



INLAND EMPIRE

core rulebook

This is not the world you know.

The Vikings of Old Europe were masters of the sea. Like the Irish centuries before them, they dominated the Atlantic and her coasts. Eventually, they reached out to the frigid land of glaciers at the western end of the world.

But they did not stop there.

The Vikings opened the way, and word spread of their travels to the strange new land. Europeans flowed into Terra Nova more than five hundred years before Columbus. Other nations attempted to challenge the Vikings, and some met with success.

With a new world open to them, the learned minds of Europe were able to escape the grip of the Church, and the Renaissance bloomed unchallenged in Terra Nova. Science, unhindered by restrictions from canonical overseers, progressed along different paths.

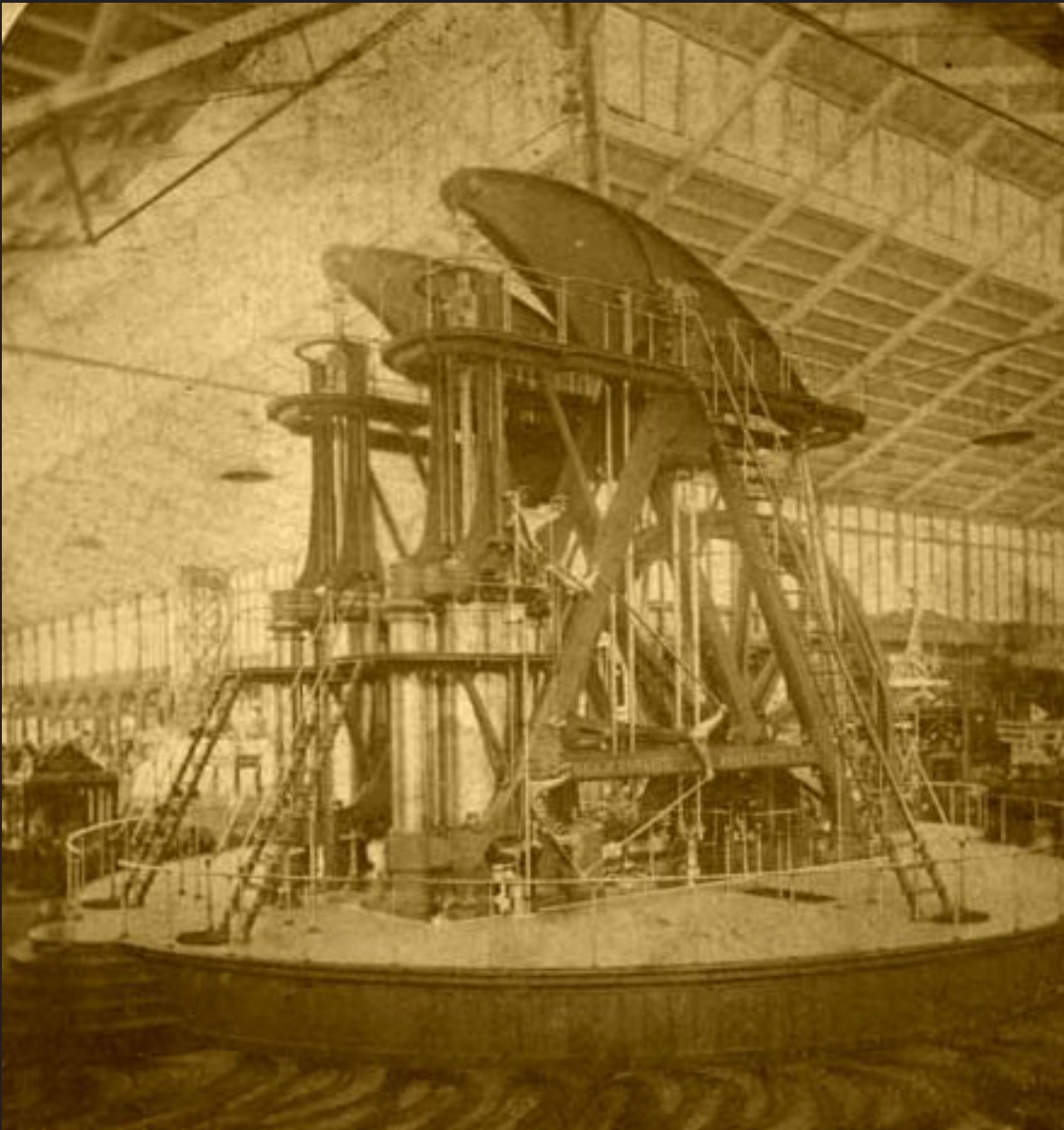
While there are astounding creations like the building-sized analytical engines or the walking automatons called mobens, they also live under primitive circumstances. Most travel is by horse, aeroship, or the occasional rail line. Though signal lines are slowly being strung across the landscape, most communication is done by pigeon, pony, or aeropost. The wealthy may enjoy a parlor lit with Tesla lights from a canter generator in the basement, but commoners make due with naptha lamps and fireplaces.

Through the acids of petty feuds and old grudges, the great nations of Terra Nova now find themselves on the brink of what was thought to be impossible: a continent-wide war.



Engine programmer

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CIVILISATION



The Inland Empire

The Empire was founded by expatriates from Europe who sought refuge from the antisci Church. They purposely set inland as far as possible, wanting to ensure their isolation when the time came for more immigrants to sail to Terra Nova. By the time serious border disputes with Anglica began, the Empire was already entering its second century.

Winters in the northern area of the Empire are bitterly cold, but the summer months are pleasantly warm and dry. Rain is sparse and usually occurs only during violent storms.

The high winds that blow from the northwest sometimes cause havoc for non-native aerospace pilots (-2 or more to landing checks at controller's discretion).

Its capital seat is Conoscenza ("khon-oh-senza", Italian for "knowledge"). Conoscenza was built in a region of canyons, and was chosen for its rich veins of coal that wind along the cliff-walls.

Government: Meritocracy

The Emperor is chosen by lottery from a pool of the aristocracy, and rules for ten years. To become a member of the aristocracy one must be male, at least twenty-five years of age, and pass the Barrows Examination.

The primary rule for civil servants conceived by Conoscenza's founders is "Live as thy citizens live". The Emperor's assigned living quarters are neither modest nor palatial. Servants and guards are plenty and funded by taxes, as the Emperor is generally a busy man, but luxuries are paid for out of the Emperor's salary, which is determined by Cullard's Hill (what we would call standard deviation).

New Amsterdam

The sole province of the Dutch who first accompanied the Vikings to Terra Nova is a strip of land off the Atlantic coast. Though confined to an island surrounded by Vikings, the Dutch have thrived through their peculiar method of satisfying all sides at once. They are known as inventors that rival those of Conoscenza, and their guns and other weapons are renowned across the globe. They also make bridges: there are three bridges connecting New Amsterdam to the mainland, one of which is designed especially for rail trains.

Government: Corporatism

New Amsterdam is run by a consortium of guilds, represented by a council of guildmasters. Civil service posts are decided by a general all-guilds vote and maintained through a tax on guild earnings.

Anglica

Much of Anglica is temperate and arable land, which forms the basis of their agricultural economy. Though Anglicans take issue with this, it is thought that the practice of slavery limits technological development, which may explain why Anglica perennially lags behind the Empire in technological innovation. Tensions between the Inland Empire and Anglica have risen over the decades, often over border disputes or the practice of slavery.

Government: Oligarchy

Anglica is ruled by a complex system of landed, usually slaveowning, gentry. The country is overseen by the royal family that traces their lineage back to King George Washingstone, the saint who led the nation in their war of separation from England.

The capital is Adamstown, though the royal family spends much of their time at the family home in Mount Vernon.

Vinlandia

The first Europeans to claim Terra Nova for their own live in a society much the same as the one that first set out from Old Europe. They respond to any border disputes with as much force as they can bring to bear, and take slaves of all races. They quickly adopt useful technology developed elsewhere, but are not known as innovators.

Much of the country is tundra, but the fertile lands in the southern regions are more bountiful than those of Scandia, so the Vinlandians are content.

The rail line that runs up the eastern coast veers inland once it crosses the border, routing all rail traffic through the capital city of Størreharm before moving on to New Amsterdam.

Government: Principality

Vinlandia is arranged in a series of fiefdoms, each ruled by a Prince. Størreharm is the nation's capital in name, but is really more of a shared city where the ruling Princes flex their economic arm. Each of the princes keeps a mansion in Størreharm, but live almost exclusively in lodges in their own provinces.

Texas

The country of Texas is a land with a long and storied past, settled by laborers, opportunists, mercenaries, and expatriates from all over. The gunsmiths of Texas pride themselves on a tradition of portable cannons.

Slavery has been illegal in Texas for more than a hundred years, and, like the Inland Empire, Texas has an unspoken policy of harboring escaped slaves from other nations.

Government: Democracy

Texas has been a democracy since the legendary battles that culminated in Sam Houston being named the first President. Every landowning man can vote, and duels between candidates are not unheard of.

Cortezica

While other nations found prosperity in the temperate climes, the Church's military arm of Spain forcibly colonised a huge swath of hot and mountainous land, forcing the natives to do much of the labor. Their gold now adorns the domes of cathedrals and the palaces of bishops.

Government: Theocracy

The Church wields the law unchallenged. The local caste system of bishops and priests is effective royalty.



Texan general

Laws, Customs, and Cultures of Terra Nova

Despite its educated, rational leanings, the Inland Empire is still patriarchial. Women are not allowed to vote or hold office, and with few exceptions academic females are confined to women's colleges. They are however allowed to own property, conduct business, and divorce their husbands, as are the women of Texas.

This contrasts with the policies of neighbouring countries. Unmarried Anglican women are afforded few rights, leading many spinsters and widows to join convents. Married women may legally conduct business transactions and have more choices for employment, while unmarried women are barred from all but menial jobs (factorywork, maids, etcetera).

The people of Vinlandia have only three castes: royalty, citizens, and slaves. Vinlandians call their slaves "thralls", and do not restrict their slave-taking to any one race. Female citizens have little legal standing but strong clan ties counteract this.

