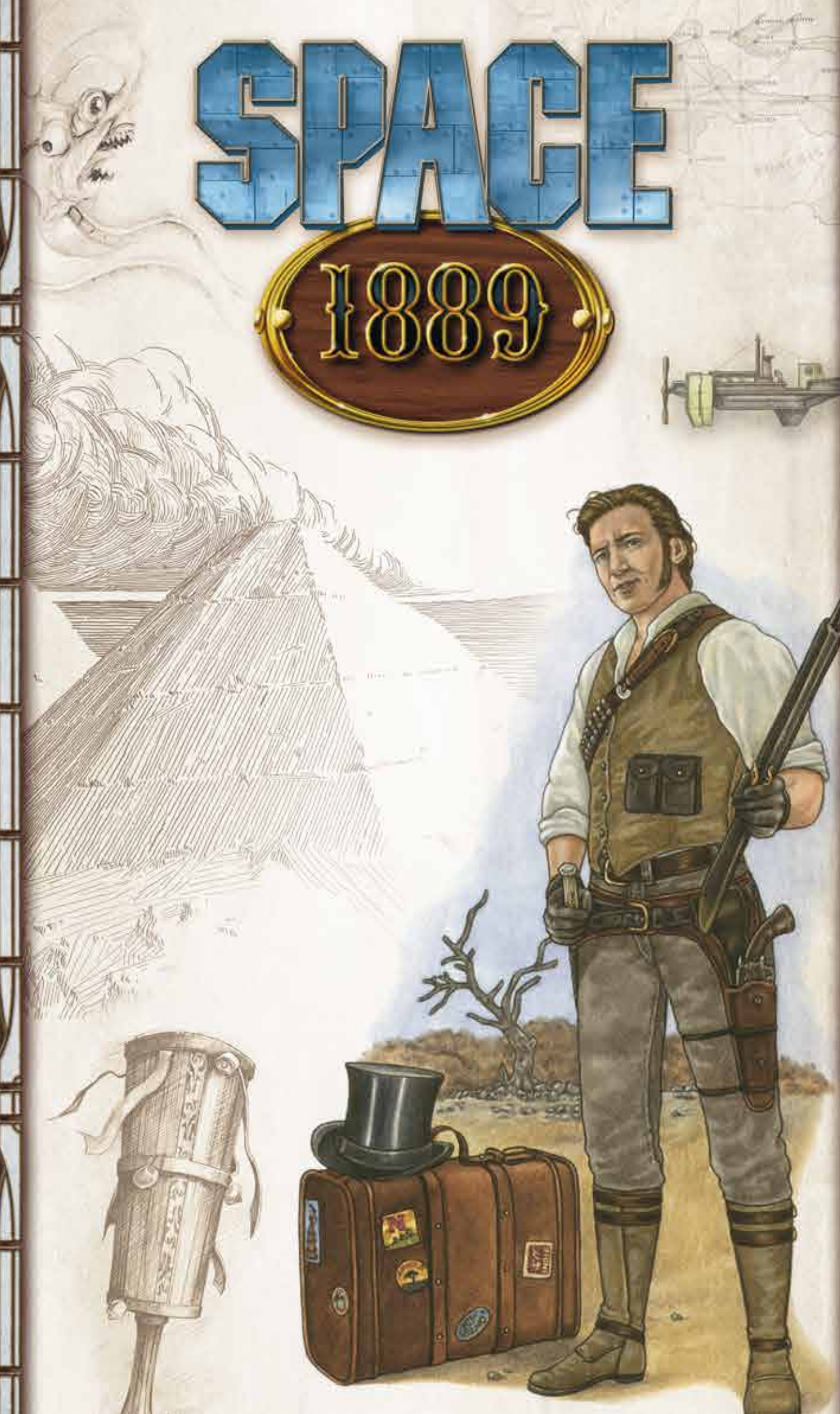




SPACE 1889 – GAMEMASTER'S SCREEN





## Rules Overview

### Step One: Declare Action (Page 195)

Describe your character's action and determine its type: standard, extended, opposed, or reflexive action. Also determine the Skill or Attribute roll required to resolve the action and its type: standard roll, opposed roll, or reflexive roll.

### Step Two: Determine Difficulty (Page 196)

The Gamemaster determines the difficulty rating of your character's action based on the task being attempted and the Skill or Attribute involved.

### Step Three: Calculate Dice Pool (Page 197)

Calculate your dice pool based on the appropriate Skill or Attribute ratings and add or subtract any modifiers.

### Step Four: Take the Average (Page 198)

Compare the average of the (modified) Skill or Attribute rating with the number of successes required to determine if you have to roll the dice at all. If your average successes equal or exceed the difficulty rating, your character succeeds without rolling any dice. In this case, skip to Step Six.

### Step Five: Roll Dice (Page 199)

Roll your dice pool and count the number of successes.

### Step Six: Resolve Action (Page 199)

Compare the number of successes with the difficulty rating of the task. If the number of successes equals or exceeds the difficulty, then the action succeeds. If the number of successes is less than the difficulty, the action fails.

### Step Seven: Try Again (Page 200)

If your character's action failed, the Gamemaster may give his approval for him to try again. However, trying again reduces your dice pool by 2. Return to Step Five.

## Difficulty

Difficulty	Rating
Easy	1
Average	2
Tough	3
Hard	4
Very Hard	5
Nigh Impossible	6 +

## Modifiers

Modifier	Example	Bonus/ Penalty
Superior bonus	A team of highly trained assistants	+8
Major Bonus	Taking extra time	+4
Moderate bonus	A good set of tools	+2
Minor bonus	Had some practice	+1
No Modifier	Normal conditions	0
Minor penalty	Slightly obscured vision	-1
Moderate penalty	Improvised tools	-2
Major penalty	Crippling wounds	-4
Severe penalty	Total darkness	-8

## Time

Time	Dice Pool
Ten times slower	+8
Five times slower	+4
Two times slower	+2
Normal speed	0
Two times as fast	-4
Three times as fast	-8

## Degree of Success

Successes vs. Difficulty	Degree of Success or Failure
+5 or more	Amazing success
+4	Exceptional success
+3	Major success
+2	Complete success
+1	Simple success
0	Minor success
-1	Simple failure
-2	Complete failure
-3	Pitiful failure
-4	Dreadful failure
-5 or more	Abysmal failure

## Style Points

Style points may be granted during game for a variety of reasons:

- Pursuing a character's motivation: 1 pt.
- Succumbing to your character's Flaw: 1 pt.
- Good roleplaying (portraying a character): 1 pt.

## Experience Points

Characters earn experience points in a variety of ways:

- **Automatic:** Characters gain one experience point just for being part of a game session.
- **Danger:** Characters gain one experience point whenever they face mortal danger and manage to survive.
- **Roleplaying:** Characters gain one experience point whenever their players portray them exceptionally well.
- **Success:** Characters gain one experience point whenever they further the plot or make progress toward their goal.
- **Wisdom:** Characters gain one experience point whenever they learn something critically important.

## Experience Point Cost

Trait	Experience Point Cost
Primary Attribute	New Attribute level x 5
Skill	New Skill level x 2
Skill specialization	3
Talent	15
Resource	15
Resource on level 0	7
Resource from level 0 to 1	8





## Attributes

Primary Attribute Rating	Ability	Secondary Attribute Rating
0	Abysmal	0-1
1	Poor	2-3
2	Average	4-5
3	Good	6-7
4	Great	8-9
5	Excellent	10-11
6 or more	Amazing	12 or more

Size	Attack/Defense	Health	Max. Body/Strength	Height/Length	Weight	Example
8	-8	+8	14	50-100 ft.	50-100 tons	Apatosaurus
4	-4	+4	10	25-50 ft.	10-50 tons	T. Rex
2	-2	+2	8	15-25 ft.	1-10 tons	Elephant
1	-1	+1	6	7-15 ft.	500 lbs. -1 ton	Steppe Tiger
0	0	0	5	5-7 ft.	100-500 lbs.	Human
-1	+1	-1	4	2-5 ft.	10-100 lbs.	Dog
-2	+2	-2	3	1-2 ft.	1-10 lbs.	Monkey
-4	+4	-4	1	6 in.-1 ft.	½-1 lb.	Toad
-8	+8	-8	0	6 in. or less	½ lb. or less	Insect

Move	Combat (turn)	Swimming (turn) Climbing (turn) Horizontal Jump*	Vertical Jump*	Walk (hour)	Run (hour)
1	5 ft.	2.5 ft.	1 ft.	½ mile	1 mile
2	10 ft.	5 ft.	2 ft.	1 mile	2 miles
3	15 ft.	5 ft.	3 ft.	1.5 miles	3 miles
4	20 ft.	10 ft.	4 ft.	2 miles	4 miles
5	25 ft.	10 ft.	5 ft.	2.5 miles	5 miles
6	30 ft.	15 ft.	6 ft.	3 miles	6 miles
7	35 ft.	15 ft.	7 ft.	3.5 miles	7 miles
8	40 ft.	20 ft.	8 ft.	4 miles	8 miles
9	45 ft.	20 ft.	9 ft.	4.5 miles	9 miles
10	50 ft.	25 ft.	10 ft.	5 miles	10 miles

\*If your character does not have a running start, his jumping distance is halved.

## Attribute Rolls

### Resistance (Body x 2)

Disease/Toxin	Difficulty
Mild food poisoning	1
Common cold	2
Malaria	3
Snake venom	4
Cyanide	5

### Balance (Dexterity x 2)\*

Balance	Difficulty
Walking on uneven ground	1
Walking across a log	2
Hopping from stone to stone	3
Walking along a narrow ledge	4
Walking a tightrope	5

\*Characters with the Athletics or Acrobatics Skill may substitute that Skill rating for this roll.

### Feats of Strength (Strength x 2)\*

Weight	Difficulty
50 lbs.	1
100 lbs.	2
250 lbs.	3
500 lbs.	4
750 lbs.	5

\*Characters with the Athletics Skill may substitute that Skill rating for this roll.

## Encumbrance

Strength	Light Load	Medium Load	Heavy Load
1	0-10 lbs.	10-25 lbs.	25-50 lbs.
2	0-25 lbs.	25-50 lbs.	50-100 lbs.
3	0-50 lbs.	50-100 lbs.	100-150 lbs.
4	0-100 lbs.	100-250 lbs.	250-500 lbs.
5	0-250 lbs.	250-500 lbs.	500-750 lbs.

