BAKER STREET

Role playing in the World of Sherlock Holmes

Bryce Whitacre



Baker Street



Roleplaying in the World of Sherlock Holmes

By Bryce Whitacre

"I trust that the younger public may find these romances of interest, and that here and there one of the older generation may recapture an ancient thrill."

- Sir Arthur Conan Doyle

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Welcome to Baker Street: An Introduction

"The emotional qualities are antagonistic to clear reasoning."

- sherlock Holmes, The sign of the Four

Greetings, investigators! Welcome to Baker Street: Roleplaying in the World of Sherlock Holmes.

The year is 1891, and Dr. Watson needs your help. Holmes is missing and cases are pouring into Baker Street. It is up to you to select a Victorian profession and put your brain power to work against Sherlock Holmes's greatest foes.

In this book you will find rules for making your own investigator, investigating mysteries, fighting criminals, and creating and running your own Baker Street adventures. N.



More Than Words: Game Terminology

"It is not so impossible, however, that a man should possess all knowledge which is likely to be useful to him in his work, and this, I have endeavoured in my case to do."

- Sherlock Holmes, The Five Orange Pips

N

Wherein the investigators learn the language and terminology of *Baker Street*.

An Introduction to Game Terms

Active Player – The player whose turn it is in the initiative order. The Mastermind selects an investigator to take the first turn.

Characteristics – A statement about a character. When used in play, Characteristics give characters a free point of Resolve to use immediately for the Skill Roll. Characteristics can be catchphrases, desires, personality quirks, or character descriptions (see also Negative Characteristics).

Characters – Characters are the investigators portrayed by the players. The Mastermind portrays the non-player characters.

Combat Advantages – Within the confines of the game, the Mastermind determines conditions that could give a character a Combat Advantage. A minor Combat Advantage provides one or two extra dice to add to the next Skill Roll, and a major Combat Advantage will add three or four dice to the roll. Rather than listing every single possible Combat Advantage that could exist, this game challenges Investigators and Masterminds to invent with their own ideas on what circumstances grant a Combat Advantage.

Combat Rounds – A time increment of just a few seconds in which an investigator may take three Simple Actions OR a Simple Action and a Complex Action.

Complex Actions – These actions take substantially longer than a Simple Action. A character can only ever take one Complex Action in a round.

Experience Points – These points are awarded after solving a case. Players can use Experience Points to improve their characters.

Healing – Normally, healing is self-explanatory. It is the process by which bodily damage is repaired. To heal a character in *Baker Street*, a Medicine Skill Roll is required against the difficulty of the injuries sustained.

Injured Status – This condition is met when characters sustain enough Damage Levels to be considered "Injured" on their Investigator Profile. If characters are at the "Injured" Damage Level or worse, rolled 4s are no longer counted as successes until they are healed above the "Injured" level.

Investigators – The player characters are investigators. They are a group banded together to unravel the mysteries presented to them by the Mastermind.

Investigator Points – These are points spent creating an investigator. Players typically have 30 points to spend on Skills and Specialties.

Investigation Scene – This is a special scene where the investigators are processing a crime, inspecting an area for clues, and observing or interviewing a witness or suspect. There are three rounds in an Investigation Scene that use the Observation, Reason, and Deduction Skills.

Lead Investigator – In an Investigation Scene, one investigator assumes the role of the Lead Investigator for Observation, Reason, or Deduction rolls.

Mastermind – This is often called a Game Master in most Roleplaying Games. The Mastermind presents the story and controls the non-player characters, the plot, and the tempo of the game. He or she is the arbitrator of the rules when necessary. This role is often assumed by the person who has the most familiarity with the game.

Mystery, Case, or Adventure – A story arc featuring a mystery that the investigators must attempt to solve.

Negative Characteristics – These Characteristics cause a character or character's items no end of trouble. The Mastermind can invoke Negative Characteristics to force a character or item consequence. Players must decide either to role-play the Characteristic, OR pay the Mastermind a point of Resolve to ignore it. Negative Characteristics can be added during investigator creation or improvement, and are sometimes applied by the Mastermind to meet the requirements of a condition.

Players – The people that play Baker Street. In the game, all the players take on the role of a character, who is an investigator. One player is the Mastermind, who tells the story.

Professional Skills – A character's Profession grants special Skills that allow 6s to be re-rolled for another chance at success.

Reprobate - An NPC normally not essential to the plot, but who helps fill out a scene. Reprobates harass the investigators and/or assist villains.

Resolve – Resolve is used in the game to add dice to a Skill Roll or to resist damage. It represents the sheer gumption and audacity a character is known for, in the face of opposition. After rolling a Skill Roll, a character can spend one or more Resolve. Each point of Resolve spent grants an extra die to add to the Skill Roll.

Sherlock Die – Sometimes called the Moriarty Die, it is a die used to simulate good and bad fortune during a roll. If the die result shows Sherlock or Dr. Watson, something good occurs. When it shows Dr. Moriarty's profile, something disastrous is likely to happen.

Simple Actions – These are actions that take a very small amount of time—usually the time it takes to load a bullet or shell, or open and close a door or window.

Skill Rolls – In Baker Street, investigators make Skill Rolls by rolling a number of six-sided dice equal to their Skill Rank. Any rolled 4, 5, or 6 counts as a success. The investigator wants to meet or beat the difficulty of successes set by the Mastermind.

Specialty – A narrow aspect of a Skill that has been mastered. When a Specialty applies to a Skill Roll, roll two extra dice. Acquiring a Specialty costs 2 Investigator Points at character creation and 3 Experience Points in between sessions.

Villains – Villains are fully-statted characters used as antagonists to the investigators. Professor Moriarty is an example of a Villain.

The Measure of a Man: Investigator Creation

"When I glanced again his face had resumed that red-Indian composure which had made so many regard him as a machine rather than a man."

- Dr. Watson, The Crooked Ma

2

Wherein investigators are created through the expenditure of Investigation Points.

Creating an Investigator

"Come, Watson, come! The game is afoot." - Sherlock Holmes, The Adventure of the Abbey Grange

Creating an Investigator in Baker Street can be broken down into four steps. Select a Profession, spend Investigator Points on Skills and Specialties, determine Characteristics, and complete the Investigator Profile.

Step 1 – Select a Profession

Professions are a listing of Skills, Specialties, and Statuses that are applied to a character during creation. Each Profession has a set of Skills that are considered Professional Skills. A character gains these Skills at the Ranks specified. On the Investigator Profile Sheet, check the box next to the Skill to indicate that it is a Professional Skill. Fill in the Rank of the Skill and list any Specialties to the right of the Skill Rank. Indicate the character's Status and fill in any circles required.

If the Mastermind allows, investigators may use custom Professions using the rules outlined on page 34.

Professional skills:

When making a skill Roll with a Professional skill, rolled 6s add an additional die to the skill Roll. Continue rolling additional d6s as long as they keep coming up 6s. Make these rolls before resolving the Sherlock Die. Rolling additional d6s is not mandatory. If the Sherlock Die was a Moriarty result, rolling additional d6s may be detrimental!

Step 2 - Spend Investigator Points

Each player receives 30 Investigator Points that can be spent on Skills, Specialties, and Item Characteristics for their character. Keep in mind that Investigator Points are slightly different than Experience Points: Investigator Points are used when creating a character; Experience Points are used to improve a character. Unspent Investigator Points are lost if not used during character creation.



Skills chosen that are not part of a Profession cost three Investigator Points and start at Rank 3. A player may also spend Investigator Points to improve a Skill Rank. Improving a Skill Rank requires the player spend Investigator Points equal to the next Rank when improving that Skill. Improving fromRank 3 to Rank 4 costs four Investigator Points, from 4 to 5, costs five points, and so on. No Skill may start higher than Rank 5. A player is not restricted in any way on a choice of Skills, but it is a good idea to put some thought into the chosen Profession.

Characters may choose Specialties to apply to a Skill that is Rank 3 or above by spending two Investigator Points. Specialties are narrow aspects of a Skill that only apply under certain circumstances. When the Mastermind agrees that a Specialty applies to a Skill Roll, add two dice to the roll. See Specialties on page 29 to determine the number of Specialties that an investigator may possess.

All investigators are fluent in their native tongue without spending Investigator Points. An investigator with the opportunity to learn a language may spend two Investigator Points for the ability to read, write, and speak it.

Step 3 – Determine Characteristics

Give some thought to the investigator being created and come up with two Personal, two Professional, and two Negative Characteristics. More information on Characteristics can be found on page 43.

Step 4 – Complete the Investigator Profile

Every investigator begins with three points of Resolve that refresh at the start of each Case. Complete the Investigator Profile with additional details by considering questions like:

What is the investigator's name?

Where did the investigator grow up?

What language(s) does the investigator read/write/speak?

How old is the investigator?

Does the character know any of the other investigators? (Reference the optional rule for Connection Characteristics on page 44 for more information)

What kind of equipment does the investigator own? Investigators begin play with one year's salary to spend on starting equipment.



The Investigator Profile

There are nine different areas for information on an Investigator Profile. Each area on the sample Investigator Profile corresponds to the following list The areas contain personal details, equipment owned, skills, characteristics, and more.

Area 1- Personal Details

List the Investigator's name, age, Profession, Class, and languages in this area.

Area 2- Characteristics

Any Personal, Professional, and Negative Characteristics of the investigator are listed here.

Area 3- Skills and Specialties

The chosen Skills and Specialties are listed in this area. Check the box next to the Skill to indicate that it is a Professional Skill. List any Specialties after the checkbox next to the Skill.

Area 4- Personal Effects

List the investigator's gear, weapons, clothing, and items of interest in this area.

Area 5- Status

Together with Class, this Rank and circles on the Status Track allow an investigator to track the fluctuation of social status.

Area 6- Resolve

Resolve is the essence of determination. Every investigator receives three points of Resolve at the start of a case and may earn additional points during play. Record the investigator's current Resolve here.

Area 7- Health

This area of the Investigator Profile is dedicated to tracking the investigator's current Damage Level. It also provides a reference for Medicine Skill Rolls.

Area 8- Portrait

Use this area to draw a portrait, crest, or something that characterizes the investigator.

Area 9- Experience

As cases are closed, investigators earn Experience Points that can be used to create new Characteristics, increase Skill Ranks, or gain new Skills and Specialties. Keep track of any earned Experience Points here.

BAKER STREET	such circumstances I naturally ated to London, that great cesspool into ated to London, that great cesspool into
	ated to London, that great compositions of the Empire are h all loungers and idlers of the Empire are Ribly drained. – Dr. Watson.
I. Investigator Profile	- UT. WINNER
	l
Name: Q. Experience	1
Occupation:	
Age: Languages:	
Class:	
	-
Characteristics:	//
Personal:	
Professional:	
Negative:	
3.) But But C. it.	4
Skills: Rank Prof. Specialties:	•
	and the second s
	in the second
	(6.)
Personal Effects: 5. Status	Resolve 6.
	Resolve 6.
Personal Effects:	
Personal Effects: Health: Health	ing Check: Action:
Personal Effects: Health: Health: Hea	ing Check: Action: N/A
Personal Effects:	ing Check: Action: - N/A 2 Complex
Personal Effects: Health: Health: Hea	Resolve ing Check: Action: - N/A 2 Complex 3 Complex
Personal Effects:	Resolve ing Check: Action: - N/A 2 Complex 3 Complex
Personal Effects:	Resolve ing Check: Action: - N/A 2 Complex 3 Complex 4 Complex
Personal Effects:	Resolve Img Check: Action: - N/A 2 Complex 3 Complex 4 Complex 5 2 Complex 4 Surgical Scene 5 Surgical Scene

Baker Street Professions

"I crave for mental exaltation. That is why I have chosen my own particular profession, or rather created it, for I am the only one in the world."

-sherlock Holmes, The sign of the Four

In *Baker Street*, players choose a Profession to provide the basis of the character creation. These Professions are based on a cross-section of Victorian society. They provide one with social Status and give the character starting Skills and Specialties relative to the chosen occupation. The player then customizes the investigator.

In addition, Professions provide Professional Skills that allow an additional die to be rolled whenever a 6 comes up during a Skill Roll. As long as the new die results in a 6, an additional die is rolled.

Example:

During an Investigation Round, Inspector Stamford is chosen to become the Lead Inspector. He makes a Professional O bservation Roll and gets 2, 5, 6, and 6. He will roll two additional dice for the 6s, and gets a 4 and another 6. He rolls one additional die for that 6, gets a 2, and ends his roll with five successes. If this had not been a Professional Skill Roll, he would have only gotten three successes.

How to read the Profession entries:



Professions

Antiquities Dealer

This Profession takes one around the world to find, buy, and sell rare antiquities. An uncanny eye for historical artifacts is well known in the London Area. The Antiquities Dealer has been called in by the police department on more than one occasion to spot forgeries. Members of this Profession either operate a small antiquities shop, or work for one of the large auction houses, selling artifacts to the wealthy.

a second a suma mand	
Class: Middle Annual Salary: £200	0
ank: Specialties: 3 Art Appraisal 4 [Select two Specialties] 3	
	Annual Salary: £200 nk: Specialties: 3Art Appraisal

Apothecary

Trained in the dispensing of drugs and other medicines, the Apothecary probably owns a shop in London. Armed with a great deal of knowledge when it comes to chemicals and biology, the police consult the Apothecary from time to time for information on rare and obscure poisons. Many people come into the shop in any given week. It has become second habit to detect truly sick people from the run-of-the-mill hypochondriac.

Apothecary			
Status	С	lass: Middle	
30000		nnual Salary: £400	and the second
Professional Skills	Rank:	Specialties:	E I
Commerce	3	Apothecary	
Medicine	3	Poison	
Observation	3	People	
Reason	3	N MARTE CONTRACTOR	
Science	3		

Baker Street Irregular

The Baker Street Irregulars are either children or teenagers who were in the employ of Mr. Sherlock Holmes - until his untimely death. They often spent their time gathering information for the great detective by watching people in the high street. With Mr. Holmes gone, they hope the new residents of 221B will continue to employ their services.

1	Baker Street Irre	gular		A R
A. C.	Status		lass: Poor mual Salary: £10	
A AL	Professional Skills: <u>Climb</u> <u>Criminal Artistry</u> <u>Hide</u> <u>Observation</u> <u>Street Smarts</u>	Rank:	Specialties: Guttersnipes Sneak People	

Bartender (Publican)

Owning or managing a pub down by the Thames is a decent enough living, but it does require sharp eyes for finding troublemakers. The common tavern tends to be known for having a bit of a seedy element. Being able to hold one's own in a barroom brawl is a very useful skill. Perhaps one day that will change and maybe more gentlefolk with deeper pockets will frequent the establishment.

1	Bartender			
	Status		lass: Poor or Middle nnual Salary: £40-70	GA
4	Professional Skills: <u>Commerce</u> <u>Dodge & Defense</u> <u>Fight</u> <u>Observation</u> <u>Strength</u>	Rank: 3	Specialties: <u>Tavern Owner</u> <u>vs. Brawling</u> <u>Brawling</u>	

Cavalry Officer

He is the son of a wealthy man who sought fame, glory, and the accolades of the female persuasion in the Cavalry. Social positioning has secured a spot as an officer and bravery in combat has secured the attentions of a few girls from wealthy families. Time spent among native cultures has provided insight into their customs.



Chimney Sweep

People might say that there is a certain freedom in the life of a Chimney Sweep, but experience says otherwise. There is nothing romantic about the job. Each day is filled with soot, dirt, and that nasty black lung cough. At least now a seven-year-old apprentice is handling the really awful work. Having him down the chimney might just add a couple more years to this glorious existence.

Chimney Swe	ep		-	
Status	С	lass: Poor	A SAN	
10000	() A1	nnual Salary: £40	1 and	2
Professional Skills	: Rank:	Specialties:	He H	
Climbing		Buildings		
Endurance	3	Climbing	and the second	
Jump	3		- MAN	
Street Smarts	3	Guttersnipes	XIAI	
Strength	3	in the second	A S NOT	
5-0			4	-2

Consulting Detective

The exploits of Mr. Sherlock Holmes are now famous, and a select few are flocking to his Profession. He is no longer 'the only one in the world'. Police departments around the world are searching for their very own consulting detectives. Armed with skills in Observation, Deduction, and Reason, there may just be a bright future in this new career.

K	Consulting Dete	ective		R. A.
	Status		l ass: Middle mual Salary: £200	
	Professional Skills: Deduction Law Observation Reason Science	Rank: _3	Specialties: Deduce Lie (Select one Specialty) (Select one Specialty)	

Coroner

It is not a pleasant job dealing with all of the bodies, but a good Coroner knows that even the dead have a story to tell. Bound and determined to find their cause of death in the name of justice, the Coroner knows the dead are a constant reminder of the horrors that one person can visit on another.

Coroner			
Status	С	lass: Middle	
2 00000) A	nnual Salary: £500	
Professional Skills:	Rank:	Specialties:	
Deduction	3		927
Medicine	- 4	Anatomy; Autopsy	A.S.A.
Observation	3		-
Research	2	Biology	THE PLAN

Doctor

There's no more noble calling that that of the physician. Helping the sick and wounded has provided a measure of respect and a very comfortable living. Such is the case that now, in private practice, an established Doctor can work as little or as much as desired. This leaves time enough to practice the noble calling while allowing for other interests or hobbies.



Gentleman World Adventurer

The Gentleman (or Lady) World Adventurer is a famous world traveler. Having spent the last few years traveling exotic locales, they are always in the middle of adventure. Members of this Profession possess the Skills that are needed to survive the danger and intrigue that surround this lifestyle. Returning to London may seem boring, but it is a great time to rest and recuperate.

派	Gentleman Worl	d Adv	enturer	
	Status 400000		lass: Upper nnual Salary: £5,000	
	Professional Skills: Area Knowledge or Customs Dodge & Defense Endurance	Rank: $\frac{3}{3}$	Specialties: [Select one Specialty]	
4 M	Navigate Shoot or Weapon		(Select one Specialty) (Select one Specialty)	

Governess

Contracted to teach the children of a wealthy family, the Governess has been trained as a teacher. She offers insight into matters of academia that well may earn a place in the social circles of her employers. However, not everyone considers a good education a sign of breeding. She must walk the difficult road of being more than a servant, but less than a member of the upper class. Unlike most poor people, moving in social circles of the upper classes means that status is paramount.

J.	*			Ke a
R	Governess			
	Status	C	lass: Poor	
	300000) A1	nnual Salary: £40	628
	Professional Skills:	Rank:	Specialties:	127
	Customs	_3	Wealthy	EA
	Deduction			0000
	Research		Library Use	
	Science		Select One Specialty	
E.	Social Science	3	for Either Profession)	
1			interest and the second	A A

Hansom Cab Driver

The life of a cab driver is a life of routine. Having gone back and forth across the great metropolis, the driver knows London like the back of his hand. Excitement comes once in a while in the form of avoiding a carriage accident or having a fare that creates some public spectacle. Though, for every drunk, or pair discussing society's secrets in the cab, there are 100 fares of boredom. Still, the job could be worse; there's no walking about, the pay is stable, and the work is steady.

Hansom Cab D	river		
Status		lass: Poor or Middle nnual Salary: £50	
Professional Skills: <u>Area Knowledge</u> <u>Drive & Pilot</u> <u>Navigate</u> <u>Observation</u>	Rank: 3 3 3	Specialties: London Districts Hansom Cities	

Journalist

Newspapers are big business in the Victorian world. Everyone needs their news, and it is the duty of the Journalist to provide that news. The job might involve working the social scene, printing all sorts of wonderful gossip about the wealthy. Maybe it is an assignment to a high profile police case - nothing sells papers like a good murder. Either way, this character is constantly looking for the next big story.



Opera Singer

A well-loved and highly-talented singer at the Paris Opera House, who has traveled to England for a new project, is sure to be the hit of the Social Season. This star is well-known and likely to find many new patrons here in London. The Opera Singer lives to perform and loves being the center of attention.

Opera Singer	3-12-		
Status	С	lass: Middle	and a
40000		nnual Salary: £100	aal
Professional Skills:	Rank:	Specialties:	
Acting	3	Stage Performance	Y/
Artistry	3	Singing	a l
Charm	3	Alter Emotions	A COMPANY
Endurance	3		a la
Oratory	3	in the second second	
5-0	(Carlos)		46

Police Constable (A Bobby)

A Bobby is a member of the Metropolitan Police Force. Assigned to a beat and armed with a whistle, the constable is constantly on the lookout for people up to no good. The tenets of a good constable are not the ability to solve crimes, but rather the ability to prevent crimes, respond quickly, and let the people on his beat know the force is always present. Breaking up fights, running off children, and hauling in drunks are all part of a normal workday.



Professor of Science

Having tenure at a local university means one must be committed to a life of shaping young minds and preserving the institutions of higher learning. One might teach Chemistry, Biology, Botany, Anatomy, or Astronomy. Many nights are spent lecturing and discussing new ideas in different fields of study. The Professor of Science tends to rely on more rational explanations than most.

1	Professor of Scien	nce		
Part of	Status		lass: Middle nnual Salary: £70	62
	Professional Skills: Observation	Rank:	Specialties:	E
	Oratory Reason	<u>· 3</u>	Speech	604
4	Research Science	3	Library Use (Select one Specialty)	
1	-0			

Professor of Social Science

Having tenure at a local university means one must be committed to a life of shaping young minds and preserving the institutions of higher learning. One might teach History, Psychology, Oratory, or Philosophy. Many nights are spent lecturing and discussing new ideas in different fields of study. The Professor of Social Science tends to rely on more rational explanations than most.



Reformed Cutpurse

After a stint at Dartmoor for purse snatching, it seems that giving up the criminal ways and getting a life back in order might be a sound course of action. The problem is that a Reformed Cutpurse's skills only have to do with crime. Who better to turn to for employment than Consulting Detectives? The pay is good and unlike other positions, a criminal past does not mean one is automatically turned down for the job.

派	Reformed Cutp	urse		
			lass: Poor nnual Salary: £35	
	Professional Skills: Criminal Artistry Endurance	Rank:	Specialties:	
	Hide Observation	3	<u>Sneak</u> People	
1 M	Street Smarts	3	Petty Criminals	

Retired Army Officer

After a fellow has finished his service to Queen and Country, he needs a challenge to make his new retired life interesting. Detective work seems like just the thing. It is a great opportunity to serve the public in a new and exciting way.



Retired Gentleman Thief

Suspected by the police to be a famous cat burglar, but far too cunning to be caught, the Gentleman Thief has made fortunes robbing the wealthy while traveling the social circles. To allay suspicions, he has given it all up and decided to help people solve crimes instead of perpetrate them. Who knows when the excitement and lure of the big score will turn him back to a life of crime?

Status	С	ief lass: Upper nnual Salary: £100	
Professional Skills: <u>Charm</u> <u>Criminal Artistry</u> <u>Hide</u>	Rank: 4 4 	Specialties: <u>Friendly Persuasion</u> <u>Lock-picking; Safe-cracking</u>	

Returning Soldier

The Returning Soldier has had his fill of war. The unbearable heat of Africa, India, or Afghanistan was only the least of the problems. Watching friends die, seeing the horrors of war, and for what, Queen and Country? Nothing would be better than to come home and forget it all. He is talented with a rifle and he can hold his own in a fight; maybe someone needs those skills.

派	Returning Soldie	r		
	Status	С	lass: Middle	00
	300000	A	nnual Salary: £20	
	Professional Skills:	Rank:	Specialties:	0-0
	Customs	3	[Select one Specialty]	NE AN
	Dodge & Defense	3	vs. Blades	A BURN
	Endurance .	3	A PLANE STREET	KA
	Fight	3		
2	Shoot	3	Rifle	

Scotland Yard Inspector

Until recently, the Yard prized physical skills that let one catch suspects and beat a confession out of them. Sherlock's influence on the police force, however, is slowly starting to change things. Now, inspectors with keen Observation and Deduction Skills find themselves with the best pay and quickest promotions.

	Scotland Yard Ir	ispecto	<u>r</u>	
	Status 300000	103 1 1 1	lass: Middle nnual Salary: £120	65
A MA	Professional Skills: Deduction Dodge & Defense Fight Law Observation	Rank: 3 3 3 3	Specialties: Deduce Lie vs. Brawling Police Procedures	

Shopkeeper

The goods could be books, hardware, housewares, or just about anything that can be sold. Customers are the bread and butter of the trade. As the owner or manager of the shop, one must become an excellent salesman. Some customers suggest the Shopkeeper could sell fire and brimstone to the devil himself. Shopkeepers love their stores and the products they sell.

Shopkeeper			
Status 300000		lass: Middle nnual Salary: £40-70	
Professional Skills: Artistry Commerce Observation Oratory	Rank:	Specialties: <u>Window Dressing</u> <u>Shopkeeping</u> Sales	

Stage Actor

As a famous stage actor or actress traveling in high social circles, it is expected that this character becomes the face of the party. A natural charismatic charm opens doors and quite often provides a center of attention for admirers. Creating new costumes and disguises allows one to immerse themselves in the trade, and there isn't much that can be more exciting than traveling in disguise.

	Stage Actor Status		lass: Middle nnual Salary: £85	
* A		Rank: 3 3 3	Specialties: <u>Stage Performance</u> <u>(Select one Specialty)</u> <u>Costumes/Disguises</u>	

Street Urchin (Bootblack)

It is a talented Shoe Shine Boy that can converse on a variety of topics or give customers good directions. Such interactions can only improve their tips. With a natural boyish charm, customers often return. The Observation Skill allows the Street Urchin to know just about anything happening in the neighborhood.

派	Street Urchin (E	Bootbla	<u>ck)</u>	
	Status		lass: Poor nnual Salary: £10	100
N AL	Professional Skills: Area Knowledge Charm Observation Oratory Street Smarts	Rank: _3	Specialties: Listen Fast Talk Guttersnipes	

Street Urchin (Flower Girl)

The Flower Girl makes her penny selling flowers on the street. She has become quite good at sizing up a person and deducing why they might need a flower. Some say she is downright intuitive about it. She has enough Skill at Street Smarts to know if a neighborhood is dangerous or not.

1	Street Urchin (F	lower (<u>Girl)</u>	
	Status 200000		lass: Poor nnual Salary: £10	
8	Professional Skills: Artistry Charm Commerce Deduction Street Smarts	Rank:	Specialties: <u>Flower Arrangements</u> <u>Friendly Persuasion</u> Guttersnipes	
2			- Current on the second	

Street Urchin (Newspaper Boy)

Selling newspapers on the corner is not easy. Up before dawn, fighting for papers with the other boys, then hustling to the street to sell until the end of the day is a full-time job. He knows his trade as well as the contents of the newspaper. It is a rare gift to be able to talk about things from puzzles to politics. Folks in the neighborhood know where to go to get the latest.

No.	Street Urchin ()	Vewspa	iper Boy]		4-51.
	Status		lass: Poor mual Salary: £10	520	
A AL	Professional Skills: <u>Commerce</u> Observation Oratory <u>Reason</u> <u>Street Smarts</u>	Rank: 3 3 3 3	Specialties: Speech Puzzles Guttersnipes		194

Vicar

The local Vicar is in charge of the spiritual needs of the neighborhood. Sometimes it is all about listening and giving advice. Sometimes it means offering sanctuary and comfort. Sometimes it is as simple as performing weddings and funerals. Regardless, the Vicar has a natural way of putting people at ease, except when a fiery sermon is called for to shake the congregation into action.

Vicar Status 3 • • • • • • • •		lass: Middle nnual Salary: £20	
Professional Skills: Artistry Charm	Rank:	Specialties: Creative Writing	
Oratory Theology	34	Speeches Church of England	· ····································

Victorian Boxer

Earnings from a prize match are certainly more than one could ever get working a day at the docks especially when the champ has never been defeated. With all of the wealthy gents betting on him, it is certain to be the biggest purse yet. This weekend, he is taking on all challengers and it is time to move up from the late-night street fights. Being big and powerful will make a man rich.



Waitress/Beer Maid

Working at the tavern has taught her a few things. It is easy to spot when a fight is going to break out, so she can get out of the way. She has become agile avoiding the slaps and unwanted advances of the men who have had too much to drink. She knows how to work the room easily for tips and juicy gossip. Sometimes, even the police pay a little something for information on what she overheard.

派し	Waitress/Beer N	<u>laid</u>		
	Status		lass: Poor mual Salary: £35	(All all all all all all all all all all
	Professional Skills:	Rank:	Specialties:	ATE 3
	Charm Commerce	3	Friendly Persuasion	N
	Dodge & Defense Observation	3	Rumors & Gossip	A VERS
R	Perception		<u>vs. Charm</u>	~ H

Wealthy Industrialist

The industrial age has arrived and factories churn out products almost as fast as the sky around London is turning black. Part of a new breed, Wealthy Industrialists come from the middle class, but have grown even wealthier than many members of the upper classes. Though still not accepted by those of the upper echelon, it is within the power of the Wealthy Industrialist to buy estates now and force their acceptance, if that is desired. Business keeps one busy, but being busy keeps one rich.

Wealthy Indust	rialist		
Status 500000		lass: Upper nnual Salary: £10,000	6
Professional Skills: Commerce Observation Oratory Reason	Rank: _4	Specialties: Industry People Speeches	

Wealthy Landed Gentleman

Part of the upper classes, the Wealthy Landed Gentleman is well-bred, has good manners, and is absurdly rich. It is not difficult to make a name for oneself as a ladies man at country dances and London balls. There is no end to the number of eligible ladies that have been introduced, and everyone expects a marriage soon. The gentleman wears his status like armor.

張	Wealthy Landed	Gentle	<u>eman</u>	Ĭ	
Provide State	Status 5 0000		lass: Upper nnual Salary: £15,000	(and	
Ma a	Professional Skills: Charm Customs Hunting Ride Shoot	Rank: 3	Specialties: Seduction Tracking Horse		

Wealthy Sporting Yachtsman

Although part of the wealthy landed gentry, the yachtsman is one who prefers time on the rivers and seas around England. A love for racing and water and a knack for sailing means social occasions are often ignored for the life of the sailor.

Status 400000		lass: Upper nnual Salary: £10,000	Part -
Professional Skills: Drive & Pilot Endurance	Rank:	Specialties: Boat	COP .
Navigate . Sailing	3	Charting; Rigging	THE STATE

Well-Known Adventuress

The life of a Well-Known Adventuress is what many women imagine having. Free and in charge of their own lives, they are drawn to the danger and excitement that lurks around every corner. Sometimes it is romance, sometimes it is natives seeking revenge for stealing a precious artifact, sometimes it is singing in a tavern, and other times it is performing in New York. She is able go where the wind takes her and she is beholden to no man.

Well-Known A	dventuress	
Status 40000	Class: Upper or Middle Annual Salary: £200	
Professional Skills: Acting Artistry Charm Perception Street Smarts	Rank: Specialties: 3 [Select one Specialty] 3 Seduction 3 vs. Menace 3	

Whitechapel Unfortunate

Unfortunate? That is the understatement of a lifetime. Unfortunate is someone who has to share a bedroom with five other people. Unfortunate is someone that doesn't have two pennies to their name, who is broke, and likely to get fleeced by a pimp this evening. Life on the streets in Whitechapel is rough. Gangs and criminals lurk everywhere. Cling to the hope that something will change and soon.

Unfortun	ate	
s: Rank:	Specialties: Seduction	
- $ -$	Rumors & Gossip Petty Criminals	
	С	Is: Rank: Specialties: <u>3</u> Seduction <u>3</u> <u>3</u> Rumors & Gossip

Creating Professions

There are more Professions in the works, but for players who want to create their own, give each Profession five Skills and three Specialties. If desired, a Profession may have Skills that start at a Rank of 4. Use two of the five Skills to create a Rank 4 Skill when creating a Profession.

Look at the skills from the Coroner Profession. By using two of the Profession's five skills for Medicine at Rank 4, the coroner only has three remaining skills at Rank 3.

Professional skills: Deduction (Rank 3), Medicine (Rank 4), Observation (Rank 3), Research (Rank 3)

Note that creating Professions is slightly different than creating a character by spending Investigator Points. Send us your ideas for Professions at www.fearlightgames.com.

Skills

"It is a capital mistake to theorize before you have all the evidence. It biases the judgment."

- sherlock Holmes, The sign of the Four

Any character can use a Skill at Rank 2, which is considered Untrained. When an investigator buys a Skill, that player spends three Investigator Points, and begins play with the Skill at Rank 3 (Average). Improving a Skill from Rank 3 to Rank 4 costs four Investigator Points, from 4 to 5, costs five points, and so on. No Skill may start higher than Rank 5.

The Rank of a Skill determines how skilled an investigator is:

Untrained -	2
Average -	3
Worthy -	4
Excellent -	5
Exceptional -	6
World Class -	7
Best in the World -	8

Professional Zkills

"Were he but gifted with imagination he might rise to great heights in his profession."

- sherlock Holmes, silver Blaze

When making a Skill Roll with a Professional Skill, rolled 6s add an additional die to the Skill Roll. Players may continue rolling additional d6s as long as the dice keep coming up 6s. Make the additional die rolls before resolving the Sherlock Die result. (see page 58 for using the Sherlock Die). Players are not required to roll any additional dice when making a Professional Skill Roll.

Specialization

"My name is sherlock Holmes. It is my business to know what other people don't know."

- Sherlock Holmes, Adventure of the Blue Carbunkle

Specialties are narrow aspects of a Skill. Adding a Specialty costs two Investigator Points. When using a Specialty, an investigator may add two extra dice to their roll. In some cases, more than one Specialty might apply to a Skill Roll. When this occurs, the Mastermind may allow the player to roll one extra die for each relevant Specialty. The Mastermind determines whether Specialty applies to a Skill Roll.

The Skill Rank determines how many Specialties an investigator may have in that Skill:

Example:

Winifred has the specialty "People"
under Observation. She has a Rank of 3
in Observation, so when she observes
people interacting, she will roll five
dice plus the Sherlock Die. (see page 58
for using the sherlock Die).

and the second se	as been seen as a second second
Rank	Number of Specialties
2	0
3	I
4	2
5	3
6	4
7	5
8	6
	2 3 4 5

The Specialties listed in this book are by no means a complete list of possible Specialties. Masterminds and investigators should work together when creating Specialties to ensure that they fit into the world of Sherlock Holmes and the Victorian Era.

Skills and Related Specialties

The following is a list of Skills in the world of *Baker Street* with a few sample Specialties. Remember, these Specialties are only recommended guidelines; players are encouraged to work with the Mastermind to create their own.
Acting

Acting is the art of pretending to be someone else. It is an important Skill when faced with the dubious necessities of some criminal investigations. A Perception Roll can be made to see through a disguise.

Specialties of Acting include:

Impersonation / Disguise Stage Performance Street Performance

Area Knowledge

Sometimes it is important for an investigator to intimately know his surroundings. The difficulty of an Area Knowledge Roll mostly depends on how big the area is, or if the investigators would have any reasonable knowledge of it from newspapers, maps, writings, or from having passed through the area. Specialties of Area Knowledge include:

Another Country: (Specify Country i.e., China, India, United States, etc.) London Districts: (Specify District i.e., Bermondsey, Paddington, Whitechapel, etc.) The English Countryside: (Specify Region i.e., Berkshire, Cornwall, Northumberland, etc.)

Artistry

This Skill covers any form of art that an investigator might possess. An investigator may be a wonderful singer, an agile dancer, or an accomplished painter. Most upper-class female characters will have at least one Artistry specialty they cultivate before entering the social season for the first time. Some Specialties include:

Creative Writing Dancing Drawing Instrument (Player's Choice) Merchandising Painting Sculpting Singing Window Dressing

Charm

Sometimes personal magnetism is all an investigator needs to get answers. The Charm Skill is opposed by Perception. Just because a target is Charmed does not mean they do whatever is asked of them without hesitation. For instance, it is not a super power that is usable in the middle of combat. The target is not being mind-controlled. Charm means that the target is beguiled, making it easier to offer a suggestion, make them less observant, or instill a desire to please the charmer. Seduction is using Charm as a way of suggesting possible romantic encounters. Friendly Persuasion makes a target regard the charmer in a favorable light. Altering Emotions could potentially defuse a fight. Misdirection is the Specialty of making someone focus on one location, object, or person to the exclusion of everything else.

Specialties of Charm include:

Altering Emotions Deceit Friendly Persuasion Misdirection Seduction

Climb

This is the physical art of scaling an object. The difficulty depends on the height, scalability, and danger of the obstacle to be climbed. This Skill covers the smallest fence to the highest mountain peak.