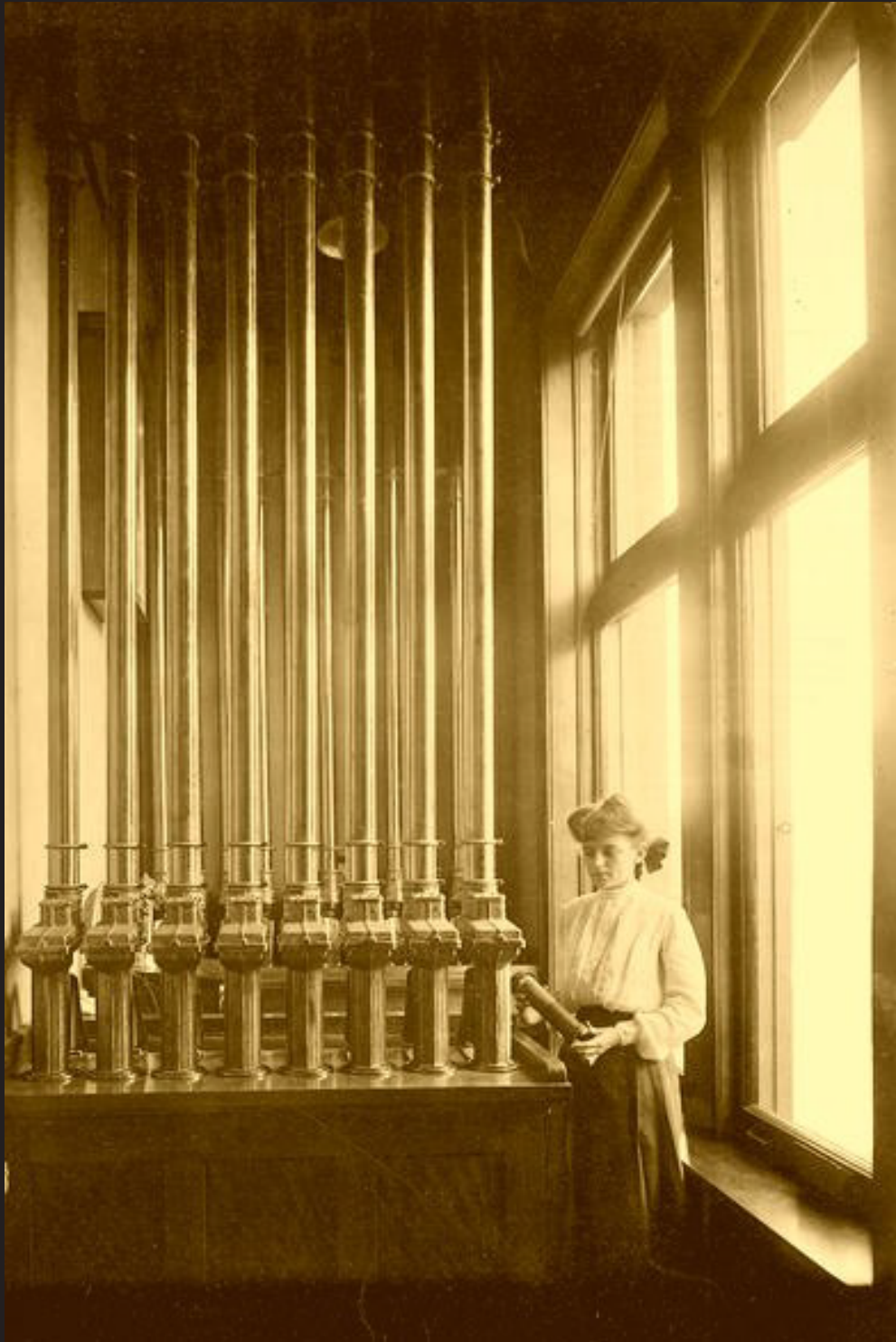
Clothing styles vary from country to country, but all the people of Terra Nova dress in similar attire.

Working men dress in tight shirts, suspenders, and breeches. Merchants and aristocrats wear suits, Women wear bustles or crinolette petticoats for everyday outings. Traditional crinolines are generally worn only on special occasions. Aesthetic dresses are known for women (particularly in the servant classes), but the wearing of such is usually cause for remark in polite society.

Common languages of Terra Nova

Language	Spoken in
Anglish	Inland Empire, Anglica, Texas, New Amsterdam, Vinlandia
Roman	Inland Empire, Anglica, New Amsterdam, Cortezica
German	Anglica, New Amsterdam, Vinlandia, Texas
Dutch	New Amsterdam, Vinlandia, Anglica, Texas
Norvejin	Vinlandia, Anglica, New Amsterdam
Spainish	Cortezica, Inland Empire, Texas, Anglica

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TECHNOLOGY

Fantasies

Horseless carriages

Impossible. At any speed higher than walking pace, such a device would be dangerously uncontrollable (steering technology is not capable of this task). There are some forms of self-propelled carts that are used to transport heavy loads, but they cannot outpace a walking human.

Etheric communication

The barometric array is the closest thing to radio or radar- no one has yet discovered a method for subtle manipulation of the ether. Long distance communication is established via signal lines, or in places where the signal lines have not yet been strung, a combination of pigeons, balloons, heliographs and lamp signals.

Instantaneous kinetoscopes

While standard kinetoscopes exist, the idea of a “divining mirror” is confined to the realm of fantasy.

Aero-planes

Several experimental models of winged aircraft were built in the centuries after the Empire’s founding (based on da Vinci’s designs and those of others) but none could match the safety or reliability of conventional gas-engine aerships. Any research that would have gone into such creations is instead focused on the new field of offensive rocketry.

Autogyros and other heavier-than-air aircraft

These all failed for similar reasons as planes, although there is progress being made on a kind of autogyro that employs a rotating spiraled cloth sail to carry it aloft.

Reality

Rail trains

Rail lines run throughout Anglica, the middle of Texas, and up to Vinlandia.

The Inland Empire has rails, but they are all dedicated freight lines that run between coal veins and bodies of water or other transport sites. One may possibly ride for a fee (paid under-the-hand to the engineer), but these lines do not function as passenger trains.

Photographs

“Colourised” photographs are popular with children, but their garish, unreal colours make them less desirable to adults than the traditional sepia-coloured calotypes.

Kinetoscopes

Through the use of punch cards, one can produce a moving display of great sophistication, incorporating Engine-rendered animations with either live actors or Engine-stippled photographs shown in rapid succession.

Aeroships (also known as “zeppelins”, after a famous German capitalist’s line of models)

Liquid Coal

Zeppelins (and most other gas engines) run on bottles of liquid coal, the most common fuel of the Inland Empire and all other nations of Terra Nova. It is sold by the canter (a pressurised metal bottle).

For many centuries the coal was burned directly, but following Ansen Olstaad’s liquification experiments, institutions have been put in place to convert it on a large scale.



Lady professor

Tesla (gas discharge) lights and other electrical contrivances

Large cities have long stretches of Tesla lights lining their main streets on tall iron poles. Such arrays are powered by buried metal cables, relaying electricity from steam turbines somewhere in the area.

Many businesses have a generator or two on the premises, but only the most well-to-do homes have the luxury of private electricity. Common citizens usually rely on the yellow glow of naphtha lamps.

Printing engines

Gutenberg's machine has long been supplanted by the Engine. Engines carry messages across lengths of signal lines and write them out on spools of paper. Legal documents and Aristocrat testing sheets are created en masse and mailed in Engine-printed envelopes.

Gramophonic cylinders

Though derided by some purists as "canned music", these wax cylinders encoded with music are immensely popular.

Signal (telegraph) lines

Signal lines criss-cross the landscape on high wooden poles, connecting cities and allowing for near-instantaneous communication.

Punch cards

Punch cards are the coin of the realm for the people of this age. While commoners who have need of such carry punch cards in leather satchels or wrapped in cloth, the wealthy tote their cards in fine padded wooden cases.

Punch cards bear information of all kinds. Police carry reams of cards with the profiles of criminals that, when fed into an optical transcriber, stipple onto paper both visage and crimes committed. Businessmen carry punch cards that give transaction authorisation codes for telegraphs between financial institutions. Engineers carry cards which, when fed into auto-compositors, are made into real blueprints, and titled or coroneted people carry guarded punch cards with proof of their identities.



Tesla light

Analytical engines (both stationary and mobile)

Stationary analytical engines are huge contraptions, filling entire rooms or even buildings. Their imposing designs incorporate clockwork and steamwork on a colossal scale. Rumours of analytical engines so powerful that they have insight akin to prophesy are, as yet, unfounded.

Mobile analytical engines (or mobens, rhymes with “bobbins”):
These thinking machines perceive the world through a miniature barometric array, smaller and with less range (though more accuracy) than the bulky models found in government listening posts and the like. The barometric array feeds information through a small quartz square, called “the seed of knowledge”, which causes the miniscule gears of its head to process suitable actions. While some argue that the mobens should be treated as real people, their designers point out that the mobens only process the data from their barometric arrays, and without the arrays the moben “mind” ceases to exist.

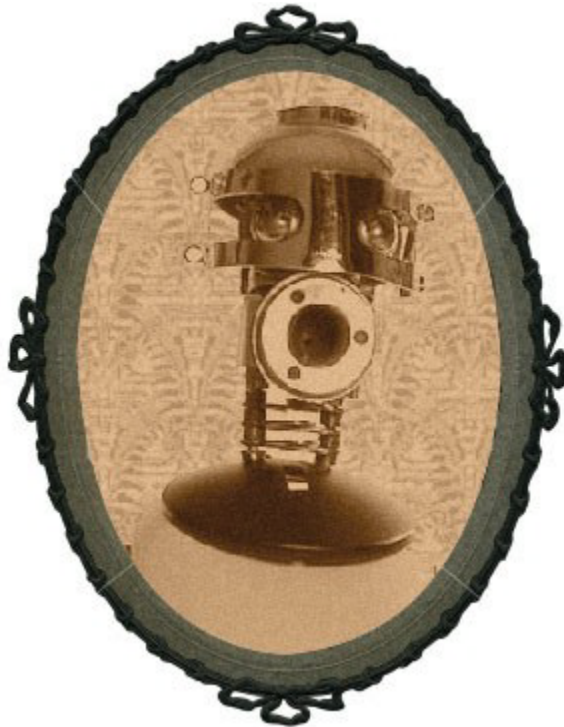
They cannot detect intangible things, but they can detect the presence and position of light, as well as distinguish individuals.

Mobens can speak, but rarely do without invitation.

They draw their animation from a small canter engine, but older mobens might require raw coal to burn.

Quickstone

Rediscovered by Mikhael Waterford more than fifty years ago, this substance allowed for the rapid expansion of Anglican settlements in the far north regions and finally explained the miraculous man-made stone of Old Rome.



Moben servant

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CHARACTERS

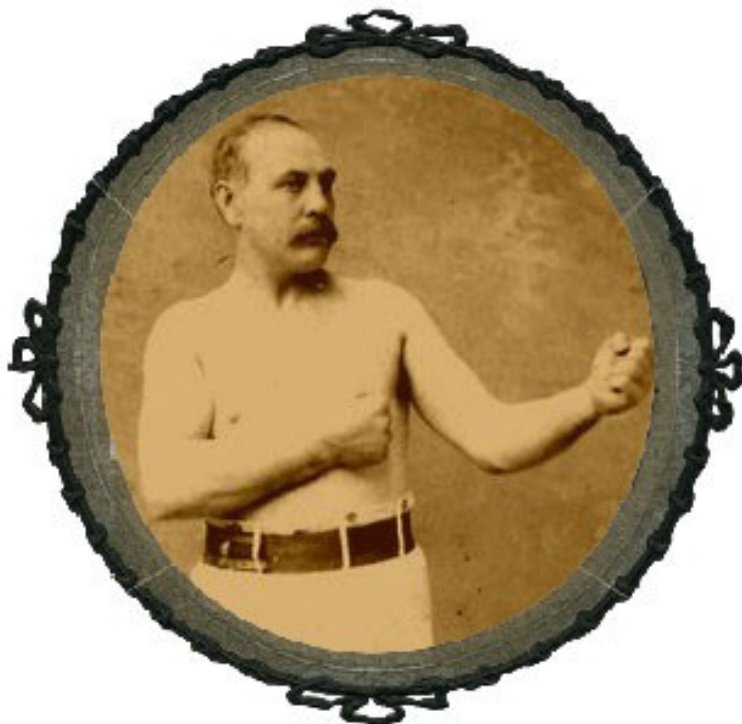
Starting classes

The following four pages detail the classes that players may start the game with: Aristocrat, Commoner, Expert, and Scrapper.

