

# The City of the Steam Sun



Jumpstart



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“The City of the Steam Sun” is a table-top role-playing game in the steam-punk stylistics, designed for detective, Victorian horror and adventure genres. The events take place in the end of XIX century in the city, which was supposed to become the Utopia of the rational age, but due to an unknown cataclysm fell into the gray and gloomy world of Limbo.

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# The Age of Reason



XIX century, the age of reason. The epoch when scientific knowledge of the world became the most important value and old prejudices retreated. Philosophers began to speak about the dawn of a new golden age – and there were some reasons.

The first French republic survived, not having burnt in the flame of civil war. The Ottoman Empire was in a deep political crisis and completely dwelled on the solution of internal problems, the rulers of Britain and the Russian Empire preferred to fight on the stock exchanges rather than on the battlefields.

Due to the absence of major wars combining with a small number of lean years, a considerable economic recovery had begun in Europe by the end of the first half of the century.

The Holy See and the Holy Synod were gradually losing their influence under the impact of science and education, and European western countries started to resume cooperation with pagan Scandinavia, which had been in an economic

blockade for more than a hundred years.

Golden Ages needed a symbol and the City of the Sun became this symbol – an utopian project, implemented on the Krk island in the Adriatic Sea. The project was based on the description of an ideal city of the new time from the work by a French philosopher Nicolas Grone “Return to the City of the Sun”.

The real City of the Sun was founded in 1844 and completed by 1852. At the opening ceremony it was announced that humanity had entered a new era – the era of the triumph of science and reason, which would bring happiness and prosperity to all the people on Earth.

In the following years the City of the Sun developed rapidly, scientists made plenty of important discoveries within the walls of its university, and masters, who lived there, created many wonderful works.

But sooner or later everything comes to the end. Overnight from June 20 to June 21 in 1872, the city





was struck by a disaster of unknown origin, which later would be called Eclipse. In the morning of the 21st of June the island disappeared, and only a huge whirlpool was left instead.

Until 1875 the city was believed to be lost. There was a widespread opinion that it was a punishment for mankind's overconfidence. However, those who saw new Atlantis in the island of Krk were deeply mistaken.

In September of 1875, on a dilapidated railway bridge that earlier connected the island to the mainland, a train materialized as if from the air. The passengers of the train reported that on night of the Eclipse, the City of the Sun with all its inhabitants

moved into another reality - a reality that reminded them the Catholic description of Limbo.

Many citizens had died during the intervening three years. But the survivors managed to find there food, water, minerals and most importantly - a hitherto unknown mineral, that burns several times longer and hotter than coal. It was named a brimstone.

In 1875 demons came to the city authorities and offered to restore communication with the outside world in exchange for the right to establish trade...

At first many people used the opportunity to return from Limbo to their

homeland. But still science and technologies continued to develop there – including technomagic, that worked on not-fully-understood principles. The program that provided a start-up capital to newcomers and, last but not least, the rumors of countless treasures found in Limbo, again attracted people to the city.

Of course, the contract granting the capital for a start-up contained several not very pleasant paragraphs, and rumors about treasures were greatly exaggerated... But the City of the Sun continued to live. However, few people remembered its former name. The place was renamed into the Web, hinting that it is not so easy to escape.

*Game events of “The City of the Steam Sun “ take place in the middle of the 1890s. By this time the Web had once again become a scientific and cultural center. Brimstone, supplied by demons and produced in Limbo, is rather cheap, and therefore even ordinary citizens have many advanced technologies. Buildings are enmeshed with pneumatic mail tubes, built in almost every apartment, and powered by the drive shafts of steam boilers. There is a steam tram network stretched through the streets, and every day a huge mechanical sun goes over the city, that is designed to replace the usual one, which is always covered by the low clouds of Limbo. From the 1870-s there is a demons’ diaspora in the Web, and according to the results of the last elections held in 1893 they even got their own representative in the city council. Also since 70s the nature of technomagic was actively being studied in the city – it is a technology that allows to transform outward things using special equipment, working with an energy of an unknown nature. However, batteries can be charged with this energy only in Limbo. Theoreticians have made little progress in explanation of the essence of technomagic, but with technomagic people learnt to treat materials with incredible precision, and even give them new properties, which gave new impetus to the development of invention and the arts.*





# Examples of characters



## Detective

You are one of the first true natives of the City of the Sun: you were born and grew up there. Since childhood you have admired the Guards – a community of strong, noble and honest people, who protect the peace of the citizens and order in the streets. Having attained the age of majority, you joined the ranks of this organization – and immediately experienced a severe collapse of hopes.