### Influence (Charisma x 2)\*

Attitude
Loyal (+2 bonus)
Helpful
Friendly
Neutral
Unfriendly
Hostile
Enemy (-2 penalty)

\*Characters with the Diplomacy Skill may substitute that Skill rating for this roll.

### Reason (Intelligence x 2)\*

Reason	Difficulty
Clear directions	1
Complex instructions	2
Bizarre situations	3
Esoteric information	4
Arcane mysteries	5

\*Characters with the Investigation Skill may substitute that Skill rating for this roll.

### Courage (Willpower x 2)

Threat	Difficulty
Facing danger	1
Being hurt or wounded	2
Being maimed or disfigured	3
Facing certain death	4
Facing a slow and agonizing death	5



## Combat Overview

### Step One: Roll Initiative (Page 203)

Roll Initiative to determine when your character's actions are resolved during the combat turn. The character with the most successes takes the first action and the character with the fewest successes goes last.

### Step Two: Combat Actions (Page 204)

Your character may attack, defend, and move each turn. Declare your character's Attack action and determine the Skill or Attribute roll required to resolve it. Defense actions are reflexive and do not need to be declared. Move actions must be declared but do not require a dice roll to resolve.

### Step Three: Attack (Page 207)

The first attacker calculates his attack rating, including appropriate modifiers, then rolls his modified dice pool.

### Step Four: Defense (Page 208)

The defender calculates his Defense rating, including any appropriate modifiers. She rolls her modified dice pool and compares the number of successes rolled to her opponent's attack roll.

### Step Five: Damage (Page 211)

If the attacker rolls more successes than his opponent, his attack is successful. Each extra success inflicts one point of damage. If the attacker rolls fewer successes than the defender, his attack missed. If both characters roll the same number of successes, the attacker narrowly misses or strikes the defender without enough force to do any damage.

### Step Six: Health (Page 211)

If the attack inflicts damage, mark off the appropriate number of Health levels and resolve any additional damage effects, such as stun or knockback. If your character is reduced to negative Health, he falls unconscious. If he is reduced to -5 Health, he dies. After damage is resolved, return to step three and go on to the next character in the initiative order.

## Combat Maneuvers

In lieu of taking a standard Attack action, your character can perform a variety of different combat maneuvers.

**Aim:** +2 bonus for each turn spent aiming (up to +4 bonus). Cannot move and loses Active Defense while aiming.

**Autofire:** Make a burst fire (+1 bonus), full autofire (+3 bonus), or strafing attack (+3, but -2 per 5 feet gap between targets). Loses Active Defense while making a full autofire or strafing attack.

**Block:** Use Brawl rating to defend against all hand-to-hand attacks, -2 penalty on armed attacks. Standard Defense modifiers apply to this roll.

**Called Shot:** Make an attack with a penalty equal to target's full Defense rating. All successes rolled inflict damage.

**Cautious Attack:** -4 penalty on attack roll but gain a +2 Defense bonus.

**Charge:** Move and attack a target with a +2 Melee or Brawl bonus. Loses Active Defense while charging.

**Disarm:** Make an opposed Melee or Brawl roll with -2 penalty for striking at a weapon (+2 bonus for opponent if he holds his weapon with both hands). Opponent is disarmed if more successes are rolled on the attack.

**Dodge:** Use Athletics or Acrobatics rating to defend against all ranged attacks. Standard Defense modifiers apply to this roll.

**Grapple:** Make a Brawl touch attack with a penalty equal to the Size rating of the target. Opponent is immobilized if the number of extra successes rolled exceeds his Strength rating.

**Parry:** Use Melee rating to defend against all melee attacks. Standard weapon and Defense modifiers apply to this roll.

**Ready Weapon:** Draw a weapon and ready it for combat.

**Reload Weapon:** Reload a firearm or similar ranged weapon.

**Run:** Double Move rating to determine distance moved but cannot attack.

**Sprint:** As per Run, except quadruple Move rating to determine distance moved. Character may sprint for a number of turns equal to his Body rating, but will suffer one nonlethal wound per turn thereafter.

**Stand Up:** Stand up from a prone position. May defend normally but not attack.

**Throw:** Make a Brawl touch attack with a penalty equal to the Size rating of the target. Opponent is thrown if the number of extra successes rolled exceeds his Strength rating (6 feet per extra success rolled).

**Total Attack:** +2 bonus on attack roll but loses Active Defense. Alternatively, may make a Dual Wield, Flurry, or Rapid Shot attack.

**Total Defense:** +4 Defense bonus but cannot attack.

**Trip:** Make a Brawl touch attack with a -2 penalty if the target has four or more legs. Opponent is knocked down if the number of extra successes rolled exceeds his Strength rating.

**Use Item:** Use an item or operate a simple piece of machinery.

**Use Skill:** Use a non-combat Skill.

## Attack Modifiers

### Range

Range	Distance	Modifier
Point Blank	Less than 5 feet	*
Short	Weapon Range	0
Medium	Weapon Range x2	-2
Long	Weapon Range x4	-4
Extreme	More than Weapon Range x4	-8

\* Pistols +1, Rifles -1

### Visibility

Visibility	Example	Modifier
Blinding light	Direct sunlight	-8
Bright light	Spotlight	-4
Glare	Reflected Sunlight	-2
Well-lit	Diffused light	0
Dim light	Candle or torchlight	-2
Near darkness	Moonless night	-4
Complete darkness	Underground cave	-8

## Defense Modifiers

### Cover

Cover	Modifier
No cover	0
Partial cover	+1
Half cover	+2
Major cover	+4
Full cover	+8





# Damage

## Deprivation

A starving or dehydrating character is unable to heal.

**Dehydration:** One Lethal wound per day without water

**Starvation:** One lethal wound per week without food.

## Disease

Make a Body roll versus the Infection rating of the disease. If fewer successes are rolled, the character contracts the disease and suffers its effects.

## Drowning and Suffocation

Characters may hold their breath for one minute per Body rating.

After this time, they take one nonlethal wound per turn until able to breathe normally.

## Falling

One nonlethal wound per 10 feet fallen (rounded up). Characters reach terminal velocity after 100 feet and will take no additional damage for falling farther, as falling damage then becomes lethal.

## Space

Spontaneous encounter with vacuum without a proper space suit causes 3 L damage every turn. In case of small fissures in a space suit apply the rules for *Drowning and Suffocation*.

## Fatigue

One nonlethal wound per day without sleep or per hour of strenuous activity based on his Body rating

## Gravity

Homeworld/Environment	Earth	Mars	Mercury	Luna	Venus	Zero Gravity
Earth	0	0	-3	-4	0	-5
Mars	0	0	-3	-4	0	-5
Mercury	-3	-3	0	-1	-3	-2
Luna	-4	-4	-1	0	-4	-1
Venus	0	0	0	-4	0	-5
Zero Gravity	-5	-5	-2	-1	-5	0

# States of Being

**Exhausted:** If reduced to 0 Health by taking nonlethal damage, your character is only capable of taking 1 action per combat turn; otherwise he suffers 1 nonlethal wound and falls *Unconscious*.

**Disabled:** If reduced to 0 Health by taking lethal damage, your character is only capable of taking 1 action per combat turn; otherwise he gets 1 lethal wound, and falls *Unconscious* and is *Dying*.

**Unconscious:** If reduced to negative Health by taking nonlethal damage, your character falls unconscious (for 1 minute per point of damage below 0).

**Dying:** If reduced to negative Health by taking lethal damage, your character falls unconscious and is dying. He suffers 1 lethal damage per turn.

**Dead:** If reduced to -5 Health, your character will die, unless he is stabilized with the aid of *Life-saving Measures*.

**Remaining Conscious:** If *Disabled*, make a reflexive Willpower roll (Difficulty 2; penalty = Health rating) to remain conscious. 2 successes or more: *Exhausted* + penalty (=Health rating) on all action rolls.

**Stabilizing:** If *Dying*, make a reflexive Body roll (Difficulty 2; penalty = Health rating). 2 successes or more: *Disabled* + penalty (=Health rating) on all action rolls.

**Life-saving Measures:** Make a Medicine roll (Difficulty 2; penalty = Health rating of the dying patient). 2 successes or more: Patient is *Stabilized*.

## Electricity

Electrical Shock	Damage
Minor (a strong shock)	1 L
Major (an electric fence)	2 L
Severe (an electric generator)	3 L
Deadly (an industrial power line)	4 L

## Exposure

Temperature (Fahrenheit)	Temperature (Celsius)	Damage
Over 120°	Over 50°	4 N
113-120°	45-50°	3 N
104-113°	40-45°	2 N
95-104°	35-40°	1 N
50-95°	10-35°	0
40-50°	5-10°	1 N
30-40°	0-5°	2 N
0-30°	-15-0°	3 N
Below 0°	Below -15°	4 N

## Fire

Fire Intensity	Damage
Molten rock or metal	4 L
Chemical fire (third-degree burn)	3 L
Campfire (second-degree burn)	2 L
Torch (first-degree burn)	1 L

## Poisons and Drugs

Toxin	Damage
Deadly toxin (cyanide)	4 L
Dangerous toxin (snake venom)	3 L
Strong toxin (toxic spores)	2 L
Weak toxin (food poisoning)	1 L