All characters have at least one level in one of the starting classes.

Players may advance in their starting class through game play, but if circumstances (and the GM) allow, the PC may instead multiclass in one or more of the advanced classes.

Starting characters begin with one feat for being human, and another feat for being 1st level, as well as the weapon and armour proficiencies shown. They do not gain any additional feats for advancing in the starting classes.



Pugilist

ARISTOCRAT

Hit Die: d8

Class Skills

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), Survival (Wis), and Use Steamcraft Device (Int).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

The Aristocrat				
Level	Base Attack	Fort	Ref	Will
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12



Weapon and Armour Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with light armour and shields.

Members of the Empire's elite are formally known as Aristocrats, but this class encompasses steam-lords, highborn capitalists, slave-owning Anglicans, Vinlandic princes, and Cortezican bishops, as well as their families, courtiers, and hangers-on.

COMMONER

Hit Die: d4

Class Skills

The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Drive (Dex), Handle Animal (Cha), Jump (Str), Listen (Wis), Munitions (Dex), Profession (Wis), Ride (Dex), Speak Language, Spot (Wis), Swim (Str), Use Rope (Dex), and Use Steamcraft Device (Int).

Skill Points at 1st Level: (3 + Int modifier) x 4.

Skill Points at Each Additional Level: 3 + Int modifier.

The Commoner				
Level	Base Attack	Fort	Ref	Will
1st	+0	+0	+1	+0
2nd	+1	+1	+1	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6



Weapon and Armour Proficiency: The commoner is proficient with three simple weapons, and light armour and shields. They are not proficient with any other weapons, nor with any other type of armour or shields.

Bonus Feat (Toughness): All commoners have the Toughness feat. (Start with three extra hit points)

Commoners include unlearned citizens, farmers, slaves, and other members of the lower class.

EXPERT

Hit Die: d6

Class Skills

The expert can choose any ten skills to be class skills.

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

The Expert				
Level	Base Attack	Fort	Ref	Will
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12



Weapon and Armour Proficiency: The expert is proficient in the use of all simple weapons and with light armour but not shields.

The Engine Age is full of experts: mobens need constant repairs, aerocraft are refined every season, and clackers craft punch cards for hat-making machines, shoe-making machines, and bullet-making machines.

SCRAPPER

Hit Die: d8

Class Skills

The scrapper's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), (Drive (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Munitions (Dex), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

The Scrapper				
Level	Base Attack	Fort	Ref	Will
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6



Weapon and Armour Proficiency: The scrapper is proficient in the use of all simple and martial weapons and all armour and shields.

Scrappers include guttersnapes, city guards, laborers, strikebreakers, and others who ply their trades with brawn.

Advanced classes

The next pages detail the advanced classes of Artificer, Clacker, Musketeer, Rogue, Soldier, and Warden.

Artificers

The most revolutionary constructions of the Engine Age were all designed by artificers. Aeroships, mobens, and the Engine itself all revolutionised the world. This is the class of true mechanical genius.

Artificers almost always rise from the Expert class. Occasionally an Aristocrat will take up artificing (usually as a hobby of sorts). It is very rare for a Commoner to become an Artificer (it takes both talent and money). Scrappers generally have no interest in designing new steamcraft devices, only using them.

Clackers

Some people have an innate talent for thinking of innovative ways to bend Engines to their will. With hand-cut punch cards and spliced signal lines, they subvert the functions of everyday mechanisms for their own ends.

Clackers generally rise from the Expert class, though the leisure presented to Aristocrats provides a base for them as well. Commoners have also been known to become master clackers, usually by becoming “cogs in the machine”.

Musketeer

No one in the Engine Age is more familiar with firearms than the Musketeer. No foe can stand before a trained marksman, and every ruler fears the assassin's bullet.

Musketeers often rise from the Commoner or Aristocrat classes, though Scrappers and the rare Expert will also take up the pursuit of munitions.

Rogue

Opportunists abound in the teeming cities of Terra Nova.

Rogues almost always rise from the Commoner class, though some muscle-minded thugs may have once been Scrappers. An Aristocrat may occasionally take up an illicit trade.

Soldier

Of all the advanced classes, the Soldier's place is by far the most ancient. All nations have called upon ranks of the strong to defend their people or make war on others.

Most Soldiers rise from the Scrapper or Commoner classes. Aristocrats generally rise straight to officer posts, where they see little actual combat.

Warden

Those who live outside civilisation looking in often find themselves moved to act on the crimes they see, as a shadowy protector of the weak or a devil of vengeance against the wicked.

Wardens usually rise from the Scrapper or Commoner classes. Occasionally, an Expert may become a Warden, but the warden's solitary lifestyle usually makes Aristocrats unsuited for this class.

ARTIFICER

Hit Die: d6

Class Skills

The artificer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Code (Diplomacy (Cha), Disable Device (Int), Drive (Dex), Heal (Wis), Intimidate (Cha), Knowledge (any science or technical skills, taking individually), Listen (Wis), Munitions (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Use Rope (Dex), and Use Steamcraft Device (Int).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Level	Base Attack	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	Sabotage, steamcraft creations
2nd	+1	+1	+0	+3	Skill Focus
3rd	+1	+1	+1	+3	
4th	+2	+2	+1	+4	
5th	+2	+2	+1	+4	Master Craftsman +1, steamcraft focus
6th	+3	+3	+2	+5	
7th	+3	+3	+2	+5	
8th	+4	+4	+2	+6	Skill Focus, master craftsman +2
9th	+4	+4	+3	+6	
10th	+5	+5	+3	+7	
11th	+5	+5	+3	+7	Master craftsman +3
12th	+6/+1	+6	+4	+8	Steamcraft focus
13th	+6/+1	+6	+4	+8	
14th	+7/+2	+7	+4	+9	Skill Focus, master craftsman +4
15th	+7/+2	+7	+5	+9	
16th	+8/+3	+8	+5	+10	
17th	+8/+3	+8	+5	+10	Master Craftsman +5
18th	+9/+4	+9	+6	+11	
19th	+9/+4	+9	+6	+11	Steamcraft focus
20th	+10/+5	+10	+6	+12	Skill Focus, master craftsman +6

Weapon and Armour Proficiency: The artificer is proficient in the use of all simple weapons and all light armour, but not shields.

Sabotage: At 1st level, an artificer may add his level as a bonus to any Disable Device check.

Steamcraft Creations: With extensive work, an artificer can create original steamcraft devices, from aeroships to mobens to even more incredible Engine-driven machinery.

Bonus Skill Focus: Beginning at 2nd level, and every 6th level after (at 8th, 14th, and 20th), and artificer gains a bonus Skill Focus feat for free. The extra feat must be used with one of the artificer's class skills. A new skill must be selected each time a bonus Skill Focus is gained.

Master Craftsman: An artificer can temporarily improve the quality of ordinary objects. See S&S for more details.

Steamcraft Focus: At 5th, 12th and 19th level, an artificer may select one type of steamcraft device (analytical engines, weapons, mobens, vehicles, or general). Devices of that type constructed cost only one-fourth the total cost in raw materials and are considered masterworks.

CLACKER

Hit Die: d6

Class Skills

The clacker's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Code (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Munitions (Dex), Perform (Cha), Profession (Wis), Rope Use (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Swim (Str), Tumble (Dex), and Use Steamcraft Device (Cha).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Level	Base Attack	Fort	Ref	Will	Special
1st	+0	+0	+2	+2	Clacking +1, <i>fascinate</i> , inspire courage +1, oratory talents, trivium knowledge
2nd	+1	+0	+3	+3	Clacking +2, punch-sally
3rd	+2	+1	+3	+3	Inspire confidence
4th	+3	+1	+4	+4	Contacts
5th	+3	+1	+4	+4	Clacking +3
6th	+4	+2	+5	+5	<i>Suggestion</i>
7th	+5	+2	+5	+5	
8th	+6/+1	+2	+6	+6	Clacking +4, inspire courage +2,
9th	+6/+1	+3	+6	+6	Inspire greatness
10th	+7/+2	+3	+7	+7	
11th	+8/+3	+3	+7	+7	Clacking +5
12th	+9/+4	+4	+8	+8	
13th	+9/+4	+4	+8	+8	
14th	+10/+5	+4	+9	+9	Clacking +6, inspire courage +3
15th	+11/+6/+1	+5	+9	+9	Inspire heroics
16th	+12/+7/+2	+5	+10	+10	
17th	+12/+7/+2	+5	+10	+10	Clacking +7
18th	+13/+8/+3	+6	+11	+11	<i>Mass suggestion</i>
19th	+14/+9/+4	+6	+11	+11	
20th	+15/+10/+5	+6	+12	+12	Clacking +8, inspire courage +4

Weapon and Armour Proficiency: A clacker is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Clackers are proficient with light armour, but not shields.

Clacking: At 1st level, a clacker gains a +1 bonus to all Craft, Decipher Code, Disable Device, Forgery, Knowledge, and Use Steamcraft Device checks to use steamcraft or clockwork technology in an unauthorised or conflicting manner (for example, writing a punch card to jam an Engine, or listening in on a signal line). This bonus increases by +1 at 2nd level, and at every 3rd level thereafter (at 5th, 8th, 11th, 14th, 17th, and 20th level).

Oratory Talents: A clacker begins to gain the following special bardic abilities (at the character's clacker level correlating to the levels listed in the *PHB*): *fascinate*, inspire courage, inspire confidence, inspire greatness, inspire heroics, *suggestion*, and *mass suggestion*. The abilities may be used in oration instead of song.

Trivium Knowledge: A clacker may make a special trivium knowledge check with a bonus equal to his clacker level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the clacker has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A clacker may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Punch-sally: Beginning at 2nd level, a clacker adds her clacker level to all Craft (Clockwork), Decipher Code, and Knowledge checks made to create, modify, or read punch cards.

Contacts: Beginning at 4th level a clacker adds her clacker level to all Gather Information checks.