At that time the Guards were led by Otto Klauschwitz – a rude warrior, who demanded an unquestioning and accurate execution of all sorts of orders and was much more concerned with the look of uniforms and drill than the investigation of real crimes.

It took you half a year to understand this – and to become a freelancer with a clear conscience.

**Attributes:** *Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6*

**Skills:** *Athletics d4, Common Knowledge d8, Fighting d4, Intimidation d6, Notice d8, Persuasion d6, Research d8, Shooting d4, Stealth d4, Thievery d4*

**Pace:** 6; **Parry:** 4; **Toughness:** 5;

**Hindrances:** two minor and one major

**Edges:** *Alertness, Investigator, Street-wise*



## Inventor

You were born in a well-to-do family, so since childhood you have had an opportunity to be keen on a very expensive hobby – research and creation of mechanisms. Your parents supported this hobby: it began with the disassembled grandfather's clock in childhood, continued by studying with the best tutors in physics and mathematics and then education at the Paris Polytechnic School.

Having learned about the brimstone and its exceptional properties that open new opportunities for creators of steam engines, you didn't hesitate for a minute and took a one-way ticket from Paris in the direction of Web.

**Attributes:** *Agility* d6, *Smarts* d10, *Spirit* d4, *Strength* d6, *Vigor* d6

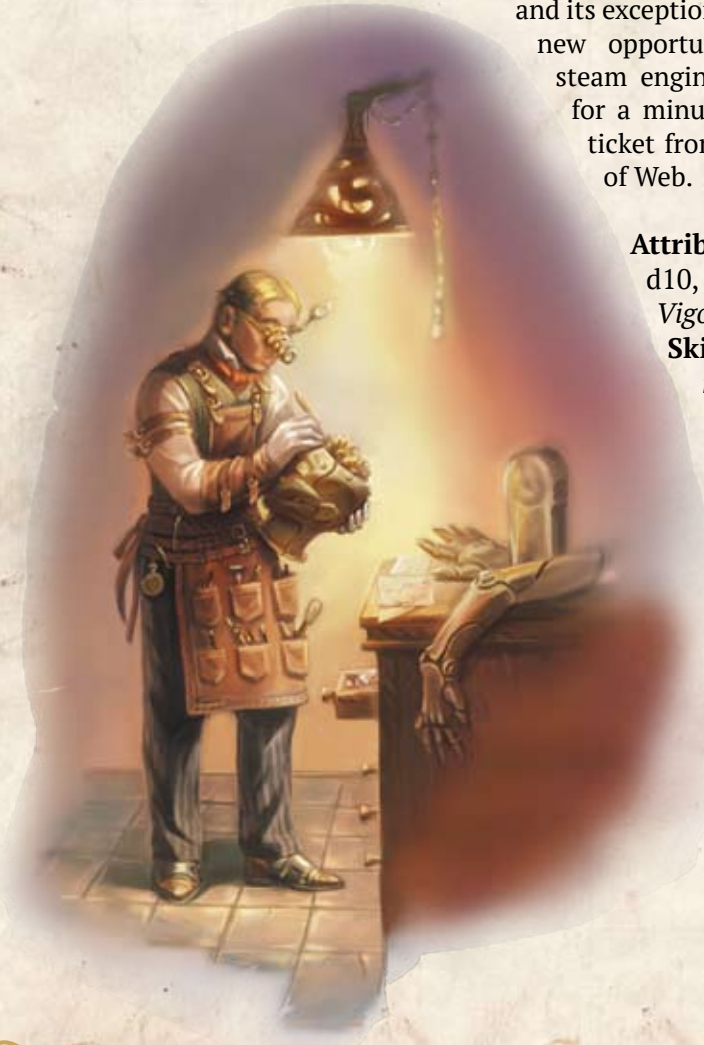
**Skills:** *Athletics* d4, *Common Knowledge* d6, *Notice* d6, *Persuasion* d4, *Repair* d10, *Research* d8, *Science* d10, *Stealth* d4

**Pace:** 6; **Parry:** 2;

**Toughness:** 5;

**Hindrances:** two minor and one major

**Edges:** *Aristocrat*, *Blind Mechanic* (+2 to all Repair checks, no penalty for blind repairs), *Gadgeteer\** (can create his own gadgets)





## Technomage

You are one of those who are called the golden youth. You squander your parent's money, enjoy life, spending it in all kinds of entertainment and looking for new experiences. You are easily interested in some fashionable novelties, but you get bored easily as well.