Specialties of Climbing include:

Buildings Fences Mountains

Commerce

Commerce is an all-encompassing Skill of the use of a trade. A Commerce Roll could be used when asked to recall a specific fact about a trade, or while applying the trade to make money. Almost any business can be made into a Specialty. Some examples of Commerce include: Art Appraisal Banking Barrister Chimney Sweep Doctor's Practice Government Flower Stall Landlord Manager Shop Keeping

Craft

This Skill is used to make something with one's own hands. It might be building a model ship, welding an iron door, or sewing clothes. It also covers the nefarious art of forging documents and counterfeiting money. Specialties of Craft include:

Costumes / Disguises Counterfeiting Forgery Iron Works Sewing Woodworking

Criminal Artistry

This Skill represents a hodgepodge of skills criminals may find useful in their endeavors. These Specialties are very specialized art forms in and of themselves, like being able to crack a safe, or pick pocket a gentlemanwithout his notice. Characters can use Criminal Artistry in place of Strength to escape being Restrained.. Some Specialties of Criminal Artistry are:

Burglary Escape Restraints Lock-Picking Pick Pocket Safe-cracking Shoplifting Sneaking

Customs

Customs is a Skill used to recall or perform certain customs of a class or nationality of person. Maybe an investigator needs to know how to introduce himself to German royalty or avoid a scandalous misstep at a London social occasion. Specialties of Customs include:

Class: (Wealthy or Middle Class) Country: (Specify Country i.e., China, India, United States, etc.) Social Group: (Specify Group i.e., actors, businessmen, tribal warriors, Ladies' Tea Circle, etc.)

Deduction

Deduction is one of the three detective Skills in the game. It is often used during an Investigation Scene to ask questions of Mastermind, a witness, or suspect. Deduction has other purposes as well, such as the detection of lies. Specialties of Deduction include:

Deduce Lie Motive

Dodge & Defense

This is an all-encompassing Skill for avoiding injuries due to attacks. Characters make Dodge & Defense Skill Rolls to oppose any Fight or other Attack Roll to avoid being hit. Keep in mind that Combat Advantages may impact the roll made by providing the attacker or the defender with extra dice. Specialties of Dodge & Defense include:

Vs. Blades Vs. Boxing Vs. Brawling Vs. Firearms Vs. Grab Vs. Grapple Vs. Martial Arts

Drive & Pilot

This Skill is used to steer and operate anything from carriages and automobiles to hot-air balloons and boats. Each Specialty should include the type of conveyance being used. Some examples of Drive & Pilot are:

Hansom Cab Horseless Carriage Hot-Air Balloon Ship Rowboat

Endurance

Endurance is a physical Skill that has a few applications. It represents how well a character holds up to extended physical strains, such as running and swimming over long distances. Specialties include the type of activity performed. Specialties of Endurance include:

Climbing Fighting Running Swimming

Fight

The Fight Skill covers all forms of unarmed combat, fisticuffs, and other fighting arts. Fight Skill Rolls are opposed by Dodge & Defense Skill Rolls. Specialties of Fight include:

Boxing Brawling Disarming Martial Arts

Hide

Hide is a Skill used to conceal one's self or an object. It is normally an opposed roll vs. Perception. Some Specialties of Hide are:

Conceal Object Hide in Urban Surroundings Hide in Natural Surroundings

History

As the Skill name implies, History is the Skill for remembering historical events. Specialties of History include eras of history or specific fields such as:

Classical Era



History of London History of Nobility Oriental History

Hunting

Hunting is the art of trapping or finding prey. It is useful when tracking criminals or when a fellow has been invited on a game hunt. Specialties of Hunting include:

Stalking Tracking Trapping

Jump

Much like the Climb Skill, this is a physical Skill for exactly what the name implies: jumping. Specialties of Jump include:

Running Standing Vertical

Law

Investigators with this Skill understand crime and punishment as well ascriminal proceedings. This Skill also covers non-criminal aspects of the law. Specialties of Law are specific areas and include:

Capital Offenses Criminal Law Estate Law Police Procedures Sensational Crimes

Medicine

Medicine is the special Skill of healing wounds. First Aid is required to treat a person at an injury level of Wounded or less. Surgery is necessary for worse wounds and requires an entire scene to make the Skill Roll. (See Injured and Worse on page 77 for more details)

Specialties of Medicine include:

Anatomy Autopsy Diagnosis First Aid Poisons Surgery

Menace

Menace is using one's appearance or words to inspire Fear in a target. Menace can compel the target to comply with demands, flee, or even surrender. The use of the Skill can cause an instant Status loss to a character even for attempting to use it. The amount of loss is up to the Mastermind. Menace is an opposed roll against Perception. Specialties of Menace include:

Evil Eye Imposing Physique Strong-arm

Navigate

This Skill is used to find the way to a particular destination. This differs from Area Knowledge. Area Knowledge provides details about an area, but Navigate provides the know-how to get to the desired location.

Specialties are various geographic areas, such as:

Cities Countryside Forest Ocean River

Masterminds wanting a particularly detailed game can break Cities into specific Districts.

Observation

Observation is one of the three Detective Skills used in the game. It is the art of finding clues from visual or auditory inspection. The better the Observation Roll, the more details that are discovered. Outside of Investigation Scenes, Observation can be used to listen to conversations or spot something important. Specialties of Observation include:

Listen Objects Read Lips Rumors & Gossip People Places

Oratory

This is the art of speaking. With the Oratory Skill an investigator can make a rousing speech, convince a police officer he belongs at the investigation, or persuade someone to provide him with some extra information. Specialties of Oratory include:

Fast Talk Lying Persuade Public Speaking Sales

Perception

Perception is a Skill used to see what others may be hiding. Perhaps they are concealing an object, pretending to be someone they are not, or just hiding their true motivations. Perception Rolls are opposed rolls.

Specialties of Perception are resistances to certain Skills.

Vs. Acting Vs. Charm Vs. Hide Vs. Menace Vs. Oratory

Photography

Photography is in its infancy in the world of Sherlock Holmes, but it can be a valuable investigation tool. The Skill includes knowledge about taking and developing pictures. Specialties of Photography include:

Composition Photography Equipment Developing Pictures

Reason

Reason is one of the three Detective Skills. It is the ability to figure out if a clue is false, or meaningless and unimportant in an investigation. Outside of the Investigation Scene, Reason Skill Rolls can be used to piece together someone's motive. Some Specialties of Reason are:

Logic Puzzles Riddles

Research

To unravel mysteries, investigators may have to research topics. This can be the simple task of reading newspapers or visiting the local library, police archive, or museum. Specialties of Research include:

Archive/Library Use Newspaper/Magazines

Ride

When thinking of the Ride Skill, the normal assumption is horses, but in rare cases it could be exotic animals like elephants. It could even apply to bumpy carriage rides as well.

Specialties are the type of conveyance.

Clarence or Growler Exotic Animal: (Specify Animal) Horse Horseless Carriage

Sailing

The Sailing Skill could cover anything from a small sloop to a large three-masted schooner. The Skill includes all aspects of sailing. Some Specialties of Sailing include:

Charting Rigging

Science

This Skill rates a character's understanding of scientific endeavors. Specialties are the specific branches of science. Some examples of Science include: Astronomy Botany Chemistry Math Pharmacology Physics

Shoot

Shooting is the discharging of all projectile weapons. This Skill is used when firing anything from a bow and arrow to an artillery gun. Specialties include Aiming and the specific type of weapon being fired:

Aiming Airguns Bow and Arrow Revolvers Rifles Shotguns

Social Sciences

Social Sciences are the academic subjects on humans and their society. Specialties of Social Sciences include:

Anthropology Archeology Political Science Sociology

Street Smarts

Street Smarts are a measure of the character's ability to use the underbelly of a criminal network or city to their advantage. The type of criminal activity is often the type of Specialty:

Cheating Gambling Guttersnipes Petty Criminals Professional Crime

Strength

As the name implies, Strength is the measure of a character's physical strength. Often used to restrain others, stun characters, and escape holds, Strength can also cause serious bodily harm- if the character is trained in Boxing or Martial Arts. Strength is used in Damage Rolls after making a successful Fight Attacks. Specialties of Strength include:

Escape Grab/Grapple Lethal Blows Lifting Restrain Stunning Blows

Swim

The name sums it up nicely. It is a character's ability to Swim. Specialties of Swim are the body of water:

Oceans Ponds Pools Rivers

Is a person with a high skill Rank good at something despite not having a specialty?

The short answer is yes. A character with an Artistry of 5 and a specialty in singing does know

Theology

Theology is the study of religion and all its earthly and heavenly aspects. Some Specialties include:

Church of England Judaism Roman Catholicism

Weapon

The Weapon Skill is the use of melee weapons. Types of weapons are the Specialty:

Blackjacks Clubs Knives Single Stick Swords

Deceit versus Lying

In essence, the two Specialties have the same result, convincing others that a character is telling the truth when they are not. Lying, the Specialty of Oratory, is creating a perfectly believable falsehood. Deceit is using Charm to make people believe what an honest person a character is and foster a natural trust through personality. When telling a falsehood, either Skill can be used and are opposed by Deduction or Perception. The Mastermind has the final say regarding what Skill applies to the situation.

something about Dancing, but clearly is not as good as a specialist dancer. If asked to perform a dance of their choice, it is possible, but if asked to execute the choreography of Swan Lake, it might become a problem. When necessary, the Mastermind can impose a penalty to a Skill Rank of -2 if testing a Specialty for a very special reason, and the character does not possess the Specialty. Take into consideration the case of George Harris, a thief with a Criminal Artistry of five, but without the Lock-Picking Specialty. Under normal circumstance, George can use his Criminal Artistry Skill to lock-pick normal doors. He has done it before, but this time George is attempting to lock-pick an unusual steel door that leads to a very secure area. In this case, it is perfectly acceptable for the Mastermind to impose a -2 penalty. George has never seen a lock like this and does not possess the knowledge of a specialist. So in this case, he will only roll three dice against the door. Remember however, the penalty should only be applied to special, specific, and rare cases. Most of the time, George can get a door open with his Criminal Artistry Skill just fine.

In a case like Area Knowledge, the Mastermind might be more liberal with applying the -2 penalty. In cases where the investigator has never heard of or seen the place in question, a Mastermind is within his rights to consider the investigator Untrained for that roll (meaning two dice are rolled).

Social Status

"It is my belief, Watson, founded upon my experience, that the lowest and vilest alleys in London do not present a more dreadful record of sin than does the smiling and beautiful countryside."

- Sherlock Holmes, - The Copper Beeches

Status is an important tool in Baker Street. Many social interactions influence Status. Opposed Status Rolls are used to get an advantage when attempting to convince someone to assist, loan something, provide a favor, or perhaps to even Charm or manipulate a person. So what stops everyone from playing Upper-Class investigators? For starters, Upper-Class characters have status to protect and maintain. It is their most valuable asset after cash and credit. That means anything involving manual labor, interacting with the Lower Class, looking uncharitable, engaging in scandal or anything remotely criminal can damage status so severely that an Upper-Class person may never recover. The Lower Class, on the other hand, has nothing to lose regarding status. Without a need for status, these characters can operate freely. They can engage in scandal, perform manual labor, and involve themselves in criminal activity without fear of their status being destroyed. When a Lower-Class character interacts with other Lower-Class characters, status is not even used. A good investigative party has characters from all classes to do the things that must be done, and to gain a social advantage when necessary.



Tracking Status

Status has a track of five circles with it. The Mastermind awards or subtracts circles based on a character's behavior and how they are living up to Victorian ideals. Whenever the track exceeds the fifth circle, the character gains a Rank (one die) in the Status Skill. The Mastermind may subtract circles at any time for improper behavior. If there are no filled circles remaining, the character loses a Rank of Status. They will then fill in the five circles, and subtract the required loss.

A beggar approaches Ms. Weatherly and begs for money. She scorns the man, telling him to "Find a job" and "Stop pilfering from those of means." Since she is being uncharitable the Mastermind tells the player of Ms. Weatherly to subtract three circles of Status for her behavior. Her Status currently is Rank 5 with two circles. She loses a total of three circles, lowering her Status to Rank 4 with four circles filled.

Mr. Johnson, a well-to-do English Squire is confronted by the same beggar. He offers the man a few shillings. The Mastermind decides to reward Mr. Johnson with two circles of Status. Johnson has a Status of 4 with 4 circles filled. His Status becomes Rank 5 with one circle filled.

Using Status

When asking something of an NPC, the player investigator can roll his Status dice against a difficulty assigned by the Mastermind. If successful, the NPC is receptive to the idea but still requires convincing against their Perception. If the Status Roll is unsuccessful, they may try to find a reason to remove themselves from the situation, but will still have enough etiquette if cornered to respond civilly.

However, the amount of successes the Status Roll failed by adds to the target's Perception. If the roll exceeds the target number, those dice are bonus dice that a character can use on any Skill they

use to convince their target with Charm, Persuasion, or another social interaction Skill.

Let's look at the example of John the bootblack attempting to get Constable Davenport to follow him to a crime. The Mastermind determines that a low-class character interacting with a middle-class character is an Easy (2) Difficulty. John's Status is Rank 2, so he rolls two dice when making the Status Roll. John rolls his Status dice, but gets only one success. This is not enough to convince the Constable to pay him much mind. The Constable begins to find excuses not to talk to the boy, and tells him to run along. However, John quickly decides to use his Fast Talk Specialty against the Constable's Perception. Since John failed his Status Roll by one success, the Constable adds one bonus die to his Perception roll. Hopefully John can overcome his Status as a poor bootblack and make a convincing argument to Constable Davenport.

Characteristics

"You are Holmes, the meddler." My friend smiled. "Holmes, the busybody!" His smile broadened. "Holmes, the Scotland Yard Jack-in-office!" Holmes chuckled heartily.

The Adventure of the speckled Band

Every investigator has Personal, Professional, and Negative Characteristics. The player records these characteristics on their Investigator Profile sheet. Characteristics can be catchphrases, descriptions, feelings, or anything that describes the investigator that they have created. Each player records two Personal Characteristics, two Professional Characteristics, and two Negative Characteristics about their investigator. Here are some example characteristics for a constable: Personal: "Grim and Determined"

Personal: "Boxing Champ"

Professional: "What's all this then? Up to no good I see"

Professional: "The best copper around"

Negative: "Never turns down a drink"

Negative: "A pretty girl is distracting"



Activating a Characteristic

When a Characteristic applies to an investigator's Skill Roll, the investigator earns a free point of Resolve to use on that Skill Roll only. Only one point of Resolve can be gained in this manner, no matter how many Characteristics apply to the situation.

Example:

Kirby's investigator has the Characteristic "Keen Shot." He rolls his revolver attack and activates the Characteristic "Keen Shot," adding an extra die to the attack. The Mastermind may call a Negative Characteristics into play during the story at any time. The investigator must either then pay a point of Resolve, or take whatever course of action best describes this Negative Characteristic, normally suggested by the Mastermind.

Example:

A constable is working a case but passes a pub, so the Mastermind activates the constable's Negative Characteristic of "Never turns down a drink". The player must decide if his constable is going to go in for a drink, or pay the point of Resolve to the Mastermind to ignore the Negative Characteristic. If he pays, the Mastermind adds that Resolve to a general pool of Resolve that can be used against the investigators whenever he wants. Avoiding too many Negative Characteristics can come back to haunt the investigators.

Item Characteristics

A player can give an item a Characteristic through the use of two Investigator Points or three Experience Points (in the case of items acquired after character creation). For instance, an investigator might carry around a rabbit's foot. By placing an Item Characteristic "Lucky" on the rabbit's foot, the investigator can activate the item to gain a point of Resolve. Players can also give the item a Negative Characteristic to gain an Experience Point when activating the item. Items can never have more than two Characteristics, one that is an Item Characteristic and one that is a Negative Characteristic. some sample item characteristics:

"High Powered" Magnifying Glass "Fashionable" Top Hat "Comfortable" Dress Shoes "Thorough" Set of Encyclopedias "Charming" Ballroom Dress "Sought After" Rare Coin (Negative Characteristic) "Prone to Misfire" Revolver (Negative Characteristic)

Item Characteristics are independent of Personal Characteristics. Therefore, an investigator can have both an Item and a Personal (or Professional) Characteristic active for a roll. While one Item and one Personal (or Professional) Characteristic may apply to a roll, more than one of the same type of Characteristic can not be applied.



Optional Rules: Connection Characteristic

If a Mastermind prefers, each investigator can add one Connection Characteristic. This Characteristic functions just as a Personal or Professional Characteristic, but ties the investigators together and provides more roleplaying opportunities during an adventure. Some examples include: "past love," "college pals," or "war buddies." Each investigator can have one Connection Characteristic with up to two other investigators. Additionally, this optional rule can provide some context as to why the investigators all know each other before the first case begins.

Sample Characteristics

Personal

Victorian to a Fault Happy Go Lucky Social Climber Dashing Good Looks Stronger Than I Look Charms the Pants Off Them Smartest Man in the Room **Deduction** Expert Filthy Rich Familiar with Crime Large Hands Fencing Master You Wouldn't Like Me Angry Belongs to Gentleman's Club Proper Manners at All Times Friends in High Places Daredevil Armed with Fashion Sense lack of All Trades Accomplished Painter A Smile that Lights the Room No One Messes with My Friends College Boxing Champion Puzzle Master The Belle of the Ball Incredibly Observant Clue Master You Can't Fool Me It's My Business to Know These Things Always on Time Always Finds a Bargain London is My Second Home Loyal and Brave Perfect Memory

Professional Characteristics

Medicine Man One of the Best Shop Owner I Can Smell Lies Blends into a Crowd The Best Singer in the Opera I Can Impersonate Anyone Well Respected Scientist Best Cab Driver in the World Forensic Expert My Good Looks Pay the Bills A Collector of Ancient Artifacts That'll Cost You Professional Pick Pocket From the School of Hard Knocks Countryside Landowner I Can Smell a False Clue Nothing Goes by Unnoticed Gambling Expert Crack Shot Dueling Master Let's Make a Deal I Know What Killed Her World Traveling Expert Math Expert Astronomy Professor Catches the Bad Guys Healer Surgical Master Wealthy Man About Town Part Time Detective I Can Make that Happen World Class Chef Security Expert Expert Forger What Do You Need and When Do You Need it By?

Negative Characteristics

- Loves the Girls Takes a Drink Now and Then Loves to Gamble Bad Eyesight Hard of Hearing Old War Wound Never Turns Down Food I Don't Drink Tea Doesn't Have Time for Victorian Niceties Bad Luck is My Middle Name I Could Eat All Day Poor Fashion Sense Dirt Poor Bad Attitude Constantly Grumpy
- Missing a Finger Did Hard Time Has Memory Issues Always Late Loud and Brutish Constant Talker Heavy Sleeper l Curse Like a Sailor Awkward Around the Ladies Can't Lie Strong Code of Moral Ethics Poor Shot Not in the Face! Coward Color Blind Antisocial Curious as a Dead Cat Doesn't Make Friends

Resolve

"I have written to Lestrade asking him to supply us with the details which are now wanting, and which he will only get after he had secured his man. That he may be safely trusted to do, for although he is absolutely devoid of reason, he is as tenacious as a bulldog when he once understands what he has to do, and indeed, it is just this tenacity which has brought him to the top at Scotland Yard."

sherlock Holmes, The Adventure of the Cardboard Box

Resolve is the essence of determination. All the characters in Baker Street, good and evil, investigator and NPC, have Resolve.

Every investigator starts with three points of Resolve that refresh at the start of each adventure (not necessarily session). Characteristics provide Resolve for the current action. Investigators usually earn points of Resolve at the end of a scene. Additionally, a Mastermind may reward players with extra points of Resolve for good roleplaying.

Any investigator may spend a point of Resolve after they roll a Skill Roll to add an additional die. The investigator may continue adding dice until they run out of Resolve. Resolve is never used on Damage Rolls- it is reserved for Skill Rolls or allowing a character to mitigate damage.



There is no limit to how much Resolve an investigator may hold during a case, but it will reset to three points when the next case begins.

The Timing of Resolve

Active Player rolls are made before non-active opposed player rolls. The Active Player must decide to use Resolve before seeing what their opponent rolls as his or her opposed roll. Thus the opposing player always knows what number they need in order to succeed.

Money, Items, and Equipment

A brief description of Victorian money is in order. The three main coins are the pound (\pounds) , the shilling or bob (s or /-), and the penny (d). One pound equals 20 shillings equals 240 pennies. These are not the only coins, however.

Farthing (fourth-thing) = $\frac{1}{4}$ of a penny Halfpenny (haypenny) = $\frac{1}{2}$ of a penny Penny = IdHalf-groat = 2dThreepenny bit = 3dGroat = 4dSix-pence (tanner) = 6dShilling = 15 Florin = 2SHalf-crown = 2s-6dCrown = 55Half-sovereign = 10sHalf-guinea = 10s-6dSovereign (gold coin) = \pounds Quid (paper currency) = \pounds I Guinea = \pounds_{I-IS} Two-pound coin = \pounds_2 Five-pound coin = \pounds_5



The guinea is equal to one pound plus one shilling. Guinea coins during Sherlock times are going to be a bit rare, given their production was halted in 1799. A special guinea was struck to pay the Duke of Wellington's army in 1813, but that was a limited run. The guinea remains a measurement of currency, however, as many items (usually land and luxury items) are priced in guineas. A person will pay the pound equivalent, not actually use guineas. For example, an expensive fur coat costing 400 guineas would be purchased for 420 pounds.

Dry Weights

16 ounces = 1 pound (lb) 14 lb = 1 stone (st) 8 st = 1 long hundred weight (cwt) 20 long cwt =1 long ton

Average Weekly Expenditures

ltem	Shillings/ Pennies	ltem	Shillings/ Pennies
Beer (pint)	0/3.5	Meat	4/0
Boot-cleaning	0/3	Medical attendance	0/3
Boots (for whole family)	1/8	Milk	0/10.5
Bread (10 loaves)	2/3.5	Paraffin Kerosene] (1/4-gal.)	0/1.5
Butter	1/0	Rent	5/6
Candles	0/1	Savings	1/6.5
Clothes: For the man	1/0	School fees	0/4
Clothes: For wife & children	2/0	Soap (1 1/2 lbs)	0/6
Coal (1 cwt)	1/3	Sugar (4 lbs)	0/10
Cocoa	0/6	Tea	1/0
Flour	2/0	Tea (1/2 lb)	1/0
Fruit	1/6	Tobacco, etc.	0/6
Meal: Breakfast	1/8	Vegetables (18 lbs)	1/0
Meal: Dinner	5/0		

Yearly Expenditures

ltem	Pounds/Shillings/ Pennies	ltem	Pounds/Shillings/ Pennies
Coal	12/8/6	House Repairs	26/12/10
Dress: Husband	19/17/3	Local Traveling	19/17/9
Dress: Wife	35/8/4	Pleasures, Presents, Smoking	35/18/2
Doctor & Chemist-	33/1/0	Rates.& Taxes (including gas)	28/18/10
Food: Baker	9/8/8	Rent	105/0/0
Food: Butcher	46/9/11	Savings	50/19/2
Food: Dairyman	35/4/8	Stamps	7/16/7
Food: Greengrocer	10/6/0	Traveling & Tips	43/7/5
Food: Grocer	38/8/10	Wages	48/2/1
Food: Poulterer	10/3/7	Washing	34/14/9
Garden	4/13/9	Wine	15/0/8

Household Expenditures

Transportation

Cost
£4
£9
£1/3
1/3d

ĉ		
	Туре	Cost
	Bicycle	£8
	Cab Fare	
	Short (2 miles or less)	IS
	Longer distances	add 6d/mile

Clothing

A second s		
Pounds/Shillings/ Pennies	ltem	Pounds/Shillings/ Pennies
-/6/0	Top Hat	10/6
-/10/6	Overcoat	1/15/0
-/-/I	Shirt	45
-/-/5	Shoes	105
35	Socks, pair	-/1/10
-/-/8	Stockings	25
-/3/0	Sunday Suit	2/10/0
45	Trousers	65
	Under Vest	-/2/6
35	Undergarments	35
. 25	Undershirt	2/6
105	Waistcoat	125
105	Week-day Suit	2/0/0
55		
	Pennies -/6/0 -/10/6 -/-/1 -/-/5 35 -/-/8 -/3/0 45 -/3/0 45 -/3/0 -/3/0 -/35 	PenniesItem-/6/0Top Hat-/10/6Overcoat-/11Shirt-/-/1Shirt-/-/5Shoes35Socks, pair-/-/8Stockings-/-/8Stockings-/-/8Stockings-/3/0Sunday Suit45TrousersUnder Vest35Undergarments25Undershirt105Waistcoat105Week-day Suit

Accessories

		and the second se	the state of the s	Additional and the second s	£
and a second	ltem	Pounds/Shillings/ Pennies	ltem	Pounds/Shillings/ Pennies	-
	Glasses	£ı	Necklace	£2	
	Gloves:		Earrings	105	-
	Fingerless Gloves	10d	Hat Pin	85	
	Fine Driving Gloves	45	Pocket Watch	£ı	T
	Kid Gloves	- 85	Reticule (Small Purse)	35	T
	Jewelry (Base Prices):		Suspenders	8d	T
	Cuff Links	105	Umbrella/Parasol	45	1
11 Aug	Ring	£ı			
	N COMPANY	The second se	In the second	and the second se	1

Weapons

ltem	Pounds/Shillings/ Pennies	ltem	Pounds/Shillings/ Pennies
Ammunition (box of 100 rounds)	55	Revolver	£3
Knife, Kitchen	1/6d	Rifle	£4
Knife, Hunting	45	Saber	105
Knife, Pocket	bot	Straight Razor	55
Lead Sap	5d	Walking Stick	35
Pistol	£2		

Equipment

	A REAL PROPERTY OF THE REAL PR	A REAL PROPERTY AND A REAL PROPERTY AND A REAL PROPERTY.	for the second second second	a second s
	ltem	Pounds/Shillings/ Pennies	ltem	Pounds/Shillings/ Pennies
	Backpack	55	Magnifying Glass	155
	Camera	£4	Notepad	Id
Same.	Film (12 Exposures)	35	Razor	55
	Darkroom Supplies	£1 .	Reference Books	105
	Crowbar	25	Rope (50 ft)	- 6d
	Disguise Kit	£1/6	Shaving Kit	45
and a second	Doctor's Satchel	145	Steamer Trunk	£8
- Anna	Fountain Pen	35	Suitcase/Valise	£2
	Lantern	55	Tool Bag	£3
	Lantern Fuel (quart)	6d	Typewriter	£2/8
				the second secon

Communications

Туре	Cost
Messenger	6d/hour
Newspaper	Id
Post	id/ounce, i hay-p'ny each additional ounce
Telegram	I hay-p'ny/word

Investigator Improvement

"It is not so impossible, however, that a man should possess all knowledge which is likely to be useful to him in his work, and this, I have endeavoured in my case to do."

- Sherlock Holmes, The Five Orange Pips

Completing a Case with a favorable outcome will usually each investigator 4-5 points of experience. Less than favorable outcomes and the levels of the Threat Meter may reduce experience awarded. The Mastermind may award extra Experience Points to anyone that role-played their character particularly well or for particularly entertaining moments. In some cases, the Mastermind may award experience for character backstories or portraits. Additionally, a player may add one new Negative Characteristic to gain 1 point of experience. Characters may not have more Negative Characteristics than they possess Personal Characteristics.



Investigators can use Experience Points to:

- Buy a new Skill for four Experience Points. New Skills start at Rank 3.

- Raise a Skill they already have. The number of Experience Points needed to increase a Skill is double the new Rank. If an investigator was to go from a 3 in Deduction to a 4 in Deduction, they must spend eight Experience Points. A Skill may never be increased by more than one Rank between Cases and no Skill Rank can ever exceed 8. This represents the pinnacle of achievement. (see Skills on page 34).

- Improve a Skill through Specialization. Adding a new Specialty costs three Experience Points. The number of Specialties that an investigator may have is dependent on Ranks in that Skill. (see Specialization on page 35).

- Create a new Professional, Personal, or Item Characteristic for three Experience Points (see Characteristics on page 43).

- Spend two Experience Points to remove a Negative Characteristic.

- Learn to read, speak, and write a new language for two Experience Points.



Putting it all Together: <u>Forming the</u> <u>Investigation Team</u>

"It is the unofficial force - the Baker Street Irregulars."

- sherlock Holmes, The sign of the Four

In which the investigators learn the ins and outs of working together.

Ne

Forming Your First Investigation Group

It is with a heavy heart that I take up my pen to write these the last words in which I shall ever record the singular gifts by which my friend Mr. Sherlock Holmes was distinguished.

– John H. Watson, The Final Problem

The setting for the *Baker Screec* RPG is sometime after May 4th, 1891, when Sherlock Holmes and Professor James Moriarty tumble to their deaths in the Reichenbach Falls. The faithful Dr. Watson no longer has the spirit or passion for partaking in investigations. The cases, however, continue to pour into Baker Street. Compelled from a sense of civic duty, he searches for able-bodied investigators to tackle these cases in his stead.

He offers the investigators the use of 221B Baker Street as their headquarters. He makes himself available for occasional consultation, but mostly leaves the investigators to their own devices. He makes only one demand: Sherlock's bedroom is not to be disturbed under any circumstances.

Mrs. Hudson sees to any reasonable requests of the investigators as a helpful landlady should. The only thing she will not tolerate is the investigators mucking about in Sherlock's bedroom. Aside from Sherlock's room, the flat has only one other bedroom, Watson's former room. One investigator, maybe the party leader, could occupy the extra bedroom, or if the investigators agree, they could use the additional bedroom for some other purpose like a medical examination room or a library.



Hsing Watson

"Good old Watson! You are the one fixed point in a changing age." –Sherlock Holmes, The Last Bow

Dr. Watson is an ideal NPC to introduce the characters to the world of Sherlock Holmes. He knows London well, has a keen sense of the criminal mind from working with Sherlock, and is a fountain of helpful advice should the characters ever find themselves in need of guidance. That said, Watson is not a hand-holder or crutch to be overused. The investigators' conclusions, methods, triumphs, and disasters, for better or worse, are owned by themselves. Watson's role is one of a mentor, not a meddler, and certainly not a savior. Watson is not currently residing in Baker Street.





What of Sherlock?

"Any attempt at recovering the bodies was absolutely hopeless, and there, deep down in that dreadful caldron of swirling water and seething foam, will lie for all time the most dangerous criminal and the foremost champion of the law of their generation."

- John H. Watson, The Final Problem.

The disappearance of Sherlock provides the investigators a chance to fill the great detective's shoes. It is tempting for any Mastermind to return Sherlock to the game world or, indeed, make it so he never left. Stats are provided for Holmes at the back of this book for any Mastermind that wishes to use him.

A word of warning: The players are choosing this game to step into the life and role of Mr. Sherlock Holmes, and that is hard to do if he is around. An investigator cannot shine as brightly if always in the shadow of someone greater.

Using Moriarty

"He is the Napoleon of crime, Watson. He is the organizer of half that is evil and of nearly all that is undetected in this great city. He is a genius, a philosopher, an abstract thinker. He has a brain of the first order. He sits motionless, like a spider in the center of its web, but that web has a thousand radiations, and he knows well every quiver of each of them." - Sherlock Holmes, The Final Problem

It is true that, in the stories written by Conan Doyle, the Professor died after his tumble with Sherlock Holmes. This fact does not have to be the case while playing Baker Street. The Professor most assuredly haunts the players through the Moriarty result of the Sherlock Die. He could even return in a very physical way if the Mastermind wants a first-rate Villain. Moriarty's stats can be found at the back of this book. He is a man with a plan inside a plan. His criminal network is vast, and his signature can be found on almost any perfect crime. He always has an escape plan should the investigators think an ungentlemanly assassination attempt is justified. Physical confrontation is his last resort. Use the Professor when his presence will enhance the game. Who does not want to square off with the greatest Mastermind of crime?



<u>The Mechanics of</u> <u>Baker Street</u>: <u>Playing the Game</u>

"Am dining at Goldini's Restaurant, Gloucester Road, Kensington. Please come at once and join me there. Bring with you a jemmy, a dark lantern, a chisel, and a revolver. S.H." It was a nice equipment for a respectable citizen to carry through the dim, fog-draped streets.

- The Adventure of the Bruce-Partington Plans

Wherein our investigators learn about the consequences of their actions in Baker Street. N

How to Make a Roll

"Education never ends, Watson. It is a series of lessons, with the greatest for the last."

- sherlock Holmes, The Red Circle

In Baker Street, investigators make Skill Rolls by rolling a number of six-sided dice that equals their Skill Rank. Any rolled 45, 55, and 65 count as successes. The Sherlock Die is included in any roll made by the investigators or the Mastermind. The effects of the Sherlock Die are explained later in this book.

The difficulty of an action is assigned by the Mastermind. The investigator must meet or beat this difficulty by rolling successes on the dice.

The Sherlock Die

"Watson here will tell you that I never can resist a touch of the dramatic."

- sherlock Holmes, The Naval Treaty







Watson

Moriarty

Roll the special Sherlock Die along with every other roll in the game. If the result is a numerical value (1, 2, 0T)3), that value rolled on any of the other dice is counted as a success. If the die comes up a 2, then any 2s in the roll are successes (note the Sherlock Die is not counted as a success itself).

The Sherlock Holmes icon is a wild result. The investigator may choose 15, 25, or 35 to be counted as successes on this roll only. At times, other conditions may cause 45 or 55 to be unsuccessful. These results may also be chosen on a Sherlock result.

A Watson result allows the investigator to gain one extra success or to assist another player on their next roll as a Free Action (see Assisting in Time, Actions, and Rounds on page 59).

Finally, the Professor Moriarty result is a bad result; each unsuccessful result removes one success from the roll.

For thematic purposes, a Mastermind may switch the results of Moriarty and Sherlock for his NPCs. In those cases the Sherlock icon has the Moriarty effect, and the Moriarty icon has the Sherlock effect.

y Chart
Required Successes
I
2
3
4
5
6
le 7

Opposed Rolls and Ties

Many times a character will find that they are making opposed rolls against an NPC. The higher number of successes always wins, and in the case of a tie, the winner is the character who is currently taking their turn. In other words, the Active Player (or NPC) wins.

Professions and Zkill Rolls

"What the deuce is it to me?" he interrupted impatiently; "you say that we go round the sun. If we went round the moon it would not make a pennyworth of difference to me or to my work."

- sherlock Holmes, A study in scarlet

When using a Professional Skill, an investigator may roll an extra d6 for each 6 rolled in a Skill Roll. Any additional dice may be rolled before applying the effect of the Sherlock Die. This means the investigator counts the 6 as a success and gains the potential for the extra roll to be another success. As long as the dice keep coming up 6s, the investigator can continue to add dice. Be careful of the evil Professor Moriarty! Some investigators choose not to reroll if he appears!

A hansom cab driver would count his Drive and Pilot skill as Professional, adding dice for any sixes rolled.

Time, Actions, and Rounds

"There can be no question, my dear Watson, of the value of exercise before breakfast." - Sherlock Holmes Adventure of the Black Peter

Typically, it is unimportant to break Investigation Scenes down into time increments. Since the players are clue-finding, a general idea of the approximate time of the investigation is all the players and Mastermind need.

In Non-Investigation Scenes or Investigation Scenes that have suddenly become physical fights or chase scenes requiring a smaller amount of time, each round now represents a few seconds. We turn to using Free, Simple, and Complex Actions.

Free Actions

Free Actions take very little time or no time at all. Such an Action could be shouting a word, dropping an item, etc. Characters may take as many Free Actions each round as the Mastermind allows.

Simple Actions

Actions that take longer than Free Actions, but not as much time as Complex Actions are considered Simple Actions. These could include saying a sentence, reloading a firearm with one shell or bullet, drawing a weapon, picking up an object, opening or closing a door or window, moving, etc... As a general rule, a character may take three Simple Actions in a turn. Moving roughly 30 feet constitutes a Simple Action. Taking more than one Simple Action to move represents running. A character that spends their entire turn

Listing of Common Actions

Action	Kind of Action
Assisting	Free - when a Watson Result is used
Drop a Weapon	Free
Escape a Grab	Free
Shouting a Word	Free
Draw a Weapon	Simple
Mounting or Dismounting a Horse or Carriage	Simple
Move 30 feet	Simple
Open Window or Door	Simple
Pick Up a Weapon	Simple
Reload One Bullet or Shell	Simple
Speaking a Sentence	Simple
Taking a Defensive Posture in Melee	Simple
Taking a Drink	Simple
Attack	Complex
Assisting	Complex - unless a Watson Result is used
Disarm	Complex
Escape a Grapple	Complex
Lighting a Torch or Lantern	Complex
Reload a Pistol Completely	Complex
Render First Aid	Complex
Taking a Completely Defensive Posture in Melee	Complex
⁰ Use a Skill	Complex

running may move go feet.