MUSKETEER

Hit Die: d8

Class Skills

The musketeer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Drive (Dex), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Munitions (Dex), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Use Steamcraft Device (Int).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Level	Base Attack	Fort	Ref	Will	Special	Avoid Fire
1st	+1	+0	+2	+0	Musketry	+0
2nd	+2	+0	+3	+0	Reload on the run	+0
3rd	+3	+1	+3	+1		+1
4th	+4	+1	+4	+1	Move and I'll Shoot	+1
5th	+5	+1	+4	+1	Bonus feat	+1
6th	+6/+1	+2	+5	+2		+2
7th	+7/+2	+2	+5	+2	Take cover	+2
8th	+8/+3	+2	+6	+2	Bonus feat	+2
9th	+9/+4	+3	+6	+3		+2
10th	+10/+5	+3	+7	+3	Crack shot	+3
11th	+11/+6/+1	+3	+7	+3	Bonus feat	+3
12th	+12/+7/+2	+4	+8	+4		+3
13th	+13/+8/+3	+4	+8	+4	Deadly aim +1d6	+3
14th	+14/+9/+4	+4	+9	+4	Bonus feat	+3
15th	+15/+10/+5	+5	+9	+5		+4
16th	+16/+11/+6/+1	+5	+10	+5	Deadly aim +2d6	+4
17th	+17/+12/+7/+2	+5	+10	+5	Bonus feat	+4
18th	+18/+13/+8/+3	+6	+11	+6		+4
19th	+19/+14/+9/+4	+6	+11	+6	Deadly aim +3d6	+4
20th	+20/+15/+10/+5	+6	+12	+6	Bonus feat	+4

Weapon and Armour Proficiency: The musketeer is proficient with the club, dagger (including punching daggers), glaive, guisarme, halberd, halfspear, javelin, light and heavy crossbows, longspear, longsword, quarterstaff, ranseur, rapier, scimitar, shortspear, and short sword. He is also proficient with all types of firearms. Musketeers are proficient with light armour, but not shields.

Musketry: At 1st level, musketeers gain the benefits of the Combat Reload and Rapid Reload feats, though only when wearing light or no armour.

Reload on the Run: At 2nd level, the musketeer gains the Reload on the Run feat as a bonus feat.

Avoid Fire: A musketeer of 3rd level or higher receives a dodge bonus to AC against ranged attacks. He loses this bonus in situations where he loses his Dexterity modifier (by being unprepared, ambushed, stunned, and so on).

Move and I'll Shoot: At 4th level, the musketeer can fire a Small or smaller firearm in a threatened area without provoking an attack of opportunity.

Bonus Feats: At 5th, 8th, 11th, 14th, 17th, and 20th levels, a musketeer chooses a bonus feat from p. 46 of S&S.

ROGUE

Hit Die: d6

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Use Steamcraft Device (Int).

Skill Points at 1st Level: $(8 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $8 + \text{Int modifier}$.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	Special ability
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Trap sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14th	+10/+5	+4	+9	+4	-
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5	Special ability
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Trap sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20th	+15/+10/+5	+6	+12	+6	-

Weapon and Armour Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armour, but not with shields.

Class Features: A rogue receives all the special rogue abilities as listed in the *PHB*.

SOLDIER

Hit Die: d10

Class Skills

The soldier's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Drive (Dex), Handle Animal (Cha), Jump (Str), Munitions (Dex), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Level	Base Attack	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat

Weapon and Armour Proficiency: The soldier is proficient in the use of all simple and martial weapons and all armour and shields.

Bonus Feats: At 1st level, a soldier gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The soldier gains an additional bonus feat at 2nd level and every two soldier levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats in the *PHB*. A soldier must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feats that a character of any class gets from advancing levels.

WARDEN

Hit Die: d8

Class Skills (Wardens choose one of two skill packets: wilderness or urban.)

Wilderness: Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Munitions (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis)

Urban: Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Str), Intuit Direction (Wis), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Munitions (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Use Steamcraft Device (Int)

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Level	Base Attack	Fort	Ref	Will	Special
1st	+1	+2	+2	+0	1st favoured opponent, track, wild empathy
2nd	+2	+3	+3	+0	Uncanny Dodge
3rd	+3	+3	+3	+1	Endurance, Trap
4th	+4	+4	+4	+1	Cobble
5th	+5	+4	+4	+1	Animal companion, 2nd favoured opponent
6th	+6/+1	+5	+5	+2	Improved uncanny dodge, storm-eyes
7th	+7/+2	+5	+5	+2	Woodland stride / Junkyard Stride
8th	+8/+3	+6	+6	+2	Swift tracker, take on all comers
9th	+9/+4	+6	+6	+3	Evasion
10th	+10/+5	+7	+7	+3	Unstoppable
11th	+11/+6/+1	+7	+7	+3	
12th	+12/+7/+2	+8	+8	+4	
13th	+13/+8/+3	+8	+8	+4	Camouflage
14th	+14/+9/+4	+9	+9	+4	
15th	+15/+10/+5	+9	+9	+5	
16th	+16/+11/+6/+1	+10	+10	+5	
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight
18th	+18/+13/+8/+3	+11	+11	+6	
19th	+19/+14/+9/+4	+11	+11	+6	
20th	+20/+15/+10/+5	+12	+12	+6	

Weapon and Armour Proficiency: The warden is proficient with all simple and martial weapons, and light armour and shields.

Favoured Opponent: An urban warden gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against city-dwelling humans or animals (guard dogs, coach-horses, and the like). Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. A wilderness warden gains similar bonuses to these skills against humans and animals that live off the land. At 5th level the warden gains these bonuses against all opponents.

Warden Abilities: As wardens advance in levels, they gain the following ranger abilities from the *PHB*: Track, Wild Empathy, Endurance, Animal Companion, Woodland Stride/Junkyard Stride, Swift Tracker, Evasion, Camouflage, and Hide in Plain Sight.

Trap: At 3rd level, a warden adds his warden level to all Craft, Handle Animal, Knowledge, Profession, Survival, and Use Rope checks made to create or set traps.

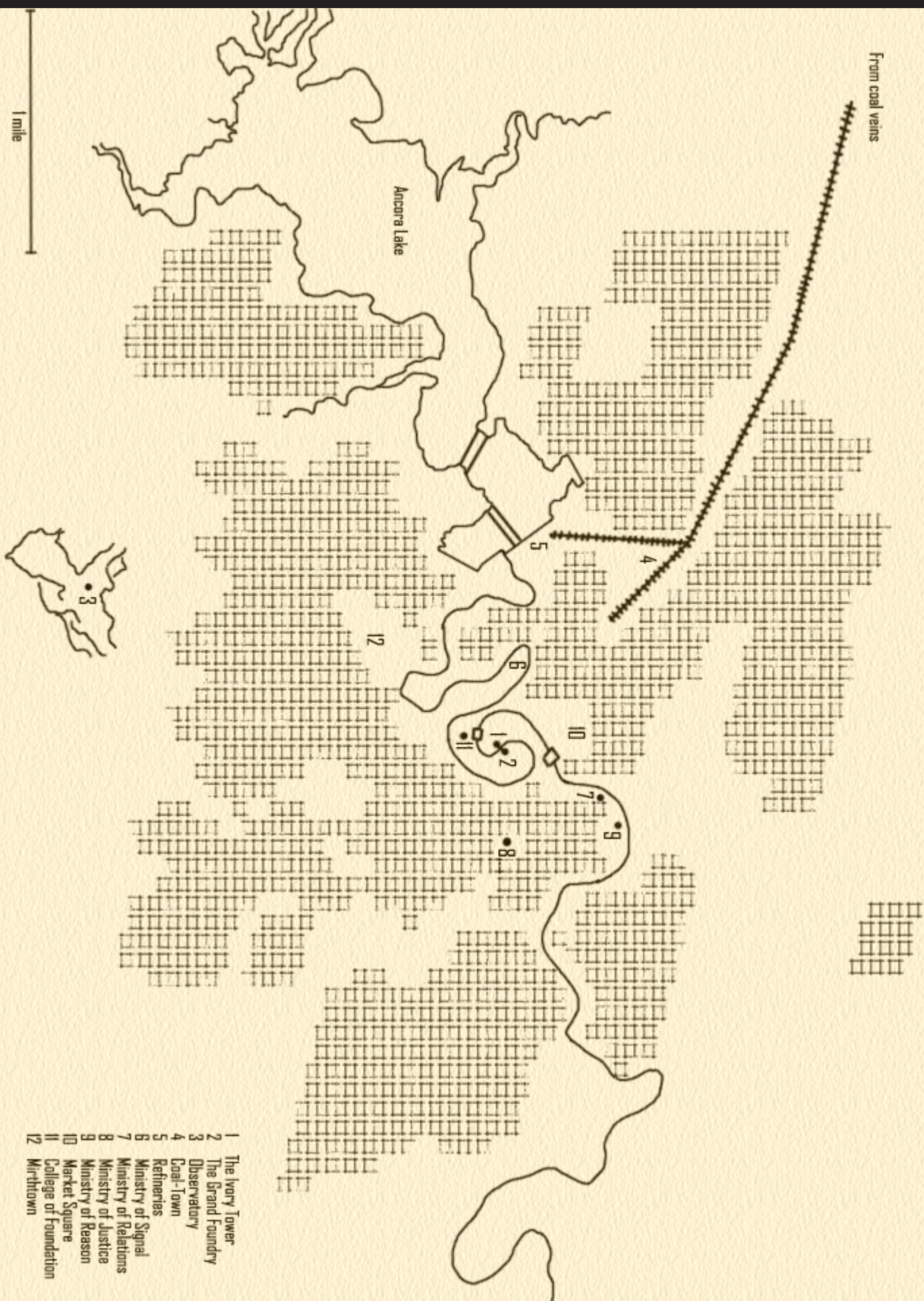
Cobble: At 4th level, the warden may add his warden level to all Craft checks made to repair or modify his possessions. If this results in a mastercraft item, the warden is the only one to benefit from this. For anyone else (even another warden), the object functions as an ordinary example of its type.

Storm-eyes: It is almost impossible to look a warden in the eye and speak an untruth. At 6th level, the warden adds his warden level to all Sense Motive checks.

Take on All Comers: At 8th level, the warden gains a number of extra attacks of opportunity equal to half his warden level (round down). The attacks must be made with a light (or smaller) weapon (or barehanded). Otherwise, this ability functions as the Combat Reflexes feat.

Unstoppable: At 10th level, the warden may designate one individual as a target of vengeance. The warden gains a +4 bonus to all rolls and checks against his target until he brings the enemy to justice.

From coal veins



- 1 The Ivory Tower
- 2 The Grand Foundry
- 3 Observatory
- 4 Coal-Town
- 5 Refineries
- 6 Ministry of Signal
- 7 Ministry of Relations
- 8 Ministry of Justice
- 9 Market Square
- 10 College of Foundation
- 11 Mirthtown
- 12

4



SKILLS & FEATS

New and Old Skills

Craft (Alchemy)

You can mix the fulminate of mercury for percussion caps, or refine liquid coal.

Craft (Clockworks)

Allows for the creation and repair of clockwork machines (analytical engines, for example), as well as peripheral parts, such as punch cards (note that designing punch cards is a separate skill- see below).

Craft (Steamcraft)

Allows for the creation and repair of steamcraft devices (aeroships, for example), as well as peripheral parts, such as gas engines.