Your current passion is technomagic. To change the world, to feel the power that others do not have – this is incredibly exciting. Moreover, after you had a short course of technomagic at the university, you – surprising everybody – found a talent for this art in yourself.

**Attributes:** *Agility* d6, *Smarts* d10,  
*Spirit* d6, *Strength* d4, *Vigor* d4

**Skills:** *Athletics* d4, *Common Knowledge* d6, *Gambling* d8, *Notice* d6, *Persuasion* d6,  
*Repair* d6, *Stealth* d4, *Technomagic* d10

**Pace:** 6; **Parry:** 2; **Toughness:** 4;

**Hindrances:** two minor and one major

**Edges:** *Arcane Backgrounds* (technomagic), *Luck*, *Rich*

**Powers:** *Bolt*, *Darksight*



In the full version of "The City of the Steam Sun" you will find more than forty new edges, six new hindrances, as well as a broad range of air, steam and technomagic weapons.



# Technomagic



## Arcane Background (Technomagic)

**Skill:** *Technomagic (Smarts)*

**Start Powers:** 2

**Start Power Points:** *special*

Technomagic appeared in 1882, thanks to elaboration of Professor Charles Strangelove. Unlike classic mages, technomages use spells not with the abilities of their own organism, but a specially designed equipment, on which the power of a technomage mostly depends. It may seem to an uneducated person that for practicing technomagic a full purse is all you need, but this is not true. A technomage needs to enter a certain set of values into the programming unit to use any power. The base values of this set are the signature of the power. Signatures are known and to get them is usually not so difficult (although for powers that demand the rank of a veteran and higher the master can make a search to be a separate task). The problem

is that to use power properly you need an accurate signature setting, and the setting values are completely individual, plus they can vary for different powers and after a while. Namely the ability to feel, at the intuition level, the necessary setting is the factor that separates people who are able to become technomages and people who are not capable at all.

### ***Gear***

The basic set of a technomage consists of four subjects: a battery, a programming unit, a emitter and goggles. Each of these items can be one of four quality levels. Programming units and emitters of the third and fourth level, as well as the fourth-level goggles are not produced serially and require individual settings, so when someone uses someone else's equipment of this level it is considered that his level is one point lower. Also, to use a high-level equipment you need a permission with a personal signa-





ture of the Chancellor and most of the specialists that are able to produce it will demand to this permission before they agree to start their work. Although, if you know who to appeal to, you can get the equipment without a permission.

**Battery.** The source of energy for all spells. Charging of batteries is possible only at the charging stations that are located on the outskirts, however, for low-level batteries there is a common practice of exchanging an empty battery for a charged one.

Lev.	PP	Weight	Price	Charge	Charging time	Charge for charging time
1	5	0,6 kg	25 sols	15 sols	12 h.	free
2	10	0,3 kg	75 sols	30 sols	1 day	free
3	15	0,3 kg	300 sols	100 sols	3 day	50 sols
4	50	0,1kg	1000 sols	250 sols	1 week	impossible

**Programming unit.** The main control unit. The higher a level of the programmer is, the more efficient a technomage is and the more power he can

save to switch between them quickly. Between the saved powers you can switch with a free action, entering a new one takes a round.

Lev.	Weight	Price	Technomagic check modifier	Number of saved powers
1	1	100 sols	-2	3
2	0,7	350 sols	0	5
3	0,5	2000 sols	+2	7
4	0,3	10000 sols	+4	10

**Emitter.** Strength and duration of the power effect depend on the qual-

ity of the manufacturing of an emitter and focusing lenses.

Lev.	Price	Weight	Effect	Number of saved powers
1	100 sols	1	-2 to effect of once-only powers, -1 to duration of long-lasting ones	3
2	350 sols	0,7		5
3	2000 sols	0,5	+2 to effect of once-only powers, +1 to duration of long-lasting ones	7
4	10000 sols	0,3	+4 to effect of once-only powers, +2 to duration of long-lasting ones	10

**Goggles.** Specially manufactured goggles are used by technomages to determine the flow of power and studying of magic background. Also a special energy receiver is installed on goggles, that allows a technomage to use powers connected with improving of his vision.