# Objects

**Structure:** Defense rating + Size modifier

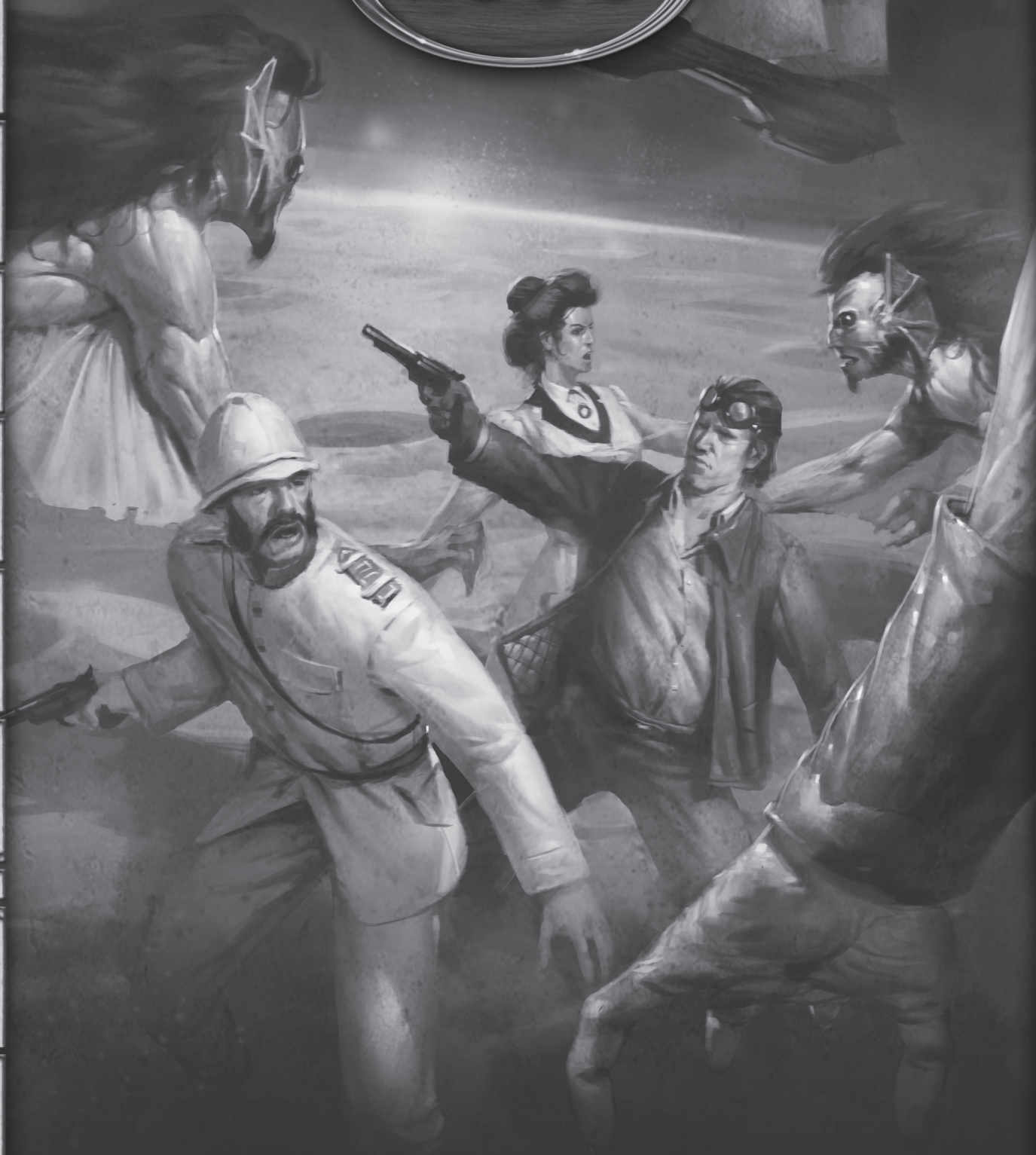
Material	Defense
Glass	2
Wood	4
Stone	6
Metal	8

Size\Material	Glass	Wood	Stone	Metal
+8	10	12	14	16
+4	6	8	10	12
+2	4	6	8	10
+1	3	5	7	9
0	2	4	6	8
-1	1	3	5	7
-2	0	2	4	6
-4	0	0	2	4
-8	0	0	0	0



# SPACE

## 1889





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## Preface

This booklet was created as a means of assistance for the Gamemaster. While the tables and rules overviews on the Gamemaster Screen help you navigate through the rule system more easily during a game session, the NPC profiles listed in this booklet are supposed to simplify the roleplaying part of the game.

These profiles are supposed to help you, the Gamemaster, with fleshing out the improvised scenes and NPCs which inevitably appear within the framework of an adventure or a campaign. The unpredictability of the players often leads to situations, which could not be planned for in advance, or which make it necessary to further develop scenes that had originally appeared to be of no importance during the Gamemaster's preparation.

*Example: Sebastian's character, the Secret Service agent Sawyer, is in San Francisco looking for a sailor from the Japanese ship, the Kenjiro and learns that he regularly visits a seedy tavern near the docks. The Gamemaster describes the vivid scene at the dive bar, including the importunate stoker, who is molesting a young waitress. Sawyer may not be a gentleman, but he is a man of deed, so he decides to alleviate the tense situation – a couple of punches later the offender finds himself lying on the ground and Sawyer standing in front of the young woman and getting his first good look at her...*

Of course, as in the example above, even a well prepared Gamemaster does not always have a suitable NPC to hand for each and every situation. When this happens, he needs to fill in the blank quickly and without interruption so that the players can continue experiencing and actively participating in his adventure's dynamic plot. This booklet is designed to help you as the Gamemaster fill in these blanks quickly and easily by giving you a wide range of archetypes and example characters, all ready to play, along with some practical advice and assistance that will make your Space: 1889 easier to run and more enjoyable for your players.

## How to use this Booklet

The stats for the NPCs listed below are supposed to serve as references which can be adapted to match the abilities of the player characters or to better match the desired skills of a NPC.

For reasons of simplicity we chose not to list the **Active Defense** (= Dexterity) and the **Passive Defense** (= Body) rating separately, they can be derived from the corresponding Attributes.

We also decided to apply the optional Zero Level Skills rule (see Space: 1889 Core Rulebook p. 150) for the **Brawl** Skill, so each character described in this book could at least punch with his full Strength rating without having formal training in this area.

If **Talents** are marked as optional, you should choose from the following selection whichever Talents you think would match the type of character you need. You are, of course, free to decide whether or not you want to use any of these suggestions for a particular NPC.

You can also freely add Resources that correspond to the background of a NPC in your specific adventure. How many Followers should the conspirator have? What rank the veteran? How much fame the mistress or how much wealth the dandy?

**Martians** and **Venusians** are described in individual sections. Canal Martians however, are not listed separately, as there are no significant differences to humans. Thus, you may simply use the same stats and descriptions for human and **Canal Martian** NPCs. **Hill Martians** on the other hand are described separately due to the significant cultural differences.

## Military

### Rank and File

*"Ja, Herr Leutnant"*

— Private Heinrich Stark, 6th Rheinisches Infanterie-Regiment No. 68, Koblenz

These simple soldiers make up the majority of every standing army. Depending on the nation, they are conscripts or volunteers, but in any case they are used to following orders. It is these men who are the stakes in the great 'game of the nations'.

#### Primary Attributes

<b>Body: 2</b>	<b>Dexterity: 3</b>	<b>Strength: 2</b>
<b>Charisma: 1</b>	<b>Intelligence: 2</b>	<b>Willpower: 2</b>

#### Secondary Attributes

<b>Size: 0</b>	<b>Move: 5</b>	<b>Perception: 4</b>
<b>Initiative: 5</b>	<b>Defense: 5</b>	<b>Stun: 2</b>
<b>Health: 4</b>		

Skills	Base	Levels	Rating	(Average)
Brawl	2	1	3	(1+)
Firearms	3	3	6	(3)
Melee	2	2	4	(2)
Survival	2	2	4	(2)

#### Talents

Optional: Instant Reload; Long Shot; Robust; Total Defense

#### Equipment

Uniform, digging tools, letters from home

Weapons	Rating	Size	Attack	(Average)
Knife	1 L	0	5 L	(2+) L
Punch	0 N	0	3 N	(1+) N
Military Rifle (100 ft., 8(m), M)	3 L	0	9L	(4+) L



## Notable Examples

### Veteran

*"I have a bad feeling about this – if it is so easy to catch this Martian, why has no one managed to get him yet?"*

—Sergeant Donald 'Donny' McAllister, Rifle Brigade (Prince Consort's Own); Parhoon

This soldier has seen many battles – and has lived to tell about them. A veteran tends to have a healthy sense of suspicion, as he learned from experience that most operations are not as easy as the young lieutenant has promised.

#### Primary Attributes

Body: 3      Dexterity: 3      Strength: 2  
Charisma: 2      Intelligence: 2      Willpower: 2

#### Secondary Attributes

Size: 0      Move: 5      Perception: 4  
Initiative: 5      Defense: 6      Stun: 3  
Health: 5

Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Firearms	3	3	6	(3)
Melee	2	3	5	(2+)
Streetwise	2	2	4	(2)
Survival	2	3	5	(2+)

#### Talents

Die hard

#### Equipment

Uniform with ribbons, Credit note of a commission on a cottage

Weapons	Rating	Size	Attack	(Average)
Knife	1 L	0	6 L	(3) L
Punch	0 N	0	4 N	(2) N
Military Rifle (100 ft., 8(m), M)	3 L	0	9 L	(4+) L

### Deserter

*"No, I won't go back there – I'd rather jump down this gorge!"*

—Jean Pennant, formerly French Army, 30 miles south of Fort Zinderneuf

Not everyone keeps his nerve during battle; deserters broke their oath of allegiance, choosing the life of a refugee over certain death. These desperate men are hunted by their former service which will severely punish them for deserting their posts.

#### Primary Attributes

Body: 2      Dexterity: 3      Strength: 3  
Charisma: 1      Intelligence: 2      Willpower: 2

#### Secondary Attributes

Size: 0      Move: 6      Perception: 4  
Initiative: 5      Defense: 5      Stun: 2  
Health: 4

Skills	Base	Levels	Rating	(Average)
Brawl	3	2	5	(2+)
Firearms	3	2	5	(2+)
Melee	3	3	6	(3)
Stealth	3	2	5	(2+)
Streetwise	1	3	4	(2)
Survival	2	4	6	(3)

#### Talents

Alertness; Danger Sense

#### Equipment

Ragged uniform, stolen food

Weapons	Rating	Size	Attack	(Average)
Machete	2 L	0	8 L	(4) L
Punch	0 N	0	5 N	(2+) N
Pistol (50 ft., 1(i), M)	2 L	0	7 L	(3+) L

## Officers

*"What a splendid day for a maneuver! A song, fellows!"*

—Officer Egon von Welke, 2. Garde-Landwehr-Grenadier-Regiment, Hamm

As a matter of course, the leadership of the troops must be the responsibility of an officer; this kind of responsibility cannot be expected from a simple soldier. In all of the best regiments, the officers will come from families of the nobility with a certain military tradition, while officers in the technical regiments come from burgeoning middle classes. They stay among their equals and serve wherever they are sent by their high command – if only the climate wasn't so intolerable.