Complex Actions

Complex Actions take most of a turn. Using a Complex Action will only allow a character to use one additional Simple Action. Complex Actions include making any sort of attack, making a Skill Roll, or fully reloading a weapon. Moving up to 30 feet (a Simple Action) and making an Attack (a Complex Action) would be quite common.

Initiative

"Watson. Come at once if convenient. If inconvenient, come all the same." - Sherlock Holmes, Adventure of the Creeping Man

When combat begins, the Mastermind selects an investigator to take the first turn. That investigator then completes their turn and picks either another investigator or an NPC to go next. The Mastermind may spend two points of Resolve to allow a villain or NPC to interrupt the Initiative order and take their turn. This is a benefit only the Mastermind may use; investigator Resolve cannot be spent this way. The NPC interrupting the Initiative order will then choose who goes next. The last character to take their turn in a round decides who takes the first turn in the next round.

With this initiative system it may be tempting to nominate all of the investigator characters before nominating one of the Mastermind's characters. While this certainly is possible, if the Mastermind's characters go last, they are likely to nominate themselves to go first in the next round. This can have mortal repercussions if care is not taken.

Assisting

"I am lost without my Boswell" - sherlock Holmes, A Scandal in Bohemia

An investigator may spend an action assisting another character's next action.

As a Complex Action, a character with a trained Skill can assist the Active Player by providing a number of dice equal to half of their Skill Rank (rounded down). When the assisting character has a relevant Specialty, the bonus to the Skill Roll gets an additional die.

Determining whether or not a Skill or Specialty applies as part of an Assist Action is left to the Mastermind's discretion.

Example:

Professor Stamford is keeping a watchful eye out for a ruffian that may lead the team to the criminals' hideout. John the bootblack is with him and is keen to help. This has been determined to be an Observation Skill Roll. The professor's Rank in Observation is 4. John's Observation is Rank 3, but he also has the People Observation Specialty. John will add one die for his Skill Rank (half rounded down and also the minimum of one die) and one additional die for the relevant Specialty to the good professor's Skill Roll.

The Watson Result

"I said it in London, Watson, and I say it again now, that never yet have we helped to hunt down a more dangerous man than he who is lying yonder."

- sherlock Holmes, Hound of the Baskervilles

The Watson result on the Sherlock Die can be used for one success, or it can be used to take an Assist Action as a Free Action on another investigator's turn. In this way, helpful advice comes at the most dramatic time, providing much-needed assistance. The free Assist Action must be taken before the assisting investigator's next turn, or it will be lost. When rolled in an Investigation Scene or as part of a Damage Roll, the Watson result is always treated as an additional success.

61



A Three-Pipe Problem: The Investigation Scene

"What do you make of it, Holmes?" "It is obviously an attempt to convey secret information."

- Dr. Watson and Sherlock Holmes, The Valley of Fear

In which our investigators learn to apply Holmes's methods.

and the

The Investigation Scene

"You know my methods. Apply them!" - sherlock Holmes, The Hound of the Baskervilles

All of the answers at a scene wait patiently to be investigated. Given enough time and a sharp enough eye, the clues will reveal themselves. Unfortunately, the perpetrators of crimes are less patient and time is of the essence.

Investigating a scene is the driving engine of this game. The trick is to accumulate enough clues before the criminals get away or further their plans.



Investigation Scenes play out in a series of rounds. During these Observation, Reason, and Deduction Rounds, investigators make Skill Rolls to uncover clues, weed out false clues, and uncover possible leads to aid in their investigation. Players can choose to take additional scenes after the first - each extra scene taken increases the Threat Meter of the Adventure.

The Observation Round

Observation is the uncovering of clues in a scene. One player (normally the player with the highest Observation) becomes the Lead Investigator and rolls for the investigative team. Each other player may contribute half (rounded down) of their Observation dice to the Lead Investigator. The assisting investigators must have at least an Average Rank in the Skill to contribute. For instance, if an investigator has Observation at Rank 3, one additional die can be contributed to the Observation Roll. The difficulty of uncovering clues depends on how many clues are waiting to be revealed in the scene. A number of successes equal to the assigned Difficulty reveals one clue. Each extra success reveals one additional clue.

Some published adventures include Clue Card sheets as handouts. Other times investigators may fill out Clue Cards as details are revealed during the scene.

An example Clue Card looks like this:

ervation Roll Diff	ficulty
Number of Clues Undiscovered	Difficulty (Required Successes)
I-2	Heroic (6)
3-4	Demanding (5)
5-6	Challenging (4)
7+	Average (3)

For parties with fewer than five players, subtract 1 from the difficulty for each player below five (down to a minimum of 1). For parties with more than five players, add 1 to the difficulty for each additional player.

- Baker Street Clue Card -

Clue: A strange yellow thread on her brackish red feather stuck in her hat.

Lead:	Lead:	Lead:
This feather looks as if came from a farm animal, possibly a hen.	The thread may have come from an article of clothing in the closet where she keeps the hat.	The feather looks new, perhaps the thread is from the bin where there feathers were kept at the shop where she bought the hat and feather.

The Reason Round

Reason is the Skill used to weed out unimportant or false clues. One player (normally the player with the highest Reason) assumes the role of the Lead Investigator and will roll for the team. Each other player may contribute half (rounded down) of their Reason dice to the Lead Investigator. The assisting investigators must have at least an Average Rank in the Skill to contribute. For instance, if a player has Reason at Rank 5, they can give the Lead Investigator two additional dice for this Reason Roll. The difficulty of uncovering false clues depends on how many clues there are to decipher. A number of successes equal to the assigned Difficulty reveals one clue to be true or false. Every two successes above the Difficulty reveal whether another clue is true or false. The Lead Investigator chooses the clues to evaluate as true or false clues.

False Clue Detection

	and the second se
Number of Clues to determine true or false	Difficulty (Required Successes)
I-2	Heroic (6)
3-4	Demanding (5)
5-6	Challenging (4)
7+	Average (3)

For parties with fewer than five players, subtract I from the difficulty for each player below five (down to a minimum of I). For parties with more than five players, add I to the difficulty for each additional player.

Example:

Five clues have been revealed and are on the table. None have been determined to be true or false. SScott's investigator has Reason at Rank 3 and has the highest Rank on the investigative team. The other investigators contributed three dice to the pool, so Scott rolls a total of six dice in his Reason Roll. He rolls a total of six successes. Four successes are needed to uncover one clue as true or false (a Challenging Difficulty). With the extra two successes, he has determined that another of the five clues is either a true clue to the case or a false and unimportant clue. Three clues remain to be Reasoned. Sometimes the number of required successes appears high. Even when the Active Player has a low Skill Rank, Characteristics may apply and add dice to the roll. As well, they may use Resolve for additional dice to supplement, and other players able to assist may lend an amount of Resolve up to the number of dice they contributed. So if Professor Argyle assisted with two dice, he may provide up to two Resolve for additional dice if needed.



The Deduction Round

A clue has multiple leads, but only one will guide the investigative team to their goal. Some leads are going to be false. A Deduction Roll is required to rule out false leads. One player (normally the player with the highest Deduction) assumes the role of the Lead Investigator and rolls for the team. Each other player may contribute half (rounded down) of their Deduction dice to the Lead Investigator. The assisting investigators must have at least an Average Rank in the Skill to contribute. For instance, if a player has Deduction at Rank 4, they can give the Lead Investigator two additional dice for this Deduction Roll. The difficulty of ruling out leads depends on how many clues there are and the number of leads remaining to be eliminated. A number of successes equal to the assigned Difficulty rules out a false lead, and for each additional success, the Mastermind eliminates another lead from any clue the Lead Investigator chooses.

Deduction Roll Difficulty

	Number of Leads to be Determined Good or Bad	Difficulty
	I-3	Heroic (6)
-	4-6	Demanding (5)
	7-9	Challenging (4)
	10-12	Average (3)
	- 13+	Easy (2)

For parties with fewer than four players, subtract 1 from the difficulty for each player below four (down to a minimum of 1). For parties with more than four players, add 1 to the difficulty for each additional player.

Example:

Scott's investigator has ruled out one of the four clues as false. This leaves him with three clues and each has three possible leads. The difficulty for the roll will be Very Easy. He rolls six successes on his Deduction Roll and eliminates six possible leads, two per clue. That leaves the correct lead on each clue. With a single roll, Scott's investigator has successfully deduced all possible leads. The investigative party now has a very clear direction on how to proceed with their investigation.

As rolls are made, the Mastermind or Players mark clues to reveal the proper lead:

- Baker Street Clue Card ~				
Clue: A strange yell	nv thread on her brackish red f	eather stuck in her hat.		
Lead:	Lead:	Lead:		
This feather looks as if caune from a farm animal, possibly a hen.	The thread may have come from an article of clothing in the closet where ske keeps the kat.	The feather looks new, perhaps the thread is from the bin where there feathers were kept at the shop where she bought the hat and feather.		



Character Investigation Scenes and the Rule of Four

Not all interactions with NPCs are Investigation Scenes with Observation, Reason, and Deduction Rounds. Sometimes an NPC is confronted about his or her guilt, or investigators want to ascertain verification to their theories. Perhaps the investigators are following up on one of their leads. Whatever the case, these encounters can be role-played without the need for a full-fledged Investigation Scene. Ultimately, a published adventure (or the Mastermind's decision when writing his or her own case) determines what is, and what is not, part of an Investigation Scene.

The Rule of Four

When using the Rule of Four in a scene, investigators are allowed to ask up to four questions regarding the case. By increasing the Threat Meter, investigators may ask an additional set of questions.

There are instances when modifying the Rule of Four becomes necessary. Some cases have the Mastermind calling for investigators to ask fewer than four (or more than four) questions of the character or characters in a scene. While four questions on average tends to provide the important information, the Rule of Four is a game mechanism that is adjustable when required. Do NPCs have to answer questions truthfully?

It really does not need to be said that NPCs are not going to be truthful all of the time. Questioning a character gives the investigators the opportunity to demonstrate their prowess with Perception and Deduction Skills. Some may even have Specialties that make them quite good at spotting a liar.

Optional Rule: Using Clue Cards with the Rule of Four

In some cases, the lack of physical evidence may require that the majority of clues come from Character Investigation Scenes using the Rule of Four. When this occurs, the Mastermind offers clue cards when something important comes to light. Once enough clues have been revealed, use the clue cards in standard Deduction Rounds to determine which leads to follow.

The Threat Meter

"Give up the letter and all will be set right. If you will work with me I can arrange everything. If you work against me I must expose you."

sherlock Holmes, The Adventure of the second stain

Be warned, investigators! Criminals do not stand idly by during an investigation. The investigators must be as thorough as possible, but understand that they should not exhaust all of their time and resources doing so. A good investigative team weighs having some of the clues in the case against the repercussions of taking too long to find all of the clues. The Threat Meter provides the necessary tension to an adventure. The investigators have the choice of discovering all of the clues and investigating all of the leads at the expense of increasing the Threat Meter. The other choice is an attempt to get ahead of the threat with intuition by going forward with only a portion of the clues and leads.

Players can choose to take additional Investigation Scenes after the first - each extra scene taken increases the Threat Meter of the Adventure. Consequences are then applied to the adventure for each increase. These consequences may cause the Sherlock Die to function erratically, provide reinforcements to the criminal element, lower an investigator's Resolve, or even hamper Experience Point rewards. It is all up to the Mastermind and may provide a complete turnabout of events in the investigation.

Typically, an adventure has an Endgame threat consequence. This is the last straw, the final chance to close out the case. If the Endgame threat is triggered, events become dire indeed. Endgame consequences may cause a Moriarty result that triggers the failure of a roll, a complete loss of Resolve, or allows the villain to escape from justice.

Take care when choosing to increase the Threat Meter! The party must decide whether to increase it or not, and then live with the choice.

Increasing the Threat Meter Due to False Leads

The Threat Meter can be increased in other ways besides taking additional Investigation Scenes. This is normally due to the investigation of false leads or clues that have not been uncovered as false in the Reason or Deduction Rounds. After the party has devoted extensive time and resources to a false lead, the Mastermind may increase the Threat Meter. Keep in mind that inquiring about a false lead is not enough to increase the Threat Meter. The Mastermind always determines how much time and resources the increase requires.

Sometimes the investigative party becomes suspicious of a clue or lead. For an increase in the Threat Meter, the party may decide to ask the Mastermind to confirm if the clue or lead is indeed false. In place of spending a lot of time on a false clue or lead, the investigators can move forward with the investigation of other potential leads.



Example:

The investigators have turned up a lead that indicates the local Post Office may have more information. If the party only inquires about the Post Office's location, travel time to the Office, business hours, etc., there would be no increase to the Threat Meter. If they do decide to travel there and interrogate some poor clerk, the Threat Meter rises accordingly. If, after some debate, the investigators are unsure of the integrity of the lead, they may inquire of the Mastermind about the veracity of the lead. In exchange for confirmation of the lead being false or not, the Threat Meter increases.

<u>When Words</u> <u>Aren't Enough:</u> <u>Combat in Baker Street</u>

"Holmes took his revolver from his drawer and slipped it into his pocket. It was clear that he thought that our night's work might be a serious one."

- The sign of the Four.

2

In which our investigators learn to handle physical confrontation.

Making an Attack

"I have some knowledge, however, of baritsu, or the Japanese system of wrestling, which has more than once been very useful to me. I slipped through his grip, and he with a horrible scream kicked madly for a few seconds, and clawed the air with both his hands." - Sherlock Holmes, The Adventure of the Empty House.

There are two basic types of attacks in *Baker Street*: Ranged Attacks and Fighting Attacks. Ranged Attacks include both shooting and throwing of weapons. Fighting Attacks cover brawling, fisticuffs, martial arts, and the use of blunt objects in hand-to-hand combat.

Once an attack has been declared, the attacker rolls a number of dice equal to their appropriate Skill, and the target makes an opposed roll using a number of dice equal to their Dodge & Defense. Do not forget to add The Sherlock Die to each roll! If the number of the attacker's successes equal or exceed the number of successes rolled by the target, the target is hit.

Some weapons can be used in more than one way. For example, when attacking with a knife, hand-to-hand is declared as a Fighting Attack. The knife does 1 Damage Level plus the attacker's Strength Skill. If it is thrown as a Ranged Attack, it does 1 Damage Level, but the attacker's Strength Skill is ignored. See page 72 for Weapon Ratings and Damage Rolls.

Ranged Attacks

Ranged Attacks cover firing weapons and the throwing of projectiles- both improvised and thrown weapons. Attackers make a Ranged Attack by rolling a number of dice equal to their Shoot skill against a roll of the target's Dodge & Defense.

Fighting Attacks

Fighting Attacks cover brawling, fisticuffs, martial arts, and the use of blunt objects in hand-to-hand combat. An attacker makes a Fighting Attack by rolling a number of dice equal to their Fight Skill against a roll of the target's Dodge & Defense.

In addition, there are specific types of Fighting Attacks. A Stunning Attack is an attempt to Stun an opponent as part of a

Fighting Attack. A Disarming Attack allows an attacker to disarm or even gain control of a weapon as part of a Fighting Attack. These special types of Fighting Attacks must be declared before making an Attack Roll.

Stunning Attacks

Sometimes it may be necessary to Stun a character rather than injure them. So long as the attack is made with a fist or club (makeshift or otherwise), an attacker can declare they are making a Stunning Attack.

On a successful hit, the attacker makes a Damage Roll using their Weapon Rating. [see page 72 for Weapon Ratings and Damage Rolls]. Successes force the target to lose their next turn(s) [I damage = I turn, 3 damage = 3 turns, etc]. Since this is a non-lethal attack, damage is not recorded, but the character is considered Injured for the duration of the Stun Effect (see Injured and Worse beginning on page 77). A character may spend Resolve to reduce the Stun Effect on a one-to-one basis. The duration of the Stun Effect cannot be reduced below one turn.

Example:

A bludger's stunning Attack against Rob's Scotland Yard Inspector yields two successes on the Damage Roll. The inspector has been Stunned and loses two turns. Rob may spend Resolve to reduce the effect to one turn, but cannot reduce the duration of the Stun Effect below one turn.

Disarming Attacks

A Disarming Attack is a special kind of Fighting Attack. The attacker must beat the Dodge & Defense roll of the character holding the weapon in order to disarm them. Unlike most other opposed rolls, the Active Player does not win ties when making a Disarming Attack. Disarmed weapons fall to the ground unless the attack beats the defender's Dodge & Defense roll with three or more successes. This overwhelming success grants the attacker the option of holding the weapon after the attack. In either case, no damage is rolled against the defender.

Grabbing and Grappling

Grabbing an adjacent character is a variation of a Fighting Attack. As a Simple Action, a character may attempt to grab an adjacent character. This is a Strength Skill Roll that opposes the target's Dodge & Defense. If the Roll succeeds, the target has been Grabbed and cannot take a Move Action without first escaping. A Grabbed target is allowed a Strength or Dodge & Defense Skill Roll against the attacker's Strength to escape as a Free Action. If they fail the contest, they have been Grappled. The character must now spend a Complex Action to attempt a Strength or Dodge & Defense Skill Roll against the attacker's Strength to escape. If the roll is successful, the character may use any of their remaining Actions as normal.

The Grappling character has a few options as to what actions to take. The grappler may make a Fighting Attack against his target (Strength opposed by Endurance). The Weapon Rating of the attack is the attacker's Strength Rank. The grappler may take the target to the ground (no roll necessary). This leaves the target Prone and gives actions against them a Minor Combat Advantage. Alternatively, the attacker may release their grasp as a Free Action.

A character can attempt a full Grapple instead of a Grab by spending a Complex Action and making a Strength Skill Roll vs. Dodge & Defense on an adjacent target.
Weapon Ratings and Damage Rolls

"He drew no weapon, but he rushed at me and threw his long arms around me. He knew that his own game was up, and was only anxious to revenge himself upon me."

- Sherlock Holmes, Adventure of the Empty House.

Wennow.

Each weapon in Baker Street has its own Weapon Rating. After a successful Attack Roll, a Damage Roll is made. Roll a number of dice equal to the Weapon Rating plus the Sherlock Die. 4s, 5s, and 6s are successes with modifications by Sherlock, Watson, or Moriarty as required, of course. A Watson result on a Damage Roll always results in an extra success- not a free Assist Action. Damage is not modified by Professional Skills. 6s are never re-rolled. The target suffers a number of Damage Levels (see Injured and Worse beginning on page 77) equal to the number of successes on the Damage Roll; these are in addition to any previous Damage Levels taken.

Example:

Professor Smith is attacked by a nobbler armed with a sword (Weapon Rating 2 + Strength). The nobbler's Strength is 4. That is six dice plus the Sherlock Die for damage, resulting in 1, 1, 2, 4, 5, and 5 with a Sherlock Die result of 1, for a total of five successes. The Professor can spend some of his Resolve to reduce the number of Damage Levels, but even four wounds will mean that the Professor has been Injured and the penalty for such now applies.

weapon:	weapon Rainy
Fists/Martial Arts	. strenath
Club/stone/Brick :	~
Club/stone/Brick (
Knife :	1 + strength
Knife (Thrown):	1
sword :	2 + Strength
Bow/Crossbow :	4
Revolver:	5 5
	6
	7
Artillery/Explosio	ns: 8

Weapon Raling.

Optional Rule: Critical Hits

Combat in Baker Street can be made more dramatic if the Mastermind and the players agree to allow attacks that can cause Critical Hits. If three or more 6s are rolled in an Attack Roll, the attack is critical. If the target does not block ALL of the damage using Resolve, roll a d6 and consult the table below for a result to add to the character's injury. Stunning attacks cannot cause Critical Hits.

- 1.1. Infuriating Wound A character with an Infuriating Wound does not win ties until they are fully healed.
- 2. Demoralizing Wound Lose a point of Resolve.
- 3. Distracting Wound Professional Skills are no longer considered Professional until the wound is fully healed.
- 4. Grievous Wound Increase the Damage Level of this attack by one
- 5. Aggravating Wound Until they are fully healed, a character with an Aggravating Wound must spend two points of Resolve on the first Damage Level they heal.
- 6. Painful Wound This character cannot be nominated to go next in the Initiative order unless all characters without Painful Wounds have already gone. This persists until the character is fully healed.

Combat Advantages

"You are aware that I have some proficiency in the good old British sport of boxing. Occasionally it is of service. To-day, for example, I should have come to very ignominious grief without it."

- sherlock Holmes, Adventure of the solitary Cyclist

It is not often (although it has happened) that Watson and Holmes find themselves in a life-ordeath struggle. However, during the course of a case, it is very possible for the investigators to find themselves stuck in the jaws of mortal peril. Combat plays out like any other scene, but there are times when a Skill Roll alone does not adequately represent the situation. Here are some examples:

- An investigator jumps behind a stone wall for protection from gunfire.
- An investigator creeps up behind a thug with the intent of getting the drop on him.
- Two villains attack one investigator hoping to take advantage of his divided concentration.
- A concealed sniper shoots his unsuspecting target.

Of course there are many more examples. Baker Street rules break down these situations into Minor and Major Combat Advantages. Those things that affect combat such as cover, high ground, multiple attackers, flanking, etc... are dealt with by these advantages. A Minor Combat Advantage provides one or two extra dice to the relevant Skill. A Major Combat Advantage provides three or four extra dice to the relevant Skill. The Mastermind determines the number of dice and the kind of Combat Advantage.

Example:

A thug has a hostage at the edge of a high rooftop. An investigator sneaks behind the cur with the intent of hitting him from behind with a Stunning Attack. Since the thug's attention is focused on the hostage, the Mastermind rules this to be a Major Combat Advantage worth four extra dice when making the Attack Roll. The investigator has a Fight Skill Rank of 3, so with the four bonus dice, he rolls seven dice. A result of 1, 1, 3, 4, 5, 6, 6, and a 3 on the Sherlock Die is a total of five successes. The Mastermind rolls four dice in the opposing Dodge & Defense roll resulting in a 1, 3, 4, 5, and a Watson result on the Sherlock Die. A total of three successes do not beat the investigator's roll, so the cur is hit and damage is rolled. It is possible for multiple combatants to have different types of advantages. In those cases, just subtract the numbers from each other; the remainder is the Combat Advantage in extra dice rolled.

The Mastermind is the final arbiter on what constitutes a Combat Advantage, at what level, and how many dice are added. They should endeavor to keep all advantages fair and consistent, but may use the "moment of the situation" as they see fit. Ultimately, the Mastermind has the final say and can choose to customize fight scenes based on what story elements they consider important, and make rulings on the fly.

Combat Example:

The following combat resulted as John, the bootblack (played by Matt), stumbled across a kidnapper's lair. The kidnapper pursues John through the woods as John runs back to the open field where he plans to meet his investigator partners (played by Scott and Rob).

Matt (as John): My action is to run like hell. I'll use all three of my Simple Actions for my turn.

Mastermind: The kidnapper follows in pursuit, but you are outdistancing him. Unfortunately he has a pistol, and the cad does not want any witnesses. He aims for you and shoots.

John: l'm only 4 feet tall. Is there a chance that will play into the shot?

Mastermind: Maybe a little, plus this kidnapper is trying to move and shoot. I'll



Example:

If the investigator has four points of various combat advantages and the NPC has

three, the investigator rolls

give you one point for being small, one point for the light cover, and another point for the fact he's taking a shot on the run. Add three dice to your Dodge & Defense as a Major Combat Advantage.

John: My Dodge & Defense is 3, so that's six dice. I rolled 1, 1, 3, 3, 4, 4, so my 4s give me two successes. I only rolled a 2 on the Sherlock Die, so that's no help.

Mastermind: His Shooting is only 3, and it's a Professional Skill so he can reroll any 6s he might get. He rolled a 3, 4, 6, and a 2 on the Sherlock Die. The 4 and 6 give him two successes, and a Professional Skill gives him a reroll on the 6. He gets a 5! That's a total of three successes, so the bullet hits you square in the back.



John: I cry out in pain! I hope my companions are near.

Mastermind: The kidnapper rolls five dice for the Weapon Rating of his revolver. He gets 1, 2, 3, 3, 5, and on the Sherlock Die, Professor Moriarty! Do not forget that Moriarty works for bad guys like rolling Sherlock works for investigators. I'm going to count both 3s as successes, so you take three Damage Levels.

John: Ouch! I was already Nicked! Three more Damage Levels moves me to Injured.

Mastermind: Also, because you reached Injured, your rolled 4s no longer count as successes. Let's see if your friends are near. Everyone else make an Observation Skill Roll to Listen and see if you can hear John.

Scott (As Professor Stamford): I have Observation at Skill Rank 3, but I have the Listen Specialty. So I roll three dice for Observation plus two for Listen?

Mastermind: Listen would be the relevant Specialty for this Observation Skill Roll, so that is correct.

Stamford: 1 rolled 1, 1, 2, 2, and a 3. What a terrible roll... Wait, my Sherlock Die came up as Holmes! What do I do?

Mastermind: You get to treat any 15, 25, or 35 as successes. You should probably pick the 15 or 25.

Stamford: That gives me two successes. Do I hear the screams?

Rob (as Inspector Edwards): My Observation is 3, but I do not have the specialty for listening. I rolled a 2, 4, 6 and my Sherlock Die is Watson. I'm going to take the extra success. Observation is a Professional Skill so I'll re-roll the 6 and try for an additional success



Mastermind: Well it's a new round, so what does John want to do?

John: I'm still running and screaming.

Mastermind: Ok. Now you have really opened the gap on the kidnapper, it'll be a long range shot. Who do you want to go next?

John: The professor.

Stamford: l run as fast as l can.

Mastermind: You'll reach the field at the end of this run. Who do you want to go next?

Stamford: Well, it has to be the inspector, right?

Mastermind: Or you can have the kidnapper go.



Stamford: No Way! Go ahead, Inspector.

Mastermind: I'm spending two points of Resolve to have the kidnapper go before him.

Edwards, Stamford, and John: Boo!!!!!

Mastermind: Now let's see if we can put the young lad out of his misery. The kidnapper pulls up short and takes aim. Oh! But wait! You are now running in an open field and not through the woods. This will be a long range shot, and you're still small, so without cover from the trees, l'd say two points of Combat Advantage. John- roll two extra dice with your Dodge & Defense!

This is a non-exhaustive list of possible Combat Advantages. Tailor the game to whatever Combat Advantages best suit the players and Mastermind. These are only suggestions. The key here is not to let the rules stop the story. Use common sense and keep things moving. Do not make it necessary to pull out the rulebook to make rulings. Focus on the action!

-	NAME OF TAXABLE PARTY AND ADDRESS OF TAXABLE PARTY.	And a second	Participant and a second secon
	Combat Advantage	Level/Extra Dice	Bonus For
	Attacker Attempts to Make a Frontal Stun Attack With the Defender Aware	Minor / 1 or 2	The Defender
-	Attacker is Blinded	Major/3 or 4	The Defender
	Close Range	Minor / 1 or 2	The Attacker
-	Cover, Light	Minor / 1 or 2	The Defender
	Cover, Medium	Minor / 1 or 2	The Defender
	Cover, Heavy	Major/3 or 4	The Defender
-	Defender is Caught Unaware of the Attack	Major/ 3 or 4	The Attacker
	Flanking	Minor / 1 or 2	The Attacker
	Long Range	Minor / 1 or 2	The Defender
	Melee High Ground Advantage	Minor / 1 or 2	The Attacker
	Point Blank Shot	Major/3 or 4	The Attacker
	Prone	Minor / 1 or 2	The Attacker
_	Small Target	Minor / 1 or 2	The Defender
1	Taking an Aggressive Posture in Melee	Minor / 1 or 2	The Attacker
	Taking a Defensive Posture in Melee	Minor / 1 or 2	The Defender
1	Taking a Full Defensive Posture in Melee	Major/3 or 4	The Defender
el	Target is Running	Minor/1 or 2	The Defender
	1		

In jured and Worse: Getting Hurt in Baker Street

"It was worth a wound; it was worth many wounds; to know the depth of loyalty and love which lay behind that cold mask."

- The Adventure of the Three Garridebs

Wherein investigators learn the limits of their mortality.

100

Getting Hurt in Baker Street

"You fidget me beyond endurance. You, a doctor — you are enough to drive a patient into an asylum."

- sherlock Holmes, The Dying Detective

Each Damage Roll success increases a character's Damage Level by one. When a character reaches the Injured level (or worse), they have an injury that is so severe it causes them to lose focus and have difficulty concentrating on their Skills. While Injured (or worse) a character's rolled 4s no longer count as successes. The only way to remove this effect is to heal the investigator above the Injured Damage Level. Investigators will not last long if they do not possess the Resolve to live, and the determination to see the case through to the end.



Reducing Damage

The first option a damaged character has when they take damage is to use Resolve for damage reduction. This is done on a one-for-one basis. If the character sustains five Damage Levels, they can spend 1, 2, 3, or 4 points of Resolve to reduce the number of Damage Levels taken, or spend five points of Resolve and completely ignore the damage dealt. From a roleplaying perspective this is explained by the character's stoic resistance to injury and their complete and utter single-mindedness. The character is still "hit" by the attack; they are just determined not to let the damage shake them.

A player must decide whether or not to use Resolve before applying the Damage Levels to his investigator

Healing Injuries

Healing in the 1890s is not easy. To heal a character, make a Medicine Skill Roll against the Difficulty Level of the injuries sustained. If the Skill Roll is successful, the target heals one Damage Level plus an additional Damage Level for each success above what was required. After a successful Medicine Skill Roll, any remaining Damage Levels will not heal until the end of the case.

J]/		1	
Damage Levels	Difficulty Level	Healing Check	Action Required
Nicked	Easy	2	Complex Action
Grazed	Average	3	Complex Action
Battered	Challenging	4	Complex Action
Injured	Demanding	5	2 Complex Actions
- Wounded	Challenging	4	Surgical Scene
Badly Wounded	Demanding	5	Surgical Scene
Seriously Wounded	Heroic	6	Surgical Scene

Healing Difficulties:

Notice that Damage Levels above Injured require surgical expertise. This means minutes and hours, beyond the span of a Complex Action. To make the Medicine Skill Roll, a special Surgical Scene outside of combat and physical altercations is required.

Example:

Our consulting detective suffered four Damage Levels and is now Injured. The doctor makes a Medicine Skill Roll (using a complex action) against a Demanding Difficulty Level and gets six successes. Five successes reduces the damage to Battered, and the extra sixth success further reduces the damage to Grazed. However, for the rest of the adventure the player may not be healed up beyond Grazed (1890s medicine can only do so much).

Optional Rule: Surgery

A Mastermind can also impose a +1 to the difficulty for field surgery, or a -1 difficulty for superior surgical facilities, like a hospital or a wellstocked private surgery.

Optional Rule: Additional Healing Attempts

Normally, investigators only have one opportunity to heal their wounds. Damage Levels that are not healed remain to affect the investigator for the rest of the adventure. However, with this optional rule, an investigator may have a different physician or surgeon look at the wounds and attempt to heal them. The Difficulty Level is the same as if the investigator was never healed in the first place. The investigator heals the better of the two rolls.

Example:

An investigator, Lawrence Blackpool, has taken four Damage Levels, making him Injured. The doctor in the party rolls against a Demanding (5) Difficulty Level and gets five successes. This will heal one level of injury. The investigators then decide to take their injured colleague to the hospital. The doctor there rolls against the same Demanding (5) Difficulty Level, but gets seven successes. Blackpool then applies the better of the two rolls: he therefore heals three Damage Levels and is Nicked instead of healing one Damage Level and being Battered.



Conditions

During the course of play, investigators may suffer from various conditions. Conditions include both physical effects (like poison or fire) and mental ones (like fear or charm). When a condition (like Fear) causes a die result to no longer count as a success, a Sherlock result on the Sherlock die does allow for the number to be counted as a success.

Charmed

This effect happens when a character successfully uses the Charm Skill against another character's Perception.

While charmed by seduction, friendly persuasion, etc., rolled 55 no longer count as successes when actively opposing the desires and wishes of the Charming character. If an event occurs in the story which would shift feelings against the Charming character, the Charmed character may make a new roll of their Perception Skill vs. the opponent's Charm Skill. It is left to the Mastermind's discretion as to when such a roll can be made to break the Charmed condition.

Masterminds should award any investigator an extra Experience Point when they are Charmed and roleplay out their influence under the Charmed condition rather than fighting it.

Drowning Damage

A character that fails a Swimming Skill Roll begins to drown. Sometimes, an investigator may be held underwater - in which case they begin to drown.

When Drowning, a character needs to make an Endurance Skill Roll against a Very Easy (1) difficulty. Each additional round the character is Drowning increases the Difficulty Level by one. Failing the Endurance Skill Roll causes one Damage Level for each success needed but not rolled.

A bludger gets the better of an investigator in a fight and pins him below the river's surface. Unless he gets free, the investigator will find himself making increasingly difficult Endurance Skill Rolls. For each success needed but not rolled, the character will suffer one Damage Level.

Falling Damage

When a character falls more than five feet, there is the danger of sustaining bodily harm.

For every 5 feet when landing on a hard surface and every 10 feet when landing on a soft surface, roll a d6. Characters take a Damage Level for each 4, 5, or 6 rolled.

An investigator falls 30 feet onto a cobblestone street. The Mastermind rolls six dice (along with a sherlock Die) and gets 2, 2, 3, 4, 5, 6 and on the sherlock Die, a 3. A total of four successes means that the character takes four Damage Levels.

Fear

This effect occurs when a character successfully uses the Menace Skill against another character's Perception.

When under the effects of Fear, rolled 5s are not counted as successes when actively trying to resist the source of the Fear. The situation becomes dire when characters are both Injured and suffering from a Fear effect, since this means that neither rolled 4s or 5s can be counted as successes. Fleeing, of course, is always an option.

Masterminds should award any investigator an extra Experience Point when they are under a Fear condition and choose to roleplay being afraid rather than fighting it.

Fire Damage

A character who is unprotected from open flame or heavy smoke risks taking fire damage.

A character in contact with fire or lethal smoke must make an Endurance Skill Roll with a Very Easy (1) Difficulty. For each consecutive turn that a character is exposed, the level of difficulty increases by one. Failing the Endurance Skill Roll causes one Damage Level for each success needed but not rolled. An investigator that has been exposed to fire for three consecutive rounds makes an Endurance Skill Roll vs. an Average (3) Difficulty. If only two successes are rolled, the investigator will take one Damage Level.

Grabbed

A character reaches out and attempts to take hold of an adjacent character.

As noted on page 71, a character that has been Grabbed cannot take a Move Action without first escaping. The character must use a Free Action to make a Strength or Dodge & Defense Skill Roll against the attacker's Strength. If they fail the contest, they have been Grappled. If the roll is successful, the character may use their Move and Complex Action as normal.

Inspector Primrose catches a dipper with his hand in his pocket. Before the dipper has the chance to get away, the Inspector uses a simple Action to attempt to grab the dipper.

Grappled

When a character fails a Strength or Dodge & Defense Skill Roll after being Grabbed, the Grapple condition applies.

A Grappled character must spend a Complex Action to attempt an opposed Strength or Dodge & Defense Roll (character's choice) against the attacker's Strength to break free.

Poisoned Damage

The dipper that Inspector Primrose Grabbed in the act of picking pockets fails his Dodge & Defense Skill Roll and becomes Grappled. Inspector Primrose quickly takes him to the ground and calls out for assistance.

Exposure to substances of a poisonous nature can cause harm.

A Poisoned character must make an Endurance Skill Roll against a difficulty assigned by the Mastermind. Meeting the Difficulty Level means the character takes no damage. Failing the Endurance Skill Roll causes one Damage Level for each success needed but not rolled. The character makes a new Endurance Skill Roll each round until they succeed - or succumb to the effects of the poison.

Resolve may be spent to reduce Damage Levels from poison on a one-for-one basis. Common poisons of the time included arsenic, cyanide, and prussic acid. In a rare case, it was reported that chloroform was ingested.