Decipher Code

This skill is identical to Decipher Script, but applies to punch cards, heliographs, signal lines, and other forms of mechanical communication. Being able to understand Engine code is vital to clackers.

Drive

In the world of the Inland Empire, there are four major means of conveyance: aeroships, rail trains, steamships, and carriage. The Drive skill covers all of these methods (though people without the Pilot feat have a -4 to all aeroship Drive checks)

Knowledge (Engine Programming)

This skill represents the mathematical aptitude necessary to write the complex algorithms that are transcribed onto punch cards and fed into Engines.



Moben observer

Munitions

Use this skill to handle, place, or disable explosives with safety and accuracy, and to reload and maintain firearms.

Check: Any action involving an explosive requires a skill check.

Disable simple explosive: You can disarm a simple explosive or bomb that is not trapped. If you have 5 or more ranks in Disable Device, you gain a +2 synergy bonus on the Munitions check.

Quick Reload: You can make a Munitions check to reload your firearms faster (see S&S p. 42). If you have 5 or more ranks in Concentration, you get a +2 synergy bonus to Munitions checks to reload a firearm.

Special: If you fail to disable a trapped explosive by more than 5, the explosive detonates immediately. You can make a Reflex save (explosive's DC+5) for half damage

Use Steamcraft Device

Use this skill to operate complex mechanical and electrical devices, such as analytical engines, mobens, telegraphs, and other machines.

Check: Generally, you only need to make a skill check to operate steamcraft that you are unfamiliar with.

New Feats

Combat Reload (Solider, General)

You can reload your firearms without getting distracted and dropping your guard.

Prerequisite: Dex 13+, base attack bonus +1 or higher.

Benefit: You do not provoke an attack of opportunity when reloading your firearms.

Normal: Loading a firearm in combat provokes an attack of opportunity.

Craft Clockworks (General)

You can create complex clockwork devices, given enough time and materials.

Prerequisite: Int 13+.

Benefit: You can create any clockwork device whose prerequisites you meet.

Craft Steamworks (General)

You can create complex mechanical and steamcraft devices, given enough time and materials.

Prerequisite: Int 13+.

Benefit: You can create any steam-powered device whose prerequisites you meet.

Duelist (General)

You excel in single combat against an armed foe.

Prerequisite: Int 13+, Expertise, Weapon Finesse or Weapon Focus in melee weapon with which you duel.

Benefit: When fighting in melee against an opponent who is armed with a melee weapon, you gain a +1 bonus to melee attack rolls and a +1 dodge bonus to AC against your foe only. These bonuses reflect your expertise feinting, parrying, and exploiting weak spots in your opponent's defenses.

Special: You can take this feat more than once. Each time you take Duelist, it applies to a different melee weapon.



Anglican children

Explosives Expert (General)

You are extraordinarily careful about handling and placing explosives.

Prerequisite: Munitions skill.

Benefit: If you roll a 1 on your Munitions check for placing or disabling an explosive, you may roll again. The second roll stands, regardless of the result. You also gain a +2 bonus to any Reflex saves you make to avoid damage from an explosion.

Grenadier (Soldier, General)

You are extremely skilled at throwing grenades and alchemical weapons with great precision.

Prerequisite: Precise Shot.

Benefit: Grenades or alchemical weapons that you throw gain a +1 bonus on attack and damage rolls as long as your target is within 30 feet. If you are throwing a grenade or alchemical weapon that does not inflict damage, the saving throw to avoid its effects (if applicable) increases by 1 instead.

Hypnotist (General)

You are able to place a subject under hypnosis by capturing his attention with subtle gestures and the sound of your voice.

Prerequisites: Cha 13+, Bluff skill.

Benefit: You can simulate the effects of the hypnotism spell (see the *PHB*), as a sorcerer of your character level, as a spell-like ability twice per day.

Jinx (General)

Mechanical devices tend to malfunction messily and more often in your presence.

Benefit: Opponents attacking you with a firearm, clockwork weapon, or steam-powered weapon suffer the effects of a misfire or malfunction on a roll of 1 or 2. The opponent also adds 5 to the total rolled on the misfire or malfunction effects table (*S&S* p. 137).



Apprentice alchemist

Mad Bomber (General)

You are extremely skilled in setting explosives for maximum effect.

Prerequisite: Munitions skill.

Benefit: When you successfully detonate an explosive, the bomb inflicts an extra point of damage per die.

Mechanical Aptitude (General)

Firearms, clockworks, and steam-powered devices function smoothly in your hands and are not as prone to malfunction as usual.

Benefit: When you are using a firearm, clockwork device, or steamcraft device, you subtract 5 from the effects table of any malfunction or misfire rolls you have to make.

Pilot (General)

Prerequisite: Drive skill

Benefit: You can operate aeroships and other aerocraft without a penalty on your Drive checks.

Normal: A character operating an aeroship without this feat suffers a -4 penalty on all Drive checks.

Rapid Reload (General)

You can reload a pistol or musket faster than normal.

Prerequisites: Dex 13+, base attack bonus +2, proficiency with firearm.

Benefit: You can reload a pistol or a musket as a move-equivalent action.

Normal: Reloading a percussion cap is a full round action.



Steam-lord

Two Guns Blazing (General)

You can fire a gun in each hand with reduced penalties.

Benefit: Your penalties for firing a gun in each hand are reduced by 2.

Special: The Ambidexterity feat reduces the attack penalty for the second weapon by 4.

Warrior Mechanist (Soldier, General)

You have great skill with unorthodox weapons. Many common tools or instruments are deadly in your hands.

Prerequisite: Profession (any) skill.

Benefit: You may make normal attack rolls with a variety of tools and instruments that are important to your trade. You are considered proficient with the weapons that are appropriate to your profession. You are not proficient with tools or instruments that are linked to a different profession. At the GM's discretion, items, tools, and instruments used in your profession may be used as weapons, typically inflicting 1d4 or 1d6 points of damage.

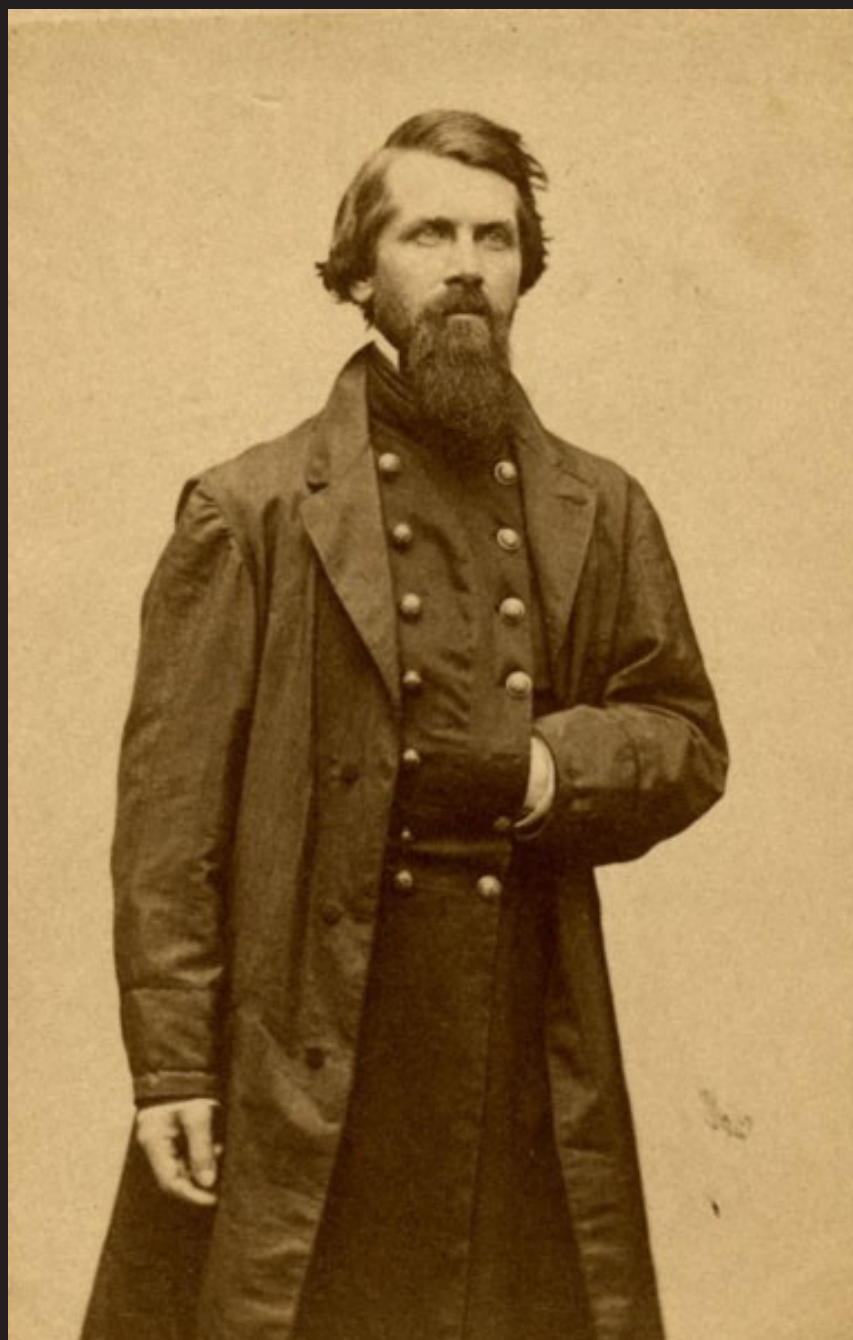
Normal: A character who uses a tool or instrument as a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new profession.