#### Primary Attributes

Body: 2      Dexterity: 3      Strength: 3  
Charisma: 3      Intelligence: 3      Willpower: 3

#### Secondary Attributes

Size: 0      Move: 6      Perception: 6  
Initiative: 6      Defense: 5      Stun: 2  
Health: 5

Skills	Base	Levels	Rating	(Average)
Bureaucracy	3	3	6	(3)
Diplomacy	3	4	7	(3+)
Firearms	3	3	6	(3)
Intimidate	3	3	6	(3)
Melee	3	3	6	(3)
Ride	3	2	5	(2+)
Survival	3	1	4	(2)

#### Talents

Optional: Alertness, Danger Sense, Inspire

#### Equipment

Dress uniform, swagger Stick, saber, binoculars, service weapon

Weapons	Rating	Size	Attack	(Average)
Saber	3 L	0	9 L	(4+) L
Heavy Revolver (50 ft., 6(r), M)	3 L	0	9 L	(4+) L



## Notable Examples

### Cavalryman

*"Ready lances! Prepare for assault!"*

—Lt. Henry Lytton, 41st Bengal Lancers, India

The supremacy of the mounted warrior has dominated the battle fields of Earth as well as Mars for centuries. This tradition lives on, even though the mounts might be different, be it a Martian gashant, a Venusian dinosaur, or even a steam-powered machine – the nimbus of the chivalric and flamboyant cavalryman is undiminished.

#### Primary Attributes

Body: 3      Dexterity: 4      Strength: 3  
Charisma: 4      Intelligence: 2      Willpower: 3

#### Secondary Attributes

Size: 0      Move: 7      Perception: 5  
Initiative: 6      Defense: 7      Stun: 3  
Health: 6

Skills	Base	Levels	Rating	(Average)
Athletics	3	3	6	(3)
Brawl	3	1	4	(2)
Diplomacy	4	2	6	(3)
Firearms	4	3	7	(3+)
Intimidate	4	4	8	(4)
Melee	3	4	7	(3+)
Ride	4	5	9	(4+)
Survival	2	2	4	(2)

#### Talents

Charismatic; Parry

#### Equipment

Dashing uniform, cavalry saber, carbine, saddle, mount, whip

Weapons	Rating	Size	Attack	(Average)
Saber	3 L	0	10 L	(5) L
Punch	0 N	0	4 N	(2) N
Carbine (80 ft., 8(m), M)	3 L	0	10 L	(5) L

### Chief Mate

*"Rear ether rudder plus 5 degrees – keep the ship steady until we are free of the Earth's gravity shadow."*

—Captain Lieutenant Herbert von Streicher, Low Earth Orbit

Serving on a ship demands special requirements from the officers on board. Often they set out on long trips, operating all on their own far from any port. Maintaining discipline and operational capability under these difficult circumstances requires special talents. It makes no difference if their vessel is a steamer crossing the Pacific Ocean, an ether flyer heading for the outer Solar System, or an aerial flyer patrolling above the jungles of Venus.

#### Primary Attributes

Body: 2      Dexterity: 3      Strength: 3  
Charisma: 3      Intelligence: 3      Willpower: 4

#### Secondary Attributes

Size: 0      Move: 6      Perception: 7  
Initiative: 6      Defense: 5      Stun: 2  
Health: 6

Skills	Base	Levels	Rating	(Average)
Acrobatics	3	2	5	(2+)
Diplomacy	3	3	6	(3)
Firearms	3	3	6	(3)
Gunnery	3	3	6	(3)
Melee	3	2	5	(2+)
Pilot (choose vehicle)	3	5	8	(4)
Science (choose Specialization)	3	3	6	(3)

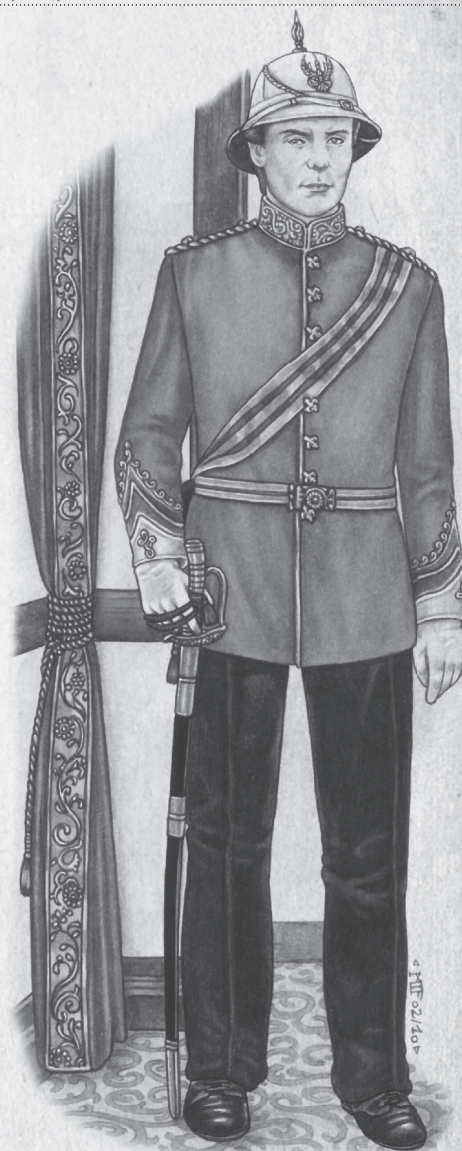
#### Talents

Direction Sense

#### Equipment

Marine uniform, nautical instruments, remedy against seasickness

Weapons	Rating	Size	Attack	(Average)
Saber	3 L	0	8 L	(4) L
Pistol (50 ft., 6(r), M)	2 L	0	8 L	(4) L





## It's all in the name

Nothing says, "I'm a person who has no significance in this plot that the GM just made up" like a name of questionable quality, or worse, no name at all.

*Example: Sebastian makes his alter ego Sawyer smile and ask for the young woman's name. Taken by surprise, the Gamemaster hesitates: "Err..." At this point, everyone at the table knows that this woman is of no importance to the course of the plot. Thus the reaction of the Gamemaster has influenced the perception of the player characters and makes them lose interest in the NPC.*

You can prevent this problem by either inventing a name spontaneously (which can sometimes lead to awkward situations: "What, the Mayor's name is the same as the village?") or you can prepare yourself beforehand. All you have to do

is note down a couple of names suitable for a particular locale, and maybe even some additional unsuitable and exotic names – you never know when they might be needed.

This way, you can build up your own little library in the course of a campaign. Of course, do not forget to note down which name you already used for which character (for further advice, see *Bookkeeping* on p. 25).

*Example: Of course, having prepared a list of names beforehand, the Gamemaster is not taken by surprise by Sawyers, question, and he promptly consults his list of female names. The name Hitomi catches his attention (knowing that the player characters were going to be in San Francisco looking for a Japanese sailor, he was prepared for Japanese characters) and he decides to introduce and describe her as a waitress with Japanese roots. This contact could prove to be more useful than previously thought...*

# Lords and Ladies

*"This is a very nice town house. Your family's summer residence must be delightful."*

—George Lewis Hughes, 3rd Baron Dinorbe to his fiancé's parents.

Even though the children of the revolution never grow tired of pointing out the equality of all people, there have always been those who are more equal than others. Virtually every society has at least some members who enjoy certain privileges, be it due to their bloodline or some other reason. We call them nobles, no matter if we are talking about an impoverished Marquis, a Martian canal prince, or a member of the Imperial House of China.

### Primary Attributes

<b>Body: 2</b>	<b>Dexterity: 3</b>	<b>Strength: 2</b>
<b>Charisma: 3</b>	<b>Intelligence: 3</b>	<b>Willpower: 3</b>

### Secondary Attributes

<b>Size: 0</b>	<b>Move: 5</b>	<b>Perception: 6</b>
<b>Initiative: 6</b>	<b>Defense: 5</b>	<b>Stun: 2</b>
<b>Health: 5</b>		

Skills	Base	Levels	Rating	(Average)
Academics (choose one)	3	3	6	(3)
Art (choose one)*	3	3	6	(3)
Athletics**	2	3	5	(2+)
Bureaucracy	3	2	5	(2+)
Diplomacy	3	4	7	(3+)
Firearms**	3	4	7	(3+)
Linguistics	3	3	6	(3)
Melee**	2	4	6	(3)
Performance	3	2	5	(2+)
Ride	3	3	6	(3)

### Talents

**Optional: Accuracy, Attractive, Captivate, Charismatic, Headstrong, Inspire, Skill Mastery (Academics), Skill Mastery (Art)**

### Equipment

**Exquisite suit or dress, inherited jewelry, sufficient money**

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2 N	(1) N
Rapier	2 L	0	8 L	(4) L
Hunting Rifle	2 L	0	9 L	(4+) L

\*For the ladies

\*\*For the gentlemen

## Notable Examples

### Exotic Princess

Dresses made of pure silk and jewelry made of priceless gemstones and pure gold turn the daughters of foreign kings into living goddesses, who can infatuate every man and delude every woman. Whether it is a Thai, an Indian, or a Canal Martian princess hiding under this masquerade, it hardly matters, her exoticism is bound to entice.

### Primary Attributes

<b>Body: 2</b>	<b>Dexterity: 4</b>	<b>Strength: 2</b>
<b>Charisma: 6</b>	<b>Intelligence: 3</b>	<b>Willpower: 3</b>

### Secondary Attributes

<b>Size: 0</b>	<b>Move: 6</b>	<b>Perception: 6</b>
<b>Initiative: 7</b>	<b>Defense: 6</b>	<b>Stun: 2</b>
<b>Health: 5</b>		



Skills	Base	Levels	Rating	(Average)
Academics (Literature)	3	3	6	(3)
Art (choose one)	3	3	6	(3)
Athletics	2	4	6	(3)
Brawl	2	2	4	(2)
Diplomacy	6	4	10	(5)
Empathy	3	5	8	(4)
Linguistics	3	4	7	(3+)
Melee	2	2	4	(2)
Performance	6	6	12	(6)
Ride	4	2	6	(3)

#### Talents

Attractive, Captivate, Inspire

#### Equipment

Exquisite dress, inherited jewelry, sufficient money

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	4 N	(2) N
Hairpin	1 L	0	5 L	(2+) L

## Dandy

*"I could imagine going into politics, I wouldn't feel all too useful there."*

—Charles William Hales, 8th Baronet of Beaksbourne

Dandies have devoted their lives to beauty, primarily their own, of course. They lead an exclusive lifestyle that is as conspicuous as it is expensive. They live to please, first and foremost the women they desire. Certainly not every dandy is of noble descent, but the money that usually comes with old blood makes it much easier to finance a life subject wholly to the dictate of fashion. This is why it is mostly the sons of families with a long tradition that follow the ideal of the Byronic hero.