The Mastermind rules that overcoming the dose of poison will be a Challenging (4) Difficulty. The investigator rolls three successes. She will take one Damage Level, and must continue rolling each round until she overcomes the poison's difficulty.

Restrained

Shackles and bindings are examples of physical restraints that impose the Restrained condition.

When tied up, an investigator must make a Strength or Criminal Artistry Skill Roll against the difficulty of the bindings to free themselves (as assigned by the Mastermind).

Stunned

When a character uses the Fight Skill in a Stunning Attack and applies Damage Levels to the target, the target is Stunned.

Successes force the target to lose their next turn(s) and any rolled 4s do not count as successes. The character may only take Free Actions.

A pair of investigators find themselves shackled hand and foot in the back room of the villain's hideout. The Mastermind determines that the nature of the bindings will require the investigators to make Strength Skill Rolls against a Demanding (5) Difficulty or Criminal Artistry Skill Rolls against a Challenging (4) Difficulty to escape.

A lurker gets the drop on an investigator and lands a Stunning Attack. He gets two successes in the Damage Roll, so the investigator loses two turns. As well, for the duration of the Stun, the investigator is regarded as Injured- even though no Damage Levels were applied.

<u>About the Era:</u> Life in Victorian England

"There's an east wind coming all the same, such a wind as never blew on England yet. It will be cold and bitter, Watson, and a good many of us may wither before its blast."

- Sherlock Holmes, His Last Bow

2

In which the investigators learn about the world around them.

Victorian Society

"The emotional qualities are antagonistic to clear reasoning. I assure you that the most winning woman I ever knew was hanged for poisoning three little children for their insurance-money, and the most repellent man of my acquaintance is a philanthropist who has spent nearly a quarter of a million upon the London poor."

-sherlock Holmes, The sign of the Four

The Victorian era began with the ascension of Queen Victoria to the throne in June of 1837 and lasted until her death in January of 1901. During this era, Great Britain enjoyed a time of peace, prosperity, and innovation. With advancements in medicine and technology, quality of life improved greatly. This produced a significant increase in population. Social norms evolved along with the environmental changes, bringing forth new standards of conduct and behavior.

What is expected of one in Victorian society:

Do not show anger.

Gentlemen do not make others fear their wrath. Ladies are gentle and patient - in both voice and temperament. Say kind things whenever possible. Do good for good's sake. Never neglect the comfort of others.

Never neglect the comfort of others.

Never interrupt someone while they are speaking.

No gentleman should smoke in the presence of a lady.

A lady does not smoke or gamble. Believe in a higher power.

Never flaunt one's indiscretions.

A lady understands that the ideal woman is thin-waisted and wears her

hair up. Wearing a corset is a must.

Display compassion and pity for those in less fortunate circumstances.

Show respect for others' privacy. A lady's dressing room is her sanctuary.

When meeting on a street:

Gentlemen should always give the right-of-way to a lady.

Always pass to the right.

A lady raises her dress a bit above the ankle while holding the folds of her dress in her right hand when crossing the street. It is vulgar to use both hands and show more ankle than necessary.

A gentleman should always give a lady his arm.

A gentleman may take two ladies upon his arms, but a lady should never take the arms of two gentlemen. A lady does not refer to a man by his first name.

A gentleman should assist a lady from a carriage without waiting for introduction.

Always return civil greetings and acknowledge those persons one knows, even servants.

Bows are exchanged at the first passing, eye contact is sufficient if passing the person again in a short span of time.

When attending the theater:

A written invitation is necessary from a gentleman wishing to escort a lady no later than a full day before the event. It should be written on the finest of paper, and in the third person.

A gentleman does not have to surrender his seat to another lady. He is first bound to the woman he is escorting.

There should never be talking during the performance.

A gentleman should never expect a lady to venture out in bad weather without a carriage to and from the event.

A gentleman should remain with the lady for the entire event; excusing himself for drinks or to speak with another person is unthinkable manners.

Do not engage in scandalous behavior like a show of affection during a performance.

When calling on others:

Never arrive before three o'clock in the afternoon unless expected.

Present a calling card to the house servant and wait.

A gentleman should be invited before making a call on a lady.

A gentleman leaves his hat and stick outside the parlor or drawing room.

Never be in haste to seat one's self.

Stay only fifteen minutes.

Ask to be excused when needing to leave a room and never turn a back to someone.

Gentlemen should remain standing while there are ladies standing.

Do not leer at people or items and do not pick up items for inspection.

One does not bring children calling, unless asked to do so. A lady does not extend her hand upon an introduction; a bow is sufficient.

Do not speak of politics or religion.

Do not walk about the room.

A lady should never laugh at her own humor.

Always knock on a closed door before entering.

A gentleman does not choose a seat close to the hostess without being invited to do so.

A caller does not remove one's gloves when making a formal call.

Do not look at one's watch.

A lady should favor another's opinion over her own, at least while that person is present.

Remarks are not made about any of those who have already departed.

A lady should never give a gift to a man until the man has made an offer of a gift. A gift to a gentleman should be something artistic or handmade.

When traveling:

A gentleman sees to all the requirements, tickets, seats, and rooms.

Seek conversation with one's companion.

A gentleman will assist the lady into a carriage, train, boat, or other conveyance.

A gentleman should see to a woman's refreshment if traveling for a long period of time.

A gentleman should offer his newspaper should a lady wish to peruse it.

Ladies and gentlemen should always be in a pleasant state of dress.

The Classes

"We had got as far as this, when who should walk in but the gentleman himself, who had been drinking his beer in the tap-room and had heard the whole conversation. Who was I? What did I want? What did I mean by asking questions? He had a fine flow of language, and his adjectives were very vigorous."

- sherlock Holmes, The Adventure of the solitary Cyclist

Victorian society is all about social station. Class determines who socializes with whom and society's general opinion of a person. Each investigator has a class to which they belong, and each class has particular strengths and weaknesses. Of course, everyone wants what the Upper Class has (money, station, influence, etc.), but in *Baker Street*, even the poorest of the poor have valued assets when solving crimes and gathering information. A good investigative party includes characters from all classes and walks of life.



The Upper Class

"What a woman -- oh, what a woman." cried the King of Bohemia, when we had all three read this epistle. "Did I not tell you how quick and resolute she was? Would she not have made an admirable queen? Is it not a pity that she was not on my level?" "From what I have seen of the lady she seems indeed to be on a very different level to your Majesty." - The King of Bohemia and Sherlock Holmes, A Scandal in Bohemia

The upper class is the ruling class of her Majesty's Empire. Formed from those of noble title and landed gentry, it is an entire class of people so wealthy that they do not need to work. For these individuals, society is to be enjoyed at each and every turn. The social season, beginning in April, has the upper class descending on London en masse, to their city homes. They will enjoy balls, galas, the London Theater, and hosted entertainments for the next three months. It is during this time that young girls, now of a marrying age, are introduced into society, and suitable matches are proposed for matrimony.

Although the upper class may seem like all wealth and leisure, maintaining status and standing is of utmost importance. There is a rigid code of etiquette which must be followed at all times. Breaking this code is a terrible folly which might ostracize the individual or, worse still, their family.

The Middle Class

"When you see a man with whiskers of that cut and the 'Pink 'un' protruding out of his pocket, you can always draw him by a bet... I daresay that if I had put 100 pounds down in front of him, that man would not have given me such complete information as was drawn from him by the idea that he was doing me on a wager."

- Sherlock Holmes, Adventure of the Blue Carbuncle

The middle class is the working class of the empire. Doctors, lawyers, captains of industry, shopkeepers, bankers, importers and exporters, clerks, and government officials are all examples of middle class professions. Sherlock Holmes and Dr. Watson distinctly belong to this class of citizen. During Victorian times, the middle class is the growing class in England. Education reform and the population explosion in urban settings greatly increased the need for the services and industry provided by the middle class.

The middle class follow the code of etiquette as closely as possible given their status and wealth.

The Poor (Lower Class)

"He is a professional beggar, though in order to avoid the police regulations he pretends to a small trade in wax vestas. Some little distance down Threadneedle Street, upon the left-hand side, there is, as you may have remarked, a small angle in the wall. Here it is that this creature takes his daily seat, cross-legged with his tiny stock of matches on his lap, and as he is a piteous spectacle a small rain of charity descends into the greasy leather cap which lies upon the pavement beside him."

- Sherlock Holmes, The Man with The Twisted Lip

While the middle class may be the fastest growing segment of the population, no segment is larger than the poor. Lower class men may find themselves working the docks as hired daily labor. Families share one-room hovels in order to survive. The influx of immigrants made the problem worse in London, where labor was plentiful and wages low. Many poor send their children to work daily, out of necessity. A great housing shortage increases rents daily. In London, workhouses are meant to care for the poor, but there are not enough workhouses for the population. Men and women are given work and wages here, but the conditions are harsh, demanding, and exacting. Diet, education, attire, and discipline are strictly enforced. The workhouse sends poor children to dangerous positions in mines and factories.

The poor care little for the rules of society and etiquette, and are more concerned with earning enough money for their next meal.



NOTICE TO THE PUBLIC THE GUN LICENSE ACT of 1870 or "Why Can't I Carry Around an Arsenal?" "I should be very much obliged if you would slip your

sherlock Holmes, The Adventure of the speckled Band In most role-playing games, characters prefer to be strapped to the hilt with weapons. In 1890s England, however, that just is not likely to happen. The laws concerning guns are simple. A character can have a weapon on their property, but once it is taken anywhere- a license is required. Getting a license is fairly simple for a law-abiding citizen. One simply needs to file the appropriate paperwork and pay the licensing fee of 10 shillings. The Gun License Act of 1870 says if anyone is caught carrying a firearm without a license, the fine levied is to be 10 pounds (that is about 1,000 dollars in US currency today). A fine of such magnitude would be crippling to a member of the middle class, and the loss of status and the ensuing scandal would be unthinkable for a member of the upper class.

revolver into your pocket."

Investigators may very well spring for the 10 shilling license, but that does not give them the right to go waving weapons about London. No one would look twice at a country squire carrying a shotgun about his property; however, brandishing a weapon in the city is certainly considered disturbing the peace. Even if a weapon is simply spotted on an investigator, he or she will surely be asked for their license. A Mastermind has every right to have constables detain any character waving around a firearm.

One last word of warning about firearms. The discharge of such weapons will have police swarming. An official inquiry will take place and the characters can expect to be detained until such a time as the police are satisfied. If the investigators used a firearm in any crime, they can expect little leniency from the court- no matter what their prior working relationship with the police may have been.

Balaries of the Time

		No. of Concession, Name	
Profession	Approximate Annual Income (in pounds)	Profession	Approximate Annual Income (in pounds)
Antiquities Dealer	200	Moneylender	2000
Apothecary	400	Nurse	10-35
Bakers and Butchers	70	Opera Singer	100
Baker Street Irregular	10	Penny Theater Actor	13
Bank Clerk	- 50	Police Constable (Bobby)	50
Barmaid	35	Police Inspector	100
Bartender (Publican)	40-70	Postman	50
Butler	45-75	Professor of Science	70
Cabmen	50	Professor of Social Science	70
Calvary Officer	50	Reformed Cutpurse	35
Child Labor	8	Retired Army Officer	40
Chimney Sweep	40	Retired Gentleman Thief	100
Conductor, Train	60	Returning Soldier	20
Consulting Detective	200	Scotland Yard Inspector	120
Cook	30	Shopkeeper	40-70
Coroner	500	Stable Master	40
Dockworker	15-20	Stage Actor	85
Doctor	800	Stockbroker	2000
Dressmaker	30	Stockbroker's Clerk	100
Enlisted Soldier	25	Street Urchin (Bootblack)	10
Factory Labor	20	Street Urchin (Flower Girl)	IO
First Footman	30	Street Urchin (Newspaper Boy)	10
General Office Clerk	60	Telegraph Clerk	78
Gentlemen World Adventurer	5,000	Theatre Manager	800
Governess	40	Undertaker	300
Housekeeper	40	Valet	25
Jewelers and Watchmakers	80	Vicar	20
Journalist	70	Victorian Boxer	80
Landed Gentry	5,000-15,000	Wealthy Industrialist	10,000
Landlady	140	Wealthy Landed Gentleman	15,000
Law Clerk	50-110	Wealthy Sporting Yachtsman	10,000
Maid	12-20	Well-Known Adventuress	200
Mayor	1000	Whitechapel Unfortunate	10
Medical Student	500	Constant Statistical	

Hiring Help – A Guide to Bervants

A large English country estate, a posh London townhome, or even a well-to-do middle class house is bound to have servants. A social status exists in their ranks similar to the outside world of the Victorian Era. It is important to understand these positions if attempting to navigate the world downstairs.

The Upper Class of Staff

The upper tier of the household staff contains positions of authority that rank higher that the rest of the servants. Often these people are older, with a distinguished career in service. They demand respect for their position, mimicking their positions as the "upper class" of servants.

The Chef or Cook

The cook or chef handles all the meals of the house. Many households seek the best chefs from around the world. A cook (most often a female) is employed if a suitable chef was unavailable. Cooks and chefs do not control the kitchen purse strings; they simply make the meals. They can become nervous or temperamental



at a moment's notice, worrying about what their employer and his or her guests think of the dinner.

Butlers

Butlers are in charge of the house, the footmen, and the other male staff. A butler arranges the dinner table, announces the dinner, and serves wine and can be called upon to cut the meat. He watches over the stores of wine, silver, and any other serving valuables. Cellars and pantries are under his direct control. Sometimes the position was hereditary, other times it is based on promotions through the ranks of footman and under-butlers.

Housekeepers

Housekeepers are female and serve as second-incommand of the domestic staff. She directs the maids, manages accounts, and keeps track of the household linens. An inventory master, the housekeeper monitors the stores of soap, candles, sugar, flour, dishes, and china, and every other old household consumable or item, save for the wine and silver. A housekeeper orders all the goods necessary for running and maintaining a home from village or town tradesmen. She is tasked with any household polishing that needs to be done along with her long list of duties.

The Middle Class of Staff

The middle tier of servants includes the people with specialized positions within the household staff. They report to the butler or housekeeper but tend to their particular and personal duties.

Valet

A valet, also known as a gentleman's gentleman, is tasked with ensuring his employer's day goes smoothly. This includes a clean room, clean clothes, dressing and grooming, mending clothes, packing for trips, making travel arrangements, brushing hats, polishing shoes, and any other assistance his employer requires.

Lady's Maid

A lady's maid is very similar to that of a valet, except she attends the lady of the house. This includes dressing the lady, hairstyling, maintaining her wardrobe, washing delicates, and seeing to her lady's daily routine. The servants keep their thoughts of their employers to themselves around a lady's maid. She may not always be trusted by the rest of the staff because of her close relationship with the lady. Some lady's maids become trusted confidantes of their lady and are charged with keeping family secrets safe.

Governess

A governess is a particular oddity in a household. She exists as neither servant nor family. She is there to teach and instruct the children. She teaches reading, writing, and arithmetic. More well-rounded governesses may possibly teach foreign languages or history and geography. They are also expected to be the moral teachers of children. A governess is expected to attend to both servant and family requirements. Thus, tasks such as mending a child's clothes or tending to a sick child must be maintained as well as requirements such as attending church or a family gathering where the child is to be the focus. On occasions where the family is away without the need of her services, she may even help supervise the servant staff.

The Lower Class of Staff

The lowest class or lower tier of servants is employed to do various tasks under the supervision of the butler and housekeeper. This is often a starting level position for people wanting to enter a life of service.

Housemaids

Housemaids could take many positions depending on what the employer could afford. Parlor maids are tasked with rising early and cleaning the common areas such as the drawing room, the front hall, the dining room, and sitting rooms. Cleaning lamps, polishing candlesticks, sweeping, dusting, and arranging rooms are typical duties. Laundry maids spend all their time doing the laundry of their employer's family. Nursemaids see to the needs of the young children all day long. Kitchen maids assist the cook by lighting the fires, preparing the dishes, or making food for the servants. Their assistants, known as scullery maids, are in charge of cleaning the dishes and the kitchen which was a very dirty job. Scullery maids are the entry level position into service and normally have the worst job of the lot.

Footmen

Footmen are male servants in charge of cleaning footwear and cutlery, and setting tables for meals. Footmen serve the courses of dinner to the employer, his family, and guests. They can be called upon to be valets to visiting gentlemen, carrying their belongings to their room. Each footman bears the title of first, second, or third- a rank that is normally based on seniority. If the butler becomes incapacitated or is away from the house, the first footman can take over his responsibilities until he returns.

Traveling Around London

"It is my belief, Watson, founded upon my experience, that the lowest and vilest alleys in London do not present a more dreadful record of sin than does the smiling and beautiful countryside."

- sherlock Holmes, The Copper Beeches

Horse-Drawn Carriages

There are various kinds of horse-drawn transport around the city. The first, a four-wheeled vehicle known as a "Clarence" or "Growler", (named for the growling sound made as it traveled over the road) has a comfortable cab for four, and a fifth seat where another can ride with the cabbie. Another type, most famously used by Sherlock Holmes is a two-wheeler known as a Hansom. Named after its inventor, Joseph Hansom, the small conveyance seated one or two individuals. Many women choose to travel by Growler instead of a Hansom as traveling in a small transport meant for two is often associated with having loose morals. Men on the other hand, not



stereotyped by the cozy nature of the transport, readily travel by Hansom. The typical cost of such a ride is about two shillings for two miles and a sixpence for each additional mile.

These carriages do pose several safety risks. The streets of London are overpopulated with pedestrians walking, mingling, and shopping in narrow streets. Carriage drivers are of the poor class, known to drink, and often have a reputation for being less than diligent in their duties. Fatalities resulting in carriage incidents are all too common. Carriages are also dirty, wet, and occasionally full of fleas. Still, all the disadvantages do not discourage people from using this cheap form of transportation.

For mass transport one might use the omnibus, sometimes called a horsebus. These carriages, particularly the red "Favorite", are large enough to carry forty-eight people at a time. While moderately useful in getting around, horsebuses have some limitations. First, they follow a per-determined route, and second, some of the larger buses are excluded from operating in tightly-congested areas during busy traveling times. Even with such limitations, some three thousand horsebuses are in operation, waiting for an investigator's patronage.

Electric-Power "Tube" Trains

Technology is a wonderful thing, and perhaps nothing is as exciting as characters taking a ride on the world's first electric train. The City and South London Railway features the electric "tube" train, with stops at Stockwell, the Oval, Kennington, Elephant & Castle, Borough, and King William Street. The claustrophobic carriages are cramped and feature no windows, but this does not prevent hundreds of travelers from using it daily.



Steam-Powered Underground Trains

Underground steam engine trains were first used by the public in 1863. This predecessor to the electric train makes many more stops than the "tube", with more tracks and stops being added all the time. Making great circles beneath London, there's the inner circle, a middle circle, and the outer circle for making one's way about. Although steam vents are engineered at strategic places, smoke, steam, and soot fills the tunnels- making it a less than pleasant environment. The cost of a ride is a tuppence or half-groat anywhere along the way.

Steam-Powered Boats

Also known as steamers, these boats are readily available to take investigators up and down the Thames. Steamers are useful for carrying ladies and gentlemen from one side of London to the other. One amusement of the Upper Class and affluent Middle Class is hiring a steamer for a day, holding parties and social occasions aboard the ship. Rates run from a penny to a sixpence depending on the length of the trip.

Human-Powered Transportation

The bicycle was invented in 1839, but it is not until the 1890s that the more modern iteration of the bicycle comes into use. People begin biking for recreation more than using the bike as a major means of transportation. The bike is very affordable by both the Upper and Middle Classes. Young people especially enjoy the freedom, solitude, and independence that a biking trip can provide, particularly females wanting to get away for a few hours.

Recreation

The concept of recreation for the Middle Class is fairly new, having only started in the past few decades. Recreation is mainly focused on the arts or physical sporting events. People gravitate to music halls, plays, museums, and dances on one side, and racing, gambling, soccer, rugby, and bicycling on the other. Playing chess, attending a dog show, and going to the circus were popular pastimes as well. Some pastimes offer a perfect excuse for a young gentleman to "call" upon a lady for an afternoon about London. Hosting a social event at one's home could include a recital, a reading, or a slew of silly parlor games.

One interesting pastime that does not fit the arts or sports preference is the gentleman's club. Such clubs are typically based on a man's profession or political beliefs, although a club formed around literary interest might spring up. In order for a gentleman to join such a club, he must be accepted by the current membership. Once he is accepted, he pays a yearly fee to enjoy the club's benefits. In many cases, men treat these clubs as a way to escape the female element in their lives and conduct business, politics, and recreation in private.



Crime and Punishment

The Police

Before 1829, the citizens of London were in charge of policing the great metropolis themselves. The influx of migrants, the growing population, and the decrease in available work caused the crime rate to soar. A full-time professional police department was what London needed. Introduced by Robert Peel in 1829, the Metropolitan Police Act divided London into districts that were each policed by their own force. Things were not perfect. Police were not allowed firearms. They had to police the beat on their own and were only

equipped with a rattle to call for help. They were severely underpaid and some succumbed to bribery attempts. However, after the first few decades of policing, the officers' situation did improve. Labor strikes led to better wages, louder whistles replaced rattles, the number of public street lamps increased, constables began carrying lamps, and the number of capable police officers grew at a steady rate.

The commissioner of police, his staff, clerks, accountants, and eventually the Criminal Investigation Division were all housed at Great Scotland Yard. The police force continued to grow, and in 1890 they moved to new headquarters overlooking the River Thames. This location became known as New Scotland Yard. It is also during these years that the idea of record keeping on habitual criminals began. Although the science of fingerprinting may well be known to the investigators, the police will not start using it until 1894. Additionally, a special anti-terrorism force, known as Special Branch was formed in 1883 to combat extremist activity and other perceived threats.

Crime

Robbery, murder, burglary, theft, and assault are all common crimes during the Victorian Era. Criminals went unchecked during the 1830s and early 40s with blatant crimes. Originally, police departments found themselves severely understaffed and under-equipped. As the Victorian Age continued, improvements in police response reduced the number of blatant street robberies. Criminals moved more into sneakier crimes like burglary. Though not as violent as in the 1830s, crime has become more sophisticated and the need for detective work has increased. Criminal detection is still new and only dogged determination, endless questioning, and a tenacious desire to pursue leads can catch cunning criminals.

Punishment

At the time Queen Victoria took the throne, no fewer than two hundred crimes were punishable by death. Public executions were commonplace even for minor crimes, and deportation to Australia was the only alternative. Courts were not known for their fairness. Take the case of Mary Wade, an eleven- year-old girl who in October of 1788 stole the frock from another little girl and was sentenced to death by hanging. Her sentence was later commuted to deportation. There were no such things as defense lawyers and, until 1843, persons such as an accused man's wife could not even give testimony on behalf of the defendant. By the 1880s, prosecution teams had been professionalized, defense counsels were permitted, children were no longer tried as adults, and probation had been instituted as a first-time punishment. Criminals can now expect a trial- and not a railroading to the gallows. Lawyers are able to assist a defendant with legal counsel, but a barrister is needed to argue a case in open court. Minor crime cases are heard by police courts, and major offense cases are heard by the assizes - periodic criminal courts that deal with the most serious offences - in each county of England. For capital offenses, defendants are held for trial in the Central Criminal Courts known as the Old Bailey.

The Metropolitan Fire Brigade

Until 1865, individual insurance companies employed their own fire departments to take care of fires in buildings they insured. Cooperation between companies resulted in the London Fire Engine Establishment in 1833. They had eighty firefighters stationed across thirteen stations throughout London. In 1861 a large fire broke out in Tooley Street. This fire caused a large amount of damage, deaths, and most importantly cost to the insurance companies. The companies raised their premiums and threatened to disband their private firefighting companies. As a result, in 1865, the Metropolitan Fire Brigade was formed. Funded by taxpayers, the brigade fell under the leadership of Eyre Massey Shaw, an old army Captain. Shaw had resigned his army commission to become the Chief Constable of Belfast, and would be in charge of the police and fire brigades. During this time, Shaw advocated for the use of brass helmets, steam fire engines, and an increase in the number of stations around London. In 1891, he resigned over disagreements with the fire brigade being placed under the control of the London Country Council. On his last day of office he was Knighted by Queen Victoria. The position then fell to James Sexton Simmonds.

<u>The Mastermind:</u> <u>The Ins and Outs of</u> <u>Game-Mastering</u>

"What one man can invent another can discover."

- sherlock Holmes, The Adventure of the Dancing Men

In which we discuss the role of the person who orchestrates the investigators' adventures. 22

The Mastermind

"No, no: I never guess. It is a shocking habit — destructive to the logical faculty. What seems strange to you is only so because you do not follow my train of thought or observe the small facts upon which large inferences may depend." - Sherlock Holmes, The Sign of the Four

The Mastermind (often called a Game Master in many roleplaying games) presents the story and controls the non-player characters, the plot, and the tempo of the game. He or she is the arbitrator of the rules when necessary. This role is often assumed by the person who has the most familiarity with the game.

The Threat Meter

"Give up the letter and all will be set right. If you will work with me I can arrange everything. If you work against me I must expose you."

- sherlock Holmes, The Adventure of the second stain

The investigators undoubtedly want to be as thorough as possible, but criminals do not stand idly by waiting to be caught. Thus, the investigators must weigh having some of the clues in the case against the possible repercussions of taking too long to find all of the clues. Like a good novel, an adventure needs tension. If the investigators have all the time in the world to solve the crime without repercussion, it hardly makes for good entertainment.

The Threat Meter provides the necessary tension to an adventure. The investigators have the choice of discovering all of the clues and investigating all of the leads at the expense of increasing the Threat Meter. Alternatively, they can attempt to to get ahead of the threat with intuition by going forward with only a portion of the clues and leads.

Players can choose to take additional Investigation Scenes after the first - each extra scene taken increases the Threat Meter of the Adventure. Consequences are then applied to the adventure for each increase. Apply one of the following sample Threat Meter consequences, or craft case-specific results that may better suit the adventure.

Example Threat Meter Consequences:

- The criminals are able to move their timetable forward. Perhaps they commit a crime earlier than expected, or plan their escape sooner.

- Bad press from the case is published. The investigators suffer a loss of Status until the conclusion of the adventure. Lower each investigator's Status by three circles.

- The villain's agents grow bold with their actions. Add three Resolve to the general pool of reprobates' Resolve.

- The investigation becomes slightly more difficult. The tension reaches level 1 – Rolled 15 on the Sherlock Die no longer cause 15 to be successful.

- The investigations become moderately more difficult. The tension reaches level 2 – Rolled 15 and 25 on the Sherlock Die no longer cause 15 and 25 to be successful.

- The investigations become exceedingly more difficult. Then tension reaches level 3 – Rolled 15, 25, and 35 on the Sherlock Die no longer cause 15, 25, and 35 to be successful.

- Operatives oppose the investigators indirectly by sabotaging them when possible. Rolled 1s on the Sherlock Die now take away one success instead of causing 1s to count as successes.

- A known criminal comes to the villain for a job. Add a new reprobate or two to help the villain.

- The criminals hire extra muscle to protect their interests, or to harry the investigators. This can be in the form of brute force, political pressure, blackmail, or even romantic pressure (i.e., seduction). An extra team of reprobates actively work to protect the villain's interests.

- The suspects get wise to being investigated and begin covering their tracks by destroying any evidence not yet discovered. They may even get bold enough to destroy evidence in the investigators' possession. Reduce the number of Experience Points awarded for the adventure.

- Resolve erodes away under the weight of the case. Each investigator loses two points of Resolve as the tension mounts.

- The despairing nature of the case begins to wear on the investigators. No Resolve will be awarded for the remainder of the Investigation Scene.

Each adventure should also have at least one Endgame Threat. This is usually the last straw, the final chance for investigators to close out the case. If an Endgame Threat triggers, events become dire indeed. Apply one of the following sample Endgame Threats, or craft case-specific results that may better suit the adventure.

Example Endgame Threats:

- When 15, 25, and 35 are rolled on the Sherlock Die, take away that number of successes instead of causing 15, 25, and 35 to count as successes.

- The villain is on the run. Any further increase of the Threat Meter allows the villain to escape and return another day...

- The lads from Scotland Yard solve the case ahead of the investigators if the Threat Meter increases. Each investigator loses three circles of Status.



- The villain network increases. He gains a new team of reprobates to assist or defend him.

- A known criminal comes looking for a job; he now assists the villain. The NPC is also treated as a full-fledged villain.

- The investigators have made such a mess of things that even a successful conclusion to the case will not help. Reduce experience to one point each.

- The Moriarty result on the Sherlock Die now becomes an instant failed roll, no matter what the other dice show.

- The case has become despairing indeed. The investigators lose all of their Resolve.

This is by no means an exhaustive list. A Mastermind writing their own adventure should come up with whatever threats work best for the story. Also remember, a Mastermind's party of investigators is never privy to what will happen if they let the Threat Meter increase. Never tell them beforehand. The investigators must decide to increase it or not, and then live with their choices.

Increasing the Threat Meter Due to False Leads

Additional Investigation Scenes are not the only way to increase the Threat Meter. This is normally due to the players researching false leads or clues that they failed to uncover as false in the Reason or Deduction Rounds. If the investigators pursue a false lead or clue in the course of the story, the Threat Meter increases when they reach the dead end. Keep in mind that inquiring about a false lead is not enough to increase the Threat Meter. When the players have devoted extensive time and resources to a false lead, then the Threat Meter should be increased. The Mastermind determines how much to plan out and role-play in the research of a false lead, but the natural conclusion and dead end should result in increasing the Threat Meter.

The investigative party may become suspicious when researching a false clue or lead. For an increase in the Threat Meter, the party may decide to ask the Mastermind to confirm if the clue or lead is indeed false. In place of spending a lot of time on a false clue or lead, the investigators can move forward with the investigation of other potential leads.

Example:

The investigators have turned up a lead that indicates the local Post Office may have more information. If the party only inquires about the Post Office's location, travel time to the Office, business hours, etc., there would be no increase to the Threat Meter. If they do decide to travel there and interrogate some poor clerk, the Threat Meter rises accordingly. If, after some debate, the investigators are unsure of the integrity of the lead, they may inquire of the Mastermind about the veracity of the lead. For confirmation of the lead being false or not, the Threat Meter increases.



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Investigation Scenes and the Rule of Four

Not all interactions with NPCs are Investigation Scenes with Observation, Reason, and Deduction Rounds. Sometimes an NPC is confronted about his or her guilt, or investigators want to ascertain verification to their theories. Perhaps the investigators are following up on one of their leads. Whatever the case, these encounters can be role-played without the need for a full-fledged Investigation Scene. Ultimately, a published adventure (or the Mastermind's decision when writing his or her own case) determines what is, and what is not, part of an Investigation Scene.

Adjusting the Rule of Four

There are no fixed criteria to give for adjusting the Rule of Four. Without knowing what questions each investigator may ask, it is impossible to gauge precisely when to alter the rule. However, there are some guidelines that have been found to work well when adjusting the Rule of Four.

The Goal of the Threat Meter

The Threat Meter is designed to have the average group of investigators advancing through about half of the increases before closing the case. Players who are exceptionally crafty at investigations or just plain lucky will only raise the Threat Meter a few times compared to an average group. Conversely, a group that is struggling will finish the game with more Threat Meter increases than an average group. Adjusting the number of questions that the investigative party is allowed to ask keeps the party from exposing the Endgame Threat before they have had sufficient time to solve the case. After all, the purpose of the Threat Meter is not precision, it is all about adding tension and making the game challenging.

Adjusting the Rule of Four to the Number of Threats in the Threat Meter

Most Threat Meters have four to six possible threats to expose throughout the adventure. If the adventure contains fewer than four threats, consider allowing an extra question. When the adventure has seven or more threats, it is acceptable to lower the number of questions.

Adjusting the Rule of Four to the Number of Investigation Scenes

Most adventures will have two or three Character Investigation Scenes. On occasions when there are many Character Investigation Scenes (more than four as a guideline), consider allowing the investigators an extra question per scene.

Adjusting the Rule of Four when characters have a lot of information

Most NPCs have a couple of facts to impart to the investigators. Certain characters are pivotal to the adventure and possess a greater knowledge of events. When this is the case, consider allowing investigators an extra question or two before increasing the Threat Meter.

Optional Rule: Using Clue Cards with the Rule of Four

In some cases, the lack of physical evidence may require that the majority of clues come from Character Investigation Scenes using the Rule of Four. When this is necessary, give the investigators a clue card when they hit upon something important. Once they have spoken to enough of the possible characters, use the clue cards in standard Deduction Rounds. Let the investigators know that each clue is important, and therefore, Observation and Reason Rounds are not required.

Using Status

It is known from Sherlock Holmes stories that Holmes often had quirks that made him rude, abrasive, and distasteful at times. Sherlock's name is not always well-received in social circles. He is allowed to dispense with many of the Victorian Age niceties for one reason and one reason only, he is THE consulting detective; he is exceedingly good at his job.

With the disappearance of Sherlock, however, more than a few people have entered the consulting detective business, and they are not half as good as Sherlock. By the use of the Status Skill, it is possible to instill Victorian values into investigators and reflect a time of great social civility, respect, etiquette, and kindness (at least publicly). Doors will open or close based on how well investigators comport themselves.

In the earlier example of John the bootblack attempting to ask constable Davenport to follow him to a crime, John had a difficult time in trying to convince the constable to listen. Compare this to an example of a member of the landed gentry making the same attempt. Persuading the constable has a difficulty of Easy, so the gentleman needs two successes. His status is 5, so he rolls five Status dice - and gets four successes. He only needed two, so he will get two additional dice to use on his Fast Talk. This is all a result of how the constable perceives status in the Victorian Age. This man is clearly important from his dress, his manner of speaking, and his place in society. The constable responds accordingly.

Some players may not see a reason to play low status investigators, but there is a very real benefit. The middle and upper classes are bound by the rules of etiquette and society. The bootblack, on the other hand, could not care less about a loss of Status. He can take actions that cause a Status loss because status to him is unimportant. The bootblack's lack of status makes him perfect for less than reputable actions like breaking into a house, asking a prostitute for information, or entering a gambling den. Low status characters and upper class characters make great teammates when it comes to investigations.

The following is a list of difficulties for interacting with the Upper or Middle Classes.

A small favor from the upper class: Challenging A small favor from the middle class: Easy A large favor from the upper class: Demanding A large favor from the middle class: Average A brief interview/audience with the upper class: Challenging

A brief interview/audience with the middle class: Easy A brief interview/audience with minor royalty: Demanding

A brief interview/audience with the royal family: Heroic

An introduction to someone of the Upper Class: Average

An introduction to minor royalty: Challenging An introduction to the royal family: Very Demanding An introduction to someone of the Middle Class: Easy

A recommendation to the Upper Classes: Challenging

A recommendation to the Middle Class: Average To court their daughter, Upper Class: Challenging To court their daughter, Middle Class: Average To stand idly by while the person is being accused of a Minor Crime, Upper Class: Demanding

To stand idly by while the person is being accused of a Minor Crime, Middle Class: Average

To not be entirely enraged by being accused of a major crime, Upper Class: Heroic

To not be entirely enraged by being accused of a major crime, Middle Class: Difficult The Mastermind is well within the rules to increase the difficulty for any NPC that truly embraces the ideas of status and tries daily to reinforce the class system. This could be anyone from a snotty middle class bookseller to a highborn duke.

When dealing with the poor, it is important to remember that they do not have the means, time, or inclination to deal with the rules of society. They will react to the investigators based solely upon their own individual personalities. Status will not play into it, although money and favors might.

Rewarding and Punishing Status

"We had got as far as this, when who should walk in but the gentleman himself, who had been drinking his beer in the tap-room and had heard the whole conversation. Who was I? What did I want? What did I mean by asking questions? He had a fine flow of language, and his adjectives were very vigorous."

- sherlock Holmes, The Adventure of the solitary Cyclist

When the rules of society are broken, the Mastermind should determine the penalty. The context, the public nature of the violation, and the repercussions of the infraction should be considered. A Mastermind usually takes a minimum of two Status Circles away as a penalty, and for the most part, should never exceed five circles- unless the infraction is a very grievous offense. Rewards should vary between one and three Status Circles when doing anything that reinforces status, class, and the accepted Victorian norm.