Actually a technomage can work without goggles, but it limits his capabilities.

Goggles provide the opportunity to use the power *Detect Arcana* for free with additional modifiers




Lev.	Price	Weight	Magic Detection	Number of saved powers
1	25 sols	0,5	Use <i>Notice Check</i> to detect magical traces and <i>Technomagic Check</i> to determine their nature with modifier -2	3
2	100 sols	0,3	Magical traces are clearly visible, to determine their nature use <i>Technomagic Check</i> with modifier -2	5
3	750 sols	0,3	Similar to the previous one, but modifier of <i>Technomagic Check</i> is 0	7
4	3500 sols	0,1	Similar to the previous one, but modifier of <i>Technomagic Check</i> is +2	10

In the full version of the "The City of the Steam Sun" you will also find a description of miracle workers, who create miracles at the cost of their vitality, and dark magicians, who prepare their spells in advance, following rituals with sacrifices, and then they are able to use these spells at the right moment effortlessly. To each of the arcane backgrounds, except the unique mechanics, there are several edges attached, that allow to make characters with supernatural skills even more diverse. Also in the full version of the book you will find a list of forces with Trappings for each Arcane Background.



# The Case of the Missing Student



## Prehistory

Professor Rene Fossey, who previously worked in medicine, but has now switched to technomagic, conducts experiments on his students. He chooses those who have no relatives in the Web, offers them additional lessons and later invites them to his laboratory to participate in an important experiment. In fact, the invited become the experimental subjects, and the professor reshapes their

bodies, exploring the possibilities of processing flesh with technomagic methods.

Josef Weinstein, one of the students who fell into the hands of Fossey, turns out to be a son of a rich German family. Concerned about the lack of telegrams, his parents send a lawyer to the city after giving him an instruction to find detectives with a good reputation and hire them to search for Josef.

## About things written in newspapers

*Newspaper articles are an important tool of the game master for creating adventures in the City of Steam Sun. They can set a general mood, contain hints for the current adventure or preconditions to the future ones. If players do not ask for the purchase of newspapers (although following news may be important for the detective agency), they have a chance to hear these headlines from the newspaper boys on the streets. In this adventure newspaper headlines are used just to create an atmosphere.*



◇ The next expedition returned to the city! The ruins of an ancient settlement are found!

◇ Andrzej Wojciech's workshop accepts orders for automaton secretaries.

◇ The opera "Das Rheingold" starring the incomparable Anna Mayhew is being prepared for the premiere.

◇ "The Precise Mechanisms of Coulson, Coulson and Woods" launch "Mabinogion" – the second, more perfect computer for the Ministry of Information.

## Scene One: The order

A gentleman who introduced himself as Klaus Heising comes to the office. He is in his early fifties, his thin face looks tired, gray stubble breaks through his cheeks. He wears a traveling suit, and it seems that he went to the office immediately after arrival, not having time to tidy himself up. He says that he represents the interests of the Weinstein family from Berlin and can show all the necessary papers. Klaus offers the agency a job.

The son of the Weinstein family, Josef, entered the Web University a year and a half ago. Telegrams from him used to come regularly, but there was no one during the last three months. They worry a lot and want to hire local detectives who can discover his fate. If the detectives ask for previous telegrams, Klaus gave a small bunch, tied up with string, oth-

erwise he forgets due to tiredness after a long way. If heroes can not solve this case for a day, then the next day Klaus comes again and brings telegrams, apologizing for his absent-mindedness. From these telegrams heroes can find out that Josef attended lectures at the medical and occult faculties, with a successful *Investigation Check* they also understand that he met Professor Rene Fossey and planned to write a scientific paper under his supervision. If the investigation has been lasting till the second day, the information about Professor Fossey can be given to players without *Investigation Check*, but in the third scene he will be definitely waiting for the heroes.