Primary Attributes		
Body: 2	Dexterity: 4	Strength: 2
Charisma: 5	Intelligence: 3	Willpower: 2

#### Secondary Attributes

Size: 0	Move: 6	Perception: 5
Initiative: 7	Defense: 6	Stun: 2
Health: 4		

Skills	Base	Levels	Rating	(Average)
Academics	3	3	6	(3)
Art (choose one)	3	5	8	(4)
Athletics	2	3	5	(2+)
Bureaucracy	3	2	5	(2+)
Con	5	4	9	(4+)
Diplomacy	5	4	9	(4+)
Empathy	3	3	6	(3)
Firearms	4	5	9	(4+)
Linguistics	3	3	6	(3)
Melee*	5	3	8	(4)
Performance	5	5	10	(5)
Ride	4	4	8	(4)
Science	3	2	5	(2+)
Streetwise	5	3	8	(4)

\*) Modified by Talent

#### Talents

Attractive; Bold Attack; Captivate; Inspire; Parry; Skill Mastery (Academics)

#### Equipment

Exquisite suits, a fine handkerchief, much, but never enough, money

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2 N	(1) N
Osman Saber	2 L	0	10 L	(5) L
Old-fashioned Pistol	2 L	0	11 L	(5+) L

# Citizens and Service Personnel

## Merchants and Traders

*"You're lucky: I have exactly what you're looking for."*

—Herbert Fliege, haberdasher from Berlin

Merchants are friends in foreign countries. They help in need, give you food when you are hungry, clothes when you're freezing, and something to drink when you are thirsty. At least when you are able to reimburse their hospitality with a little money.

#### Primary Attributes

Body: 2      Dexterity: 2      Strength: 3  
Charisma: 2      Intelligence: 3      Willpower: 2

#### Secondary Attributes

Size: 0      Move: 5      Perception: 5  
Initiative: 5      Defense: 4      Stun: 2  
Health: 4

Skills	Base	Levels	Rating	(Average)
Bureaucracy	3	1	4	(2)
Craft (according to profession)	3	2	5	(2+)
Diplomacy	2	4	6	(3)
Melee	3	1	4	(2)

#### Talents

Optional: Danger Sense; Skill Mastery (Craft); Time Sense; Total Recall

#### Equipment

Notebook, keys, wooden slat under the counter

Weapons	Rating	Size	Attack	(Average)
Wooden Slat	1 N	0	5 N	(2+) N
Punch	0 N	0	3 N	(1+) N



## Notable Examples

### Ironmonger

*"I'm sorry, we don't have this Martian screw type, but I'm sure I can customize it for you."*

—Ferdinand Wagenhuber, ironmonger from Munich

In this modern world, powered by steam and gears, it is important to always have sufficient spare parts at your disposal. It is the task of the ironmongers to stock these spare parts – and more. Many also have workshops of their own behind their shop fronts, where they might not only be able to fashion a replacement part, but where might be hiding a surprisingly interesting device of their own construction.

#### Primary Attributes

Body: 3      Dexterity: 2      Strength: 4  
Charisma: 2      Intelligence: 3      Willpower: 2

#### Secondary Attributes

Size: 0      Move: 6      Perception: 5  
Initiative: 5      Defense: 5      Stun: 3  
Health: 5

Skills	Base	Levels	Rating	(Average)
Bureaucracy	3	1	4	(2)
Craft (Smith)	3	4	7	(3+)
Diplomacy	2	4	6	(3)
Melee	4	1	5	(2+)

#### Talents

Tinker

#### Equipment

Notebook, keys, tool belt, big hammer

Weapons	Rating	Size	Attack	(Average)
Hammer	2 N	0	7 N	(3+) N
Punch	0 N	0	4 N	(2) N

### Pharmacist

*"And be careful with that alcohol, that is pure poison if swallowed! All right, who gets the cocaine?"*

—Dr. Georg Klaus, pharmacist from Dortmund

Pharmacists are not only experts on medicinal remedies, a modern and well-stocked pharmacy provides every substance a chemist might need for his experiments or an inventor might need to fuel one of his machines.

#### Primary Attributes

Body: 2      Dexterity: 3      Strength: 2  
Charisma: 3      Intelligence: 4      Willpower: 2

#### Secondary Attributes

Size: 0      Move: 5      Perception: 6  
Initiative: 7      Defense: 5      Stun: 2  
Health: 4

Skills	Base	Levels	Rating	(Average)
Bureaucracy	4	2	6	(3)
Diplomacy	3	4	7	(3+)
Medicine	4	2	6	(3)
Science (Chemistry)	4	4	8	(4)

#### Equipment

Notebook, keys, bag with crucibles and flasks

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2 N	(1) N

### Hotelier

*"The guest is always right, even if we have to throw him out."*

—César Ritz, Swiss hotelier

The great hoteliers are nothing else, but the kings of servants. Their realm may be limited to four walls and a roof, but within these limits they are the highest authority. They have the ambition to realize every possible wish their guests might have – at least as long they can pay for it.

#### Primary Attributes

Body: 2      Dexterity: 2      Strength: 2  
Charisma: 5      Intelligence: 4      Willpower: 2

#### Secondary Attributes

Size: 0      Move: 4      Perception: 6  
Initiative: 6      Defense: 4      Stun: 2  
Health: 4

Skills	Base	Levels	Rating	(Average)
Academics	4	2	6	(3)
Bureaucracy	4	4	8	(4)
Diplomacy	5	5	10	(5)
Empathy	4	4	8	(4)

#### Talents

Inspire, Natural Leader, Skill Mastery (Academics), Time Sense

#### Equipment

Master key

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2 N	(1) N

### Animal Trader

*"Even the strongest Baboon male won't attack a man without being cornered; still the handling of a captured individual is not without its dangers. Their mighty fangs are no less than those of leopards and their body strength is enormous."*

—Carl Hagenbeck, animal trader from Hamburg

Since mankind made footfall on the other planets, the animal trade has gained in importance. Not only are zoos and museums interested in exotic creatures from Mars, Venus, and Mercury, but scientists demand offworld specimens to study and some private collectors demand alien animals to display and show-off. Whoever engages in this trade needs courage and a love for adventure as many of these creatures are difficult to capture and found in dangerous places.

#### Primary Attributes

Body: 2      Dexterity: 3      Strength: 2  
Charisma: 4      Intelligence: 4      Willpower: 2



### Secondary Attributes

Size: 0      Move: 5      Perception: 6  
Initiative: 7      Defense: 5      Stun: 2  
Health: 4

Skills	Base	Levels	Rating	(Average)
Animal Handling	4	5	9	(4+)
Bureaucracy	4	2	6	(3)
Diplomacy	4	2	6	(3)
Firearms	3	4	7	(3+)
Intimidation	4	4	8	(4)
Melee	2	1	3	(1+)
Performance	4	2	6	(3)
Ride	3	4	7	(3+)
Science (Biology)	4	2	6	(3)
Survival	4	2	6	(3)

### Talents

Animal Affinity; Danger Sense; Fearsome

### Equipment

Notebook, keys, knife, revolver

Weapons	Rating	Size	Attack	(Average)
Knife	1 L	0	4 L	(2) L
Punch	0 N	0	2 N	(1) N
Revolver	2 L	0	9 L	(4+) L

## Service Personnel

*"The cufflinks, Sir? May I help you put on your coat?"*

—Gordon Napier, valet of the Duke of Crowborough

Every household that takes pride in itself employs personnel who do the domestic work. Being a member of the upper class of the 19th century is not just demonstrated through the possession of estates or luxury goods, but also through the number of personnel employed, as the master of a household must be able to support them with his fortune. In the best case, the servants are considered a part of the family, at least in some way. Of course, these servants usually have no say in the doings of household affairs, but their master still appreciates their judgment and protects them, no matter if they are employees or slaves. In the worst case, they are employees, but are treated like slaves. Typically organized into strict hierarchies, they include butlers, housekeepers, footmen and grooms, and cooks and maids, each with set responsibilities.

### Primary Attributes

Body: 2      Dexterity: 3      Strength: 3  
Charisma: 2      Intelligence: 2      Willpower: 2

### Secondary Attributes

Size: 0      Move: 6      Perception: 4  
Initiative: 5      Defense: 5      Stun: 2  
Health: 4

Skills	Base	Levels	Rating	(Average)
Craft (according to task)	2	4	6	(3)
Stealth	3	1	4	(2)

### Talents

Optional: Alertness; Robust;  
Skill Mastery (Craft); Time Sense

### Equipment

A simple staff uniform

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	3 N	(1+) N

## Notable Examples

### Butler

*"I'm sorry, but his lordship is presently indisposed. Would you like to leave a message?"*

—Alfred Collins to his master's creditors

In the households of the Empire's high society (that is, practically in most parts of the known world), the butler is the highest ranking post a servant can achieve. Usually, a butler is at his master's disposition day and night, unless he decides to take his day off. Spending years in his training and even longer in occupying varying positions of a household, a butler is often full of hidden talents and knows how to put such talents to discreet use in order to assure the well-being of his employer.

### Primary Attributes

Body: 2      Dexterity: 4      Strength: 2  
Charisma: 3      Intelligence: 3      Willpower: 2

### Secondary Attributes

Size: 0      Move: 6      Perception: 5  
Initiative: 7      Defense: 6      Stun: 2  
Health: 4

Skills	Base	Levels	Rating	(Average)
Bureaucracy	3	3	6	(3)
Con	3	3	6	(3)
Craft	3	5	8	(4)
Diplomacy	3	3	6	(3)
Empathy	3	3	6	(3)
Investigation	3	3	6	(3)
Stealth	4	4	8	(4)
Streetwise	3	3	6	(3)

### Talents

Guardian; Inspire; Skill Mastery (Craft); Time Sense

### Equipment

Master key

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2 N	(1) N

### Her Royal Highness' Hairdresser

*"Just a bit at the tips, Your Highness? Oh, your hair is gorgeous! No, I'm sorry, Your Highness, but I could never give away the secret entrusted to me by his Royal Highness. You know about my discretion. However, the next time your husband should bother you, why don't you just ask him about his betting debts?"*

—Ferdinand Griesbach, hairdresser of the House of Hannover

Hairdressers can be the most perfect of servants. They are invisible, trustworthy, and they work for the highest ranking members of society. Which means that while carrying out their profes-



sional duties and engaging in smalltalk, they invariably catch up on all of the gossip. Useful information perhaps, if they would just share this ...