The maximum number of Status dice that a poor class character can have is three. For a middle class character the maximum is five. An upper class character can reach the height of Status, with a maximum of eight Status dice.

There are notable and rare exceptions to this, such as Mycroft Holmes, a person of middle class Status having eight Status dice due to his role in British Government. If the story calls for it, the maximum Status rules can be ignored on a case-by-case basis, but should otherwise be enforced.

Resolve

"I have written to Lestrade asking him to supply us with the details which are now wanting, and which he will only get after he had secured his man. That he may be safely trusted to do, for although he is absolutely devoid of reason, he is as tenacious as a bulldog when he once understands what he has to do, and indeed, it is just this tenacity which has brought him to the top at Scotland Yard."

- Sherlock Holmes, The Adventure of the Cardboard Box

Resolve is the essence of determination. All the characters in *Baker Street*, good and evil, investigator and NPC, have Resolve.

Every investigator starts with three points of Resolve that refresh at the start of each adventure (not necessarily session). Characteristics also provide Resolve for the current action (see Characteristics on page 43).

Additionally, a Mastermind may reward players with extra points of Resolve for good roleplaying. Any investigator may spend a point of Resolve after they roll a Skill Roll to add an additional die. The investigator may continue adding dice until they run out of Resolve. Resolve is never used on Damage Rolls- it is reserved for Skill Rolls or allowing a character to mitigate damage.

When a new case begins an investigator's Resolve is set to three points. There is no limit to how much Resolve an investigator may hold during a case, but it will reset to three points when the next case begins.

The Mastermind gets Resolve

The Mastermind gets a small pool of Resolve equal to the number of investigators when the case begins.

NPCs have Resolve

An NPC has a pool of Resolve equal to the number of characteristics that they possess. This pool is refreshed in each scene in which the NPC appears. Each NPC may only spend one point of Resolve per NPC Skill Roll unless they possess a Guile or Special Ability that allow them to spend more. Note that this restriction only applies to Skill Rolls and not for other uses of Resolve. For two points of Resolve an NPC may interrupt the Initiative order (see the Initiative section starting on Page 60).

The Timing of Resolve

Active Player rolls are made before non-active opposed player rolls. The Active Player must decide to use Resolve before seeing what their opponent rolls as his or her opposed roll. Thus the Opposing Player always knows what number they need in order to succeed.

Awarding Resolve

A Mastermind should award investigators with:

- Points of Resolve at the end of a scene based on investigator performance. I his is typically from one to three points of Resolve.
- An additional point of Resolve whenever players role-play their investigators particularly well.
- An additional point of Resolve whenever a dramatic/comedic moment makes the scene

Mastermind Advice: Altering Resolve Awards

For a gritty, more lethal game, a Mastermind may award less Resolve per scene. This reduces the amount of damage an investigator can just shrug off. For a very heroic game, award more Resolve. More Resolve allows the investigators to ignore more damage or succeed with more actions.

Estimating Investigator's Zalaries

The Victorian Era covered many years, and data collection on salaries can be spotty at best, so Masterminds are encouraged to invent their own character salaries using the general guidelines below.

Character Salaries

Poor: Under 10 pounds per year Lower Middle Class: 10 to 40 pounds per year Middle Class: 40 to 100 pounds per year Upper Middle Class: 100 to 1,000 pounds per year Wealthy and Upper Class: 1,000 to 500,000 pounds per year

Payment for Investigations

The status of the investigators' clients generally determine the case pay in most, but not all cases. In some rare cases, the importance of the person or item in question may involve a bonus of some sort. Here are the typical rates (without said bonuses) that are paid to the investigative team.

Poor: 1 pound

Example Cases: A flower girl's flowers are stolen, or a child is missing from a workhouse.

Lower Middle Class: 2 pounds

Example Cases: A maid has her only pearl necklace stolen, or a barmaid needs to find her sister.

Middle Class: 3-10 pounds

Example Cases: A pawn shop owner has items stolen, or a bookseller was robbed at knifepoint.

Upper Middle Class: 15-25 pounds

Example Cases: A doctor is being blackmailed, or a theater star is kidnapped.

Wealthy and Upper Class: 25-50 pounds Example Cases: A painting was stolen from an estate, or a manor lord is accused of murder.

Masterminds are encouraged to remind them of their Christian duties. Showing a charitable nature is directly tied to status. If word gets around that middle or upper class investigators are not charitable people, have them see it manifest itself as a loss of Status. Lower class investigators should want to help other poor people. All of their contacts and resources are other poor people, or provided by them.

Returning to a Rormal Way of Life

Several weeks or months can pass between cases, so it is natural for investigators to return to their normal professions while periodically checking in at Baker Street. As a general guideline, players can return to their professions and generate one or two months of pay between cases. Keep in mind that subtracting 40% to 50% of those wages for the cost of middle class living is acceptable. The cost of living for a poor person can be 70% to 80% of their income.

Example:

Matt is playing an apothecary investigator. Typically he makes 400 pounds per year. Dividing that number by 12 months means that Matt's investigator makes 33 pounds a month. The Mastermind rules 50% of that is expenditures, so Matt gets 16 and 1/2 pounds of spending money between sessions.

Meanwhile, Amanda's investigator, a flower girl, makes just 8 pounds a year. That is just 13 and 1/3 shillings between cases, and with an 80% cost of living (determined by the Mastermind) that leaves just 2 and 2/3 shillings to her name.



Using the Diogenes Club

"Save in the Stranger's Room, no talking is, under any circumstances, allowed, and three offences, if brought to the notice of the committee, render the talker liable to expulsion."

- The Greek Interpreter

Mycroft Holmes belongs to the Diogenes Club, where a strict code of silence is followed. In fact, gentlemen are not allowed to take the least bit notice of each other. It is rather a curious anti-social social club that Sherlock claims has a soothing atmosphere.

It is likely that Masterminds will want to make use the Diogenes Club as a permanent fixture in their campaigns. We have elected to treat it as a fully-functioning gentlemen's club on the outside, and on the inside, as a secret meeting place for members of British Intelligence. On the surface it has all the appearances of a regular gentlemen's club: patrons are there to read newspapers, take in meals, drink, and think. Most members have no idea of its alternate use.

The basement of the club houses important British Intelligence documents and offices. Mycroft keeps an office here. The security protocols are left for the Mastermind to devise, however, the basement should be

one of the most secret and secure locations in all of Britain. To become a member, one must be invited to apply, be accepted, and pay the membership fee of 15 pounds a year. Technically bringing a guest to the club is forbidden in the bylaws, but since no one is allowed to take notice of each other, it is fairly easy to bring guests into the club. Bringing a guest into the basement offices is altogether another story.

Diogenes Club Layout

Basement



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The Timeline

The following timeline is based on William 5. Baring-Gould's theories of Sherlock Holmes. Although far from canon, in order to flesh out minor details we have elected to use his version of Holmes's life as a reference. If a campaign requires expanded canon information from derivative works, we recommend Mr. Baring-Gould's Sherlock Holmes of Baker Street If none of this meets the needs of a campaign, the Mastermind should wholeheartedly stick to the actual canon, or develop his or her own background for Sherlock and Watson.

Year	Sherlock Event	World Events
1844	Sherlock's parents, Siger Holmes and Violet Sherrinford are married.	Notre Dame is chartered in Indiana, first telegram is sent, safety match is invented, Brigham Young is chosen as the head of the Latter-day Saints
1845	Sherrinford Holmes is born.	The Raven, by Poe is published, potato blight starts the Great Famine, the rubber band is invented, Fredrick Douglass publishes his autobiography
1846	Professor James Moriarty is born.	Mexican-American War begins, Robert Peel repeals the corn laws, Elias Howe invents the sewing machine, Neptune is discovered
1847	Mycroft Holmes is born.	Charlotte Bronte publishes Jane Eyre, the American Medical Association is founded, the first postage stamp in the US is issued
1852	John Watson is born.	End of the Great Famine, Palace of Westminster opens, Earl of Aberdeen becomes Prime Minister, Uncle Tom's Cabin is published
1854	Sherlock Holmes is born.	United Kingdom declares war on Russia entering the Crimean War, Crystal Palace is rebuilt and reopened, outbreak of cholera in London kills 10,000 people
1858	Irene Adler is born.	The Government of India Act transfers administration of India to British Crown instead of East India Company, Lincoln- Douglass debates, Indian Rebellion ends
1860	Holmes maternal grandfather, Edward Sherrinford, dies.	Pony Express begins operations, the HMS Howe, the Royal Navy's last wooden ship is launched, American Civil War begins

	Year	Sherlock Event	World Events	
and the second s	1865-1866	Sherlock is gravely ill but eventually recovers.	American Civil War ends, Lewis Carroll publishes Alice in Wonderland, Poor Law Act improves the funding of Workhouses	1
A NUMBER OF A DESCRIPTION OF A DESCRIPTI	1868	It is rumored that Holmes takes up fencing lessons at a salon of Maitre Alphanse Bencin. Sherlock's father teaches him boxing. He excels at both.	Benjamin Disraeli becomes Prime Minister shortly before Gladstone is elected, Andrew Johnson is impeached, Preacher William Booth establishes a Christian Mission that will become the Salvation Army	A CONTRACTOR OF THE OWNER OWNER OF THE OWNER
	1872	Watson embarks on a career as an Army Surgeon. A rumor exists that Sherlock is tutored for a while by a professor James Moriarty.	Meteorite hits near Banbury, the Challenger expedition leaves from Portsmouth, the London Metro Police strike, George Eliot publishes Middlemarch	and
	1880	Watson is wounded at the battle of Maiwand, in the second Anglo-Afghan war. He is returned home.	Construction of the Panama Canal begins, Gotthard railway tunnel completed, Salvation Army is formed	a new country and a dispersion of the
	1881	Watson and Sherlock meet and each need a place to stay. Deciding on Baker Street, they embark on their first case, a Study in Scarlet.	Natural History Museum of South Kensington opens, Gilbert and Sullivan's opera "Patience" is produced in London, Shootout at the OK Corral	and the second second second second
	1881-1886	Cases of The Adventure of the Noble Bachefor, A. Scandaf in Bohemia, The Adventure of the Speckled Band, and The Adventure of the Second Stain are investigated by Holmes and Watson.	Queen Victoria dedicates Epping Forest, the Married Women's Property Act of 1882, Beginning of the Electric Age, the Orient Express begins operation	and a subsection of the sub-state states
	1886	Watson marries an American named Lucy Ferrier and purchases a practice in Kensington.	Karl Benz patents the first successful gasoline-driven automobile, Coca-Cola is invented, the Statue of Liberty is dedicated	Second of the second second
	1887	Sherlock becomes a drug user. The Five Orange Pips, The Man with the Twisted Lip, The Red Headed League, A Case of Idenrity, The Adventure of the Blue Carbunkle, and The Adventure of the Dying Detective are all investigated by Holmes and Watson.	Buffalo Bill's Wild West Show opens in London, Queen Victoria's Golden Jubilee, Enrique Gaspar's El Anacronópete is published, the death of Lucy Ferrier	Salar Street of the Source of
The second secon	1888	Holmes and Watson investigate The Hound of the Baskervilles and The Sign of the Four.	The Whitechapel Murders, The London Matchgirls' Strike, The first roll film camera is patented	and and the second seco
	1889	Cases pursued by Sherlock Holmes include: The Adventure of the Veiled Lodger, The Adventure of the Copper Beeches, The Naval Treaty, The Adventure of the Cardboard Box, The Adventure of the Engineer's Thumb, The Crooked Man, The Adventure of Wisteria Lodge, The Yellow Face, and The Adventure of the Sofitary Cyclist. Watson matrice Mary Morstan.	The Eiffel Tower opens, London Dock Strike, the Savoy Hotel opens, the first jukebox goes into operation in San Francisco, the Naval Defence Act is passed	

Year	Sherlock Event	World Events
1890	The Adventure of the Empty House, The Adventure of the Beryl Coronet, and Silver Blaze are investigated by Holmes and Watson.	Scotland Yard moves to New Scotland Yard, Francis Galton demonstrates the uniqueness and classifiability of the fingerprint
1891	The Final Problem – Sherlock Holmes is presumed dead. The in- vestigators are hired by Dr. Watson to take up cases out of 22J B. Baker Street. Current Day.	The invention of the Tesla coil, the pneumatic bicycle tire is patented, Andrew Carnegie founds Music Hall in New York City

It is speculated that Sherlock did not die when he plummeted over the falls, and that from 1891 to 1894 he made secret movements using the name Sigerson. It is rumored that he meets Irene Adler at this time, and at some point Irene gives birth to a boy. This information can be utilized by a Mastermind wishing to include Sherlock into a case. Perhaps the great detective has insight for stuck investigators or can provide advice to the investigative party.

Tips for a Good Adventure

"I must apologize for calling so late," said he, "and I must further beg you to be so unconventional as to allow me to leave your house presently by scrambling over your back garden wall."

- sherlock Holmes, The Final Problem

Avoid the Three-Pipe Problem

"It is quite a three-pipe problem, and I beg that you won't speak to me for fifty minutes."

- sherlock Holmes, The Red-Headed League.

A role-playing game must be exciting to hold the players' interests. In many of the Sherlock Holmes stories, a large amount of time passes in the great detective's mind without any action, drama, or excitement. This kind of downtime is likely to bore the players. Do not let the investigators dwell on a problem until their eyes gloss over. Have a bomb explode, agents attack, or a jewel be stolen.

The most recent incarnations of the great detective may not be a traditional or even favorite take on Holmes, but they do add action to the stories. Remember, by injecting adventure and drama a story becomes more dynamic.

Use of Mix of Villains and Reprobates

"When one tries to rise above Nature one is liable to fall below it."

- sherlock Holmes, The Adventure of the Creeping Man

Not every enemy needs to be fleshed out as a full Villain. Those characters that exist merely to harass or continue to the plot can easily be Reprobates. Reprobates are throw-away characters that add texture to the game without needing their own back story.

Do not be afraid to put a Villain in charge of Reprobates. That leads to an exciting conflict- if one develops. Remember too, a Villain alone up against a bunch of investigators is bound to lose. Give him extra support by adding a team of Reprobates or a pair of villainous henchmen.

Additionally, a Mastermind can certainly use more than one Villain per adventure. Perhaps the Villain's right-hand man has a subplot that the investigators could explore. If that is the case, provide him with the stats of a Villain. Be sure to consult the list of Villainous Guiles (page 131). A selection from this list makes for a far more interesting Villain.

Combat Advantages are the Mastermind's Domain

Rather than specifying every possible Combat Advantage, fight scenes can be as dynamic as a Mastermind wants to make it. Some Masterminds might consider flanking or elevation a more significant Combat Advantage; other Masterminds might consider range and cover more important. Some Masterminds want rules to explore every possible detail of a combat, while other Masterminds want to downplay rules and focus on the drama. During gameplay, the Mastermind and investigators can use whatever Combat Advantages they desire. Just remember to be consistent and fair in adjudicating Combat Advantages.



Advise the Players on Detective Skills During Character Creation

Make sure the players have their investigators diversify and represent the Skills of Observation, Reason, and Deduction during character creation. Nothing is worse than getting to an Investigation Round and finding that an investigator is lacking a necessary Skill or that another is making all of the Skill Rolls.



Miscellaneous Mastermind Advice

Help! My Players are Running Amok with their Characteristics and Resolve!

Players by their very nature will squeeze every rule, every point of Resolve, and every Characteristic to their favor. Remember, no matter how many Characteristics they attempt to use in a turn, they only get one free Resolve. Do not forget to activate their Negative Characteristics every once in a while. Negative Characteristics are a great way of controlling how much Resolve the



investigators can carry and create drama during the investigation. Finally, if players are accumulating a lot of Resolve, do not be afraid to increase the level of danger. The investigators will need to use some Resolve to stay out of trouble. Investigators should be freely using Resolve throughout the investigation.

The Difficulties During Investigation Scenes Seem Counterintuitive.

To a degree this is understandable. Why would one clue be more difficult to find than ten? The difficulties presented are not meant to be a representation of the actual difficulty of finding the clue. It is a pacing mechanic that lets investigators (ind more clues quickly in a multi-clue scene, while making the last one or two elusive clues needed more difficult and dramatic. It may not be that a specific clue is difficult to find, but when it is the last clue remaining, the difficulty increases.

Do NPCs Have to Answer Questions Truthfully?

No. Just because an investigator is using one of their allowed questions from the Rule of Four does not mean the NPC is obligated to be truthful. Keep in mind, however, that any character has a limited ability to detect lying with the Perception or Deduction Skill. Some characters have Specialties that make them quite good at spotting a liar.

Making New Clues

Masterminds may want to create their own cases. There is a clue template at the back of this book to assist with the organization of clues and leads. Remember that the leads provide a best course of action. They can be ideas, questions to ask, or places to visit. Leads are meant to give the investigators a hint on how to proceed next, but they should *never* provide an outright solution that spoils the plot. We recommend using three leads per clue. A good adventure will always have false clues and leads.

Groups with Fewer than Four Players

In Baker Street, it is best to have a party of at least four investigators. When there are fewer than four players, consider having players run multiple investigators.



Awarding Axperience

"It is not so impossible, however, that a man should possess all knowledge which is likely to be useful to him in his work, and this, I have endeavoured in my case to do."

- sherlock Holmes, The Five Orange Pips

Ideally, seeing a case through to completion awards each member of the investigative party five Experience Points for achieving the most favorable outcome.

Reduce Experience Points for:

- Less than favorable outcomes
- A large number of Threat Meter increases
- Reaching specific Threat Meter consequences

Provide a point of additional experience for:

- Role-playing investigators particularly well
- Providing particularly entertaining moments
- Creating an investigator backstory or portrait
- Assigning a new Negative Characteristic to an investigator

In all but the most extreme circumstances, investigators earn a minimum of one Experience Point for completing a case. Remember, make it challenging for the players, but make the game fun and entertaining as well.

Investigators can use Experience Points to:

- Buy a new Skill for four Experience Points. New Skills start at Rank 3.
- Raise a Skill they already have. The number of Experience Points needed to increase a Skill is double the new Rank. If an investigator was to go from a 3 in Deduction to a 4 in Deduction, they must spend eight Experience Points. A Skill may never be increased by more than one Rank between Cases and no Skill Rank can ever exceed 8. This represents the pinnacle of achievement. (see Skills on page 34).
- Improve a Skill through Specialization. Adding a new Specialty costs three Experience Points. The number of Specialties that an investigator may have is dependent on Ranks in that Skill (see Specialization on page 35).
- Create a new Professional, Personal, or Item Characteristic for three Experience Points. (see Characteristics on page 43).
- Spend two Experience Points to remove a Negative Characteristic.
- Learn to read, speak, and write a new language for two Experience Points.

Left-Over Resolve

Left-over Resolve is lost at the end of a case. Be sure to tell investigators to use up their Resolve!

Heal Investigators Between Adventures

Every investigator that survived the previous adventure should heal completely between cases. It is expected that weeks, months, or years go by between cases. If a player wants to retain a wound for a roleplaying reason, they can keep their wound (starting the adventure at Nicked or Grazed) and add a temporary Negative Characteristic for it on their Investigator Profile. These are wounds that cannot be healed during the adventure. Award the investigator two additional Resolve at the start of the case. Temporary Negative Characteristics like this do not count toward the normal limit. This choice allows for additional role-playing opportunities, but does make the game more lethal.



<u>The Rogue's Gallery:</u> <u>Villains and Reprobates in</u> <u>Baker Street</u>

2

"Of course, I was prepared to find Dr. Watson," he remarked with a courteous bow. "His collaboration may be very necessary, for we are dealing on this occasion, Mr. Holmes, with a man to whom violence is familiar and who will, literally, stick at nothing. I should say that there is no more dangerous man in Europe."

> - Colonel Sir James Damery, The Adventure of the Illustrious Client

Wherein the Mastermind learns about the criminal element.

Villains and Reprobates

"I could not rest, Watson, I could not sit quiet in my chair, if I thought that such a man as Professor Moriarty were walking the streets of London unchallenged."

- sherlock Holmes, The Final Problem

There are two kinds of scoundrels available to the Mastermind for use against the Investigators: Villains and Reprobates. Villains are the antagonists and use many of the same rules that investigators do. They also add Villainous Guiles to their repertoire. Villainous Guiles are similar to Characteristics, but have a more adverse effect on investigations. Reprobates are nefarious extras hired and used by the Villain. Reprobates use a subset of the rules and receive a Special Ability similar to a Villainous Guile.

Reprobates

The nameless throng of riff-raff that works for a Villain is comprised of Reprobates. Reprobates are easy to use as henchman in any adventure. A good rule of thumb is if an NPC has a name and is important to the plot, he or she should be a Villain, if not; they are likely to be a Reprobate. Reprobates have streamlined rules that make them quick and easy to use:

- Reprobates only have one Damage Level. When they are hit in combat they become Injured. When an Injured Reprobate is successfully struck again, they are removed from combat and are unconscious, fleeing, cowering, or possibly, worse. For a point of Resolve the investigator that landed the blow can choose the condition of the Reprobate, otherwise the Mastermind chooses the result.
- Since Damage Levels are not calculated on Reprobates, there is never a reason to roll damage against them.
- Once Injured, a Reprobate suffers from the same penalty as all other characters do. Rolled 4s are no longer considered successes.
- Any first aid attempts on a Reprobate require a First Aid Skill Roll of Average (3) Difficulty. If successful they are healed as if they never took damage. First Aid can only be applied once per scene.
- Typically Reprobates have one Characteristic that aids them. The Mastermind can use the default Characteristic listed in the description or come up with one of their own that fits the individual Reprobate.
- Since Reprobates work together, the Mastermind can pool their Resolve for the Scene. Four Reprobates give a pool of four Resolve. In this way, the Reprobates can spend more than one Resolve on a turn to interrupt the initiative order or use Special Abilities.
- Reprobates also spend Resolve out of the pool created when a player gives Resolve to the Mastermind for ignoring a Negative Characteristic.



Optional Rule: Critical Hits for Reprobates

Normally, Damage Rolls are not made against Reprobates, so they cannot suffer from Critical Hits. As an option to make combat more dramatic, a Mastermind may choose to allow Critical Hits for Reprobates. Instead of the standard rule of two successful attacks removing a Reprobate, any successful attack in which three 6s are rolled instantly takes them out of combat. It is the investigators' choice whether the Reprobate has succumbed to fainting, fleeing, cowering, or worse.

Reprobates

A list of Reprobates and a brief description of each type follows. After each description, a list of Special Abilities, Characteristics, and Skills have been included. Reprobates have limited versions of Villainous Guiles called Special Abilities. Characteristics, Skills, and Skill Ranks work for Reprobates as they would for investigators. Underlined Skills are Professional Skills. The Reprobate's Specialty follows the appropriate Skill.

Masterminds should always feel free to tailor Skill Ranks and Characteristics as they see fit.

Armed Miscreant

Firearms are not easy to find and keep concerning English gun laws, but when a Reprobate is needed that can handle a pistol, these are the men for the job. Their Professional Skills include Fight, Menace, and Shoot.

Special Ability: Armed Miscreants are hired for their ability to shoot. Therefore they are not restricted to the use of one Resolve when using the Shoot Skill. Characteristic: "Come along quietly or this will get messy."

Dodge & Defense: 3 Endurance: 3 Fight: 3 Menace: 4 Strength: 3 Street Smarts: 3 Professional Crime Shoot: 4 Revolvers

Bearer-Up

A bearer-up uses a female to distract a target while he robs them. He normally relies on misdirection and cunning, but if something goes wrong, he will not hesitate to attempt a stunning blow. Brawling is his last resort. A bearer-up's Professional Skills are Criminal Artistry, Fight, Hide, and Strength.

Special Ability: A bearerup is known for his ability to stay out of sight, but if that goes wrong he can always rely on his fists.

Therefore he is not restricted to the use of one Resolve when using the Hide or Fight Skill. Characteristic: "She's sure a looker, don't pay me no mind."

<u>Criminal Artistry</u>: 3 Dodge & Defense: 4 Endurance: 5 <u>Fight</u>: 4 *Brawling* Hide: 3 *I lide in Urban Surroundings* Street Smarts: 3 <u>Strength</u>: 4 *Knock-Out Blows*

Bludger

These criminals specialize in hurting people, but typically, they do not kill. Bludgers prefer to beat up or stun their targets, knocking them out and dragging them back to their employer. A bludger's Professional Skills are Dodge & Defense, Fight, Strength, and Weapon.

Special Ability: Bludgers are known for their ability to fight. Therefore they are not restricted to the use of one Resolve when using the Fight Skill.



Characteristic: "Dis is gonna 'urt. Sorry mate!"

Dodge & Defense: 4 Vs. Blades Vs. Brawling Endurance: 5 Fight: 4 Brawling Menace: 4 Street Smarts: 4 Professional Crime Strength: 6 Stunning Blows Weapon: 5 Clubs

Cash Carrier

A cash carrier is a pimp who profits from unfortunates. He sees to his girls and collects the money. The girls and clients quickly learn not to hold out on him because of his violent tendencies. His Professional Skills include Fight, Menace, and Weapon.

Special Ability: Cash Carriers are known for their ability to Menace their charges. Therefore they are not restricted to the use of one Resolve when using the Menace Skill.



Characteristic: "Two-pence Pimp"

Dodge & Defense: 3 Endurance: 3 <u>Fight: 4</u> <u>Menace</u>: 4 Street Smarts: 3 <u>Weapon</u>: 4 <u>Knives</u>

Choker

Chokers disguise themselves as clergymen in order to rob train passengers. They typically use the clergy angle to approach and study their mark. When the opportunity presents itself, they grab and run. They are capable brawlers if need be, but are not generally armed. A choker's Professional Skills include Acting, Commerce and Street Smarts.

Special Ability: Chokers are known for their ability to seem like a harmless clergyman. Therefore they are not restricted to the use of one Resolve when using the Acting Skill. Characteristic: "What ails you my son? Say, that's a nice watch!"

Acting: 4 Impersonation/Disguise Commerce: 3 Appraise Criminal Artistry: 3 Pickpocket Dodge & Defense: 5 Endurance: 4 Fight: 4 Street Smarts: 4 Strength: 3 Escape Grab/Grapple

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Confidence Man

Confidence or con men are thieves that often prey upon the status and wealthy nature of the upper classes. They mimic the lifestyle of an upper-class gentleman, befriend the upper classes, and then rob them blind. Due to the gentlemanly nature of their crimes, they tend to run rather than fight their way out of situations. A con man's Professional Skills are Acting, Charm, Criminal Artistry, and Street Smarts.

Special Ability: Con men are known for their charm. Therefore they are not restricted to the use of one Resolve when using the Charm Skill.

Characteristic: "High Society Poser"

Acting: 4 Impersonation/ Disguise Charm: 5 Craft: 3 Forgery Criminal Artistry: 4 Escape Restraints Lock-Picking Observation: 4 Perception: 3 Street Smarts: 4

Cracksman

A cracksman is a burglar and safecracker. Experts at getting in and out quietly, cracksmen are almost unbeatable at breaking in and robbing safes when working with a screwsman. A cracksman's Professional Skills are Criminal Artistry, Hide, and Street Smarts.

Special Ability: Cracksmen are known for their ability to crack safes and to steal. Therefore they are not restricted to the use of one Resolve when using the Criminal Artistry Skill. Characteristic: "This old thing? I'll have it open in 5 minutes."

<u>Criminal Artistry</u>: 5 Burglary Safecracking Sneaking Dodge & Defense: 4 Endurance: 3 Fight: 3 Hide: 3 Street Smarts: 3 Professional Crime Strength: 3



Dipper

A dipper is a pickpocket who is particularly good at his job. He relies more on stealth and cunning than brute force. They will rob a mark and pay for their drink with the money before the victim even notices it is missing His Professional Skills are Acting, Criminal Artistry, and Hide.

Special Ability: Dippers are known for their Criminal Artistry. Therefore they are not restricted to the use of one Resolve when using the Criminal Artistry Skill.



Charact<mark>eris</mark>tic: "Best pickpocket in London"

Acting: 3

Impersonation / Disguise <u>Criminal Artistry</u>: 4 Pick Pocket Sneaking Dodge & Defense: 5 Endurance: 3 Fight 3 <u>Hide</u>: 3 <u>Hide in Urban</u> Surroundings Street Smarts: 3 Strength: 3

Dollymop

A dollymop is a part-time prostitute. She normally has another lowly profession and supplements her income taking occasional clients. Her Professional Skills are Charm, Commerce (at whatever lowly job she has), and Perception.

Special Ability: Dollymops are known for their ability to sense danger and get back to their "normal" life when things get dangerous. Therefore they are not restricted to the use of one Resolve when using the Perception Skill. Characteristic: "I've got to pay the bills"

<u>Charm</u>: 3 Seduction <u>Commerce</u>: 4 Pick one Specialty: Shop girl, Flower Lady, etc... Dodge & Defense: 3 <u>Perception</u>: 4

Dragsman

A dragsman specializes in the robbery of carriages. If he is lucky enough to steal or own a firearm, this makes the robberies go easier. He tends to stick to the roads outside of London, but when times get tough he will rob any carriage. A dragsman's Professional Skills are Dodge & Defense, Menace, and Shooting.

Special Ability: Dragsman are known for their ability to intimidate their marks. Therefore they are not restricted to the use of one Resolve when using the Menace Skill.



Characteristic: "Your money or your life"

Dodge & Defense: 4 Endurance: 3 Running Fight: 3 Menace: 4 Intimidate Shooting: 4 Revolver Street Smarts: 3 Strength: 4

Duffer

A duffer is a criminal that specializes in selling stolen goods. He often operates a moving shop or forges a vendor's license in order to masquerade as a legitimate shop keeper. Duffers often began their criminal lives through shoplifting. A duffer's Professional Skills include Commerce, Craft, and Hide.

Special Ability: Duffers are known for their ability to sell stolen goods. Therefore they are not restricted to the use of one Resolve when using the Commerce Skill. Characteristic: "Ya want it, I got it"

Commerce: 5 Appraisal Craft: 3 Forgery Criminal Artistry: 3 Shoplifting Dodge & Defense: 3 Endurance: 3 Fight: 3 Hide: 3 Conceal Object Street Smarts: 4 Petty Criminals Professional Crime Strength: 3

Kidsman

A kidsman is an organizer of a children's thievery ring. They typically stick to pick pocketing and petty theft operations. Although not normally armed with weapons, he will defend his brood with fisticuffs if necessary. A kidsman's Professional Skills are Dodge & Defense, Fight, and Hide.

Special Ability: Kidsman are known for their ability to organize crime rings. Therefore they are not restricted to the use of one Resolve when using the Street Smarts Skill.



Characteristic: "Da artful dodger ain't 'alf as good as me."

Dodge & Defense: 5 Endurance: 4 Running Fight: 3 Brawling Hide: 3 Hide in Urban Surroundings Street Smarts: 4 Petty Criminals Guttersnipes Strength: 4

Lurker

Typically disguised, lurkers are part of a Villain's criminal information network. Hired more for their attention to detail and ability to get away, lurkers will put up a fight if cornered. Beggars are a favorite disguise of the lurker. A lurker's Professional Skills are Acting, Observation, Perception, and Street Smarts.

Special Ability: Lurkers are known for their Observation and Perception Skills. Therefore they are not restricted to the use of one Resolve when using either the Observation or Perception Skill. Characteristic: "They got no idea I work fer da boss. Nuff said, yeah?"

Acting: 4 Impersonation / Disguise Dodge & Defense: 5 Endurance: 3 Fight: 3 Observation: 4 People Perception: 4 vs. Hide Street Smarts: 3 Professional Crime Strength: 4 Weapon: 3

Magsman

Magsmen are the cheats employed to run crooked gambling events at docks or in alleys behind pubs. They are not as lethal as a nobbler or bludger, but they have learned to defend themselves when the jig is up. A magsman's Professional Skills are Dodge & Defense, Fight, and Street Smarts.

Special Ability: Magsmen are known for their Street Smarts. Therefore they are not restricted to the use of one Resolve when using the Street Smarts Skill.



Characteristic: "I don't run a crooked game, 'onest."

Dodge & Defense: 3 Endurance: 4 <u>Fight</u>: 4 <u>Street Smarts</u>: 5 Cheating Gambling Petty Criminals Strength: 4

Maltooler

Maltoolers are pickpockets that target trains and omnibuses. They normally target women. When the pickpocket fails, they rely on being menacing to get what they want. The can fight in a pinch but prefer to run if things get dicey. A maltooler's Professional Skills are Criminal Artistry, Dodge & Defense, and Menace.

Special Ability: Maltoolers are known for their ability to be frightening to lady travelers. Therefore they are not restricted to the use of one Resolve when using the Menace Skill. Characteristic: "Well, we tried da easy way. Now ya got me mad."

Commerce: 3 Appraise <u>Criminal Artistry</u>: 3 Pickpocket <u>Dodge & Defense</u>: 4 Endurance: 3 Running Fight: 3 Hide: 3 Conceal Object <u>Menace</u>: 4 Strong-Arm Strength: 3 Escape Grab/Grapple

Mobsman

These pickpockets work in teams, working over an entire street of pedestrians, and then disappear. They are often well dressed and work in upscale areas of London. They normally have no need to fight or use weapons; when an alarm is sounded, they vanish into the crowd. A mobsman's Professional Skills include Acting, Criminal Artistry, Hide and Strength.

Special Ability: Mobsmen are known for their ability to disappear into a crowd. Therefore they are not restricted to the use of one Resolve when using the Hide or Acting Skill.

Mollisher

A mollisher is a female that likes to work the railway cars, getting friendly with a gentleman and then asking for his belongings. If he does not comply, she tells the porter of his "improper advances", possibly creating a scandalous situation. In the very least, she has detained him with a lengthy conversation with the police while she slips away. She relies on charm then intimidation to get what she wants. A mollisher's Professional Skills are Acting, Menace, Oratory, and Perception.

Special Ability: Mollishers are known for their ability to lie. Therefore they are not restricted to the use of one Resolve when using the Oratory Skill. Characteristic: "You'll never find me."

<u>Acting</u>: 4 Impersonation / Disguise Criminal Artistry: 3 Pickpocket Dodge & Defense: 4 Endurance: 4 Fight: 3 <u>Hide</u>: 4 Street Smarts: 4 Petty Criminal Professional Crime Strength: 3 Escape

Characteristic: "Tarnishes good reputations."

<u>Acting</u>: 4 Impersonation / Disguise Charm: 3 Dodge & De[ense: 4 <u>Menace: 3</u> Evil Eye <u>Oratory: 4</u> Lying <u>Perception: 4</u> Street Smarts: 3

Nobbler

Nobblers specializet in bodily harm. They are primarily employed by a Villain for that one single purpose. Their life-long career of hurting people provides them with a formidable Weapon Rank, and they may have two or even three weapon Specializations. A nobbler's Professional Skills are Dodge & Defense, Menace, and Weapon.

Special Ability: Nobblers are known for their ability with weapons. Therefore they are not restricted to the use of one Resolve when using the Weapon Skill.

Palmer

A palmer is a shoplifter. Palmers normally engage in stealth and cunning, but can rely on speed when necessary to make an escape. A Palmer's Professional Skills include Criminal Artistry, Endurance, and Hide.

Special Ability: Palmers are known for their ability to shoplift. Therefore they are not restricted to the use of one Resolve when using the Criminal Artistry Skill.



Dodge & Defense: 4 Vs. Blades Vs. Brawling Endurance: 5 Fight: 4 <u>Menace: 4</u> Imposing Physique Street Smarts: 4 Petty Criminals Professional Crime Strength: 5 <u>Weapon: 5</u> Clubs Knives

Characteristic: "They'll never miss dis."

<u>Criminal Artistry</u>: 4 <u>Shoplifting</u> Dodge & Defense: 4 <u>Endurance</u>: 4 <u>Running</u> Fight: 3 Hide: 5 <u>Conceal Object</u> Strength: 3 <u>Escape</u>

Rampsman

Rampsmen are muggers, often using intimidation to get what they want. They are not afraid to back up their threats with actual violence. Their Professional Skills include Endurance, Menace, and Weapon.

Special Ability:

Rampsman are known for their ability to scare their marks. Therefore they are not restricted to the use of one Resolve when using the Menace Skill.



Characteristic: "and over da money an' jewels an' no one'll get 'urt."