Eastman sisters, and mother

5



MERCANTILE

1 gold coin = 50 silvers = 5000 pence (or "penny")

0.02 gold coins = 1 silvers = 100 pence

0.0002 gold coins = 0.01 silvers = 1 pence

There are two different pence coins: 1-pence and 10-pence

Clothing:

Aesthetic dress	10 s	5 lb
Bandolier	5 s	2 lb
Belt	1 s	-
Boots	50 p	3 lb
Breeches	5 s	2 lb
Bustle	1 g	10 lb
Cap	50 p	0.5 lb
Coat	1 g	4 lb
Crinoline	2 g	10 lb
Crinoline	10 g	20 lb
Derby	20 s	0.5 lb
Gunbelt*	1 g	1 lb
Necktie	5 s	-
Raincoat	20 s	5 lb
Sheath		
Knife	50 p	0.5 lb
Sword	50 s	1 lb
Shirt	10 s	1 lb
Shoes		
Men's	3 s	2 lb
Women's	10 s	5 lb
Slippers	20 s	1 lb
Stovepipe	1 g	1 lb
Suitcoat	2 g	5 lb
Suspenders	50 p	-
Underclothes		
Cold weather	10 s	3 lb
Pyjamas	1 g	2 lb

*A gunbelt consists of a bandolier belt and either a single or pair of holsters

Conveyances:

Backpack	10 s	2 lb
Barrel	5 s	30 lb
Bucket (metal)	1 s	2 lb
Card-case		
(common)	50 p	1 lb
(fine)	10 s	1 lb
(elaborate)	10+ g	3 lb
Portmanteau	2 g	10 lb
Sack	50 p	1 lb
Suitcase	1 g	5 lb

Consumables:

Absinthe (bottle)	5 s
Beer (gallon)	10 p
Bread (loaf)	20 p
Cooking spice (tin)	10 p
Flour (5 lb)	50 p
Gin (bottle)	1 s
Laudanum (bottle)	50 p
Salt (pound)	20 p
Tobacco (pouch)	1 s
Pipe	5 s
Wheat (1 lb)	20 p
Wine (bottle)	5 s

Utilities and Household:

Bedroll	1 g	2 lb
Blanket	10 s	3 lb
Bolt		
Large	10 s	3 lb
Medium	1 s	0.5 lb
Small	5 p	0.1 lb
Bottle	10 s	0.5 lb
Candle	2 p	-
Chain (1')	5 s	2 lb
Coal		
Canter	10 s	5 lb
Pound	5 p	1 lb
Cooking pot	5 s	3 lb
Crowbar	1 s	5 lb
Feed grain (bag)	50 p	5 lb
Gauge	20 s	0.5 lb
Gear		
Large	20 s	5 lb
Medium	3 s	1 lb
Small	2 s	0.2 lb
Generator		
Canter	1000 g	200 lb
Coal	400 g	1000 lb
Hammer	2 s	3 lb
Hex		
Large	2 s	2 lb
Medium	50 p	0.5 lb
Small	5 p	-
Ink (vial)	10 s	-
Linen (3' x 3')	5 s	3 lb
Lamp		
Tesla*	5 g	2 lb
Naptha	1 g	3 lb
Lumber (2')	50 p	3 lb
Mapcase	10 s	0.5 lb
Mirror		
Large	2 g	20 lb
Small	10 s	1 lb
Nail (box of 50)	5 s	0.5 lb
Paper (1 sheet)	3 p	-
Pipe (1 ft x 2 in)		
Copper	10 s	3 lb
Lead	5 s	5 lb
Pliers	20 s	1 lb
Quickstone (bag)	1 g	50 lb
Quill	10 p	-
Rope (10')	50 p	2 lb
Saddletack	1 g	25 lb
Sheet metal		
(1 sq. ft)	10 s	3 lb
Shovel	1 g	5 lb
Sledge	20 s	10 lb
Tesla lantern	50 g	3 lb
Battery	5 g	1 lb
Tool set		
Common	1 g	20 lb
Expert	varies	
Twine (200')	50 p	0.5 lb
Wrench	1 g	3 lb

*Requires a generator or other sustained electric current



Punch card operator

Novelties and Conveniences:

Aeropost	5 s
Gramophonic cylinder	10 s
Kinetoscope show	1 s
News-paper	10 p
Photograph	
Colourised	3 s
Traditional	1 s
Pigeon message	5 s
Punch card made	varies
Telegram	50 p

Passage:

Aeroship	varies
Balloon	varies
Carriage	50 s
Steamer	10 s
Train	10 s

Animals:

Bull	5 g
Chicken	50 p
Cow	1 g
Dog	5 s
Horse	30+ g
Pig	20 s

Scientific devices:

Barometric array	300 g	15 lb
Heliograph	20 g	10 lb
Spyglass	5 g	0.5 lb
Telescope	200 g	80 lb

Other:

Armonica	400 g	200 lb
Gramophone	20 g	60 lb

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight¹	Type²
<i>Unarmed Attacks</i>							
Gauntlet	5 g	1d2	1d3	x2	-	1 lb	Bludgeoning
Unarmed strike	-	1d2 ³	1d3 ³	x2	-	-	Bludgeoning
<i>Light Melee Weapons</i>							
Dagger	2 g	1d3	1d4	19-20/x2	10 ft.	1 lb	Piercing or slashing
Dagger, punching	4 g	1d3	1d4	x3	-	1 lb	Piercing
Sickle	3 s	1d4	1d6	x2	-	2 lb	Slashing
<i>One-Handed Melee Weapons</i>							
Club	-	1d4	1d6	x2	10 ft.	3 lb	Bludgeoning
Shortspear	1 g	1d4	1d6	x2	20 ft.	3 lb	Piercing
<i>Two-Handed Melee Weapons</i>							
Longspear ⁴	3 g	1d6	1d8	x3	-	9 lb	Piercing
Quarterstaff ⁵	-	1d4/1d4	1d6/1d6	x2	-	4 lb	Bludgeoning
Spear	1 g	1d6	1d8	x3	20 ft.	6 lb	Piercing
<i>Ranged Weapons</i>							
Dart	50 p	1d3	1d4	x2	20 ft.	1/2 lb	Piercing
Javelin	1 g	1d4	1d6	x2	30 ft.	2 lb	Piercing
Sling	-	1d3	1d4	x2	50 ft.	0 lb	Bludgeoning
Bullets, sling (10)	1 s	-	-	-	-	5 lb	-
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight¹	Type²
<i>Light Melee Weapons</i>							
Axe, throwing	1 g	1d4	1d6	x2	10 ft.	2 lb	Slashing
Handaxe	20 s	1d4	1d6	x3	-	3 lb	Slashing
Pick, light	30 s	1d3	1d4	x4	-	3 lb	Piercing
Sap		1d4 ³	1d6 ³	x2	-	2 lb	Bludgeoning
Shield, light	special	1d2	1d3	x2	-	special	Bludgeoning
Sword, short	10 g	1d4	1d6	19-20/x2	-	2 lb	Piercing
<i>One-Handed Melee Weapons</i>							
Battleaxe	10 g	1d6	1d8	x3	-	6 lb	Slashing
Flail	8 g	1d6	1d8	x2	-	5 lb	Bludgeoning
Longsword	15 g	1d6	1d8	19-20/x2	-	4 lb	Slashing
Pick, heavy	8 g	1d4	1d6	x4	-	6 lb	Piercing
Rapier	20 g	1d4	1d6	18-20/x2	-	2 lb	Piercing
Warhammer	12 g	1d6	1d8	x3	-	5 lb	Bludgeoning
Whip ⁴	15 s	1d2 ³	1d3 ³	x2	-	2 lb	Slashing
<i>Two-Handed Melee Weapons</i>							
Greataxe	20 g	1d10	1d12	x3	-	12 lb	Slashing
Greatclub	5 g	1d8	1d10	x2	-	8 lb	Bludgeoning
Flail, heavy	15 g	1d8	1d10	19-20/x2	-	10 lb	Bludgeoning
Great sword	50 g	1d10	2d6	19-20/x2	-	8 lb	Slashing
Scythe	1 g	1d6	2d4	x4	-	10 lb	Piercing or slashing

Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight¹	Type²
<i>Bows</i>							
Longbow	5 g	1d6	1d8	x3	100 ft.	3 lb	Piercing
Arrows (20)	10 s	-	-		-	3 lb	-
Shortbow	4 g	1d4	1d6	x3	60 ft.	2 lb	Piercing
Arrows (20)	10 s	-	-		-	3 lb	-
<i>Other</i>							
Net	5 s	-	-		10 ft.	6 lb	

Bombs	Cost	Damage	Shrapnel	Radius	Weight
<i>Small bombs</i>					
explosive	50 g	1d6	1d2	5 ft.	0.5 lb
white fire	100 g	2d6	1d6	5 ft.	1 lb
<i>Medium bombs</i>					
explosive	100 g	2d6	1d4	10'	1 lb
white fire	200 g	3d6	2d6	10'	1.5 lb
<i>Large bombs</i>					
explosive	150 g	3d6	1d6	15'	2 lb
white fire	300 g	4d6	2d8	15'	3 lb

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

² When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”

³ The weapon deals nonlethal damage rather than lethal damage.

⁴ Reach weapon.

⁵ Double weapon.

It is possible (though highly unrecommended) to use a canter as a weapon, at least in the immediate. If the nozzle is opened, the flammable liquid inside jets out in a five-foot cone. If this begins to combust, anyone on the receiving end must immediately make a Reflex save or take 4d4 damage. This may seem an ideal weapon until one realizes that the metal around the nozzle becomes blistering hot immediately, and the chemical reaction inside the canter turns the rest of the bottle so cold it burns the skin (1d4 damage while held).



Hunan fisherman

Firearms	Cost	Dmg	Critical	Range	Weight
<i>Light firearms</i>					
Pistol					
Holdout	20 g	1d8	x3	20 ft.	3 lb
Light	40 g	1d10	x3	50 ft.	4 lb
<i>Medium firearms</i>					
Pistol					
Double-barrel	80 g	1d10	x3	50 ft.	6 lb
Heavy	100 g	2d8	x3	60 ft.	6 lb
Medium	50 g	2d6	x3	60 ft.	5 lb
Revolver	300 g	1d10	x3	50 ft.	6 lb
<i>Heavy firearms</i>					
Musket					
Double-barrel	130 g	2d10	x3	75 ft.	15 lb
Single-barrel	100 g	2d10	x3	75 ft.	12 lb

Peripherals:

Bullet (box of 20)	1 g	2 lb
Optical scope*	10 g	2 lb
Percussion cap ⁺	1 s	-

With the exception of the double-barrel musket, the double-barrel pistol, and the revolver, all firearms listed are single-shot.

A double-barreled musket has two barrels next to each other, and each holds one bullet. Either one or both barrels can be fired as a standard attack action. If both barrels are discharged, a single attack roll is made and the musket inflicts double damage. Each barrel must be loaded individually.

A double-barreled pistol has a rotating over-and-under configuration. If both barrels are discharged, a single attack roll is made and the pistol inflicts double damage. Each barrel must be loaded individually.

A standard revolver holds four shots in a rotating chamber. Only one bullet may be discharged at a time. Each chamber must be loaded individually.

All firearms are considered simple weapons. See Chapter 7: GM Section for more information.

*This device is constructed of brass with a glass lens, and is essentially a small telescope. A scope adds 10 feet to the range of a musket if the bearer takes a move-equivalent action to sight it before firing.

⁺A percussion cap is a small, fragile container of fulminate of mercury. When struck, it explodes, driving the bullet forward. Percussion caps must be replaced with each shot, but can be reloaded at the same time as bullets with no additional penalty.



Imperial merchant

Firearm Misfires



New Amsterdam guildmaster

Whenever an attack roll with a firearm results in a natural 1, there is a chance for a misfire. Roll 1d20 and consult the following table.

1d20 Result

- 1-5** Weapon fires normally, but probably misses since the attack roll was a natural 1.
- 6-10** For one reason or another, the percussion cap fails to detonate. The weapon can be fired again without having to reload.
- 11-13** The charge is not sufficient to propel the round far enough to hit the target. The shot is wasted.
- 14-16** The weapon jams. It takes 1d4 full round actions to clear the jam before the weapon can be used again.
- 17-19** The barrel becomes fouled with residue. It takes 3d10 minutes to clean the weapon so it can be used again.
- 20** The weapon explodes, inflicting normal damage to its user (Reflex save for half damage). The weapon must be repaired or replaced.