Primary Attributes		
Body: 2	Dexterity: 4	Strength: 2
Charisma: 4	Intelligence: 4	Willpower: 3

Secondary Attributes		
Size: 0	Move: 6	Perception: 7
Initiative: 8	Defense*: 10	Stun: 2
Health: 5		

Skills	Base	Levels	Rating	(Average)
Art (Composition)	4	4	8	(4)
Con	4	4	8	(4)
Craft (Hairdressing)	4	5	9	(4+)
Diplomacy	4	5	9	(4+)
Empathy	4	5	9	(4+)
Melee*	4	3	7	(3+)
Performance	4	3	7	(3+)
Streetwise	4	4	8	(4)

\*) Modified by Talent

Talents	
Dual Wield, Combat Skill (Craft) 2;	
Calculated Attack (Melee); Flurry	

Equipment	
A frightening number of various scissors, knives, blades and needles	

Weapons	Rating	Size	Attack	(Average)
Razor	0 L	0	7 L	(3+) L
Knife	1 L	0	8 L	(4) L
Punch	0 N	0	2 N	(1) N
Scissors	1 L	0	8 L	(4) L
Hairpin	1 L	0	8 L	(4) L

## Performance Artists

"To be or not to be..."

—Often quoted monologue from William Shakespeare's *Hamlet*

Everyone admires the great actors and composers, the opera divas and ballet dancers. To the ordinary people, making a success of the performing arts is one of the few means by which they might gain a certain social status, even if it means displaying their talents on stage night after night just to entertain the rich and the nobility. The life of most artists consists of constant travelling as every town and settlement across the Solar System thirsts to see the latest and most unusual performances or be seen with the latest stars and starlets. Thus most artists can be met everywhere.

Primary Attributes		
Body: 2	Dexterity: 3	Strength: 2
Charisma: 4	Intelligence: 2	Willpower: 2

Secondary Attributes		
Size: 0	Move: 5	Perception: 4
Initiative: 5	Defense: 5	Stun: 2
Health: 4		

Skills	Base	Levels	Rating	(Average)
Acrobatics	3	2	5	(2+)
Con	4	2	6	(3)
Diplomacy	4	2	6	(3)
Melee	4	1	5	(2+)
Performance	4	3	7	(3+)

Talents	
Optional: Attractive; Bold Attack; Captivate;	
Skill Aptitude (choose Skill)	

Equipment	
Bag with scripts, a variety of costumes, make-up bag	

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2 N	(1) N
Sword	2 L	0	7 L	(3+) L

## Stereotype vs. Personality

When describing a new character it is tempting to refer to established stereotypes; a redheaded Irish drunkard, a pretentious Texan, or a British snob, these are familiar to the readers and players.

If you want to give an NPC more personality, you should use these stereotypes wisely and make sure the players experience each NPC as a memorable individual. To achieve this you should assign a particular characteristic or a unique and unforgettable trait to each.

This could be a physical trait (a bulbous nose, a stiff arm, varicolored eyes...), a habit (runs her fingers through her hair, whistles songs, stubs out his cigarettes particularly thoroughly...), or a specific speech pattern (likes to use set phrases, constantly repeats what has been already said, uses profanities...). Dresses or jewelry can also make a character unique (wears old-fashioned clothes, the fabric is already worn-out, a frock coat cut too tightly...). Special accessories (steam-powered dog, a valuable pocket watch, a swagger stick...) can also contribute to making a character memorable.

*Example: The Gamemaster describes Hitomi as a typical Asian woman (rather small and petite with black hair), thus meeting the players' expectations. Her speech however astonishes them; years of living and working on the Frisco harbor have left a mark, and there are swearwords coming out of the graceful woman's mouth that would make a sailor blush. Astounded, agent Sawyer raises his eyebrow.*



## Notable Examples

### Diva

*"You cannot be serious! I believe I'm going to faint, unless I get my own dressing room right now."*

—Annabella Grillo, opera singer on board the passenger liner Sunset

Opera divas are the great artists of the century – and they know it. Their voice is so great that it has become surrounded by many a legend – almost as many as their airs and graces surround them.

#### Primary Attributes

Body: 3      Dexterity: 2      Strength: 2  
Charisma: 4      Intelligence: 2      Willpower: 4

#### Secondary Attributes

Size: 0      Move: 4      Perception: 6  
Initiative: 4      Defense: 5      Stun: 3  
Health: 7

Skills	Base	Levels	Rating	(Average)
Diplomacy	4	2	6	(3)
Intimidation	4	4	8	(4)
Performance	4	5	9	(4+)

#### Talents

Bold Attack; Captivate; Fearsome

#### Equipment

Notes, bag with scripts and fan mail

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2 N	(1) N



### Stage Magician

*"Look closely! Now you can still see me..."*

—The Great Wheldrake, master magician

Everyone knows that stage magicians use sleight of hand when performing a magic trick. Or do they? Psychics communicating with ghosts, flying ships, or Tesla's wonders of electricity – at the end of the 19th century, everything seems possible. The truth is somewhere between dexterity, science, and charisma, and there is no doubt that stage magicians count among the most enigmatic figures that appear in theatres across the Solar System.

#### Primary Attributes

Body: 3      Dexterity: 4      Strength: 2  
Charisma: 4      Intelligence: 4      Willpower: 3

#### Secondary Attributes

Size: 0      Move: 6      Perception: 7  
Initiative: 8      Defense: 7      Stun: 3  
Health: 6

Skills	Base	Levels	Rating	(Average)
Acrobatics	4	3	7	(3+)
Con	4	5	9	(4+)
Demolitions	4	2	6	(3)
Diplomacy	4	4	8	(4)
Empathy	4	4	8	(4)
Firearms	4	2	6	(3)
Gamble	4	3	7	(3+)
Larceny	4	5	9	(4+)
Melee	2	2	4	(2)
Performance	4	5	9	(4+)
Stealth	4	4	8	(4)

#### Talents

Options: Captivate 3; Danger Sense; Dual Wield; Quick Draw

#### Equipment

Bag with a variety of card decks, coins, knives, pistols, and chemical compounds, various pieces of twine, wire, and cloth, a cage with two birds, plus a top hat and a perfect dress coat

Weapons	Rating	Size	Attack	(Average)
Knife	1 L	0	5 L	(2+) L
Punch	0 N	0	2 N	(1) N
Revolver	2 L	0	8 L	(4) L

### Craftsmen

*"A commode made of liftwood? I don't know what that would be good for, but if you provide the material, I could even build you a tea trolley from dinosaur bones."*

—Heinrich Rampendahl, carpenter and ivory-carver from Hamburg

Despite all the marvels that scientists have given to the world, spacefaring and day-to-day business would not be possible without skilled craftsmen. Who else would bake bread, manufacture furniture, craft locks, or sew the dresses that are worn at the great balls thrown by high society?

#### Primary Attributes

Body: 3      Dexterity: 3      Strength: 3  
Charisma: 2      Intelligence: 2      Willpower: 2

#### Secondary Attributes

Size: 0      Move: 6      Perception: 4  
Initiative: 5      Defense: 6      Stun: 3  
Health: 5

Skills	Base	Levels	Rating	(Average)
Art (matching Craft)	2	5	7	(3+)
Athletics	3	2	5	(2+)
Brawl	3	2	5	(2+)
Craft (according to profession)	2	2	4	(2)
Melee	3	1	4	(2)

#### Talents

Options: Die Hard; Iron Jaw; Quick Healer; Tinker

#### Equipment

Tools, a packed lunch



Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	5 N	(2+) N
Hammer	2 N	0	6 N	(3 N
Crowbar	2 N	0	6 N	(3) N
Carving Knife	1 T	0	5 N	(2+) T
Iron Tube	1 N	0	5 N	(2+) N
Screwdriver	1 N	0	5 N	(2+) N
Meat Cleaver	2 L	0	6 L	(3) L

## Notable Examples

### Ether Ship Carpenter

*"It will take at least four days to repair the damage to this bulkhead, Captain, but for you I will do it in one!"*

— Sean Montgomery, chief carpenter of the Royal Ether Ship Sagittarius during a voyage on its way to Mars

Ether ship carpenters are indispensable specialists who keep the ship working. A task which is already a challenge when at sea, is often a matter of life and death when journeying through space.

#### Primary Attributes

Body: 3      Dexterity: 3      Strength: 4  
Charisma: 2      Intelligence: 4      Willpower: 3

#### Secondary Attributes

Size: 0      Move: 7      Perception: 7  
Initiative: 7      Defense: 6      Stun: 3  
Health: 6

Skills	Base	Levels	Rating	(Average)
Art (Painting)	4	2	6	(3+)
Athletics	4	2	6	(3)
Brawl	4	2	6	(3)
Craft (Schreiner)	4	5	9	(4+)
Firearms	3	2	5	(2+)
Pilot (Ether ships)	3	2	5	(2+)
Science (Engineering)	4	2	6	(3)

#### Talents

Die Hard; Gravity Experience 2; Tinker

#### Equipment

Tool belt, a carved piece of liftwood

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	6 N	(3) N

### Engineer

*"And this small adjustment makes it run faster by twelve per cent with equal energy loss..."*

— Felix Koch, engineer at the Krupp steel fabrication plant, during a presentation of a new tank locomotive

Technical innovation is what engineering is all about. In a world in which mankind has just figured out how to leave their planet and which witnesses a fierce competition among the nations for the fastest and most powerful machines, engineers are in high demand.