Dodge & Defense: 4 <u>Endurance</u>: 4 Fight: 3 <u>Menace</u>: 4 <u>Strong-Arm</u> Strength: 5 <u>Weapon</u>: 4 <u>Knives</u>

Roller

Rollers are prostitutes that steal from clients. Because their clients are often bigger and better fighters, rollers depend on knives and small, concealable weapons. They often wait until a client lets down his guard before they reveal themselves as menacing thieves. Their Professional Skills include Charm, Dodge & Defense, and Menace.

Special Ability: Rollers are known for their ability to threaten with knives. Therefore they are not restricted to the use of one Resolve when using the Menace Skill.



Characteristic: "Sexy, greedy, and dangerous."

<u>Charm</u>: 3 Friendly Persuasion Seduction <u>Dodge & Defense</u>: 4 Endurance: 3 Fight: 3 <u>Menace</u>: 3 Weapon: 4 Knives

Screwsman

A screwsman is trained in the art of breaking and entering. More of a specialist, the screwsman embodies the Criminal Artistry Skill. His finesse with lock-picking allows ample time, and his ability to Appraise items allows for hand-picking a better haul than the typical burglar. Their Professional Skills include Commerce, Criminal Artistry, and Hide.

Special Ability: Screwsmen are known for their stealth and lock-picking abilities. Therefore they are not restricted to the use of one Resolve when using the Criminal Artistry Skill.

Characteristic: "There 'asn't been a lock yet that could stop me."

<u>Commerce</u>: 3 <u>Appraisal</u> <u>Criminal Artistry</u>: 4 <u>Burglary</u> <u>Lock-Picking</u> <u>Sneaking</u> Dodge & Defense: 3 Fight: 4 <u>Hide</u>: 4 Strength: 4.

Smasher

A smasher is a counterfeiter. They make fake money and pass it off into circulation. While not a real combat threat, they are good at supporting those that are. Their Professional Skills include Craft, Hide and Street Smarts.

Special Ability: Smashers are known for their forgery abilities. Therefore they are not restricted to the use of one Resolve when using the Craft Skill.



Characteristic: "Everyone could use a little extra money."

Commerce: 3 <u>Craft</u>: 4 Forgerv Dodge & Defense: 3 Endurance: 3 Fight: 3 <u>Hide</u>: 3 <u>Conceal Object</u> <u>Street Smarts</u>: 3 <u>Professional Crime</u> Strength: 3

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Snoozer

This Reprobate steals from sleeping guests in hotels. He is good at sneaking, lock-picking, and the observation of possible marks and their belongings. His Professional Skills include Criminal Artistry, Hide, and Observation.

Special Ability: Snoozers are known for their ability to move silently. Therefore they are not restricted to the use of one Resolve when using the Hide Skill.



Characteristic: "Oh you're napping? I'll just help myself."

Acting: 3 Impersonation / Disguise <u>Criminal Artistry</u>: 3 Burglary Lock-Picking Sneaking Dodge & Defense: 4 Fight: 4 <u>Hide</u>: 4 <u>Observation</u>: 4 Listen People Strength: 3 Weapon: 3 Knives

Thimble-Rigger

Thimble-riggers are con artists that run a shell game, and are commonly found near crowded public places, like train stations. The game is always rigged. They often work in groups and try to convince a mark to try a game. Once they hook him with a couple of easy wins, then the swindle begins. The thimble-rigger's Professional Skills are Charm, Criminal Artistry, Hide, and Street Smarts.

Special Ability: Thimble-riggers are known for their ability to run a

rigged game. Therefore they are not restricted to the use of one Resolve when using the Street Smarts Skill. Street Smarts Skill. Characteristic: "Step right up an' take a chance."

Charm: 4 Friendly Persuasion Criminal Artistry: 3 Dodge & Defense: 3 Fight: 3 Hide: 3 Conceal Object Street Smarts: 5 Cheating Gambling Petty Criminals

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Toffer

A toffer is a pretty and higher-class prostitute. They are lucky enough to work without a terrorizing cash carrier. These women frequent the dance halls in search of clients. They dress like they belong to society and have taught themselves to fit in with Middle Class or even Upper Class citizens. They always get to pick their clients and only rarely does violence erupt from their transactions. Their Professional Skills are Artistry, Charm, and Perception.

Special Ability: Toffers are known for their ability to charm a client. Therefore they are not restricted to the use of one Resolve when using the Charm Skill. Characteristic: "All I ever need is a dress and my natural charms."

Acting: 3 Artistry: 5 Pick one Specialty: Dancing, Singing, etc... Charm: 5 Seduction Customs: 3 Middle Class Wealthy Dodge & Defense: 3 Perception: 4

Villains

The Villains are the puppet-masters pulling the Reprobates' strings. Their plotting and scheming are the very source of all the investigator's troubles. If the investigators fail to stop their nefarious activities, the Threat Meter continues to escalate until circumstances are dire indeed. Villains use the same rules as investigators, but the following modifications apply:

- Typically, Villains have one or two Villainous Guiles to aid them. The Mastermind may see fit for a Villain to have several additional Guiles; however, take care not to make a Villain overly dangerous.
- Since Villains are NPCs, they are limited to the use of one Resolve per Skill Roll, unless a Villainous Guile applies.
- Villains may spend more than one Resolve on a turn when healing wounds.
- Villains spend Resolve out of the pool created when a player gives Resolve to the Mastermind for ignoring a Negative Characteristic.

Villainous Euiles

"He is a man of good birth and excellent education. Endowed by nature with a phenomenal mathematical faculty. At the age of twenty-one he wrote a treatise upon the binomial theorem, which has had a European vogue. On the strength of it he won the mathematical chair at one of our smaller universities, and had, to all appearances, a most brilliant career before him. But the man had hereditary tendencies of the most diabolical kind."

- Sherlock Holmes, The Final Problem

Villains are the spice of any good adventure. The following is a list of Guiles - special features to make a Villain spectacular in one way or another. When making a Villain, pick one or more Guiles to add to the Villain's Investigator Profile. Build a Villain by following the rules for creating an investigator. Just add the chosen Villainous Guiles to the profile. Do not make a Villain too powerful by giving him all or most of the Guiles. Give him just enough to make him challenging and memorable.

Assassin

If this Villain's attack is successful in a surprise round, Resolve may not be spent to block the damage.

Brilliant

Add any five additional non-combat, non-physical, Skills as Professional Skills.

Bruiser

This Villain can spend more than one Resolve in a Fight Attack.

Careful Villain

The difficulty of Observation Skill Rolls in an Investigation Scene concerning this Villain is increased by one.

Charismatic Leadership

It is impossible to sway this Villain's Reprobates against him.



Charming Rogue

When using the Charm Skill, this Villain may use more than one Resolve.

Crafty

When using a Craft or Criminal Artistry Skill Roll, this Villain may spend more than one Resolve.

Criminal Mastermind

During an Investigation Scene involving one of this Villain's plots, increase the difficulty of any Deduction Skill Roll by one.

Death-Defying

This Villain can use Resolve to reduce damage from an attack that would normally kill them.

Deceptive Villain

The difficulty of Deduction Skill Rolls in an Investigation Scene concerning this Villain is increased by one.

Escape Plan

By the use of one point of Resolve, the Villain escapes an encounter with the investigators by some extraordinary means. For example, if the investigators put him in prison, he escapes. If they kill the Villain, it was not him; it was a twin. The first use of Escape Plan costs one Resolve. The second use costs two points of Resolve. Increase the Resolve needed by one point each time the Villain uses the Guile.

Fanatical Following

The Reprobates that work for this Villain have two Damage Levels. Reprobates with Fanatical Following become Injured after taking the first Damage Level, but must be struck successfully two more times before they are removed from combat.

Honorable Scoundrel

This Villain adheres to most of the Victorian Age niceties. Remove one point of Resolve from each investigator any time the Villain makes an extraordinary effort to live by the Victorian Code of Etiquette.

Marksman

On a successful ranged attack, a Villain with this Guile may increase their Weapon Rating by one.

Master of Deceit When using a Skill opposed by Perception, this Villain may spend more than one Resolve.

Master of Disguise

When using the Acting Skill, this Villain may spend more than one Resolve.

Master of Machinations

Once, at any time during an adventure, this Villain may increase the Threat Meter. The Threat Meter cannot be increased to the Endgame Threat in this way.

Menace Master

When using the Menace Skill, this Villain may spend more than one Resolve.

Perceptive

When using the Perception Skill, this Villain may spend more than one Resolve.

Quick

This Villain may interrupt the Initiative order by spending one point of Resolve.

Quick-Witted Henchmen

This Villain has smarter henchman than most. His Reprobates may interrupt the Initiative order by spending one point of Resolve.

Resolved to Villainy

Once during the adventure, this Villain doubles his pool of Resolve.

Signature Weapon

This Villain may spend more than one Resolve when making an Attack Roll with a Signature Weapon.

Unfathomable Plots

During an Investigation Scene concerning one of this Villain's plots, increase the difficulty of any Reason Skill Roll by one.

Vanishing Villain

When using the Hide Skill, this Villain may spend more than one Resolve.

Vexing Villain

Investigators in the presence of this Villain are limited to spending one Resolve on Skill Rolls.

Well-Conditioned Villain

This Villain treats all non-combat, physical Skills (Endurance, Jump, Climb, Strength, etc...) as Professional Skills.

Well-Respected Villain

When using Status to seek help against this Villain, reduce the investigator's Status by two Ranks.

Wiley

When using the Dodge & Defense Skill, this Villain may spend more than one Resolve.





<u>Notable Names:</u> <u>Non-Player Characters in</u> <u>Baker Street</u>

"I had no idea that such individuals exist outside of stories."

- Dr. Watson, A study in scarlet

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Wherein a list and descriptions of some of the classic denizens of the world of Sherlock Holmes, and many new characters, are contained.

Ron-Player Characters

Here is a list of some of the better-known non-player characters in the world of Baker Street.

Billy the Page Boy

Billy is hired by Mrs. Hudson for a variety of tasks around Baker Street. When not running errands for Mrs. Hudson he introduces visitors to Sherlock and Watson or delivers telegrams and notes. Billy is not a member of the Irregulars and does not undertake detective missions for Holmes. He is an errand boy, known for his wisdom and tact in social occasions. He is much more suited for running to the store for tobacco than he is for spying on people in the neighborhood. Mrs. Hudson looks after the lad. Billy is a friendly and capable page who works for just a few shillings a week. He can be trusted to do his job to the best of his abilities.

Shopping, sending telegrams, whatever small tasks need to be done, the investigators can count on Billy. Billy does expect wages, but is very helpful and professional with the investigators.

Dr. John H. Watson

Dr. Watson is an army surgeon, wounded in the Anglo-Afghan War. Sent home, he needed lodgings and through his friend Stamford met the great Sherlock Holmes. Dr. Watson is a crack shot, a very capable doctor, and an aspiring detective. While not on par with Sherlock, Watson does show promising detective abilities. Watson observes the Victorian Age code of ethics rigidly and has a penchant for the ladies. Since the disappearance of Sherlock, he has given up on sleuthing; instead he hires the investigators to take any cases coming into Baker Street.

Watson is a perfect mentor for the investigators through their first few cases and beyond. He can be called upon for help if the investigative party requires guidance. He also knows most of the major players in the world of Sherlock Holmes. Area Knowledge: 3 Baker Street <u>Commerce: 3</u> Page Boy Dodge and Defense: 3 Endurance: 4 Fight: 3 Observation: 3 Perception: 3 Science: 3

Status: 2 dice and 3 circles

Characteristics: Personal: Wise and Tactful Personal: Dutiful Profession: Keen and Attentive Profession: Does the Best Job Possible Negative: Known Employee of Sherlock Holmes

Charm: 3 Commerce: 3 Doctor's Practice Customs: 4 Endurance: 3 Deduction: 4 Dodge and Defense: 4 Fight: 4 History: 3 Medicine: 5 Anatomy First Aid Surgery Observation: 3 Perception: 4 Reason: 4 Research: 3 Science: 4 Shoot: 5 Revolvers. Strength: 4

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Status: 5 dice

Characteristics: Personal: Loyal Personal: Crack Shot Professional: Capable Army Surgeon Professional: Biographer Negative: Now, Watson, the fair sex is your department Negative: Cut out the poetry, Watson

Irene Adler

Irene Adler is a stunningly attractive world traveler, adventuress, and opera star. Irene is best known for foiling Sherlock's attempts to retrieve her photograph with the King of Bohemia. She is very clever and very talented. She has an array of talents that can make her an ally or a villain to the investigators. Much has been said Sherlock's affection for "The Woman". During Sherlock's absence from Baker Street it has been suggested by some that he met Irene and possibly fathered a child. All this of course is just fanciful speculation.

Acting: 4 Stage Performance Artistry: 5 Singing Charm: 5 Seduction Friendly Persuasion Criminal Artistry: 4 Customs: 4 Dodge and Defense: 4 Endurance: 4 Fight: 3 Observation: 5 <u>Perception</u>: 5 Shoot: 3 Strength: 3 Reason: 5 Ride: 4

Status: 6 Dice

Characteristics: Personal: The Woman Personal: Cleverer than Holmes Personal: Eclipses and Predominates the Whole of Her Sex Professional: Accomplished Opera Singer Professional: Surprising Array of Tricks Negative: International Power Player Negative: Dangerous Beauty

Inspector G. Lestrade

The top Inspector at Scotland Yard is Inspector Lestrade. He often consults with Sherlock Holmes on cases. Sherlock has on multiple occasions both criticized and praised the Inspector. Sherlock tends to stress the qualities of work ethic in his praises while he condemns the Inspector's skills at the craft of deduction. Still they remain the closest of colleagues despite some people thinking they dislike one another. Lestrade himself set the record straight when he said of Holmes, "We're not jealous of you down at Scotland Yard. No, sir, we are proud of you, and if you come down to-morrow there's not a man, from the oldest Inspector to the youngest constable, who wouldn't be glad to shake you by the hand."

Investigators can look to Lestrade for help or vice versa. Lestrade uses the investigators when all other avenues have been exhausted. He considers them a necessary evil until such time as they are worthy of his respect.



Deduction: 3 Deduce Lie Dodge and Defense: 4 Vs. Brawling Endurance: 5 Fight: 3 Law: 4 Police Procedures Observation: 4 People Perception: 4 Reason: 4 Shoot: 3 Strength: 3

Status: 4 Dice

Characteristics: Personal: Bulldog Tenacity Personal: Quick and Energetic Professional: Top of Scotland Yard Professional: Prove to Me You Are Any Good Negative: Out of His Depth Negative: Conventional – Shockingly So

Lomax

Lomax is a friend of Dr. Watson's and the sub-librarian at the London Library. Not much is known about the character other than his occupation. An expert in research and library use, he is the perfect contact when the investigators need to look up some obscure information. Lomax however, is not a physical chap, think more thin and studious.

Area Knowledge: 4 <u>History</u>: 5 Observation: 4 Perception: 3 Reason: 4 Research: 6 *Library Lise Newspapers Archives* Science: 5 Social Science: 5

Status: 4 Dice

Characteristics: Personal: Academic Specialist Professional: What Information Do You Need? Professional: One Second, I Can Find That for You Negative: Please Don't Hurt Me, I'm Just a Bookworm

Mrs. Hudson

Mrs. Hudson is the long-suffering landlady of Mr. Sherlock Holmes. As Dr. Watson once recorded, "Not only was her first-floor flat invaded at all hours by throngs of singular and often undesirable characters but her remarkable lodger showed an eccentricity and irregularity in his life which must have sorely tried her patience." Despite being peeved by Sherlock's habits, Mrs. Hudson is a kind soul who respects Sherlock's powers and profession. She has deep admiration for his kindness and courtesy to women.

Investigators can count on Mrs. Hudson to see to their needs, mostly regarding food, messages, and callers. She can be annoying at times, being underfoot cleaning, perhaps while the characters are discussing a case, or interrupting an important case briefing by bringing in tea. She puts up with most of Sherlock's associates in a polite Victorian way, but she cares little for the Baker Street Irregulars and likes to shoo them from the property. Charm: 3 <u>Commerce</u>: 3 <u>Landlord</u> <u>Craft</u>: 3 <u>Cooking</u> Observation: 3 Perception: 4 <u>Vs. Menace</u> Reason: 3

Status: 3 Dice

Characteristics: Personal: Kind and Proper Landlady Personal: Stately Tread Personal: Always Underfoot Professional: Earnest Cleaner Professional: Lodgers Must Get their Breakfast! Negative: A Mysterious Past Negative: Villains Know Where I Live

Mycroft Holmes

Mycroft Holmes is the older, smarter brother to Sherlock. He alone knows the real fate of Holmes after Sherlock's tumble over the Reichenbach Falls. Mycroft's detective abilities are better than Sherlock's, but the man is much too lazy to bother with fact-checking. As Sherlock himself once said, "He will not even go out of his way to verify his own solutions, and would rather be considered wrong than take the trouble to prove himself right." Mycroft works for the British Government in a job that he has uniquely created. While the details are unknown, everything of vital importance goes through him and national policy is built around his advice. Much has been inferred by Mycroft and Sherlock's relationship, everything from friendly brotherly rivals to strained and irreparable relations.

Mycroft can be an invaluable resource to the investigators, especially in crimes or concerns of a political nature. Mycroft will never accompany the investigators on cases as his own personal lethargy prevents it. He would rather the investigators come to the Diogenes Club rather than travel to Baker Street.



Area Knowledge: 4 Commerce: 4 Government Customs: 5 <u>Deduction</u>: 8 Dodge and Defense: 3 Law: 5 <u>Observation</u>: 8 Perception: 7 Reason: 6 Logic Science: 5

Social Science: 5 Political Science

Status: 8 Dice

Characteristics: Personal: Sherlock's Smarter Brother Personal: All other men are specialists, but my specialism is omniscience Professional: I am the British Government Professional: Decides National Policy Negative: Lacks Energy and Ambition Negative: Heavily built and massive

Professor James Moriarty

The greatest criminal of all time, Moriarty was referred to by Sherlock as, "a spider in the centre of its web but that web has a thousand radiations, and he knows every quiver of each of them." The professor has two identities, that of a much-respected professor and that of a crime lord. The Victorian age only helps to protect him, as direct accusations against the esteemed professor will fall upon deaf ears. Publicly no one can touch the professor without proof, and he never leaves proof of his involvement in any crime.

There are two main schools of thought on the professor when including him in Baker Street. One theory is that he engages in crime for the sheer profit. Sherlock noted he paid his underling some 6,000 pounds a year, had a painting worth over 40,000 pounds, and some 20 bank accounts. Another theory for Moriarty is that he undertakes crime for crime's sake, and the fact no one can stop his plans. While it is possible to perceive Moriarty as being motivated by greed or sociopathic issues, the specific motivation is left to the individual Mastermind to decide. Remember too, the professor is presumed dead, which can make his return to crime rather easy.

Charm: 3 Criminal Artistry: 5 Deduction: 4

Dodge and Defense: 4 Endurance: 3 Fight: 3 History: 5 Oratory: 5 Fast Talk Lying Speech Menace: 5 Navigate: 4 Perception: 6 Observation: 4 Reason: 6 Research: 6 Science: 6 Asitonomy Math Street Smarts: 7 Professional Crime

Status: 5 Dice

Characteristics:

Personal: Man of Good Birth and Excellent Education

Personal: The Greatest Schemer of All Time Professional: The Napoleon of Crime Professional: A Spider That Sits Upon a Web Negative: Archenemy to Sherlock Holmes Negative: Arrogant

Villainous Guiles: Brilliant, Careful Villain, Criminal Mastermind, Deceptive Villain, Fanatical Following, Resolved to the Cause, Unfathomable Plots

Sherlock Holmes

Sherlock Holmes is the world's greatest detective. He has made a name for himself as the world's only consulting detective. That is- until his confrontation with Professor Moriarty. Now he is presumed dead; and people, after reading the accounts by John Watson, are attempting to fill his shoes. Sherlock prefers quiet, is not inclined to be romantically involved, and when faced with a lack of mental work turns to drugs. His deductions seem magical, but as he himself explained, "A conjurer gets no credit when once he has explained his trick; and if I show you too much of my method of working, you will come to the conclusion that I am a very ordinary individual after all." He is a capable boxer and fencer, and has a good deal of physical strength. Most of the world views his habits and oddities as eccentric. He has very few friends, his best friend being Dr. John H. Watson.

For those wanting to use Sherlock, please do so carefully. Holmes can provide a great character to enrich gameplay, but can be challenging to put into adventures. He can easily overshadow any investigator.

Acting: 4 Impersonation / Disguise Area Knowledge: 4 london Artistry: 4 Violin Customs: 3 Deduction: 7 Deduce Lie Dodge and Defense: 5 Vs. Boxing Vs. Brawling Vs. Martial Arts Endurance: 4 Fight: 5 Boxing Marcial Arts Hide: 3 History: 3 Law: 4 Criminal Law Medicine: 3 Poisons Navigate: 5 Cities Perception: 7 Observation: 7 Listen Objects People Places Spot Reason: 7 Logic Puzzles Riddles

Science: 6 Botany Chemistry Research: 6 Shoot: 3 Street Smarts: 4 Strength: 4 Weapon: 4 Single Stick Swords

Status: 4 Dice

Characteristics:

Personal: Amateur Prize Fighter Personal: Expert at Both Single Stick and Fencing Personal: A Flair for the Dramatic Personal: Cat-Like Love of Personal Hygiene Professional: The Observation of Trifles Professional: I never guess. It is a shocking habit. Professional: Master of Disguise Professional: In My Profession all Sorts of Odd Knowledge Comes Useful. Negative: High Functioning Sociopath Negative: My Mind Rebels at Stagnation, Give Me Problems, Give Me Work! Negative: Hence the cocaine. I cannot live without brain-work

Shinwell "Porky" Johnson

Shinwell Johnson is a former criminal that has served two terms in Parkhurst. He now aids Sherlock in cases requiring physical backup. He is also connected with the criminal underground of London and can provide Sherlock with much needed insight. Watson described the man as, "A huge, coarse, redfaced, scorbutic man, with a pair of vivid black eyes which were the only external sign of the cunning mind within."

Shinwell is trying to change his criminal ways, but in a world of Victorian society, doors remain shut to him everywhere. If the investigators help him he will continue to be an agent for good. If he is cut off from the investigators example of good, and their charity with money, he may very well relapse into his criminal habits. He is a man that needs a second chance, and the investigators should give him that chance. Aside from being just a big bruiser, Shinwell is observant and has a few criminal tricks up his sleeve to assist investigators. <u>Criminal Artistry</u>: 4 Burglary <u>Dodge & Defense</u>: 5 <u>Fight</u>: 6 Brawling Endurance: 6 Observation: 4 Perception: 3 Reason: 3 Street Smarts: 5 Petty Criminal Professional Crime <u>Strength</u>: 6 Weapon: 3 Knife

Status: 2 Circles

Characteristics: Personal: Huge, Red Faced, Scorbutic Man Personal: Seen a Fight or Two Professional: Hired Muscle Professional: Holmes's Criminal Underground Agent Negative: Former Dangerous Villain Negative: Two Terms at Parkhurst Prison

Toby

Toby is a friendly mutt that loves to track. Sherlock on a few occasions uses Toby's skills to locate criminals. He is not a vicious or mean dog. Watson describes him as, "half-spaniel, half-lurcher, brown and white in colour, with a very clumsy, waddling gait."

The investigators can use Toby anytime they want. Loyal and friendly, Toby is an excellent resource when it comes to tracking. Toby particularly loves table scraps that the investigators will give him and will happily play a game of fetch with any old stick. Toby is prone to getting distracted by games, unless he is tracking. Then he is all business. Dodge and Defense: 3 <u>Endurance:</u> 4 Fight: 5 <u>Hunting:</u> 5 <u>Tracking</u> <u>Observation:</u> 4 <u>Strength:</u> 4

Status: N/A

Characteristics:

Personal: Ugly, Long-Haired, Lop-Eared Creature. Personal: Waddling Gait Professional: Best Sleuth Hound Around Professional: I'd Rather Have Toby's Help than Scotland Yard's Negative: I'm a Dog Negative: Easily Distracted

Wiggins

Wiggins is the leader of the Baker Street Irregulars, the squad of street urchins that Holmes employed as his intelligence agents. He coordinates their activities for Sherlock Holmes. Not much is known about Wiggins except for the description of him as, "taller and older than the others, stood forward with an air lounging superiority which was very funny in such a disreputable little scarecrow."

If the investigators use the Baker Street Irregulars they will undoubtedly go through Wiggins. Wiggins feels important in his role as leader. If anything should threaten his leadership, Wiggins will fight to save it. The Baker Street Irregulars get paid one shilling per day, but paying Wiggins a little more helps to reinforce his leadership role and makes him all the happier. Area Knowledge: 1 Baker Street Climb: 4 Criminal Artistry: 4 Pick Pocket Sneaking Dodge & Defense: 5 Endurance: 4 Fight: 4 Hide: 4 lump: 5 Observation: 4 People Street Smarts: 4 Guttersnipes Strength: 3

Status: 3 circles

Characteristics: Personal: Tall Personal: Older Than the Other Boys Professional: Leader of the Baker Street Irregulars Professional: Information Seeker Negative: Disreputable Little Scarecrow Negative: Air of Superiority

Original Characters

There are many more characters available in the world of *Baker Street* than those written by Sir Arthur Conan Doyle. We have provided a selection of characters that fit into our Victorian London setting, and the world of Sherlock Holmes in particular, with some help from our fans and supporters. Each of these characters has a portrait, backstory, and eicher a standard Profession or a list of Professional Skills and Specialties to get you started. These characters will still need to be fleshed out with Characteristics, Status, and additional skills as players see fit before they can be used as full player characters.

Agents of Mycroft

The following characters are from various circumstances and areas of London society, but they all have one thing in common: they work for Mycroft Holmes and act as his agents in the field.

Jynea Brown-Sellers

Maid

Age: 24

Jynea Brown-Sellers is a maid in a gentleman's club. She spends her days quietly skirting the edges of secret back-room meetings, cleaning and serving and generally remaining as invisible as possible. She's perfected the art of being unobtrusive through her profession and has used that skill to overhear and gather valuable information. The things she overhears don't stop at her, however, as she is fiercely loyal to Mycroft Holmes and relays to him any valuable news she gathers.

While she makes a great asset as an NPC, players can also use the "Waitress/Beer Maid" Profession to play Jynea Brown-Sellers.



Tiffany Nichole Charleston

Seamstress

Age: 18

Tiffany Nichole Charleston is a seamstress to the Upper Class. She is an apprentice under a Master Tailor, which usually means that she gets to do all the work while he and his high-society clients gossip and ignore her as she eavesdrops. With her attention to seemingly innocuous details, (Why does that Lord need yet another arm sewn back into his suit? What is that Lady doing with those very specific secret pockets designed into her dress?) she has been put to work by Mycroft to send her observations to him. However, she has a bit of a devious streak and likes to play practical jokes on her employers.

Players may use the following Professional Skill array to play Tiffany Nichole Charleston:



Skills: Craft (4), Commerce (3), Endurance (3), Charm (3) Specialities: Craft – Sewing, Commerce – Dress-shop, Charm- Friendly Persuasion Class: Middle

Status: 3 Circles Annual Salary: 40-80£

Andre Cognac

Maitre d'hotel

Age: 40

Andre Cognac is the Maitre d'hotel of the Carlton in London. Here he works with famed French chef, August Escoffier, and his partner, Cesar Ritz. The restaurant is known for its high society and thus a den of scandals and secrets. On occasion, Mycroft uses Andre to report on any rumors or gossip. Andre often pays waiters who "overhear" scandalous rumors and gossip while in the performance of their duties.

Players may use the following Professional Skill array to play Andre Cognac:

Skills: Commerce, Artistry, Craft, Customs, Charm Specialties: Customs- Wealthy, Craft- Hosting, Charm- Friendly Persuasion Class: Middle Status: 3 and 3 circles Annual Salary: 150£

Lady Joyce Durham

Socialite

Age: 22

Lady Joyce Durham, Marchioness of Wexham, is a charming and flirtatious high-class woman. She was born with a silver spoon in her mouth and into the right family. She spends her days attending and arranging soirees and parties and gossiping relentlessly. Despite her frivolous-seeming pursuits, she is quite intelligent and quick-witted. She knows several languages and often causes social mischief for her own amusement (letting slip of certain secrets, inviting rivals to the same event, and so on.) Her constant involvement in the Upper Class social scene allows her to keep Mycroft Holmes abreast of many important goings-on.

Players may use the following Professional Skill array to play the Lady Joyce Durham:





Skills: Charm (4), Observation (3), Oratory (3), Perception (3) Specialties: Charm – Friendly Persuasion, Observation – Rumor and Gossip, Perception (pick one) Class: Upper Status: 4 Dice and 3 Circles Annual Salary: 8,000£
Mark Harding

Gentleman

Age: 32

Mark Harding is the son of Sir Robert Harding and his wife, who was a native of the Iroquois tribe. Mark grew up in Toronto and moved to London at 21 to take over his father's English estate. He learned how to hunt, track, and find things that wished to remain hidden from his mother's people. He is also adept at blending in among the poor and upper crust alike. However, this heritage is something of a scandal among the Upper Class of England who sometimes regard this gentleman as a savage in their midst. Being a good-natured sort, Mark is not bothered by this. He is loyal and determined and often offers advice to the British government on Canadian affairs.

Players can use the "Wealthy Landed Gentleman" Profession to play Mark Harding.



Countess Emma Hastings

Countess of Huntingdon

Age: 30

Countess Emma Hastings of Huntingdon lives the life of a wealthy, high-born lady. She has land and shipping company holdings and, unlike some gentry, relishes in taking part in some of their operations. She has a businessman's interest in trade and foreign relations and enjoys traveling and keeping her eye on railway development. She has become fluent in several languages. Her frequent travel abroad to check up on business doubles as an excellent cover for her to mine information for Mycroft Holmes. Aside from her work and travel, she also enjoys attending the opera. She is polite and good at keeping secrets but has little patience (and therefore a sharp tongue) for foolish behavior.

Players can use the "Wealthy Industrialist" profession to play Countess Emma Hastings.



Dr. C. Keller

Professor of Egyptology

Age: 48

Rising quickly in the ranks of the Coldstream Guards, Captain Keller retired from military service to return to his first love, Egyptology. He became a professor at Oxford and has lead two expedition to Egypt uncovering Funeary Cones, Canopic Jars and Chests. He is highly sought out as a lecturer and public speaker on all things Egyptian. He is normally on retainer with the British Museum.

Players may use "Professor of Social Science" Profession to play Dr. C. Keller.



lan D. Norton

Mechanical Technician

Age: 37

Master lan D. Norton has earned himself the nickname of "The Technicain." He is a middle class working gent well known for his brilliance with anything mechanical. He is a member of the Guild of Master Craftsmen and is rumored to have been consulted on the building of the Tower Bridge. He is always involved and up to date on what is being build about London, who is doing it, and how. He's cheerful and slightly whimsical but decidedly practical and firm when it comes to his profession. He frequently acts as a mechanical consultant for Mycroft Holmes.

Players can use the following Proffesional array to play lan D. Norton:



Skills: Craft (3), Deduction (3), Reason (3), Observation (3), Science (3) Specialties: Craft – Engineering, Science – Math, Reason – Logic Class: Middle Status: 3 Dice and 3 Circles Annual Salary: 60£

Marc Stafford

Gentleman Explorer

Age: 62

Mr. Stafford is one of the founding members of the British Explorer's club. He has spent his life trekking across most of Asia. After reaching the ripe old age of 62, old for any explorer, he has settled down in London, spending his time recruiting new members and planning expeditions for current membership. He is often accompanied by his pack of hounds. Even though he serves now as administration for the club, he still is planning one more trip.

Players can use the "Gentlemanly World Adventurer" Profession to play Marc Stafford.



Victor Alexander Thorne

Accountant

Age: 41

Victor Alexander Thorne is a Chartered Accountant at a private firm in London which works with various financial companies and government ministries. Victor is a bachelor and has a very detailed and precise manner that is reflected in every aspect of his life except his clothing (which always seems to be slightly rumpled.) He has a very dry sense of humor that is often missed or mistaken for slighting remarks. He specializes in forensic accounting: helping to piece together clues left in records, receipts, and other paper trails. This is a skill that keeps him in high demand at the Diogenes Club.

Players can use the following Professional array to play Victor Alexander Thorne:

Skills: Observation (4), Reason (3), Commerce (3), Science (3),

Specialties: Observation – Things, Science – Math, Commerce – Bookkeeping. Class: Middle

Status: 3 Dice Annual Salary: 45£



Valinda Walsh

Minor Duchess

Age: 46

Valinda Walsh is a Minor Duchess who has spent her leisure time pursuing the study of the human body and chemical agents which affect it. Through her studies she has become a medical expert in the field of poisons. While not much for field-work, she is a very useful consultant for Mycroft Holmes and has often helped determine mysterious or unusual causes of death. Her brilliant mind is matched by a warm and pleasant personality, but she has no patience for people who would waste her time.

Players may use the "Doctor" Profession to play Valinda Walsh but should adjust her salary to 15,000£ a year.



Dr. Ralph Edward Watson

Professor of Egyptology

Age: 41

Dr. Ralph Edward Watson is a cousin of Dr. Watson himself. He is a history professor with a specialization in Egyptology at the University of London. He is proficient in 3 dozen languages, half of which are dead. A Widower, with a boy by the name of Conner Watson, he travels to Egypt on a regular basis with his son and governess who is also his benefactor - Patty Whitworth.

Dr. Watson has no idea that he is an agent of Mycroft, thinking instead that he is simply a consultant. Due to his vast knowledge of world artifacts and languages he is often called upon to translate or examine artifacts for the crown without necessarily caring why anyone should be intersted.

Players can use the "Professor of Social Science" Profession to play Dr. Ralph Edward Watson



Patty Whitworth

Governess by Day, Adventuress by Night

Patty Whitworth is an steel heiress with a love for adventure and Professor Watson (he doesn't even notice, he's always reading or writing of his latest discoveries in his journal.) She is the secret benefactor and coordinator of Ralph Watson's adventures. Mycroft Holmes uses the Professor's business as a cover for Patty's assignments in distant lands. While she plays the meek governess for Dr. Watson's son she is actually an expert marksman, quite deadly with a sword, speaks well over a dozen languages and makes a great cup of tea.

Players may use the "Well-Known Adventuress" Profession to play Patty Whitworth.

Baker Street Irregulars



Baker Street Irregulars were Sherlock Holmes's eyes and ears in the rougher areas of London. While traditionally a gang of street children, under Watson's reign the network of urchins has expanded to include many other ages and backgrounds.

Thomas Anderson

Master Joiner and Cabinetmaker

Age: 46

Mr. Anderson is a large, jovial, man with the calloused hands of a career carpenter. He take on few apprentices and only hires journeymen whose work meets his exacting standards. His furniture shop, T. Anderson and Sons, is known in London as one of the best, a fact he takes great pride in (but would never dream to boast of.) His work brings him in contact with people from all walks of life, from wealthy clients to the laborers who bring in his delivers of nails and timber each day. He treats all those he deals with civilly, and has no problem telling someone to leave his shop for the offense of disrespect.

Players can use the following Professional array to play Thomas Anderson:

Skills: Craft (4), Science (3), Endurance (3), Strength (3)
Specialities: Craft – Carpentry, Strength – Lifting, Science- Math Class: Middle
Status: 3 Dice
Annual Salary: 45£



James Auwaeter

Barrister

Age: 26

James Auwaeter is a barrister and German immigrant. He works in a middle-class section of London and does fairly brisk business, particularly among other immigrants who feel more comfortable being able to talk to someone about complicated legal matters in their native language. This position of trust among the London immigrant community gives him access to all sorts of secrets and information. While James can sometimes be taciturn when he is unsure of himself, he has a quick and sarcastic wit when he is on familiar ground.

Players may use the following Professional array to play James Auwaeter:

Skills: Law (4), Observation (3), Reason (3), Deduction (3), Perception (3) Specialty – Law – Court Law, Observation – People, Perception- vs. Oratory Class: Middle Status: 3 Dice and 3 Circles Annual Salary: 20 - 50£

Margaret "Mags" Burnside

Hackney Cab Driver

Age: 30

Margaret "Mags" Burnside grew up around horses and was always good with them. She married a cabbie and moved with him to the city where she cared for his horses. Diptheria took her baby girl and her husband died soon after from a mixture of grief and influenza. Mags still had the horses and hack, so rather then sell them off she took over her late husband's business. Through her cabbie's coat and hat no one really notices that their driver is a woman, or even pays her enough mind to watch what they may be talking about. Mags picks up a lot of information this way, and mostly keeps her nose out of it as long as no one's getting hurt. When it comes to a little compensation and a good cause she can be persuaded to share her insights.