**Klaus Heising:** "Good evening ... that is, of course, morning. Excuse me, I did not have time to tidy myself up after a long way, my train was delayed



*for ten hours due to the guild drivers' strike. Let's get to business before I fall asleep. I represent the interests of the Weinstein family and according to their instruction I must hire detectives. My old friend, William Dodgson, who moved here many years ago, recommended your agency. The case that I am to offer to you is unlikely to be difficult. A year and a half ago the Weinstein's son, Josef, entered the Web University. Two months ago, telegrams stopped coming from him, which worried his*

*parents. They are ready to pay one and a half thousand marks, which is about nine hundred sols in local currency, for information about the location of their son. If Josef, for some reason, decided to stop contacting his family, they respect his decision and do not require the information about his location, but ask him to write at least a short note that he is fine. Here's an official letter from Josef's parents, I think it might be useful for you at the university to explain your interest".*



## Scene Two: The University

*At the University rumors spread fast. To determine whether Professor Fossey knows that somebody is interested in him or missing Josef, Game Master throw d12 after each conversation of players at the university on the topic of investigation. If the value is less than or equal to the number of conversations that were already held (1 after the first, 2 after the second, etc.), then Professor Fossey will wait for the appearance of detectives in the third scene.*

The steam tram going to the university blocks is surprisingly new and silent (how steam technology can be noiseless) – apparently, the university representatives in the city council were able to get money for the renovation of trams in their sector. At the university the heroes need to find information about missing Weinstein. If they didn't take telegrams in the first scene, firstly they will need to find out which faculties Josef attended lectures at. For this they can contact the secretariat. There they can also find out: Josef sent a letter two months ago that he had to stop education because of personal reasons. A secretary is 35 years old, dark-haired, dressed strictly, with thin mustache, indifferent eyes and cold manners. His name is James Silver. His speech

is measured, almost emotionless.

**James Silver, a university secretary:** “Good afternoon, dear sirs, how can I help you? Are you looking for Joseph Weinstein at the request of his parents? Can I see the papers that confirm this? Ok, now I'll look for his personal file. Yes, Josef studied at our university, mainly attended lectures at the medical and occult faculties, but two months ago he sent us a letter that he had to stop his education because of personal reasons, which forced him to leave the Web. What? No, the letter was sent by standard pneumomail, without the sender's code. I advise you to apply to the deans of these faculties, I'll write you a letter so that you'll get fewer questions”.

In the deans of the medical and occult faculties they can learn about teachers with whom Josef mostly contacted. The secretary of the dean of the occult faculty is Elena Rossini, a short beautiful red-haired girl about 25–27 years old, she is obviously a former student. She wears a closed cloth dress, slightly burned in several places, and the set of a technomage (the most decent that is from mass production); she is rather friendly. A secretary at the medical faculty is Henri d'Arvignac, he

is a handsome Frenchman about 32 years old, he wears a dandy suit with a bright neck scarf. There is a terrible mess on his desk, he obviously works in a slipshod manner, he speaks in a slightly offended voice, as if he's doing you a great favour that is not appreciated.

**Elena Rossini, a secretary of the occult faculty:** *"Good afternoon, gentlemen, are you looking for someone? No, Dean Strangelove is not here, he is now at the urgent meeting of the city council. Weinstein? Yes, I remember, of course, a nice guy, he began with short courses of technomage, but then decided to get a complete education. You can talk to Anna Lorca, a teacher of technomagic theory, and Victor Tannenbaum, he leads a practical course on technomagic equipment, Josef was very interested in their courses. You can find Miss Lorca at the Department of Theoretical Technology, and Victor's lecture ends in room 212-B in half an hour".*

**Henri D'Arvignac, a secretary of the medical faculty:** *"Welcome, come in, what matter has led you here? Young Weinstein? Yes, he actively attended lectures in our faculty, talk to Michel Shkalov and Renee Fossey. It seems I have seen many times how Josef communicated with them after classes. Where can you find them? Look at the schedule, you'll understand".*

At the occult faculty players are sent to two teachers. Anna Lorca is an elderly Spanish woman, she wears a strict black dress, gathers her graying hair in a bun and has a beauty of a retired ballerina. She did not communicate with Weinstein on topics that are beyond her subject. She speaks to the players a bit arrogantly. Victor Tannenbaum is a disheveled, slightly overweight and very cheerful guy, apparently, he and Joseph were quite friendly. He regrets that Josef decided to specialize in medicine, and can remember that several students of Professor Fossey decided to leave the university.

