

STEAMSCAPES

Aeronautical Navigation (Smarts) – While Piloting will take care of most of the immediate requirements of flying an airship, it takes a different skill entirely to fly the airship in the right direction. Winds in the sky change even faster than those at sea, and without a solid understanding of Aeronautical Navigation, a pilot is likely to become quickly and hopelessly lost.

Gunsmith (Agility/Smarts) – This skill is used not only to construct black powder weapons, but also to customize them and keep them in good repair. Many specialized weapons cannot be used effectively without constant maintenance and modification. Such weapons provide a -4 penalty to both Shooting and damage when used by someone without the Gunsmith skill, in addition to any individual penalties a particular weapon might apply for not meeting its prerequisites.

Sabotage (Agility) – Disabling mechanical devices may seem easy. (Smash it enough and it stops working.) However, a skilled Saboteur can disable even the most powerful and well-protected devices with fearsome efficiency. Sabotage in combat often involves some form of targeted attack, with the Sabotage skill rolled first to find the correct location to target. It is up to the GM to determine the attack modifier, but we would suggest that a smaller target area should do more damage to the device.

If the original Sabotage roll is spectacularly successful, the GM may want to offer a -4 or more for the called shot, but allow successful damage to disable the device entirely. Note that making a Sabotage roll and an attack in the same turn incurs the multi-action penalty.

Steamsmith (Strength/Smarts) – Upon taking this skill, the Steamhand is able to operate and repair all steam-powered vehicles, weapons, and other devices, though obviously some are more complex than others. However, the ability to design new devices requires advancement on the Steamhand Edge Tree. For many uses of this skill, the Steamhand will need an appropriate workshop with common blacksmithing tools, including a forge and anvil. Without such tools, some repairs and designs may be simply impossible. The McGyver edge cannot compensate for the lack of a forge and anvil.

Electromagnetism (Smarts) – This skill represents both the knowledge and the application of the various formulae for electricity and magnetism. Most electrical devices are essentially "untamed," in that they require constant tuning and upkeep to use them at all. Upon taking this skill, the Spark Wrangler is able to use the most basic functions of a spark wand. Additional functions require advancement on the Spark Wrangler Edge Tree.

The basic abilities of a spark wand with no edge powers applied are as follows:

- **Static Discharge** (1 power point) – Range 3/6/12, Damage 1d6+1, Ignores armor
- **Electromagnetic Induction** (2 power points) – Range 1/2/4, Target automaton must make a Vigor roll or shut down

Most powers in the edge tree are used to modify one of these two attacks, but there are some that add other abilities to the spark wand. Note that these rules for spark wands replace the rules for electrical powers on page 106 of *Savage Worlds Deluxe*.

Extended Range (+2 power points) – Doubles the range profile of the attack.

Fork (x2 power points, requires *Extended Range*) – Attack may be directed at two targets. Apply the multi-action penalty to both attacks.

Blast (x3 power points, requires *Fork*) – Use the cone template to determine targets hit by the attack. Apply a -2 penalty to all attacks rather than the usual multi-action penalty. This can be combined with Fork to create two separate cones, in which case all attacks would be at -4.

Capacitance (+4 power points) – This power can be applied up to three times for additional cost. Each application adds a d6 to the Static Discharge attack or a -2 modifier to target's roll on Induction and Stun attacks. (There is no effect on Supercharge or Shock.)

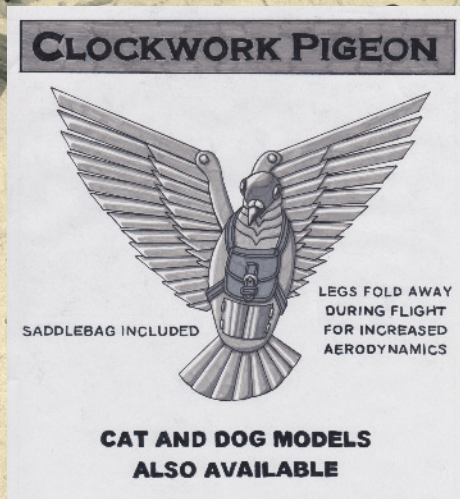
Conductivity (x2 power points, requires *Capacitance*) – Converts the damage die type for all dice to d12 instead of d6.