Players can use the "Hansom Cab Driver" Profession to play Margaret Burnside.





Brian Clinton

Private Librarian

Age: 37

Brian Clinton currently works as a librarian taking care of the private collection of a wealthy friend of the family. This quiet pursuit is in contrast to his previous service in the Royal Engineer's division of the British Army. While in the military he became a very adept rifleman. While Brian can be rather gruff and no-nonsense he will open up a bit more once he becomes acquainted with someone. He relishes his current position as it gives him access to an eclectic array of knowledge and plenty of time to read.

Players can use the "Returning Soldier" Profession to play Brian Clinton. You can also give him any 1 skill of your choice to reflect his time spent pursuing a subject of interest in the library.



Martin Everett

Courier

Age: 13

Martin Everett is a gregarious and intelligent young man who finds himself employed as a courier. His work keeps him in contact with many professionals throughout London, and he is especially favored by many doctors, from whom he has picked up some basic first-aid and anatomical knowledge. Martin is a very bright boy who is always seeking knowledge and picking up whatever information he can along with his letters and packages. He is friendly and popular among other boys his age while also maintaining a very respectful and helpful attitude toward his elders.

Players can use the "Street Urchin (Newspaper Boy)" Profession to play Martin Everett.



Raevyn Fletcher

Fortune Teller

Age: 29

Raevyn Fletcher was born to an unwed wealthy industrialist and a gypsy woman. Her father has accepted all responsibility for her but refuses to marry her mother for fear of what it would do to his social standing. He gave the woman a job as a maid for a time, but the confines of a manor house are like a prison to a gypsy woman and eventually she fled. She returned briefly when Raevyn turned 16 and taught her how to tell fortunes.

Players may use the following Professional array to play Raevyn Fletcher:

Skills: Artistry (4), Observation (3), Deduction (3), Reason (3) Specialities: Artistry – Fortune Telling, Observation – People, Artistry – Storytelling Class: Upper Status: 2 Dice



Greg Frank

Consulting Detective

Age: 36

Greg Frank had made a very good career for himself at Scotland Yard. He worked there for years, making his way up in the ranks. Everything ground to a halt, however, when he landed a very high-profile position on the Ripper task force. After the public humiliation of failing to conclusively find the killer, it was clear that Greg's career would go no further. Rather than languish in middle ranks for the rest of his days, he decided to leave the force and try his luck as a private detective.

Players can use the "Consulting Detective" Profession to play Greg Frank.



Friedrich Von Hardenberg

Criminal Mastermind

Age: 36

Von Hardenberg is one of the greatest criminal masterminds the world has ever seen. His name would be synomous with evil if it hadn't been for the care and secrecy in which he reveals his plots. He funds his crimes thought his shipping empire. It is through this empire he can move about secretly in the world. If the world can prove that Morarity wasn't behind a fendish plot you can better believe it's Von Hardenberg. Friderich of late has been plaguing Brent Jernigan, Archologist, hoping to obtain several artifacts.

Players can use the "Wealthy Industrialist" Profession to play Friedrich Von Hardenberg.

Friedrich Von Hardenberg can also use the "Rivals" Connection Characteristic with Brent Jernigan.



Brent Jernigan

Archiologist

Age: 34

Dr. Jernigan is a Professor of Archeology on retainer from the British Museum. On any given dig he seems to be a odds with someone, from the locals to rival archeologists, to paid mercenaries. He can handle himself quite well in a scrap, and has been called the Allan Quartermain of the Archeology world. His biggest enemy is the wealthy German Industrialist Freidrich Von Hardenberg, who is always looking to steal Jernigan's latest discovery.

Players can usse the "Gentleman World Adventurer" Profession to play Brent Jernigan. In addition to the prescribed Skills, they should also give him a 3 in Social Sciences with a Specialty in Archeology.

Brent Jernigan can also use the "Rivals" Connection Characteristic with Friedrich Von Hardenberg.



Koa

Cat Burglar

Age: 7

Koa is a master cat burglar. She can get in and out of almost anywhere without anyone even noticing until their valuables are gone. She has a particular affinity for shiny objects, including but not limited to jewelry. She loves to create mayhem and is very intelligent, agile, and impulsive. She also enjoys taking naps.

Koa is best enjoyed as an NPC attached to an Investigator as a pet since *Baker Street* does not currently have rules for non-human characters. She does have the Skills: Hide (5) and Criminal Artistry (3).



Heather Martin

Secretary at New Scotland Yard

Age: 21

Heather Martin was born to a middle-class London family and has been a Baker Street Irregular since the beginning, having been recruited by Sherlock Holmes himself. She wanted to follow a career in law enforcement but found every avenue blocked by her sex. She therefore became a secretary within the police force, figuring it was the closest she could get to the career she truly wanted. Due to her dilligence at her job she was made Inspector Lestrade's personal secretary upon the opening of New Scotland Yard in 1890. Through this position, Heather was able to supply valuable information to Sherlock Holmes and now does the same for Doctor Watson. She campaigns for full female emancipation in the hopes of one day achieving her dream of becoming a Detective Constable, much to the hilarity of the officers she works with.

Players can use the following Professional Skill array to play Heather Martin:



Skills: Law (3), Observation (3), Deduction (3), Perception (3), Charm (3) Specialty: Pick one for Law, Observation, and Perception. Class: Middle Status: 3 Circles Annual Salary: 20£



Cole Rupert

Pick Pocket

Age: 6

Cole Rupert is your typical recruit for the Baker Street Irregulars. He is young and poor, his parents either missing or spending their days at the workhouses, leaving him to wander the streets unattended. He has been taking in by the older local street-urchins who help show him the ropes of picking pockets and gathering information. He has also learned to use his baby-faced looks to keep him out of trouble when he gets caught.

While he makes a great NPC, players can also use the "Baker Street Irregular" Profession to play Cole Rupert.



Gentlemanly World Adventurers

There's a certain type of soul that is called to a life of adventure. The humdrum routines of the masses are never good enough for these types. Some were born into the means to pursue life's grand adventures, while others have had to make their own fortune. These are characters that live for the extraordinary.

Sven "Doc" Berglowe

Coroner

Age: 40

Doc Berglowe started his career in medicine as a Corpsman in Her Majesty's Army. After years of faithful service he retired to the quiet life of a coroner in London. He stays in a boarding house and has an ongoing romance with the landlady, Ms. Brittany Morgan. Despite the comfort of his new life, it didn't take long for boredom to set in and Doc to long for adventure again. The cases he saw coming in to the morgue made him curious to investigate some of the circumstances behind them. His medical knowledge gives him insights into cases and his military training lets him handle himself on the mean streets of London.

Players can use the "Coroner" Profession to play Sven "Doc" Berglowe. Additionally, if another player is playing Brittany Morgan, both characters can make use of the Connection Characteristic "Lovers."



Joana Carroll

Homeless Network Informant

Age: 32

Joana Carroll has earned her way into the Diogenes Club by being the primary, and most reliable, contact for the infamous Homeless Network. She has received and relayed important information through the network and to the Diogenes Club on countless occasions, earning her the nickname of "The Queen of the Diogenes Club." She tends to be quiet, choosing to watch and take deep satisfaction in situations and clues revealing themselves to her. She has a sharp and venomous tongue when aggravated or disrespected, but is usually cool and collected. Joana seems to take pleasure in sharing her information with her Diogenes contacts – either immediately and enthusiastically, or slowly and piece by piece, watching with an odd fascination as the recipient slowly figures things out on their own.

While she makes a fun NPC or informant, players can also use the "Baker Street Irregular" profession to play Joana Carroll.



Matthew D'Ville

Composer

Age: 34

Matthew D'Ville is a high-society composer and musician. He is in high demand for upper class social functions and as such has a lot of contacts and currency in high places, even if he isn't quite a part of the upper crust himself. He has noticed a thing or two from his place on the barely observed edge of polite society and feels compelled to put some of his connections and observations to good use solving cases. His practice with arranging complex compositions has also honed his ability with problem solving and piecing together clues.

Players may use the following Professional Skill array to play Matthew D'Ville:

Skills:Artistry (4), Reason (4) or Science (4), Observation (3),

Specialties: Artistry – Composition, Observation – Things, Reason – Puzzles/Logic or Science- Mathematics



Class: Upper Status: 4 Dice Annual Salary: 60- 300£

Erik Grunsten

Undercover Agent for the Crown

Age: 28

Mr. Grunsten studies abroad in the budding field of the Behavioral Sciences. As such he became quite adept at reading people: determining their intent, decoding patterns of behavior, and understanding their general temperment. Being bored with academia he entered into service to the Crown in the field of investigation. While polite and straightforward, he is most interested in the mental stimulation that comes from pursuing the criminal element. However, Mr. Grunsten can sometimes get too close to his work, beginning to sympathise with the criminals he has gained so much understanding for. He is also sometimes reckless in his pursuits due to his comfortably successful record.

Players can use the "Consulting Detective" Profession to play Erik Grunsten.



Tod Jeffcoat

Librarian

Age: 39

Mr. Jeffcoat is a librarian at the British Museum Library. He takes his job very seriously and will hush and shush any who enter his domain. While he safeguards the largest repository of knowledge in the world he is not the most helpful to those wishing to explore it. He is not very receptive to questions and is very short-tempered and over-reactive. Some have even accused the snarky librarian of actually being evil.

While Mr. Jeffcoat makes a great NPC for investigators to encounter, you can use the "Professor of Social Science" Profession to play Tod Jeffcoat.



Dudley Martin

Antiquarian

Age: 41

Dudley Martin is a friendly and outgoing antiquarian. He spends his days collecting, researching, appraising, and dealing in antiquities from all over the world. If this sends him all over the world on a rousing adventure to find these artifacts and information, all the better! While he does do some dealing in antiquities, his true love is in the spread of knowledge about the pieces he has collected and unravelling the mysteries of their past.

Players can use the "Antiquities Dealer" Profession to play Dudley Martin.

Brittany Morgan

Boarding House Landlady

Age: 29

Brittany Morgan has been running her own boarding house for years. She's smart, with a keen mind for business and razor sharp judge of character. Years of dealing with the worst of London's bums and boarders on her own have made her tough and resilient. Recently, she started a love affair with one of her boarders, Doc Berglowe. Doc has taught her a few basic nursing skills and gotten her involved in his hobby of solving mysteries. Brittany loves the challenge and change of pace to her otherwise quiet life. The two have a deep connection but can't seem to find a good time to get married between their respective professions and crime-solving extra curricular activities.

Players can use the following Professional Array to play Brittany Morgan:

Skills: Commerce (3), Area Knowledge(3), Craft (3), Observation (3), Reason (3) Specialties: Observation (People), Commerce (Renting), Area Knowledge (Home City) Class: Middle Status: 2 Dice and 3 Circles Annual Salary: 50-250 Additionally, if another player is playing Sven "Doc" Berglowe, both characters can make use of the Connection Characteristic "Lovers."





Nick Reiter

Parasciences Professor

Age: 54

Professor Nick Reiter works at the University College London as a Professor of Science, teaching all the basics of how the world works to his students. However, after hours his true passion is on the edges of what is known and studied by the science of the day. He has investigated accounts of ghosts, demons, and all manner of otherworldly beings. While the possibility of the unknown excites him and allows him to stretch his imagination, he keeps a firm grounding in his scientific background, lending a sturdy level-headedness to his pursuits of unusual knowledge.

Players can use the "Professor of Science" profession to play Professor Nick Reiter.

Cyril Wilberforce Basingstoke

Wealthy Man-About-Town

Age: 34

Society things that Cyril Wiberforce Basingstoke is like any other clubman in London. He gets up, has breakfast served to him, attends his club, talks about important world matters with other gentlemen, plays billards, has lunch severed to him, attends another club, wastes away his afternoon, and then returns home to have dinner served to him. Of course that's whatt Basingstoke wants people to think. In fact, he is an agent of the crown in service to Mycroft Holmes. He uses his connections and clubs to identify possible threats and assets to the crown. So while most think he's just a Wealthy layabout, in fact he is a top level homeland operative.

Players may use the following Professional array to play Cyril Wilberforce Basingstoke:



Skills: Charm (4), Observation (3), Oratory (3), Perception (3) Specialties: Charm – Friendly Persuasion, Observation – Rumor and Gossip, Perception (pick one) Class: Upper Status: 4 Dice and 3 Circles Annual Salary: 8,000£

Michael Raymond

Geologist

Age: 47

Michael Raymond is interested in all Natural Sudies, but specializes in mud. He knows where in England any bit of mud or soil is from. He is fairly athletic from all the climbing and digging done to support his work. His work has carried him as far abroad as North America, where he recently studied glacial deposits. He lives off an inheritance and therefore doesn't need to work – only to pursue his interests and adventures. He was trained by Jesuits and speaks German, Latin, and Homeric Greek. He has friends in all rungs of society and treats all with courtesy. Aside from his studies and adventuring, he is a serious gourmand and will eat almost anything – once.

Players can use the "Professor of Science" Profession to play Michael Raymond.

Amanda Wolgamott

Spy

Age: 28

Wanted in several countries, the American, Amanda Wolgamott, is spy of some renown and talents. She uses guile, cunning, and seduction to deal in world secrets. With no allegiance to any country, even her own, she is willing find any information for a price. Her trademark is her red dress and lipstick, and her often used alias, "Elizabeth". Several Government agents from various countries have been tasked with capturing her.

Players can use the "Well Known Adventuress" Profession to play Amanda Wolgamott.





Victorian Londoners

The following characters represent some of your more average citizens. Most of the more than six million people living in Victorian London are just trying to get by and live quiet, normal lives; these characters are doing that while moonlighting as investigators in Watson's employ.



Brett Barrie

Business Man

Age: 44

Brett Barrie owns a shop in the High Street in London. He is considered to be one of the friendliest men around. If you require local directions, need change, or you are inquiring about his wares, Mr. Barrie will always help. He gives generosly to charity and is seen helping with various causes throughout the year. A favorite among women's circle, Mr. Barrie has been known to give a talk or two on business and its role in the community.

While he makes a great NPC, players may use the "Shopkeeper" Profession to play Brett Barrie



Jennings Bryant

Retired Professor

Age: 71

Jennings Bryant has retired after a long and distinguished career as a Professor of Communications and Media. He studied literature and the genre of mystery in particular for decades. Now, with more time on his hands than he knows what to do with, Jennings has decided to apply his passion to create some intrigue in his life. He now takes on small mysteries and works as a part-time investigator.

Players can use the "Professor of Social Sciences" Profession to play Jennings Bryant.



Benjamin David

Child Investigator

Age: 12

At just 12 years old, Benjamin David is already an investigative genius. He has a natural knack for deductive reasoning and an innate curiosity that drives him to seek out clues and solve mysteries. Furthermore, he's able to use his childish appearance to his advantage, since no one would take seriously that he is working as an investigator. Benjamin's faithful dog Frosty is his partner: an expert at scent-tracking and fiercely loyal.

Players may use the following Professional array to play Benjamin David:

Skills: Observation – 4, Reason – 4, Deduction -4, Street Smarts - 4

Additionally, Frosty has the following Skills:

Fight - 4, Hunting -3, Strength -4, Dodge & Defense 4



Frosty aslo has one specialty: Hunting – Tracking. On a successful bite attack, Frosty does his strength in damage.

Dr. Bartholomew "Barry" Grayson

Biblical Scholar

Age: 35

Dr. Bartholomew "Barry" Grayson is a graduate of the University of London with a doctorate in scriptural examinations; Barry studies the Good Book religiously. The son of a wealthy banking industrialist, he took to learning and religious study at an early age. With his knowledge of the scriptures, Barry has been known to consult for Scotland Yard on cases involving ritualistic murder and sacrifice. He also owns and runs a small religious bookstore on St. George's Street East called Grayson's Books. Barry is known to be rather persnickety when it comes to Bible interpretations and gets into the occasional heated debate on the subject. Barry is a bachelor who lives with his orange tabby, Charlemagne.



Players can use the "Professor of Social Science" Profession to play Dr. Bartholomew "Barry" Grayson.

"The Librarian"

Librarian

Age: 34

A woman who keeps her identity closely guarded from the casual visitors to the British Library and will introduce herself only as "The Librarian." She is an invaluable asset to anyone seeking knowledge, since she has access to one of the greatest libraries in the world. She is well educated and a scholar at heart, and along with the peculiarity of not wanting to divulge her personal details, she will also boldly pursue mysteries that interest her, whether or not she is invited to do so.

The Librarian makes a great NPC, but players can also choose to use the "Professor of Social Sciences" Profession to play her.

Capt. Edward Thomas Percy

Retired Army Officer

Age: 35

Captain Edward Thomas Percy of the Royal Engineers has just returned to England after a tour of duty in India where he suffered a bout of malaria. After his convalescence he retired from the service to his home in Islington and lives comfortably off his pension. He is a bachelor, and a member of the Royal Society. He can often be found dining at the Army and Navy club in Pall Mall. He also enjoys passing the time with cricket (he is a spinner for the Islington gentlemen), billiards, and attending the theater.

Players can use the "Retired Army Officer" Profession to play Capt. Edward Thomas Percy.





Twila Price

Bookseller

Age: 52

Twila Price is a bookseller who inherited her family's shop. She can be sharp as a tack when it comes to keeping her family well cared for, and she is keen on keeping up with scientific and literary affairs. However she doesn't care at all for politics or gossip and can be a bit detatched from what's going on in the rest of the world outside her store. Her reclusive lifestyle also leads her to be easily taken in by anyone who knows how to put up a good front. Twila's widowed daughter and two grandchildren live with her while her husband and son are in the Army.

Players can use the "Shopkeeper" Profession to play Twila Price.



Gordon Wincott

Police Constable

Age: 44

PC 221H Gordon Wincott is a police constable in District 1 of H Division – Whitechapel of the Metropolitan Police. The constable has been on the force for many years, and although he gives a rough outward demeanour he is a fair and good man. During one of Sherlock Holmes' cases, Holmes was in need of some assistance from a few of the lads in H Division. Walking down the line of constables, with a quick glance at PC Wincott's collar number and a slight smile at the corner of his mouth, Holmes stated, "This constable will do quite well."

Players can use the "Police Constable (Bobby)" Profession to play Gordon Wincott.



Watson's Proteges

In Sherlock Holmes's absence certain individuals have stepped up to fill in the Great Detectives shoes. The following characters have been working closely with John Watson to learn everything they can to become expert investigators.

Michael Crumm

World Traveller

Age: 34

Michael Crumm's personal physician for most of his life has been Dr. Watson, Watson having been a friend of the Crumm family and Michael's father for years. Michael, in his youth, has taken up world traveling like his father before him and spent many years traveling the world, in particular, Japan. One of many skills Michael has learned is the Japanese martial arts. He's returned to London several times, but prefers to be traveling.

Players can use the "Gentleman World Adventurer" Profession to play Michael Crumm with one adjustment: instead of Shoot or Weapon, Michael Crumm has the skill Fight, with a specialty in Martial Arts, as Professional.

Sir Alfred Gastrell

Gentleman of Leisure

Age: 56

Last of a series of dissolute heirs to a small country title, Sir Alfred Gastrell inherited a heavily mortgaged estate and was forced to sell it off to pay his debts. Well known in racing circles and among London bookmakers, Sir Alfred can often be seen at the track, gambling and sharing gaming gossip. Widowed, Sir Alfred is the father of one daughter who is slightly "touched." He has no interest in marrying again but is a popular figure, witty and urbane and willing to rub shoulders with the common man, even willing to let them buy him a drink.

Players can use the following Professional skill array to play Sir Alfred Gastrell



Skills: Charm (4), Observation (3), Oratory (3), Perception (3) Specialties: Charm – Friendly Persuasion, Observation – Rumor and Gossip, Perception (pick one) Class: Upper Status: 4 Dice and 3 Circles Annual Salary: 8,000£



Shawn D. Hilton

News Vendor

Age: 47

Shawn D. Hilton is a news vendor, operating a little shack on a major intersection where he hawks newspapers and other small items. He's a gent in the know – while he acts as a legitimate broker of news to the public, it's really just a front for his real business of brokering information on illicit activities. His band of newspaper-selling kids also act as mini spies and informants in his network. Despite his sometimes shady dealings, Shawn genuinely cares for the kids under his care. He makes sure that they are well taken care of and never want for food or clothing and spends much of his ill-gotten gains on them. His friendly demeanor also helps to conceal the fact that he never does anyone a favor without making sure they owe him a good one in return.



Players may use the following Professional skill array to play Shawn D. Hilton:

Skills: Charm (3), Commerce (4), Observation (3), Perception (3) Specialities: Charm – Salesman, Commerce- Street Sales, Observation – People Class: Poor-Middle Status: 2 Dice and 4 circles Annual Salary: 15-20£

Lin Liren

Warrior Inspector

Age: 41

Lin Liren is the youngest of seven sons in a well-respected Chinese family. Liren spent his youth studying both Chinese and International legal treatises as well as honing his skills in Hung-Gar Gung-Fu under Doctor Wong Fei Hong, the Tenth Tiger of Canton himself. The local Governor saw potential in Liren for his studiousness and his interest and fluency in Western culture and so sent him on an "internship" to Scotland Yard. Through a joint investigation between Scotland Yard and Baker Street, Liren met Watson. Watson was impressed by Liren's martial prowess as he, unarmed, managed to defeat a Calymore-weilding criminal. After the case Liren was taken in as one of Watson's friends and investigative proteges.

Players may use the following Professional Skill array to play Lin Liren:

Skills: Fight (4), Strength (4), Dodge & Defense (4) Specialties: Fight – Martial Arts, Dodge and Defense – Vs. Brawling, Vs. Martial Arts.



Pawel Matysiak

Criminal Analyst

Age: 29

Pawel Matysiak is a woman of wealthy Polish descent that is completely obsessed with the "mind of the criminal". She travels the world studying curious criminal cases because she believes the criminal mind works on a pattern that science will someday map. She spent a year in London's East End researching Jack the Ripper, and she's spent time in Vienna, gaining audience with Dr. Sigmund Freud. Her Irish Setter, "Will" accompanies her everywhere. He is her companion and protector and she never goes anywhere without him.

Players may use the "Consulting Detective" Profession to play Pawel Matysiak.

Mark Plemmons

Railway Porter

Age: 39

Mark Plemmons is a railway porter, working at some of the busiest stations around London. He spends his days helping customers with their luggage and getting everyone on and off the trains on time. He is very good at his job since he is warm with the passengers, patient, methodical and always double-checks that everything is as it should be. His line of work brings him into contact with all sorts of people and gives him insight into many comings and goings throughout the city and surrounding countryside. When he's not busy working and using his knowledge of the rail system to help solve cases, Mark enjoys retiring at home and reading.

Players can use the following Professional Skill array to play Mark Plemmons:





Skills: Strength (4), Commerce (3), Observation (3), Endurance (3) Specialties: Strength – Lifting, Observation – People, Observation - Things Class: Poor ; Status: 2 Dice and 3 Circles; Annual Salary: 15£

Reprobates

Not all the characters we have provided are the good guys. The following are some lesser criminals and ruffians with a little more backstory than your average goon for your Investigators to encounter.

Bon Chance Louie

Cardsharp

Age: 48

Little is known about the personal details of the man known only as "Bon Chance Louie." He was born in Marseille France and became enamored with stage magic at an early age. He learned the methods of the trade – particularly card illusions (NEVER "tricks") and how to read and manipulate his audience. As his talents grew he discovered some other uses for them, and before long was no longer welcome at any formal gambling establishment in France. He roved all over Europe plying his trade and even happened across Dr. Watson on his way back from India (and relieved him of his watch as well.) Years later, Louie ran into Watson again in London, and while Watson remembered him well enough to ask if Louie still had his watch, there were no hard feelings. In fact, something of a respectful alliance has formed between the two, since a man of Louie's talents can certainly be useful.



Use the Thimble-Rigger reprobate to stat Bon Chance Louie. Raise his Criminal Artistry skill to 4 and give him the specialty Criminal Artistry - Cardsharp. He is the best Thimble-Rigger in London.

Hershel Gourethys A. Goldstein

Criminal Mastermind

Age: 35

Petty Officer 1st Class, Hershel Gourethys A. Goldstein, is the heir of a long military family. He lost a lot in the Anglo-Afghan War and wishes to regain the fame and fortune he had before the war. He established a small en cadre of lost souls, scoundrels, and villains and directs them in a series of burglaries to shame and incriminate Upper-Class victims that he feels are responsible for his losses. Thanks to his wellconstructed network of criminals he always has a good alibi, or at the very least a good scapegoat.

Stat Hershel Goldstein as needed for your adventure, he gains the following Guiles:

Criminal Mastermind Fantatical Following Honrorable Scoundrel Resolved to the Cause



Leslie S. Klinger

Disgraced Lawyer

Age: 61

Leslie Klinger was contacted by Professor James Morarity to defend several criminals within the Professor's criminal web. Defense attorney is a new profession among English law and the way in which Klinger has won most of his court cases is dubious at best. He is hated and despised by other barristers and honest judges have no tolerance for his courtroom antics. Luckily for Klinger there's plenty of dishonest judges.

Lesile has the following guiles:

Deceptive Villain Unfathomable Plots Vexing Villain Brilliant

New Guile:

Law Bender – One per any adventure Leslie will find a way to make the law work in favor of his plots. Simply put, it will cause legal pressure to be put upon whoever is trying to stop his criminal endeavors and create a entire subplot that the investigators are thrown into.

Chadwick "Chaddie" Patterson

Surgeon to the Underworld

Age: 38

Chadwick Patterson trained as a surgeon at the University of Glasgow. Due to a series of high-profile bad outcomes, he was barred from the legal practice of surgery. Unable to make a living for himself, Chadwick turned to robbery. He might have stayed a petty criminal forever were it not for a chance encounter with a badly wounded crime boss. After patching him up the boss he earned a name for himself as the surgeon to the underworld. Chaddie is quiet around strangers but opens up quickly to friends. He obsesses over his own fitness and is rather handy in a fight.

Masterminds can use the "Doctor" Profession to include Chadwick Patterson in their adventure. Chaddie also has the following guiles:



Bruiser Quick Well-<mark>Conditioned Vill</mark>ain





Kean Stuart

Trust Fund Hedonist

Age: 36

Kean Stuart is the youngest son of a Duke with minor royal connections. He joined the Grenadier Guards regiment and swiftly rose to the rank of Major. However, he took up drinking heavily and eventually became dishonorably discharged due to his increasingly erratic behavior. The event that led to his Court Martial was being found drunk, in bed with the Colonel's wife, whilst on duty. Since his discharge, Kean has had no profession and has simply lived off his trust fund in the most debauched and hedonistic ways he can think of. His scandalous antics are regularly the talk of London's elite.

Masterminds can use the "Returning Soldier" Profession to include Kean Stuart in their adventure. Kean also has the following guiles:



Marksman; Signature Weapon; Death-Defying

Trecherous Villains

Behind many of the petty criminals and seemingly random crimes of Victorian London there are a handful of powerful and devious villains. If creating your own adventures, feel free to include one of these premade foes as the man behind it all.

Dr. Patrick J. Brady-Mellen

Forger

Age: 48

Dr. Patrick J Brady-Mellen is a document expert working in the British Museum. He is also one of the most accomplished forgers in Europe. He is an expert at copying handwriting and style to near perfection. He is rumored to have worked for Her Majesty's Government "adjusting" diplomatic correspondence and reports of foreign agents to their home countries. He has earned vast sums for himself and his accomplices in altering all manner of legal paperwork. While Patrick needs his spectacles for distance vision he does not use them for close work. He is fond of cats, music, and expensive fountain pens but otherwise has few hobbies.

Use the Smasher Reprobate for Dr. Brady-Mellen but make his Craft Skill a 6. He's one of the best forgers in the world.



Hamish MacAndrew

Ex-Scotland Yard

Age: 32

Hamish MacAndrew used to work as an investigator for Scotland Yard. He was excellent at playing Devil's Advocate and finding exceptions to the rules, often criticizing proper procedure for being prone to errors and misleading results. After years of feeling he was wasting his breath trying to change the police procedure, he decided to perform a robbery as an example of how limited Scotland Yard's capacity to solve a mysterious crime was. Sure enough, the Yard was stumped, but when it came time to reveal the truth and return the money, greed took over and Hamish never looked back.

Masterminds may use the "Scotland Yard Detective" to include Hamish MacAndrew in their adventure. Hamish also has the following guiles:

Careful Villain; Escape Plan; Unfathomable Plots



Paul Maloney

Mathematician

Age: 35

Paul Maloney is an Irish mathematician and a protege of Charles Babbage. He has been in London setting his gifted mathematical mind to the task of building a working difference engine. To fund his work, he sells his services as a planner to the criminals in London. He has helped plan bank robberies, blackmail campaigns, and even the theft of rare artwork from a gallery. He's not a criminal mastermind, however and only dabbles in such work when money grows short. He is still no closer to a working difference engine.

Masterminds can use the "Professor of Science" Profession to include Paul Maloney in their adventure. Paul also has the following guiles:

Master of Deceit Mast of Machinations Criminal Mastermind Deceptive Villain



The Baker Street Casebook: A Collection of Mysteries

"I must thank you for calling my attention to a case which certainly presents some features of interest."

- sherlock Holmes, The Hound of the Baskervilles

In which we have assembled a collection of adventures for the Mastermind to present to the opposition of the investigators.



No.

Case Format

The following are the subject headings and sections for all our adventures. We follow a very structured overview to create consistency between cases.

The Overview

This is the basic summary of the case or adventure. It should list the client, the major NPCs, the mystery, and how the party gets involved in the case.

The Crime

This is the summary of the crime, along with the villain's motive, means, and opportunity. It is something that should never be read by the players. It breaks down the key elements of the crime for the mastermind. It is the one place in which the crime central to the story is summarized and revealed to the mastermind.

Advice for the Mastermind

This section contains any tricky bits of the case both in the story and the mechanics. Maybe the Threat Meter is shorter or longer than normal, maybe the criminal has an identical twin, maybe reprobates are armed with unusual weapons, perhaps a new mechanic is introduced, or a new skill or specialty. Anything out of the ordinary should be revealed here. It may also have specific instructions on how to handle false clues.

The Threat Meter

This is the published Threat Meter for the adventure. We offer all kinds of Threat Meter ideas in the core rulebook, but this section is the Threat Meter for this adventure. It should be mapped out here and the Mastermind should use this section to see how things are going to stack up against the investigators. The Threat Meter should always end with an Endgame Threat-That is the last straw before the adventure ends in spectacular failure.

Scene

There are various scenes in any story. From the time the investigators first learn about the case to the very last and possibly climatic end scene. Each scene should be numbered. A sub-heading of "setting the scene" can be used to map out objects or characters in a scene. This is often helpful in possible scenes of physical confrontation where players will be fighting non-player characters. This is the spot where villain and reprobate stats should be listed as well as whatever weapons or objects they are holding.

Appendix

This is where all the handouts, clue cards, and other information needed to successfully run the adventure can be found.



THE CASE OF THE Jilted Bride

Adapted for Baker Street by Bryce Whitacre

Based on the sherlock Holmes Case, A Case of Identity

AN OFFICIAL BAKER STREET ADVENTURE

OVERVIEW ·

Miss Mary Sutherland has recently been left at the altar under peculiar circumstances. Her fiancé was in the carriage behind her own when traveling to the church. When his carriage arrived at the church, however, it was mysteriously empty. Her fiancé has not been seen or heard from since. Miss Sutherland has decided to call upon the investigators in Baker Street for help.

THE CRIME

Miss Mary Sutherland is paid 100 pounds a year as interest from a stock her late uncle Ned from New Zealand left her. Out of the kindness of her heart, she has temporarily signed over this money to her stepfather. In part so her mother and stepfather can be comfortable, but also in exchange for remaining at the house until such time as her own future and situation becomes secure. Recently, Mr. Windibank, the stepfather of Miss Sutherland, has been fired from his position at Westhouse & Marbank Wine Trade. It was discovered he was stealing wine for sale on the black market. With his gambling addiction, it was not long before Windibank was penniless. Unable to support his new wife, he knew that finding work was unlikely once his black market crimes become public. As well, it would only be a matter of time before Windibank's shortsighted and nearly blind stepdaughter would find a man, move out of the house, and take her money with her.

He hatched a plan to take advantage of her poor eyesight. Mr. Windibank would impersonate a fictitious beau by the name Hosmer Angel during the gasfitters' ball. Using a disguise, the cover of evening walks, and Miss Sutherland's poor eyesight, he would mislead her. Proposing to her one evening, he convinced her to promise that whatever happened to him, should they ever be parted, that she would remain true. Miss Sutherland, a woman without prospects for years, readily accepted his proposal and promised to be always faithful.

Mr. Windibank staged Mr. Angel's disappearance from a Hansom cab minutes prior to the wedding. He hoped that Miss Sutherland, grieved by her missing fiancé, would be constantly reminded of the promise she had made. The end result would be that Miss Sutherland would spend the remainder of her days with the Windibanks as an old spinster. Mr. Windibank would continue to have access to Miss Sutherland's money. He would pretend to be gainfully employed and spend his days drinking and gambling in the seedier parts of London.

ADVICE FOR THE MASTERMIND

This case makes a great introductory adventure to the world of Baker Street. The players have an opportunity to use the investigation mechanics early in the adventure, and it is more about processing the clues than running about London for investigation.

It is important for the Mastermind to review the adventure to make sure he or she understands the mechanics and the twists and turns the adventure may take. Often investigators may do something totally unplanned and unscripted. In those situations, the Mastermind should be familiar enough with the story to improvise and ultimately get the investigators back on track.

When the investigators dedicate significant resources or time to following up on a false lead or clue, raise the Threat Meter and inform them they are not on the right track. How far to take false leads and clues is entirely up to the discretion of the Mastermind.

THE THREAT METER

The Mastermind should review the rules on the Threat Meter and understand the progression of the Threat Meter as presented here. The Threat Meter increases whenever the investigators take an extra Investigation Scene, or when they spend too much time on false leads. If it increases past the fourth threat, the appropriate endgame happens, and the investigators are out of luck as the case goes against them.

1. As the Threat Meter increases, the case becomes more difficult. The tension reaches level one. Rolled 1s on the Sherlock Die no longer cause 1s to be successful.

2. Mr. Windibank becomes paranoid that the investigators will discover his deception. He burns his Hosmer Angel disguise; the investigators lose a key piece of evidence against him. Even if the investigators close the case, he can simply pretend that he never did it. Reduce the overall Experience Points awarded in the case by one.

3. Mr. Windibank realizes that the letters are now the only existing proof of a Mr. Hosmer Angel. He easily steals the letters away if Miss Sutherland still possesses them. Otherwise he hires reprobates to steal them from the investigators. The loss of his letters as evidence is severe. Without them the investigators cannot tie Windibank's typewriter to Mr. Angel. Reduce the overall Experience Points awarded in the case by three.

4. As the Threat Meter increases, the case becomes more difficult. The tension reaches level three. Rolled 1s, 2s, or 3s on the Sherlock Die no longer cause 1s, 2s, or 3s to be successful. This is the final increase to the Threat Meter before triggering the Endgame.

Endgame I – If Mr. Windibank recovered and destroyed the letters, he waits for the investigators to show up at the house and politely denies his involvement. He demands proof or he plans to sue the investigators for slander. He's only too happy to introduce the

THE CASE OF THE JILTED BRIDE

investigators to the gentleman in his parlor, a Mr. Standford, one of England's most famous slander case lawyers. If the heroes persist to expose the truth, no one believes them. Legal costs begin to mount as they are sued for slander and they lose two circles of Status- even if they can somehow prove his guilt.

Endgame II – If Mr. Windibank did not recover the letters, he takes all of the Windibank's savings out in cash and flees England. He disappears and is never heard from again. The Status of each investigator is reduced by two circles. They may have solved the case, but they have left Mary and her mother without money for some time.

SCENE 1: A PLEA FOR HELP

Miss Sutherland makes her way into Baker Street and is introduced by Billy the Page Boy. The investigators are likely to welcome her to come in and sit. She is a larger woman, likely in her late twenties. Based on her appearances, Miss Sutherland looks to be a member of the middle class.

A Sherlock moment ...