**Anna Lorca, a professor, a teacher of technomagic theory:** *"Weinstein? Yes, of course, I remember. not the most talented student, but hard-working, which is typical for the Germans. No, I do not know why he left the university, he attended my lectures and was keenly interested in the subject, but we did not communicate beyond that".*

**Victor Tannenbaum, a teacher of practical use of technomagic equipment:** *"Josef? Yes, a great guy, works very well with his hands, which is not so common among students. We regularly sat together in the laboratory, checking the training equipment. Perhaps, he was the only one from the entire course who could properly calibrate the lenses in a technomagic emitter. It is a pity that he decided to*



*choose medicine as a main specialty and to specialize with this Frenchman Fossey, and then even left the university.*

*By the way, I've only just realized: he seems to have not been the first student to leave the university after studying with Fossey. I find it suspicious, don't you?"*

At the medical faculty the players are sent to Mikhail Shkalov and Rene Fossey. Shkalov is a Russian professor of anatomy, he is over 70 (although in Limbo it can mean that he is 90), he is very bald, the remains of his hair and sideburns framing the eagles' features are absolutely grey. Shkalov doesn't approve of the Fossey's work and his attitude towards students, especially since Fossey's experiments were already the subject of an investigation of the faculty ethics commission. Fossey is about 40, his curly brown hair is pulled into a ponytail, in general, according to his appearance he should be successful with women. If the heroes decide to talk to him, he will completely deny his acquaintance with Weinstein, however, with a successful *Notice Check* the detectives will understand that he is lying. Also at the university the heroes can learn that Fossey

has a laboratory at home for the most important research.

**Mikhail Shkalov, a professor, a teacher of anatomy:** *"Josef Weinstein? Let me remember. Yes, a good student, and as far as I know, he is an excellent assistant when it's necessary to do something with hands, but a little weak in theory, at least in my subject definitely. Fossey, however, praised him a lot, in my opinion, even too much, and persuaded to write a scientific work under his supervision. I do not like this Frenchman, to be honest. Seven years ago the faculty ethics commission investigated his experiments on dying people, but he had the papers with permission to carry out experiments for the benefit of science, so he managed to come through unscathed".*

**Rene Fossey, an associate professor, a teacher of neurophysiology:** *"Weinstein? No, I don't remember, I have a bad memory for names, sorry. Did he plan to write a paper with me? You must be misinformed, I remember each of my writing students. Yes, I had some problems with the ethics commission, but it was seven years ago and the result was a decision that my experiments are completely ethical, and now excuse me, I have to go".*

## Scene Three: The House of Professor Fossey

Professor Fossey lives in the middle ring of Zenith Sector. If Fossey knows that Weinstein is actively being looked for, then at the entrance of the house four bandits meet the heroes, obviously from the bottom of the criminal hierarchy. They wear dirty suits, one has a straw-lined jacket, another has several patches on his trousers. These bandits supply Fossey with vagrants for experiments and don't ask unnecessary questions. Two of them are with knives, two are with the most primitive air ballspitting pistol.

The house of Fossey is a two-story mansion in the Italian style, not very big. On the first floor there are a library, a study, a kitchen and a dining room, on the second floor there are three bedrooms (two of which are for guests) and a smoking room. The mess in the kitchen and in the dining room demonstrates clearly that there is a bachelor in the house who doesn't have any servants. In the basement there is a laboratory in which Fossey conducts his experiments. Instead of usual gas burners there are expensive technomagic lamps, in the center there is a large operating table with straps for legs and hands, and next to it there are medical instruments, which are in a condition close

to perfect. There are four experimental subjects bound to the walls of the laboratory with long and wide leather straps:

◇ **Josef Weinstein.** A broad-shouldered blond with thin features and very beautiful hands. He is absolutely exhausted, his face is covered with bristles. He underwent experiments connected with innervation. In his nape there is an additional limb implanted, resembling a hand at the end of which there is a magementhical eye prosthesis. In general, Josef is in a clear state of consciousness.

*Josef Weinstein: "Damn Fossey, I should understand that if all the professors estimate my abilities as average and one suddenly suggests writing a thesis under his supervision and participate in his experiments, then there is clearly something wrong. However, it's not for nothing they say that genius and insanity go hand in hand! This shit, which he implanted into my back, really works as a third eye".*

◇ **Mary Archett and Alexander Rulev.** She is a thin and fragile brunette, the features of her face say that one of her ancestors came to Europe from the East. Alexander is a big blond-brown guy with a fleshy face. Mary has no legs, her body is united to Alexander's body at the stomach, like Siamese twins.