Advanced Condensers (Requires *Conductivity*) – Allows the Spark Wrangler to make and use condensers with 20 power points each.

Supercharge (new basic ability, 3 power points) – Range 1/2/4, Target automaton receives a bonus of +2 to all Agility, Strength, and Spirit attribute and linked skill rolls, including recovering from shaken. This lasts for three rounds. However, the automaton must make an immediate Vigor roll or it is shaken instead of receiving the bonus.

Shock (new basic ability, 1 power point, requires *Supercharge*) – Range 1/2/4, Target human may make an immediate roll to recover from shaken.

Stun (new basic ability, 2 power points, requires *Shock*) – Range 3/6/12, Target human must make a Vigor roll at -2 or be shaken. If the target is already shaken, the attack does no damage but instead renders the human unconscious.



Mechanical Programming (Smarts/Agility) – Upon taking this skill, the Gearsmith is limited to working with automatons and other clockwork devices that do not exceed d4 in the relevant attribute (meaning that a novice Gearsmith can work on an automaton with a d8 Smarts and a d4 in everything else, as long as the Gearsmith does not try to work on anything related to the automaton's Smarts). The Gearsmith's understanding of complex machinery is then increased through the Gearsmith Edge Tree. (See Chapter 4.)

Because parts are highly specialized and not directly interchangeable, Mechanical Programming rolls suffer negative modifiers when a Gearsmith tries to do work outside of his or her own well-stocked workshop. Also, the McGyver edge cannot normally compensate for lack of equipment in Mechanical Programming rolls. Use the following sample modifiers as a guide:

- Someone else's workshop: -1
- Steamhand's shop or non-Gearsmith laboratory: -2
- Nothing but your tool kit: -4
- Not even your tool kit: -8
- Outside: -1 (in addition to tool penalties)

On a moving vehicle (ship, train, zeppelin): -2 (in addition to others)

Racial Template: Automaton

Construct – Automatons add +2 to recover from being shaken, don't suffer from wound modifiers, and are immune to poison and disease. Automatons cannot heal naturally. To heal an automaton requires the Repair skill, which is used like the Healing skill but with no "Golden Hour." Automatons do not bleed out or otherwise die, though they can suffer injuries from incapacitation. All such injuries are considered permanent until repaired. Typically, these repairs require additional parts, since the original parts were lost to damage. Also, a result of "brain damage" on the injury table will be accompanied by significant loss of memory and personality that cannot be recovered. Mental and social abilities should be reduced or eliminated accordingly, at the GM's discretion.

Man of Iron – Automatons are considered to have 2 points of armor in all hit locations.

Less Than Human – Even in the most enlightened circles, automatons are not truly accepted as people. They suffer a -2 to their charisma when interacting with humans normally, and a -4 among humans that are particularly opposed to technology.

Culturally Naïve – Automatons are not educated or socialized to be like people, and therefore suffer a -2 to Common Knowledge rolls. (This may be canceled by the Jack of All Trades edge, in addition to that edge's normal effect.)

Clockwork Upgrades – After character creation, automatons may purchase skills as normal, but may only increase attributes and purchase edges with the help of a fully-equipped Gearsmith. The GM should make this an appropriately difficult process with regards to the time, skill, and resources required. Some edges may therefore be easier to acquire than others. (See the Gearsmith Edge Tree for guidelines.) One possible exception to this is that it may be relatively easy for an automaton character to gain a professional edge, since automatons are expected to have a purpose.