Have the investigators make Observation Rolls at a Challenging Difficulty. A success earns an investigator one of the following observations to use at some moment in the interview process. Allow them to impress each other and Miss Sutherland with their keen powers of observation.

Observation 1

This woman has plush upon her sleeves. A double line located a little above the wrist is noticeable. She appears to have used a typewriter recently and likely uses it often.

Observation 2

This woman has on boots that are similar, but not the same. One has a decorated toe-cap; the other does not. She is a woman of possibly poor eyesight.



Observation 3

This woman's boots were hastily put on. One side has two of the five buttons fastened; the other has the first, third, and fifth fastened. She was in a hurry today.

Observation 4

There are deep imprints on Ms. Sutherland's nose meant for pince nez glasses. (Mary only uses the glasses for typing which is essential for her short sight.)

THE INTERVIEW

This introduction is somewhat long-winded. Feel free to have players interrupt to ask questions of Miss Sutherland or point out details uncovered with their keen powers of observation. At this point Miss Sutherland will explain why she is seeking the investigators' help. When finished reading her dialogue, begin an Investigation Round.

"My parents don't know that I'm here. This is all just tragic business. As tragic as when my father passed, or the day we sold his business.

"My stepfather thinks I should let the whole thing go. Stepfather, such an odd word, he being fifteen years my mother's junior. I guess this whole thing is my fault. My parents warned me about men. Such was my desire to not be a burden to my mother and her new husband that I took every opportunity to find a suitable match. I attended dances, parties, and all manner of social occasion with matrimony in mind, yet only did I enter into an arrangement once. Just once, with a Mr. Rutherford, but we broke off our engagement. I was starting to feel somewhat guilty of being twenty-eight years old without a prospect.

"But then I did find a man! And that is why I am here. My fiancé is missing. His name is Mr. Hosmer Angel. I met him at the gasfitters' ball. They used to send us tickets before my father passed, and they thought of us again this year. Come to think of it, that was a bit peculiar, seeing how most of the gasfitters now work for my father's competitors. My stepfather, Mr. Windibank, isn't one for social functions. He typically does not like anyone in the family attending, but he was away in France on wine trade business; apparently on some important business deal that was very important to his employer's wine trade. During his absence, I decided to go to the ball. I had not expected to meet anyone, but then I danced with Mr. Angel. Hosmer is a wonderful man, with a bushy beard and peppered hair, with whom I had at least something in common. You see, he has poor eyesight like mine. He wears large tinted glasses to shield his eyes from the glare.

"He walked me home that night from the ball and we talked a great deal. As I recall, I ran into Mr. Rutherford that evening on the way home. He did seem a little distressed at seeing me with another man. Seems he went into the plumbing trade like my father. He was carrying what looked to be some important papers. Hosmer and I said our goodbyes to Mr. Rutherford and continued to walk along. It was such a wonderful walk with Hosmer. We shared a great many interests. We continued to see each other whenever my stepfather went to France. We met mostly during the evenings because I took in typewriting from a law firm and Mr. Angel attended his business during the day.

"I wish I could show you some of the law letters I have typed. I am sure you would find them of interest, given that you all are consulting detectives. I have seen some wicked confessions! I am sorry, I digress. Hosmer and I would exchange letters, of which I would send to a post office on Leadenhall Street until they would be picked up by Hosmer. I have brought some of his typewritten love letters if it will help you track him down.

"Do not worry about compensation, detectives. I collect interest from some stock that my Uncle Ned left me after he moved to New Zealand. My mother and her brother never really got along. She said he hung around with the wrong element, always one step ahead of the law, working for shady businessmen on the docks. The stock has been a great benefit to us. I am afforded the ability to share some of the interest with my parents, just to pay for room and board.

"Oh, there I go again! I was supposed to be talking about poor Hosmer. It was on one of our regular evening walks that Hosmer proposed to me. I conferred with my mother who thought it an excellent idea. She was thrilled that I should marry, and suggested I not wait for my stepfather's return. The wedding was planned for last Friday, but a peculiar thing happened on the prior Wednesday night. Mr. Angel had me meet him at the fountain outside of where the gasfitters ball took place on Lopshire Avenue. So I waited underneath the broken gaslight by the fountain; it was our special place. He showed late in a frightful disheveled state in both countenance and costume. He made me promise that if something parted us I would be true to him no matter what happened. I asked him what on earth could part us; he only repeated his request until I made my solemn promise.

THE CASE OF THE JILTED BRIDE

Suddenly he was off in the night, as if someone were after him. I can tell you I did not sleep well that evening, and so hysterical was I by Thursday afternoon that my mother sent for Mr. Angel. He appeared at our flat that evening with flowers and candy. Holding my hand, he reminded me that our blissful nuptials were only a day away. On our wedding morning he arrived and put my mother and me in a Hansom cab. He followed us in a growler, but when the coachman pulled up, the carriage was empty. No one has seen him since! In fact, all I have of him are his typewritten letters to me."



SCENE 2: THE FIRST INVESTIGATION SCENE

The party of investigators should nominate a Lead Investigator to roll for an Observation Skill Roll on Miss Sutherland. The difficulty of the Observation Skill Roll is based on the number of clues available to the investigators. Known only to the Mastermind, the Observation Round begins with eleven undiscovered clues.

Observation Roll Difficulty

Number of Clues Undiscovered	Difficulty (Required Successes
1-2	Heroic (6)
3-4	Demanding (5)
5-6	Challenging (4)
7+	Average (3)

For parties with fewer than five players, subtract 1 from the difficulty for each player below five (down to a minimum of 1). For parties with more than five players, add 1 to the difficulty for each additional player. The rest of the team may assist the Lead Investigator by giving him half of their Observation Skill (rounded down) in dice. The assisting investigators must have at least an Average Rank in the Skill to contribute. The Lead Investigator then makes the roll. Each additional success above the number of successes needed grants the investigators one additional clue. Lay out the discovered clues on the table.

After the investigators have read over the clues, proceed to the Reason Round for the elimination of any false or unimportant clues. One investigator becomes the Lead Investigator and will make a Reason Skill Roll while the other investigators contribute half of their Reason Skill (rounded down) in dice to the roll. The difficulty of the Reason Skill Roll is based on the number of clues that were revealed in the Observation Round.

False Clue Detection

Number of Clues to determine true or false	Difficulty (Required Successes)
1-2	Heroic (6)
3-4	Demanding (5)
5-6	Challenging (4)
7+	Average (3)

For parties with fewer than five players, subtract 1 from the difficulty for each player below five (down to a minimum of 1). For parties with more than five players, add 1 to the difficulty for each additional player.

If the Lead Investigator makes a successful roll, they can ask the Mastermind if a particular clue is false. Every two success above the Difficulty allows the investigator to point out another clue and have it verified by the Mastermind.

Next is the Deduction Round. In this round, the investigators want to focus on the leads provided by verified clues. This reveals which leads are false and which leads are important. The investigative party chooses one player to be the Lead Investigator. The Lead Investigator will make a Deduction Skill Roll while the other investigators lend half of their Deduction Skill (rounded down) in dice to the roll. The assisting investigators must have at least an Average Rank in the Skill to

THE CASE OF THE JILTED BRIDE

contribute.

Deduction Roll Difficulty

Number of Leads to be Determined Good or Bad	Difficulty
1-3	Heroic (6)
4-6	Demanding (5)
7-9	Challenging (4)
10-12	Average (3)
- 13+	Easy (2)

For parties with fewer than four players, subtract 1 from the difficulty for each player below four (down to a minimum of 1). For parties with more than four players, add 1 to the difficulty for each additional player.

Each success rules a lead as true or false for an investigator (point to it to have it verified by the Mastermind).

After the initial Investigation Scene, the players decide if they want to take an additional scene. This increases the Threat Meter. Players are not limited to one additional Investigation Scene, but each additional scene taken does further increase the Threat Meter.

SCENE 2B: THE INTERVIEW

Next the investigators may ask four questions of Ms. Sutherland. They can ask another four questions by raising the Threat Meter. When asked about things about the case here's what Miss Sutherland knows:

Type-Written Love Letters

"Hosmer said that his handwriting was undecipherable. He asked me to forgive him for such impersonal letters."

The Fountain

"I remember the fountain well. We went to take a stroll around it. It was dark because of a broken lamp, but Hosmer led me by the arm. There must have been some children early in the night throwing rocks. I almost walked right into the glass, but my darling expertly maneuvered me around it."

New Zealand Stock

"I have it signed over temporarily to my parents.

Either one of them can withdraw the funds. I have no need for such a large sum of money, at least not until my own situation has been settled. My stepfather does quite well in the wine trade, but I have made my mother very happy with the extra money. She plans to renovate the house with gaslight and modern kitchen furnishings. She is positively thrilled to be getting a new kitchen. My stepfather, however, thinks the current kitchen is good enough."

"The amount of money is 100 pounds a year. That is interest. I am not allowed to touch the principal."

"It is rail stock. From what I understand, railways are a very competitive business. Some people thought my uncle was murdered."

"The amount of money is 100 pounds a year. That is interest. I am not allowed to touch the principal."

"It is rail stock. From what I understand, railways are a very competitive business. Some people thought my uncle was murdered."

Uncle Ned

"Uncle Ned moved to New Zealand years ago. I was his favorite niece. When he passed away he left me this stock in his will."

Family Business

"Father owned a plumbing business down Tottenham Court Road. He was not wealthy, but we never wanted for anything. When my mother remarried, some competitors expressed an interest in the business. They were men that my father and I never liked, but my mother sold the business to them at my stepfather's request."

Mr. Rutherford

"Mr. Rutherford and I saw each other for a few months. We were engaged for a time, but then something happened between him and my father. I mean my real father, before his death. Father went to his grave without telling me what it was."

Mr. Rutherford's Profession and Papers "Mr. Rutherford and I met because he worked in the employ of the Worthington's Law Firm. He

brought me the legal documents that needed typing."

"The papers were legal documents. I've typed enough of them to know them. I have no idea about their contents."

Gasfitters' Ball

"All the plumbers used to be invited to this, including father's friends, and some of the unsavory competitors. We stopped getting invites about a year before Father died (6 years ago), and just started getting invites again this year."

Disheveled Appearance of Mr. Angel "I have no idea why he looked that way. When he met me at the fountain that night he appeared to be in such a rush. He kept looking over his shoulder before quickly vanishing into the night. It made me nervous and now I cannot help but think that it has something to do with his disappearance."

The Age Difference Between Mr. and Mrs. Windibank

"Mr. Windibank is only five years older than me. What's peculiar is the fact he was the son of one of Mother's sewing circle friends. She took one look at the picture and made up her mind to be introduced. She wouldn't take no for an answer."

The Wine Trade

"My stepfather's business is highly profitable and competitive from what I know of it. Once I overheard him arguing over a particular crate of wine. He said if he didn't find it, he'd be ruined. I asked him about it and he said, 'Not to worry. Everyone talks that way about expensive wine."

"The name of the company is Westhouse & Marbank. They are the great claret importers of Fenchurch Street."

Frequent Trips to France

"Yes. My stepfather does take frequent trips to France. I am glad he travels occasionally. He is not always disagreeable, but his desire to be left in quiet makes meeting people of my own age difficult. Not hosting social dinners or entertaining offers to attend social events tends to isolate my mother and me. It's much easier to go out when he's not around."

Miss Sutherland's Typing for a Law Firm "I work for Worthington's Law firm in High Street. They have specialized in legal counsel for defense proceedings. There's actually quite a market for it. The law office employs a number of new barristers that spend their days at the dock, defending anyone that can afford a barrister. They even offer a sliding scale based on what you can afford. And sometimes the documents I type are quite thrilling. Why just a few months ago I was typing some witness reports for a possible murder. It is all rather exciting."

"I can't really speak of the details of the murder case. My typing is all done confidentially. I can tell you our legal counsel did manage to get an acquittal, despite the testimony of the witnesses."

The Love Letters Sent to the Post Office on Leadenhall Street

"Hosmer didn't want the letters coming to his office. He was afraid of being chaffed by all the other clerks about having letters from a lady. Since he slept on the premises, he didn't have another address. I left them at the post office for him."

Mr. Angel's Profession

"He works in Leadenhall Street as a cashier; I'm not sure for which firm. He never told me and I never asked."

The Promise to be True

"It was only something I was happy to do. I can't imagine my life with any other man. It scares me to think that someone was after him."

SCENE 3: FOLLOWING UP LEADS

After Miss Sutherland leaves, the investigators may want to follow up on leads. There are several possible choices. One might be for the investigators to head to Leadenhall Street to find where Hosmer Angel works as a cashier. This will prove to be a very difficult task. Leadenhall has many businesses, and is famous
for the Leadenhall Market which houses dozens of shops which sell beef, poultry, and fish. Cashiers abound everywhere; even a full day's search does not come close to following up with every business in Leadenhall. After two exhaustive days of searching, none of the businesses have heard of Mr. Hosmer Angel. Raise the Threat Meter.

Checking up with Mr. Rutherford is exploring a false lead. Rutherford can be reached at his offices in the High Street but has little to provide in the way of information other than the cause of the breakup. Mr. Sutherland did not approve of Rutherford's liberal leanings, especially in his law firm representing defendants in court cases. He was asked not to pursue Mary any further.

Miss Sutherland did not bring any of her love notes to Hosmer, but she did bring Hosmer's typed love letters to her. If the investigators do anything clever like compare the notes typed from her letter of introduction to the love notes, ask for her love letters to Hosmer, or gain any correspondence from Mr. Windibank, they learn that all of it comes from the exact same typewriter. It is the family typewriter in the Windibank house.

A discussion with Mrs. Windibank provides little information. She is upset for her daughter, has no idea of her husband's deceit, and only met Mr. Hosmer Angel twice ever, both times rather late at night when she saw him and Mary out walking. Do not raise the Threat Meter on this lead.

Just like investigating Uncle Ned or Mary's profession of typing for a law firm, investigating into Mary's real father's past provides no information on the case. Raise the Threat Meter if any of these leads are explored beyond casual inquiries from Baker Street.

The gasfitters can only provide limited assistance. No one named Hosmer Angel was ever invited to the ball. No one even knows who he is.

Investigators could attempt to find the Hansom Cab Driver that drove Mr. Angel to the wedding but there are so many cabbies in London that this will prove very difficult.

Good results might suggest a visit to the post office. The clerk there describes a man matching Mr. Windibanks description retrieving his letters. If the players describe Mr. Angel the clerk says he has never seen anyone matching that description.

The best results occur if the Investigators follow up with Mr. Windibank's employers at Westhouse & Marbank. His former employers have little problem telling the investigators of Mr. Windibank's stealing. They would have prosecuted him except they did not want the press such a scandal would bring. The rumor is he spends his time at a seedy tavern on Bleaker Street.

If they visit the tavern, the owner has no trouble telling them that Mr. Windibank keeps a room there, but he will not let the investigators in without some convincing. Bribes will not work (and might result in a Status loss). The bar owner knows Windibank is a good fighter and does not want any trouble with him, so he is not about to let people go through his belongings. On the other hand, convincing the owner that the police may get involved and cause him unwanted trouble is a good tactic. The tavern owner had more than a few run-ins with the law in his youth. He fears Windibank, but he fears the law even more. Appealing to his sense of civic duty will fail utterly as he is a poor man running a seedy bar and cares very little about doing the right thing. Any attempts to bully or force their way into the room should be met with a loss of Status. It is possible someone the investigators know walks by as they are breaking into the room or are in the tavern and overhear attempts to bully or bribe the tavern owner.

If the investigators gain access to his room, and he has not disposed of his Hosmer disguise, the investigators may find it in a locked trunk. Picking the lock on a man's private traveling trunk just on the suspicion he is involved merits a slight Status loss if anyone witnesses the infraction.

If more evidence against Windibank is required, the Sutherland family typewriter may be found in

his room. Windibank may have stolen it from the house after using it to type the letters. If the players are really stuck, Mary can report it stolen to the investigators. Comparing the typewriter to the letters and succeeding a Challenging (5) Observation Roll, reveals it to be the same typewriter that typed the letters.

While in the room, the investigators can see men gambling in the alley out the window. In case the investigators need a final push in the right direction, one of the men is overheard saying, "You win, Windibank."

SCENE 4: THE FINAL CONFRONTATION

At some point the investigators will discover the truth and confront Mr. Windibank at the tavern, if he has not fled. He has set up a little gambling operation in the alley as a self-employed Magsman with a few Nobblers and Bludgers to back him up. The sounds of men cavorting in the alley can easily be heard and seen from the tavern or Mr. Windibank's room. If the investigators have no proof of his involvement, he tells them to get lost or he will sue. If the investigators do have proof, such as the disguise or the typewritten letters, Windibank and his thugs attack.

If Endgame I has been triggered, Windibank waits patiently at his house instead of the tavern. He pursues the investigators relentlessly with his slander lawyer.

Scaling the Final Encounter to the Number of Investigators

If there are one or two investigators, Windibank has a Nobbler with him.

For three or four investigators, Windibank has two Nobblers and a Bludger with him. Add an additional Bludger to Windibank's gang for each additional investigator above four.



The Villainous Mr. Windibank

<u>Acting: 4</u> Impersonation/Disguise Dodge & Defense:3 <u>Fight: 3</u> Strength: 3 Endurance: 4 <u>Weapon: 4</u> (armed with a lead pipe, weapon damage 2+Strength) <u>Street Smarts: 3</u>

Guiles: Bruiser, Crafty

APPENDIX

Type-Written Handouts:

Handout #1

Dear Mr. Holmes,

I am hoping I can call upon you in the morning. I have a dreadfully sad story that has left me with little options. I'm hoping for any possible help you may provide. I will be in Baker Street by llam. If you are otherwise engaged please reply.

Miss Mary Sutherland

Handout #2

My Dearest Mary,

Such is my hope that we will soon be together, I count the hours and minutes until our walk this evening. I'm hoping I can share some wonderful news to my friends and family.

Eternally Yours,

Hosmer Angel

Handout #3

My Dearest Mary,

I was elated with your acceptance of my proposal last night. I have some unfortunate business that may detain me this evening. Please wait for me by the fountain where we met at the Gasfitters' Ball. Hopefully these most unpleasant matters may resolve themselves. I fear things have become serious with some rather bad chaps looking to make trouble for me.

Lovingly Yours,

Hosmer Angel

Card ~~	ank	Lead: Windibank's connction to other employees of Westhouse and Marbank may provide more clues	Card ~~		Lead:	Uncle Ned's past may provide some clues
Baker Street Clue Card	Clue: The wine trade of Mr. Windibank	Lead: Windibank's status at Westhouse and Marbank may provide more clues	Baker Street Clue Card	çq	Lead:	Are there people after the stock? If so, who?
Bake	Clue: The wine	Lead: Windibank's connections at West- house and Marbank may provide more clues	 Bake 	Clue: Uncle Ned	Lead:	Was Uncle Ned's stock obtained illegally?
		1				1 9
card ~~		Lead: The key may be in Mary's dead father's connections to the ball	c Card ~	on	Lead:	He may be in danger because of something he saw at work
Baker Street Clue Card ~~	Clue: The Gasfitters Ball	Lead: Lead: The particular day the The key may be in ball was held on may be Mary's dead father's the key element to the connections to the ball wystery	. Baker Street Clue Card ~~	Clue: Mr. Hosmar Angel's Profession	Lead: Lead:	He may be in danger He may be in danger because of a customer because of something he saw at work

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Baker Street Clue Card	Clue: Dishevelled state of Mr. Angel the last night he was seen and the promises he demanded	Lead: Lead: He was roughed up Hosmar had Mary make The Villain's plans for a reason relating promises to further the involve making to his disappearance Villain's plot	- Baker Street Clue Card	Clue: Mary's Poor Eyesight	Lead: Lead: Lead:	The Villain'sMary may have beenThe Villain responsiblereprobates may bepresent at Hosmar'sfor Hosmar'sreprobates may bepresent at Hosmar'sfor Hosmar'swatching Mary'sabduction and neverdisappearnace has metevery move andseen itdepends on her poorMary doesn't see iteyesight to keep himunidentified.
- Baker Street Clue Card -	Clue: Frequent Trips to France of Mr. Windibank	Lead: Lead: Lead: An alibi for making A way for Mr. Wind- Perhaps an alibi for the Mr. Angel disappear? ibank to get ahead in Villain's plot? the wine trade?	- Baker Street Clue Card ~	Clue: The interest in the stocks	Lead: Lead: Lead:	Likely the Villain Likely the Villain wants Likely revenge for the wants to access the to use the stocks as fact the Villain believes funds leverage for a those stocks are kidnapping rightfully his.

something indirectly to - Baker Street Clue Card ---Mary's father and Uncle Ned have disappearance - Baker Street Clue Card do with the Lead: Lead: Perhaps the Villain connected with the behind Hosmar's disappearance is father's old job Clue: Mary's dead father Lead: Lead: disappearance knew Perhaps the father and the person responsible for each other Hosmar's Lead: Clue: Lead: The stationary is that of work stationary. Could mysterious connection a home rather than - Baker Street Clue Card -- Baker Street Clue Card to Mary's law firm Hosmar has a be important. Lead: Lead: Clue: Mary's typing for a Law Firm may be using Hosmar to get Mary to doctor legal A criminal syndicate letter is typed. Why? The body of the love Clue: The letters from Hosmar documents Lead: Lead: The signature is typed Mary may have seen letter. If a love letter, evidence the Villain Hosmar for leverage like the rest of the wants. He's using Lead: Lead: shyn

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CLUE CARD KEY:

- Baker Street Clue Card	Baker Street Clue Card ~~		
Clue: The Gasfitters Ball	Clue: The wine trade of Mr. Windibank		
Lead:Lead:The key to this mystery could be the opportunity of the ball. The Villain may have used this event central to his plansThe particular day the ball was held on may be the key element to the mysteryThe key may be in Mary's dead father's connections to the ball	Lead: Lead: Windibank's Windibank's status at Windibank's connection connections at West- Westhouse and Marbank to other employees of house and Marbank may provide more clues Westhouse and clues Marbank may provide more clues Marbank may provide		
Clue: Mr. Hosmar Angel's Profession	Clue: Uncle Ned		
Lead: Lead: He may be in danger He may be in danger because of an because of a customer associate or co-worker	Lead: Lead: Was Uncle Ned's Are there people after the stock obtained Uncle Ned's past may provide some clues illegally? Image: Comparison of the some clues		
Baker Street Clue Card	Baker Street Clue Card		
Clue: Frequent Trips to France of Mr. Windibank Lead: Lead: An alibi for making A way for Mr. Wind- Mr. Anget disappears ibank to get ahead in the wine trades Villain's plot's	Clue: Dishevelled state of Mr. Angel the last night he was seen and the promises he demanded Lead: Lead: Lead: He was roughed up for a reason rolating to his disappearance Villain's plot The Villain's plans involve making Hosmar paranoid		





Reference Material



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Difficulty Charts

Difficulty Chart

	in the second second	Company and a second second	
	Assigned Difficulty	Required Successes	
	Very Easy	I	
	Easy	2	
and the second se	Average	3	-
	Challenging	4	
-	Demanding	5	
	Heroic	6	-
	Nigh Impossible	7	
		A CONTRACTOR OF THE OWNER OWNER OF THE OWNER OWNE	

False Clue Detection

Difficulty (Required Successes)
Heroic (6)
Demanding (5)
Challenging (4)
Average (3)

For parties with fewer than five players, subtract 1 from the difficulty for each player below five (down to a minimum of 1). For parties with more than five players, add 1 to the difficulty for each additional player.

Observation Roll Difficulty

Difficulty (Required Successes	
Heroic (6)	
Demanding (5)	
Challenging (4)	
Average (3)	

For parties with fewer than five players, subtract 1 from the difficulty for each player below five |down to a minimum of 1]. For parties with more than five players, add 1 to the difficulty for each additional player.

Deduction Roll Difficulty

3		
The second	Number of Leads to be Determined Good or Bad	Difficulty
	1-3	Heroic (6)
	4-6	Demanding (5)
1	7-9	Challenging (4)
	10-12	Average (3)
	- 13+	Easy (2)
	Statement of the second statem	

For parties with fewer than four players, subtract 1 from the difficulty for each player below four (down to a minimum of 1). For parties with more than four players, add 1 to the difficulty for each additional player.

Healing Difficulties:

- 2	the second se	and the second s	la contra	And the second s
	Damage Levels	Difficulty Level	Healing Check	Action Required
1	Nicked	Easy	2	Complex Action
	Grazed	Average	3	Complex Action
	Battered	Challenging	4	Complex Action
	Injured	Demanding	5	2 Complex Actions
	- Wounded	Challenging	4	Surgical Scene
Contraction of the local data	Badly Wounded	Demanding	5	Surgical Scene
	Seriously Wounded	Heroic	6	Surgical Scene





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Name:		
Occupation:	Experience	
Age: Languages:		
Class:		
O I		1
Characteristics: Personal:		/
Negative:	Professional:	Same States
vegative:		Sector States
-		-
Skills:	Rank Prof. Specialties:	
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Personal Effects:	Status	Resolve
		g Check: Action:
	Fine	- N/A
	Fine Nicked	- N/A 2 Complex
	Fine	- N/A
	Fine Fine Sicked Grazed Battered Injured	- N/A 2 Complex 3 Complex 4 Complex 5 2 Complex
	Fine Fine Sicked Grazed Battered	- N/A 2 Complex 3 Complex 4 Complex

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Non-Player Character Template

Name:

Skills:

Specialties:

Characteristics:

Personal:

Professional:

Negative:

Etc:

Villain	Temp	late
Name:		

Skills:

Specialties:

Characteristics:

Personal:

Prosessional:

Negative:

Villainous Guiles:

Health:

Nicked - Grazed - Battered - Injured - Wounded - Badly Wounded - Seriously Wounded

Etc:

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Richard McNutt Ed Allie Brian Fitzpatrick Anthony Peck Mark Kinney adumbratus Hsieh, Wei-Hua lan Deakin Nicola Zed Lopez Paul D. Eric victorpc John "Millionwordman" Dodd Matt Juan M. Escribano Diana Krysi∏ska Mark Leymaster of Grammarye Oliver Perks YoungKun Min Marc Margelli lack M3 Xavi Nieto Pineapple Steak Fuki Rémy "Skuz974" STIEGLITZ Chaos James Husum Jason Richards Alessandro Occhipinti John Varan dimitris varrias lason Seifert Dain Lybarger Daniele Di Rubbo Raymond A. Croteau Ben Meyaard Lorenzo Muro Lippai.Peter Thomas Phinney TD Gammon John Desmarais Sarah Williams Eric C. Magnuson Guy McLimore Donald Hill Pamela Palmer DustMan Aron Peterfy Sergio Silvio Herrera Gea Jason O' Mahony Herman Duyker jurodan Dianne King leff Hughes Nat "woodelf" Barmore Paul Kelly Stephan Corniuk Carolyn Reid Gibran Graham

Jim Sweeney Ed Kowalczewski Adam Parra stephanie wagner Daniel Nissman John D. Kennedy Teppo Pennanen Chris Heffernan Phil Fry Bryan "Worm III" Daniels mike(monk)Larsen Deb Cutler Jonathan M. Thompson Seth Johnson Peter Amthor Amanda Plageman Donald Weed pookie Carol Borroff Sean M Smith Marianya Michael Bell Christopher Brandon M Alexander Jurkat Pablo Martínez Eugene Demaitre Dennis Kadera Tim Schmidt Theodore Jay Miller Billy B Raby Ed Moretti kelly MN Curlee Ralph Mazza Joe and Chris Reimers James Van Horn Sam "Bifford the Youngest" Scott "Aldie" Alden Ed Coss Dwight Scull Marc Majcher Sara M. Mikko Kauppinen c w piper Jehan Bumpass Dave Bardy enn.in.me Allison Levin Pedro Gil "Steinkel" Garman H Tori Hill aragaer Andrew Curl Mary Baumer Amy Williams James Lowder Chris G Ryan Denham Khelbiros Andrew Stroud

Brian Cloonan Wade Geer John "Deadly-Dosage" Dossa Quentin Jeff Becker Dotan Dvir Stephan Zieger Doctor Mol Seth Roy Ned Meier Adam Sovanski Greg Bell Lori Collins theMayor Dave Corner Sean Mitchell Jens Sebastian Olsson Kermit George Paulishak Miss Kitty Fantastico George Johnston Gnome Archivist (Philippe Gamachel Jason Hawver M. Tobolla R. Little Jason Hess Terry Frain Philippe Jaggi Marty Chodorek Rodney Matt Johnston Jerry "Enigm" Ha lennifer Burns S. G. Seleen Max, Rose, Emma, Juliette and Laird Popkin Shari Greg Larson Robert Miotto kopperz Mark Wardecker Christopher Geisner Mary Foster-Smith Niklas Rodenborn Dave Riveness Crystal Mechler Suzanne Flynn Kristine Andrew Beirne Allan Gagnon Haily "Halo" Hanna Callie Sonderman Matthew Sanders Stuart & Tessa Park Greg Munker Stephanie King Spark Plug Games Sara Coons Stephanie Bryant

Barnaby Jones Danilo Dourado Scott Naim orangeyclot Kelvin Joseph MyCroft Curtis Carol Cassie Stanley Cristiano Rosa Rembowski Eric D. Manko D. Cardillo Mark Miller lo Kreil leremy Smith Julian Breen Pär Lindström Ivano Scoppetta Arthur C Adams **Timothy Brannan** EW Teka England Javier Viruete Cerrillo Nathalie Elfyr Zema Amanda Costigan Mark Bruce Darren Johnson William Robert Barlow Farley Gilbert Isla Alejandra "Argéntea" González Steve Lord Damon Richardson Jeffery L. Holliday Rasmus Boserup James Torr John Ahlschwede Todd Van Allen W. E. Barringer Quixote Luis Garcia Castro Fiona Mustard Jay Goodfader Griffin Carlson John C. Joachim Erik Daurmith Bo Goeran Kvamme lanice M. Eisen Krista Domin Nancy Hutchins Colonel Sebastian Moran, DJ Cheryl Reifsnyder Ervn Raimondo Lisa J. Black Nate Brengle Anthony Sontag Susanna Michael Ramsey ABF Jack Gulick Daniel F. DePalma Maximillian B Howard Angus Abranson Travis Lindquist Donald Byron Johnson Ken Finlayson Jacob Kemery 00 Beth Doan

Olivier Vigneresse Derek Hanisch David 'Doc Blue' Wendt Benjamin M. Koch Freddie Sarra lerry larvis Eric Rossing Travis W. Vincent Katharine Magill Martin Greening Gregg Twergo Chris Snyder Elzra Games Nathan Miller Ryan Russell Craig W Peter Peretti lim Waters Andy Jenkinson Joy Jakubaitis Timothy McGowan Mikkel Berget Rob Eisenberg Marc Young Kristine Roper A K Priest Jay Pierce Liz Zummo Erin O'Neill Joshua King Scott Baker Grail Quest Books Todd Evangelista Chistopher S Moore Chris Masselli Preston Coutts shdragon Eduardo Lorente Ignatius Magee anonamous Steven Moy Mark Buckley Cavell Chee Renato Retz Forest P. Mewchi Cosplay Chris Schmidt Matthew M. DeForrest Christian Lindke VexThem John Nash III Jerry Hammonds Roz Mary Ann Raley Christopher Wilde BuDn3kklD David Morgan Calum Pye Mark S Adam Gribble Cornelis DeBruin

Gnome Lady Will Batson Jasmin & Stefan Wertheimer Carl T Kleihege 20XX Detective Uy Tu khatre Matt Russell Matthew Roth & Terri Hilton Gonzalo Dafonte Garcia "Aikanar" Neil Christiansen Andy Keller Mike Dukes Benjamin Sennitt Michael Stevens Matt Hogan Michael Hoover Cassandra Hardt Julie W vallargata 18 (kjallari) mike 'comes at night, mostly' spike Vincent Fung Franz Georg Rösel Ralph Kelleners Lev Saldaev Peter Lamson Joshua Hardt Krista Hoxie Matthew Whittaker Alisa West Harsh Thakar Lisa Mayberry MAESAKA Hiroshi Jay Watson Rose Sampson Steven Schwartz Trevor Leong Randolph Wapperom Robert Hall Alex Freeman Lauri Sholar Chris Sanderson Matthew McCloud Dustinian Camburides Nicholas Charles Bianchi Phillip Vogel Michael Smith Geekers Keep Hammer Michael Davis Theresa Archer Leslie & Marcus Arena Tanya Everett Jonathan Anthony John Adamus Ged Trias Christian Claes Guinn Family Jeremy Holstein Alejandro Barrantes Cano Freddy C. Dixon Locket Winterborne John Lemuth

Boilerdang Gigglesnort David DeRocha Jill Donahue Kolby Cansler Fco Javier Valverde Garcia Pedro Mesa-Garcia Stephan Wildemann David Telles Matthew Brodie Jessica Rinkel Andrew Cox lames Cruise Consulting Detectives - Janis Wood and Don Harrington Darren Davis Cliff Hanson Anthony Esposito Amanda St Germain Preston Hipps Rene Raven Kelso Anthony Garcia jentai Allison, Bobby, and Robin Hardin John Andrichak IV Brad Eggleston & Sara Grove Antero Garcia John Crocker David Jones Pablo Arrieta Amanda Tompkins Heath "Uisge Heath" Farnden Evan Berkow Oscar Muñoz Wyng'd Lyon Creations Bruce Abernethy Nicholas James Higgins Bryan Allen Hickok Will Munoz Charles Myers Grouik John Wright Jason M. Blair Frederica Byron Thomas Johnston thomas van den berg Craig Johnston (flash cxxi) Adrian Druzgalski Arion Hypes @Ms]uliaAlice Katie Daly John Patrick Michael Guarneri Doug Triplett Daniel Maguire leff Dieterle Simon L Rachel M. Brown Paul Thornthwaite Richard Clark Kevin Schantz Geoffrey Rabe Aaron Krebs Kristin

Enric Sangrà NavarroGenn O. Stuart Horner Thomas S Darragh Krister M. Michl The Gentleman's Society Mark Greenway Anne Imundo Carlos Ovalle Laurie Comfort Matt Black Michael Bohne Gene Ruegge Vix Kohn Adrian Stein Kimberley Belle Jonathon Blade Camilla Chalcraft Rodney Bonner Logan Campbell Scott McIntosh Richard Sedivy Randy Hinckley Todd C Saneth Dr John Duxbury Brad Upchurch Nate Miller Goldenlord Joshua K. Martin Gregory Frank Raevyn Fletcher Jessica Michael Browne Michelle Lyons-McFarland Martin Everett James Auwaerter Brent S. Jernigan Brian Clinton Heather L Martin Christopher A. Brickley Chad Thomas Burgess Dr. Jennings Bryant Benjamin Savedow Ido Grabinsky Richard Wagoner Dominika "Blanche" St[]pie[] Twila Oxley Price Kenneth Foster Pablo "Hersho" Domínguez Jonathan Finnegan Kean P Stuart Leslie S. Klinger Gordon Wincott C Matt Pappathan Brett Eannarino Mike Eckert / Call Box Games Troy Charles Reppas Assistant to the assistant's assistant Mike Raymond Sven "DOC" Berglowe Christopher Sanders Amanda "Elizabeth" Wolgamott

Jeremy Flagg Jeff Siadek of Gorilla Games Tod Jeffcoat Dudley Martin Erik Grunsten Paul Maloney Patrick Juola James "Hamish" McKendrew Alan Winterrowd Mark Plemmons Lord Michael Crummel 林立人 Lin Liren COMICS CUBED Patrick Arbus Vol Mark Harding Nia lan Norton Cat Gardiner Aaron W. Thorne Drew Ferguson Lord Wolf Tiffany Nichole Charleston Christer Edling 1 Leong Ralph Watson Alkas lennifer sutton Evan T. Keller Scott Vander Molen Steven Sartain Junius B. Stone III Rob "Govums" Kneisler Brett Bozeman Aden Murtagh Liam the inconceivable. Robin Goodfellow Steve Turner Keith Clancy Martyn W E Davies Benjamin Kesner Peggy Bittick @TheRoqueNerd Dr Ravi Sachdev Brett Easterbrook Einar Fagerdal Karlsen Myles C. Allen Bill Helms Alexander Indehar Ryan Litwin Shoeless Joe Edward Duggan Cody Bridges Great Detective - Christopher Crossley Brittany Berglowe Tim Kline - Author and Collector