |
|                 |                           | •••••• |   |  |
|                 |                           |        |   |  |
|                 | P.D.                      | .09    | - |  |