Carts and Airships

Vehicle	ACC/TS	Toughness	Crew	Notes
Steam Cart	5/12	10 (2)	1+3	1 weapon mount
Armored Steam Cart	4/10	16 (3)	1+3	2 weapon mounts, heavy armor
Courier Airship	15/40	10 (1)	2+4	Climb -2 (may increase with release of ballast or gas)
Cargo Airship	10/50	14 (2)	3+10	Climb -2 (may increase with release of ballast or gas)

Common Use Weapons

Type	Range	Dmg	RoF	Cost*	Weight	Shots	Min Str	Notes
Rifles								
Sharps Carbine (.50)	15/30/60	2d10	1	300	8	1	d6	AP2
Henry Repeater (.44)	24/48/96	2d8	2	400	10	16	-	AP1
Martini-Henry Mark I	30/60/120	2d8	1	250	8	1	-	AP2, Snapfire
Pistols								
Colt 1860 Army (.44)	12/24/48	2d6+1	1	200	4	6	-	Revolver
Remington Pocket (.31)	08/16/32	2d6	1	150	2	5	-	Revolver
Remington 1858 Navy	15/30/60	2d6	1	300	3	6	-	Revolver
Artillery								
Revolving Cannon	40/80/160	3d6	1	1200	Mounted	5	-	AP4, Hvy Weapon, (See cannon shot rules)

Gunslinger Weapons

Type	Range	Dmg	RoF	Cost	Weight	Shots	Min Str	Notes
LeMat Revolver				500	6		-	Custom, MinAg d8
(Cylinder)	12/24/48	2d6+1	1			9		AP1, Revolver
(Buckshot)	05/10/20	1-3d6	1			1		(See shotgun rules)
Colt Revolving Rifle	24/48/96	2d10	1	300	10	5	d6	Custom, AP2, Revolver, Misfire
Starr Revolver	12/24/48	2d6+1	2	400	4	6	-	Custom, MinAg d10, Revolver, see text
Duckfoot Volley Pistol	03/06/12	2d6	-	200	3	-	d6 (MR)	Custom, see text

Saboteur Weapons

Type	Dmg	Weight	Cost	Notes
Tomahawk	Str+d8	8	300	
Bartitsu Cane	Str+d4	3	200	Parry +1

Steamhand Personal Weapons

Type	Range	Dmg	RoF	Cost	Weight	Shots	Min Str	Notes
Steam Rocket	24/48/96	4d8	1	750	15	4	d8 (MR)	Steam Tank, AP5, Hvy Weapon
Hand Gatling	15/30/60	2d8	3	900	20	45	d10 (MR)	Steam Tank, AP2, Hvy Weapon, Auto
Steamthrower	Cone tplt	2d8	1	300	12	10	d8	Steam Tank, no effect on machinery

Customized

All Gunslinger weapons have the Custom trait, which means that they require constant maintenance and adjustment. Gunslingers habitually maintain their weapons after every use and have the appropriate skill to do so. However, anyone without the Gunsmith skill suffers a -4 penalty to both Shooting and damage rolls when using a Customized weapon.

Massive Recoil

Weapons with massive recoil are denoted by (MR) next to their minimum strength rating. Firing such a weapon automatically damages any shooter with less than the minimum strength. Apply the Shaken condition immediately after firing. No attempt to recover from Shaken may be made until the following round.

Minimum Agility

Some weapons are more complicated than just the standard "point-and-shoot" paradigm. They may have a variety of switches for different settings, or require a specific loading sequence, or simply have a firing mechanism that tends to jam. Such weapons are designated by (MinAg) followed by the appropriate die type in the Notes. A weapon used by someone with less than the required agility is reduced to a Rate of Fire of 1 and requires a full action to reload.

Misfire Penalty

Some weapons are unstable and have a higher tendency to backfire on the shooter. Weapons with the Misfire trait can jam or backfire and potentially damage the shooter. When a 1 is rolled on the Shooting die (not the Wild Die), the gun misfires. Roll the weapon's full damage dice and apply half the result (rounded up) to the shooter instead of the intended target. (The intended target receives none.) Note that this can be avoided by the use of a Benny to reroll the 1.

Steam Tank

Most Steamhand weapons have steam-powered launching or firing mechanisms, which require the use of an attached steam compressor. These tanks are extremely heavy (20 lbs fully loaded) and must be carried individually on the Steamhand's back. When a weapon with the Steam Tank trait reaches its full allotment of shots, the tank is spent and cannot be used again in that combat. It takes approximately 30 minutes to refill and boil a fresh tank back to full pressure.



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