#### Primary Attributes

Body: 2      Dexterity: 3      Strength: 3  
Charisma: 2      Intelligence: 4      Willpower: 2

#### Secondary Attributes

Size: 0      Move: 6      Perception: 6  
Initiative: 7      Defense: 5      Stun: 2  
Health: 4

Skills	Base	Levels	Rating	(Average)
Art (Drawing)	4	2	6	(3)
Bureaucracy	4	2	6	(3)
Craft (choose one)	4	4	8	(4)
Drive	3	2	5	(2+)
Firearms*	3	3	6	(3)
Gunnery*	3	3	6	(3)
Melee*	3	3	6	(3)
Pilot	3	4	7	(3+)
(according to specialization)*	3	4	7	(3+)
Science (Engineering)	4	4	8	(4)

\*) Depending on specialization

#### Talents

Tinker

#### Equipment

Tools, blueprints, and drafts

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	3 N	(1+) N
Hammer	2 N	0	8 N	(4+) N
Crowbar	2 N	0	8 N	(4+) N
Screwdriver	1 N	0	7 N	(3+) N

### Chemist

*"Careful... Careful... Care... Out, quick!"*

— Björn Olavsson, chemist from Stockholm

Like engineers, chemists have shaped the modern world in an extraordinary manner. Be it demolitions, pharmaceuticals, dyes, or chemical fertilizer, one cannot imagine the world at the end of the 19th century without the influence of the chemists.

#### Primary Attributes

Body: 2      Dexterity: 3      Strength: 2  
Charisma: 2      Intelligence: 4      Willpower: 3

#### Secondary Attributes

Size: 0      Move: 5      Perception: 7  
Initiative: 7      Defense: 5      Stun: 2  
Health: 5

Skills	Base	Levels	Rating	(Average)
Bureaucracy	4	2	6	(3)
Craft (specialization)	4	4	8	(4)
Demolitions*	4	3	7	(3+)
Medicine*	4	2	6	(3)
Science (Chemistry)	4	4	8	(4)

\*) In case of specialization



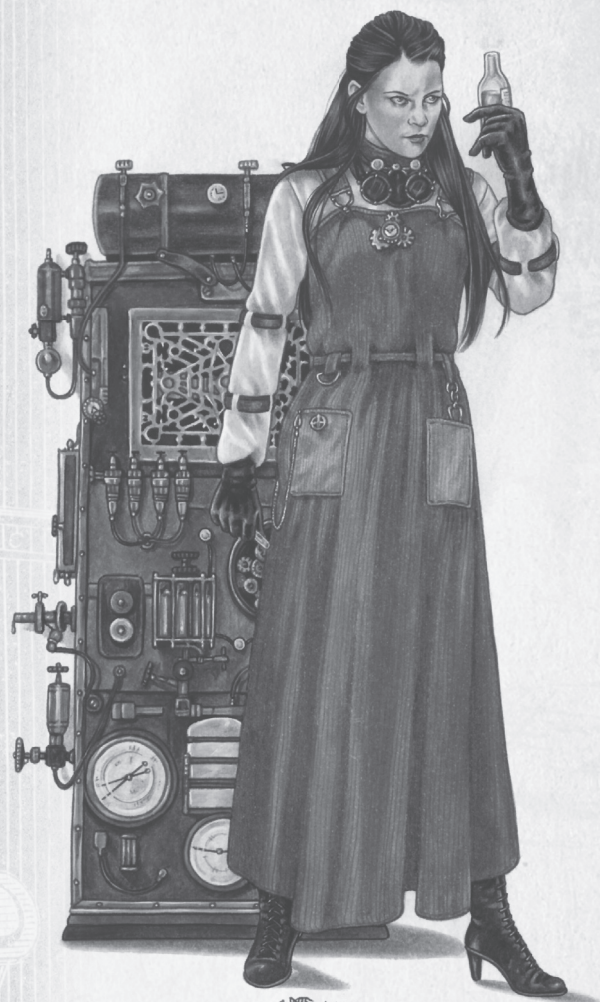
### Talents

Tinker

### Equipment

Notebook with cryptic formulas written on it, pen, bag with samplings

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2	(1) N



## Universal Genius

*"I've never made a mistake. I've only learned from experience."*

—Thomas Alva Edison

People like Edison and Tesla have shown that mankind is capable of a truly remarkable understanding of the world. The excellent working conditions which the industrialization brought about have enabled a surprisingly high number of these geniuses to put their intelligence and their creativity to use for the benefit of humankind.

### Primary Attributes

Body: 2      Dexterity: 2      Strength: 2  
Charisma: 2      Intelligence: 5      Willpower: 4

### Secondary Attributes

Size: 0      Move: 4      Perception: 9  
Initiative: 7      Defense: 4      Stun: 2  
Health: 6

Skills	Base	Levels	Rating	(Average)
Academics (choose one)	5	2	7	(3+)
Bureaucracy	4	2	6	(3)
Craft	5	5	10	(5)
Demolitions	5	1	6	(3)
Investigation	5	2	7	(3+)
Linguistics	5	3	8	(4)
Medicine	5	2	7	(3+)
Science	5	5	10	(5)

### Talents

Tinker, Skill Mastery (Craft), Skill Mastery (Science)

### Equipment

Nothing, he keeps everything he needs in his laboratory

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2	(1) N

## Civil Servants

*"Please fill in this form and then sign it here, here, and again here."*

—Jürgen von Hülsen, Prussian court official

What would become of the Solar System without those men who see it as their utmost duty to administer to its fortunes? At times, it seems that even the planets would not travel around their orbits if they were not able to present the appropriate license documents in triplicate. Whether it is a Prussian administrative official, a British minister, or a master of ceremonies in Syrtis Major – this kind of character can be met everywhere.

### Primary Attributes

Body: 2      Dexterity: 2      Strength: 2  
Charisma: 2      Intelligence: 4      Willpower: 3

### Secondary Attributes

Size: 0      Move: 4      Perception: 7  
Initiative: 6      Defense: 4      Stun: 2  
Health: 5

Skills	Base	Levels	Rating	(Average)
Academics*	4	3	7	(3+)
Bureaucracy	4	3	7	(3+)
Diplomacy	2	3	5	(2+)
Investigation	4	2	6	(3)
Linguistics	4	2	6	(3)

\*) e.g. Law or Theology

### Talents

Options: Headstrong; Skill Mastery (Academics);  
Total Recall; Time Sense

### Equipment

Writing utensils, slide rule, glasses

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2	(1) N



## Notable Examples

### Banker

"I'm sorry ... It may well be that these shells serve as a currency on Venus, but I don't know the exchange rate."

—Eugene Fitzgerald, cashier at the Goldman Sachs & Co., New York City

Bank employees not only need a keen mind and an agreeable appearance, but also nerves of steel. When they are not threatened by bank robbers, they have to worry about the turbulent stock exchanges.

#### Primary Attributes

Body: 2      Dexterity: 2      Strength: 2  
Charisma: 2      Intelligence: 4      Willpower: 4

#### Secondary Attributes

Size: 0      Move: 4      Perception: 8  
Initiative: 6      Defense: 4      Stun: 2  
Health: 6



Skills	Base	Levels	Rating	(Average)
Academics (Law)	4	3	7	(3+)
Bureaucracy	4	5	9	(4+)
Con	2	3	5	(2+)
Diplomacy	2	3	5	(2+)
Gambling	4	3	7	(3+)
Science (Mathematics)	4	3	7	(3+)

#### Talents

Headstrong; Time Sense

#### Equipment

Writing utensils, slide rule, glasses, sleeve holders

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2	(1) N

### Priest

"Klibu, klibu. Labo! Labo! Peschawi nep rafdala. Uama. Amen!"

—Pater Hermann Wille, Jesuit on Venus

Be it a Catholic, a Protestant, a Hindu, or a Martian canal keeper — many dignitaries, at least of those religions who follow a certain code or protocol, have the soul of a civil servant, despite all charity and spirituality. Knowledge from books and the talent to organize others are skills useful in these religious communities.

#### Primary Attributes

Body: 2      Dexterity: 2      Strength: 2  
Charisma: 4      Intelligence: 4      Willpower: 4

#### Secondary Attributes

Size: 0      Move: 4      Perception: 8  
Initiative: 6      Defense: 4      Stun: 2  
Health: 6

Skills	Base	Levels	Rating	(Average)
Academics	4	4	8	(4)
Bureaucracy	4	5	9	(4+)
Diplomacy	4	5	9	(4+)
Empathy	4	3	7	(3+)
Intimidation	4	4	8	(4)
Investigation	4	4	8	(4)
Linguistics	4	4	8	(4)

#### Talents

Fearsome; Inspire 2; Natural Leader; Skill Aptitude (Academics)

#### Equipment

Ceremonial robe

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2 N	(1) N



# Nightlife and Underground

## Crooks

*"It's hardly used, I'll give you a good price."*

— Stephan Dolle, pawnbroker from Hamburg

Some people will never feel bound by law and order. Others might see no choice other than to disregard the rights of others in order to make ends meet. The dark quarters of the cities across the Solar System are filled with all sorts of criminals, from pick pockets to gang leaders.

Primary Attributes		
Body: 2	Dexterity: 3	Strength: 2
Charisma: 2	Intelligence: 3	Willpower: 2

Secondary Attributes		
Size: 0	Move: 5	Perception: 5
Initiative: 6	Defense: 5	Stun: 2
Health: 4		

Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Con	2	2	4	(2)
Diplomacy	2	2	4	(2)
Intimidation	2	2	4	(2)
Larceny	3	3	6	(3)
Melee	2	1	3	(1+)
Streetwise	2	3	5	(2+)

Talents	
Options:	Alertness; Die Hard; Swift; Quick Draw

Equipment	
Several	watches; a pouch containing jewelry

Weapons	Rating	Size	Attack	(Average)
Knife	1 L	0	4 L	(2) L
Punch	0 N	0	4 N	(2) N

## Notable Examples

### Scoundrel

*"Antiquated weapons and religions cannot compete with a good Mauser Model 1871."*

— Hans Solingen, smuggler from Cuxhaven during a sales talk with Hattabranx, follower of the Worm Cult

Scoundrels are professional criminals, who place personal benefit above all moral concern. They are not driven by poverty or bad habits. They made a conscious decision to lead a life beyond society, be it to make a profit of other people's weaknesses or to reach a personal goal by all means available. This category includes smugglers as well as the leaders of criminal organizations and militias.