**Alexander is only capable of incoherent mumbling, Mary retains partial lucidity.**

**Mary Archett:** *“Alexander and I wanted to be together, we planned our life after graduating from the university, now because of this psycho Fossey our life is ruined, we just have to wait, until my dear Alexander and I die, now it will certainly happen in one day”.*

✧ **Gérard Tussauds.** He was experimented on to increase his physical capabilities. His musculature is hypertrophied, his features are extremely disfigured because of this, he is completely incapable because of pain and is in a state of constant rage. Gerard is not capable of articulate speech, he can only roar and moan.

If Professor Fossey knows about the investigation, he will wait for the detectives here, in the laboratory. He is sure that he works for the benefit of humanity, and several victims do not mean anything. The professor offers the heroes the opportunity to become his guinea pigs voluntarily and attacks in case of refusal.

**Rene Fossey:** *“Well, I see you have found my laboratory where the future is created. Yes, perhaps the fate of my students seems terrible to you, but also, thanks to them, medicine will reach new, unprecedented heights. They would never have reached such heights if they had*

*worked on their own. I’m afraid that you, gentlemen, will also have to contribute to the development of science. I advise you not to resist”.*

At some point of the fight Gérard – or what he was turned into – broke loose. He attacks the nearest target, but he is most likely to ignore the other victims of experiments.

If the professor doesn’t know about the investigation, he will appear in the process of the scene, and his technomagic equipment won’t be set up for the fight. Gérard can break loose before the appearance of the professor or after.

From Joseph and Mary the heroes can find out that the professor chose the students who attended him and had no relatives in the Web, he actively communicated with them, praised their abilities and then invited them to help in a biological experiment. Then he stunned the victim with the help of technomagic and used him or her as experimental material. The laboratory also has a secret door, behind it there is another small room, saturated with terrible miasmas. There is only one hatch in the floor, under it there is a pit with bodies of those who didn’t survive the experiments. The look of mutilated bodies, some of which are turned into something unnatural, can make the players’ characters horrified.

## NPC

### A bandit with a knife

**Attributes:** *agility d10, smarts d6, spirit d6, strength d8, vigor d10*

**Skills:** *fighting d10, intimidation d8, notice d4, stealth d4, shooting d4, Thievery d10*

**Pace:** 6; **Parry:** 7; **Toughness:** 7;

**Gear:** knife (damage strength + d4), ballspitting pistol (reach 2\5\10, damage 2d4, RoF 2, reliability 4, silent, 30 shots)

### A bandit with a pistol

**Attributes:** *agility d10, smarts d8, spirit d8, strength d6, vigor d8*

**Skills:** *fighting d6, intimidation d6, notice d4, shooting d10, stealth d6, Thievery d10*

**Pace:** 6; **Parry:** 5; **Toughness:** 6;

**Gear:** knife (damage strength + d4), ballspitting pistol (reach 2\5\10, damage 2d4, RoF 2, reliability 4, silent, 30 shots)

### Rene Fossey

**Attributes:** *agility d8, smarts d12, spirit d10, strength d6, vigor d6*

**Skills:** *Healing d10, Notice d8, Persuasion d8, Research d8, Science d10, Technomagic d10*

**Edges:** *magemechanic, Arcane Backgrounds (Technomagic), Resonator Circuit*

**Pace:** 6; **Parry:** 2; **Toughness:** 5;

**Powers:** *Slow, Darksight, Processing of living matter, Stun, Quickness, Light, Slumber, Bolt, Deflection*

**Active Powers (if ready for the meeting):** *Slow, Stun, Quickness, Bolt, Deflection*

**Active Powers (if not ready for the meeting):** *Darksight, Processing of living matter, Stun, Light, Slumber*

*Replacement of any active power to another in the programmer requires a full round, between active forces he can switch by free action.*

**Gear:** battery lev. 3 (15 PP), programming unit lev. 3 (+2 to technomagic check, 5 active powers), emitter lev. 2, goggles lev. 3

## Gerard Tussauds

**Attributes:** *agility d10, smarts d4, spirit d8, strength d12, vigor d12*

**Skills:** *fighting d10, intimidation d12*

**Edges:** *Berserk, Brawny, Martial Warrior, Brawler*

**Pace:** 6; **Parry:** 7; **Toughness:** 8

"The City of the Steam Sun" is designed for adventures in three main genres: a detective story, a Victorian horror story and an adventure novel, combined with the exploration of the secrets of the world. In the full version of the book you will find three ready plots, as well as information about the past and the secrets of Limbo, which will let you create your own exciting stories.