Subtract one from the d20 roll when using a masterwork weapon.

6



TRANSPORT

Vehicles are treated as constructs for the purposes of their characteristics, abilities, and immunities. However, vehicles are inanimate objects rather than true animated constructs, so they always fail saving throws. A pilot can make a Drive check for half damage against any area effect that would normally allow a Reflex save, such as a grenade.

Vehicles take half damage from most ranged weapons. This does not include weapons designed to inflict large-scale structural damage, such as siege engines and artillery. Vehicles take half damage from acid, fire, and electricity.

Vehicles have a hardness rating that represents their durability and structural integrity. A vehicle's hardness is based on its size and is subtracted from all damage done to the vehicle.

Movement:

Unlike characters, vehicles do not spend actions to move. Each round, a vehicle moves at its current speed. As a pilot, you only get involved when you want the vehicle to speed up, slow down, or perform a specific maneuver.

Speed:

Every vehicle has a top speed. This value is simply the maximum number of 5-foot squares the vehicle is capable of moving in a single round. A vehicle's current speed can range between 0 and its top speed. For example, a vehicle with a speed of 4 can move 20 feet (four increments of 5-foot squares). Vehicle speed is always listed in terms of the number of squares it moves. Multiply this value by 5 to determine the number of feet per round a vehicle moves at.

Speed Modifier:

The speed at which a vehicle is traveling imposes a modifier on all Drive checks to operate the vehicle. Extend the table to determine the modifier for speeds above 50.

Speed	Modifier
1-10	+0
11-20	-2
21-30	-4
31-40	-6
41-50	-8

Changing speed:

A pilot can change the speed of his vehicle once each round as a free action. All vehicles have an acceleration and deceleration value. The listed number is the value for moderate acceleration or deceleration; how much a pilot can speed up or slow down at moderate risk of losing control of the vehicle. Low acceleration/deceleration is half the listed number, high acceleration/deceleration is twice the listed number, and extreme acceleration/deceleration is four times the listed number.

Accelerating and decelerating require a Drive check. The DC depends on how great the acceleration or deceleration is. The Drive check is also modified by the vehicle's current speed, before applying the effects of acceleration or deceleration. The check is also modified by the vehicle's handling rating.

Acceleration/ Deceleration	DC
Low	5
Moderate	10
High	15
Extreme	20

Maneuvers:

Maneuvers require a Drive check, and the modifiers for the vehicle's current speed and handling are always applied to the check. See the maneuver list on p. 155 of S&S for a description of maneuvers and their DCs.

Vehicle Characteristics:

Size: This is the vehicle's size category. Vehicle sizes are based on the same scale used in the standard d20 system rules.

Hit Points: A vehicle's hit points are based on its size, but they can vary dramatically. Military vehicles, for example, often have more hit points as a result of reinforced structures.

Top Speed: This is the vehicle's top speed.

Acceleration: This number is the value for moderate acceleration. A vehicle's acceleration rating determines how much it can increase its speed in a single round.

Deceleration: This number is the value for moderate acceleration. A vehicle's acceleration rating determines how much it can decrease its speed in a single round.

Handling: This rating is a modifier on all Drive checks to perform maneuvers.

Armour Class: This is the vehicle's AC. All vehicles have a -5 penalty to AC because they are objects.

Fuel: This rating lists the number of miles the vehicle can travel at an average speed before refueling. See the Base Vehicle Statistics table to determine the average cost to refuel a vehicle based on its size.

Cargo: This is the vehicle's maximum cargo capacity.

Weapon: This lists the weapons the vehicle is equipped with and the firing arcs those weapons can fire into.

Cost: The average cost. Prices vary based on availability, custom features, and legality.

Base Vehicle Statistics

Size	AC modifier	Max Length	Max Weight	Base Hit Points	Hardness	Fuel Cost
Fine	+8	6 in	10 lb	10	0	1 s
Diminutive	+4	1 ft	50 lb	20	1	2 s
Tiny	+2	2 ft	100 lb	30	2	3 s
Small	+1	4 ft	500 lb	40	4	5 s
Medium	+0	8 ft	2,000 lb	50	6	10 s
Large	-1	16 ft	10,000 lb	70	8	20 s
Huge	-2	32 ft	50,000 lb	90	10	40 s
Gargantuan	-4	64 ft	500,000 lb	100	20	80 s
Colossal	-8	128 ft	1,000,000 lb	200	30	150 s

For all other aspects of vehicle use, see Chapter 5 of S&S.

Aeroships

Cargo aeroship

Colossal vehicle

HP 200

Top speed 20

Accel 1

Decel 1

Handling -3

AC 2

Hardness 30

Fuel 3,000

Cargo: 35 tons.

Cost: 100,000 g.

Passenger aeroship

Colossal vehicle

HP 200

Top speed 30

Accel 1

Decel 1

Handling -3

AC 2

Hardness 30

Fuel 2,000

Cargo: 25 tons.

Cost: 50,000 g.

Combat aeroship

Colossal vehicle

HP 250

Top speed 25

Accel 1

Decel 1

Handling -2

AC 7

Hardness 35

Fuel 2,000

Cargo: 30 tons.

Weapon: Six heavy cannons.

Fire arc: Two cannons fire forward, two fire rear, one turret on either side fires right and left (dorsal and spinal turrets also possible).

Cost: 150,000 g.



Sadle & Sons aeroship (Thistle model)

Floating barge

Colossal vehicle

HP 50

Top speed 2

Accel 1

Decel 1

Handling -6

AC 2

Hardness 20

Fuel See description

Cargo: 30 tons.

Cost: 1,000 g.

Cargo aeroship:

The gondola of a cargo airship is tiny- barely large enough for the crew and their instruments. The cargo and crew supplies are all held in a large open compartment inside the shell of the balloon.

Passenger aeroship:

These craft are the most luxurious means of traveling across Terra Nova. They are commonly equipped with rooms, recreational areas, and other amenities.

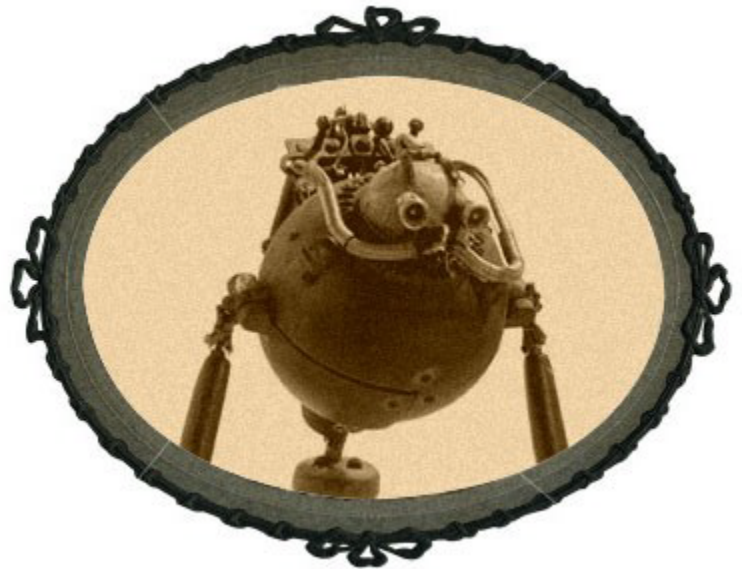
Combat aeroship:

The rarest type of aeroships are the military zeppelins. These typically bear heavy armour and cannons, as well as mounted muskets, bombs, and platoons of soldiers.

Floating barges:

These are mostly used in the southern areas of Anglica and Texas, where the wind is not as fierce. They are very useful for transporting large quantities of goods over short or moderate distances. These craft see use in areas where there is no standard aeroship service available.

Floating barges are essentially wide, flat wooden platforms held aloft by balloons. The barge's gas engine is only used to keep the balloons aloft. Forward motion is provided by teams of horses lashed to the front and sides. One person makes a Drive check for the entire group. This person, called a bargemaster in Texas and a conductor in Anglica, circles the barge, issues commands, and weighs input from assisting outriders.



Moben fieldhand

Rail trains

Rail trains are composed of an engine-car, a supply car, and any other cars being pulled (passenger and dining cars, for example). A character with 5 or more ranks in Profession (Rail trains) gains a +2 bonus to operating and maintenance checks.

Old models still in use require coal to be fed directly into the engine. These are always found in long engine cars with an attached rear compartment for storing the coal.

The actual engine is repaired and maintained with the Craft (Steamcraft) skill.

Rail train

Gargantuan vehicle

HP	200
Top speed	40
Accel	1
Decel	2
Handling	-5
AC	16
Hardness	20
Fuel	1,000

Cargo: 5 tons per car.

Cost: 50,000 g + 5,000 g per car.



Vinlandic peasant

Steamer

Steamers carry passengers and goods up and down the rivers and coasts. They range from small fishing trawlers to oceancrossing steam-tramps.

Since the steamer’s advent bayouns have used them to travel up and down the continent’s waterways. They call themselves traders, but most people view them as criminals, and they have few legal rights in most places.

Trawler

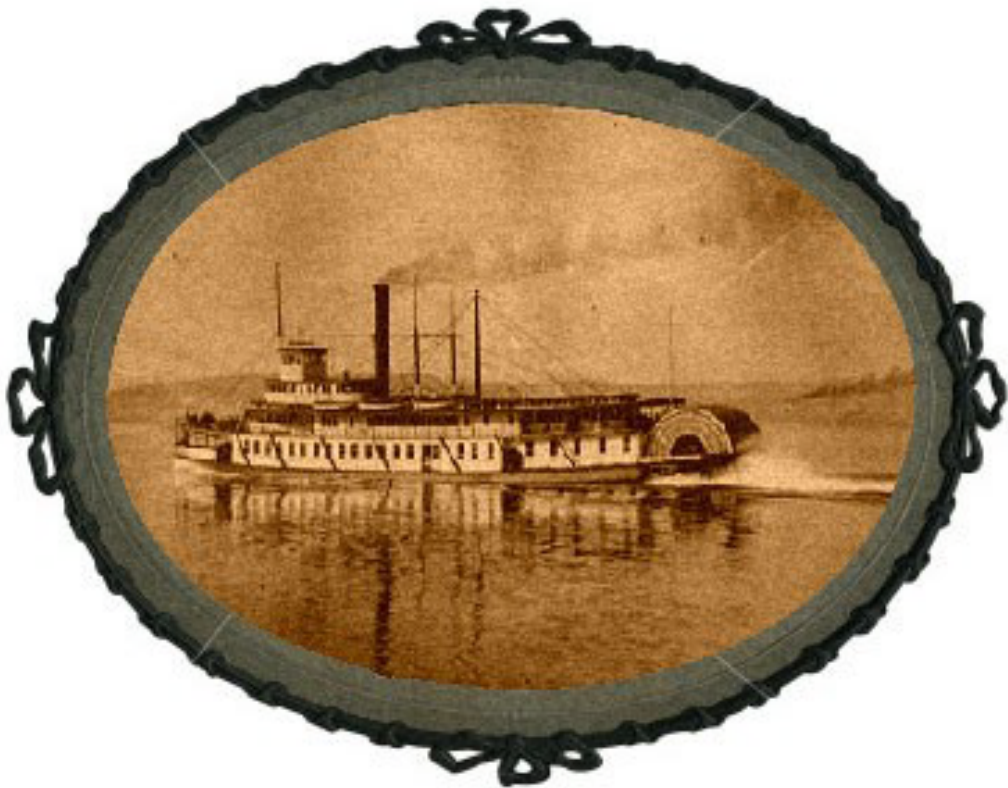
Huge vehicle
HP 90
Top speed 25
Accel 3
Decel 2
Handling -4
AC 6
Hardness 10
Fuel 500
Cargo: 10 tons.
Cost: 10,000 g

Runner

Gargantuan vehicle
HP 120
Top speed 30
Accel 2
Decel 1
Handling -6
AC 4
Hardness 15
Fuel 1000
Cargo: 10 tons.
Cost: 25,000 g

Tramp

Colossal vehicle
HP 200
Top speed 20
Accel 1
Decel 1
Handling -8
AC 2
Hardness 20
Fuel 5,000
Cargo: 10 tons.
Cost: 150,000 g



River steamer

Carriage

Carriages are still a common sight in Terra Nova. They draw their power from horses, usually four, but sometimes one, two, or eight. A solitary horse can draw two people and their luggage, but larger carriages and more passengers require more horses. With only a coachman and a single passenger, a team of eight horses can run for hours.

The horses are gee'd for forward or sideways movement, and a brake-lever is used by the coachman to slow the vehicle (a Drive check is made for all of these maneuvers).

Calming a panicking horse (or team or horses) requires a Handle Animal or Profession (Carriage driver) check at DC 15 (for one horse) or DC 20 (for multiple horses). A player cannot take 20 on this check.

Craft (Carriages) or Profession (Carpentry) can be used to repair a damaged carriage.

Carriage

Large vehicle
HP 40
Top speed 10
Accel 3
Decel 2
Handling -4
AC 6
Hardness 5
Fuel none
Cargo: 500 lb per horse
Cost:

Apple-cart (1 horse)	20 g
Landau (2 horses)	60 g
Road-coach (4 horses)	200 g
Grand train (8 horses)	800 g



Footman and carriage

7



GM SECTION

Malfunctions

Malfunctions occur whenever a character uses a steamcraft or clockwork device and rolls a natural 1 (some feats such as Jinx and Mechanical Genius relate to these malfunction tables). Whenever a natural 1 is rolled, roll again and consult the following table. The effect indicated by the second roll is applied immediately. Gunpowder malfunctions are known as misfires and are found on the Firearms page at the end of Chapter 5.

Masterwork items that malfunction or misfire grant a +2 to the number rolled on these charts. Unless otherwise stated, using the appropriate Craft skill with tools or a workshop may repair all types of malfunctions. Normally, it takes one hour and a Craft check (DC 15) to repair a malfunction.

Clockwork items are more prone to break down but are less tempermental (and less dangerous to the user) than steamcraft items.

Clockwork Malfunction Table

1 Disaster: The item catastrophically malfunctions, shaking itself apart in an eruption of springs and gears. Not only is the item destroyed beyond all repair, but the operator also suffers damage equal to the item's hardness, along with 1 point of temporary Dexterity damage.

2-3 Destroyed. The item shudders as gears grind themselves apart, destroying it or making the item useless. The item cannot be repaired.

4-5 Broken: A gear tooth snaps off and the item grinds to a halt. The item will not function again until repaired.

6-7 Damaged: The clockwork springs uncoil or break loose, inflicting damage equal to the device's hardness upon itself (this damage bypasses the device's hardness, as it occurs internally). The item will only function at half its normal effectiveness (range, damage, duration, etc. are all reduced by one-half) until it is repaired.

8-9 Jammed: Gears slip their tracks and cog-wheels become bent. These components are now jammed inside the device and it will not function until it is repaired.

10-12 Grind: Grit, sand, or dirt has gummed up the gears and springs. The item will not function unless the operator dedicates a full-round action to cleaning it.

13-15 Major wear and tear: The springs and gears inside the device are misaligned and the item will fail to function this round. Any further malfunction table rolls made with this item suffer a -3 circumstance penalty until the item is repaired. This penalty is cumulative with any other wear and tear results on this table.

16-17 Moderate wear and tear: Metal fatigue begins to make the device unreliable. The item fails to function this round. Any further malfunction rolls suffer a -2 penalty until the item is repaired. Again, the penalty is cumulative.

18-19 Light wear and tear: Some of the smaller working parts are becoming stressed or stretched during use. The item fails to function this round. Further malfunction rolls are made with a cumulative -1 until the item is repaired.

20 Lucked out: The malfunction merely stops the item from working briefly. No effect occurs besides the item failing to function this round. Next round the item will function normally.

Steamcraft Malfunction Table

1 Disaster!: The item's boiler explodes in a gout of scalding steam, broken gauges, and burst pipes. The item is destroyed beyond repair, and the operator suffers damage equal to the item's hardness, along with 1 point of temporary Constitution damage.

2-3 Destroyed: The item tears itself apart, and cannot be repaired.

4-5 Broken: A rupture occurs and the item grinds to a halt. It will not function until repaired.

6-7 Damaged: The boiler overheats, inflicting damage equal to the device's hardness upon the operator. The item functions at half-normal (range, damage, duration, etc.) until repaired.

8-9 Jammed: The gauge cracks and the casing swells. These components are now warped inside the device and it will not function until repaired.

10-12 Pressure lost: The boiler leaks and the item loses power. The item will not function unless the operator spends a full-round action stoking the boiler.

13-15 Major wear and tear: The valves have become clogged and the item fails to function this round. Until the item is repaired it consumes twice as much fuel.

16-17 Moderate wear and tear: The device begins to leak steam from the boiler and fails to function this round. Any further malfunction rolls are at a cumulative -2 until the item is repaired.

18-19 Light wear and tear: Seals have begun to loosen, and the item fails to function this round. Any further malfunction rolls are made with a cumulative -1 penalty until repaired.

20 Lucked out: The item fails to function this round, but coughs and sputters to life again the next round, and functions normally.



Ansen Olstaad

MISCELLANEOUS TABLES

Firearm Reloading Times		
Normal	Rapid Reload or Munitions check	Rapid Reload and Munitions check
Full-round action	Move-equivalent action	Free action

Firing two guns at once	
Situation	Penalty
Shooting a two-handed firearm with one hand	-4
Shooting a firearm in each hand	-6 primary hand / -10 secondary hand
Ambidexterity feat	+4 secondary hand
Two-Guns Blazing feat	+2 primary hand / +2 secondary hand
Off-hand weapon is light	+2 primary hand / +2 secondary hand



Landed Texan

CHARACTER NAME _____ PLAYER _____

CLASS AND LEVEL _____ RACE _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH					HP HIT POINTS			
DEX DEXTERITY					AC ARMOR CLASS	= 10 +		DAMAGE REDUCTION
CON CONSTITUTION					TOTAL	ARMOR BONUS	SHIELD BONUS	
INT INTELLIGENCE					TOUCH ARMOR CLASS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR
WIS WISDOM					FLAT-FOOTED ARMOR CLASS	MISC MODIFIER	DEFLECTION MODIFIER	MISC MODIFIER
CHA CHARISMA					INITIATIVE MODIFIER	DEX MODIFIER		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS _____

GRAPPLE MODIFIER		=		+		+		+		+	
TOTAL			BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC MODIFIER		

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

CLASS SKILL		SKILLS				MAX RANKS (CLASS/CROSS-CLASS)	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
<input type="checkbox"/> APPRAISE ■	INT						
<input type="checkbox"/> BALANCE ■	DEX*						
<input type="checkbox"/> BLUFF ■	CHA						
<input type="checkbox"/> CLIMB ■	STR*						
<input type="checkbox"/> CONCENTRATION ■	CON						
<input type="checkbox"/> CRAFT ■ ()	INT						
<input type="checkbox"/> CRAFT ■ ()	INT						
<input type="checkbox"/> CRAFT ■ ()	INT						
<input type="checkbox"/> DECIPHER CODE	INT						
<input type="checkbox"/> DECIPHER SCRIPT	INT						
<input type="checkbox"/> DIPLOMACY ■	CHA						
<input type="checkbox"/> DISABLE DEVICE	INT						
<input type="checkbox"/> DISGUISE ■	CHA						
<input type="checkbox"/> DRIVE	DEX						
<input type="checkbox"/> ESCAPE ARTIST ■	DEX*						
<input type="checkbox"/> FORGERY ■	INT						
<input type="checkbox"/> GATHER INFORMATION ■	CHA						
<input type="checkbox"/> HANDLE ANIMAL	CHA						
<input type="checkbox"/> HEAL ■	WIS						
<input type="checkbox"/> HIDE ■	DEX*						
<input type="checkbox"/> INTIMIDATE ■	CHA						
<input type="checkbox"/> JUMP ■	STR*						
<input type="checkbox"/> KNOWLEDGE ()	INT						
<input type="checkbox"/> KNOWLEDGE ()	INT						
<input type="checkbox"/> KNOWLEDGE ()	INT						
<input type="checkbox"/> KNOWLEDGE ()	INT						
<input type="checkbox"/> KNOWLEDGE ()	INT						
<input type="checkbox"/> LISTEN ■	WIS						
<input type="checkbox"/> MOVE SILENTLY ■	DEX*						
<input type="checkbox"/> MUNITIONS ■	DEX						
<input type="checkbox"/> OPEN LOCK	DEX						
<input type="checkbox"/> PERFORM ()	CHA						
<input type="checkbox"/> PERFORM ()	CHA						
<input type="checkbox"/> PERFORM ()	CHA						
<input type="checkbox"/> PROFESSION ()	WIS						
<input type="checkbox"/> PROFESSION ()	WIS						
<input type="checkbox"/> RIDE ■	DEX						
<input type="checkbox"/> SEARCH ■	INT						
<input type="checkbox"/> SENSE MOTIVE ■	WIS						
<input type="checkbox"/> SLEIGHT OF HAND	DEX*						
<input type="checkbox"/> SPOT ■	WIS						
<input type="checkbox"/> SURVIVAL ■	WIS						
<input type="checkbox"/> SWIM ■	STR*						
<input type="checkbox"/> TUMBLE	DEX*						
<input type="checkbox"/> USE STEAMCRAFT DEVICE	INT.						
<input type="checkbox"/> USE ROPE ■	DEX						
<input type="checkbox"/> _____	_____						
<input type="checkbox"/> _____	_____						
<input type="checkbox"/> _____	_____						

■ Denotes a skill that can be used untrained. * Armor check penalty, if any, applies. (Double penalty for Swim.)
☐ Mark this box with an X if the skill is a class skill for the character.