Primary Attributes		
Body: 3	Dexterity: 4	Strength: 3
Charisma: 3	Intelligence: 4	Willpower: 3

Secondary Attributes		
Size: 0	Move: 7	Perception: 7
Initiative: 8	Defense: 7	Stun: 3
Health: 6		

Skills	Base	Levels	Rating	(Average)
Brawl	3	3	6	(3)
Con	3	5	8	(4)
Diplomacy	3	4	7	(3+)
Empathy	4	2	6	(3)
Firearms	4	4	8	(4)
Gamble	4	4	8	(4)
Larceny	4	4	8	(4)
Linguistics	4	2	6	(3)
Stealth	4	3	7	(3+)
Streetwise	3	5	8	(4)

Talents	
Jack of All Trades;	Quick Draw; Total Defense

Equipment	
Clothing	equipped with many pockets, both visible and hidden ones; forged documents issued in three different names; sufficient money to fund his current venture (or at least buy his escape if all goes wrong)

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	6 N	(3) N
Revolver	3 L	0	11 L	(5+) L

## Conspirator

*"Of course, we could force the king, point a gun at him, but that would only cause mischief. You know, his majesty has a counselor whom he always listens to. This counselor has a mistress who has him wrapped around her little finger. This mistress has a brother whom she loves more than anything in the world. Now, if this brother would contract this terrible infection which can only be cured by this Venusian remedy, don't you think that the king will sooner or later allow the import of alien medicine?"*

— Words that nobody said. Nobody heard them. Nobody acted on them. And yet, somebody died because of them...

The Illuminati no longer exist! They were banished in 1785 and vanished shortly afterwards without leaving a trace. Or did they? Anyhow, there are others equally keen in the arts of conspiracy: Freemasons, Rosicrucians, Templars, or the smart minds behind various criminal organizations, cartels, or syndicates know very well how to make people dance like puppets on their strings.



Primary Attributes		
Body: 2	Dexterity: 4	Strength: 2
Charisma: 5	Intelligence: 6	Willpower: 4

Secondary Attributes		
Size: 0	Move: 6	Perception: 10
Initiative: 10	Defense: 6	Stun: 2
Health: 6		

Skills	Base	Levels	Rating	(Average)
Academics	6	6	12	(6)
Bureaucracy	6	4	10	(5)
Con	5	5	10	(5)
Diplomacy	5	5	10	(5)
Empathy	6	5	11	(5+)
Firearms	4	4	8	(4)
Intimidation	5	5	10	(5)
Investigation	6	4	10	(5)
Larceny	4	2	6	(3)
Linguistics	6	6	12	(6)
Melee*	6	4	10	(5)
Performance	5	3	8	(4)
Science	6	4	10	(5)
Streetwise	5	5	10	(5)

\*) Modified by Talent

Talents	
Calculated Attack (Melee); Diehard; Inspire; Fearsome;	
Natural Leader; Skill Mastery (Academics); Skill Mastery (Science)	

Equipment	
Made-to-measure suits, signet ring, walking cane	

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2	(1) N
Sword-cane	2 L	0	10	(5) L

## Gamblers

*"Only one more time, I have a system ..."*  
—Robert Thatcher, venturer from Suffolk

For almost any British citizen, betting is a famous sport which is practiced at every opportunity and at all levels of society. While the lower classes entertain themselves at cock fights, the members of the ruling classes spend their leisure time playing Bridge or Whist. However, playing for money is popular everywhere, not just on the Earth, but beyond. Some do it as a hobby, others are addicted to it, and of course there are always those who have managed to make a profitable business out of it, though it may be a questionable one.

Primary Attributes		
Body: 2	Dexterity: 2	Strength: 2
Charisma: 3	Intelligence: 3	Willpower: 2

Secondary Attributes		
Size: 0	Move: 4	Perception: 5
Initiative: 5	Defense: 4	Stun: 2
Health: 4		

Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Diplomacy	3	2	5	(2+)
Empathy	3	2	5	(2+)
Gambling	3	3	6	(3)
Melee	2	1	3	(1+)

Talents	
Options: Alertness; Lucky; Total Recall	

Equipment	
A deck of cards; sufficient money to stake his next game or bet	

Weapons	Rating	Size	Attack	(Average)
Knife	1 L	0	4 L	(2) L
Punch	0 N	0	4 N	(2) N

## Notable Examples

### Cardsharp

*"Oh, I'm not quite sure, are four aces a good thing?"*  
—Richard Higgins, right before he was tarred, feathered, and chased out of Silver City

Every rule can be broken, or, even better, be bent – and ideally in a way that lets the other players be assured as to their opponent's honesty and make them raise their bets. Cardsharps know this well and further, certainly know a ruse or two that will allow them to control their own luck rather than leave it to the cards or the dice.

Primary Attributes		
Body: 2	Dexterity: 3	Strength: 2
Charisma: 3	Intelligence: 4	Willpower: 2

Secondary Attributes		
Size: 0	Move: 5	Perception: 6
Initiative: 7	Defense: 5	Stun: 2
Health: 4		

Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Con	3	2	5	(2+)
Empathy	4	4	8	(4)
Gambling	4	4	8	(4)
Larceny	3	3	6	(3)
Melee	2	1	3	(1+)

Talents	
Alertness	

Equipment	
Two decks of cards; three nut shells and a pea; one hidden pea	

Weapons	Rating	Size	Attack	(Average)
Knife	1 L	0	4 L	(2) L
Punch	0 N	0	4 N	(2) N

### Card Shark

*"Five-card stud, no limit."*  
—John Lucas Pike, winner of the third Annual Poker Championship of Alelyon



A card shark is more than just an ordinary gambler. He turns gambling into science, bluffing into art. He certainly knows a trick or two which he learned from stage magicians or illusionists, but to use them in a game would be disgraceful (although he might still do it in order to end a run of bad luck). Following this unwritten code, he can become quite angry if he spots an ace up the sleeve of a fellow player.

Primary Attributes		
Body: 2	Dexterity: 4	Strength: 2
Charisma: 3	Intelligence: 5	Willpower: 2

Secondary Attributes		
Size: 0	Move: 6	Perception: 7
Initiative: 9	Defense: 6	Stun: 2
Health: 4		

Skills	Base	Levels	Rating	(Average)
Con	3	3	6	(3)
Empathy	5	3	8	(4)
Firearms*	5	2	7	(3+)
Gambling	5	5	10	(5)
Larceny	4	5	9	(4+)
Melee	2	1	3	(1+)
Performance	3	4	7	(3+)

\*) Modified by Talent

Talents
Alertness; Calculated Attack (Firearms)

Equipment
Various decks of cards, a silver-plated tobacco box, a hidden pistol

Weapons	Rating	Size	Attack	(Average)
Knife	1 L	0	4 L	(2) L
Punch	0 N	0	2 N	(1) N
Derringer	2 L	0	9 L	(4+) L

## Hostesses and Dishonored Women

*"You look tired, Sir, do you need some distraction? Or would you prefer something exciting?"*

—Mary Jane Kelly, fille de joie in London's White Chapel

To honorable citizens there is no doubt that the activities of these women are a sin. And yet there is no society without these whores and harlots, these soiled doves and mistresses, and other women of negotiable affection. The distinctions between the streetwalkers of Berlin, the Hill Martian women of joy at the shady establishments of Syrtis Major, and the courtesans of every high society are subtle, but clearly visible.

Primary Attributes		
Body: 2	Dexterity: 2	Strength: 1
Charisma: 3	Intelligence: 2	Willpower: 2

Secondary Attributes		
Size: 0	Move: 3	Perception: 4
Initiative: 4	Defense: 4	Stun: 2
Health: 4		

Skills	Base	Levels	Rating	(Average)
Empathy	2	3	5	(2+)
Melee	1	1	2	(1)
Streetwise	3	3	6	(3)

Talents
Attractive

Equipment
Small knife

Weapons	Rating	Size	Attack	(Average)
Knife	1 L	0	3 L	(1+) L
Punch	0 N	0	1 N	(0+) N

## Notable Examples

### Japanese Geisha

*"Please, have a seat. Some tea? A song? When this night is over you will have forgotten all of your worries, ambassador-sama."*

—Aiko, geisha from Tokyo

When Japan opened up to the world, the West was confronted with a culture which was almost as alien and difficult to understand as that of the Martians. No wonder, that the entertaining artists, geishas as they are called here, were often mistaken for courtesans. To many an overzealous gaijin, this would turn out to be an expensive mistake. In fact, a geisha is a highly skilled specialist in the fine arts, whose affection can be gained, but not bought.

Primary Attributes		
Body: 2	Dexterity: 3	Strength: 1
Charisma: 4	Intelligence: 3	Willpower: 2

Secondary Attributes		
Size: 0	Move: 4	Perception: 5
Initiative: 6	Defense: 5	Stun: 2
Health: 4		

Skills	Base	Levels	Rating	(Average)
Art	3	3	6	(3)
Diplomacy	4	3	7	(3+)
Empathy	3	4	7	(3+)
Performance	4	4	8	(4)

Talents
Captivate; Skill Mastery (Art)

Flaws
Walking impairment (-2 penalty on Move rating, as long as she is wearing getas)

Equipment
Shamisen, tea service, hair pin

Weapons	Rating	Size	Attack	(Average)
Hairpin	1 L	0	2 L	(1) L
Punch	0 N	0	1 N	(0+) N



## Inner Values versus External Values

As a Gamemaster you are not bound to stick strictly to the stats of the NPC examples described in this book – moreover, they are designed as a point of reference or a source of inspiration for your own creations. If a situation requires you to alter the given ratings or add new ones in order to adjust a character to the circumstances or to make him or her more lifelike, then you should do so. This is especially true when the players' characters are already quite experienced and you want to create adversaries and protagonists that are in game terms as equally capable as the player characters.

*Example: After a couple of glasses of gin with Hitomi, Sawyer slides over a piece of paper to his new acquaintance, a document that is covered in kanji – Japanese writing. Having prepared beforehand, the Gamemaster has already selected a suitable NPC profile for Hitomi; however, it does not include the Linguistics Skill. Nevertheless, it makes sense that Hitomi should be able to decipher the writing, as least as far as her educational level would suggest. The trace leads to...*

## Royal Mistress

*"Concerning this photograph, your client may rest assured. I only keep it as a weapon for my own protection and as a defense against any steps he might possibly take in the future. I will give you another photograph that he might want to keep for himself."*

—Lillie Langtry, mistress of Albert Edward, Prince of Wales

They say there is a strong woman behind every successful man. It might not always be his own wife though. In a patriarchal society, the alleged weaker sex might experience some difficulties now and then. But there have always been women who knew how to make use of their mind as well as their charms, and who gained power and influence beside the strict protocol. There were wars started, or ended, because a mistress was able to convince her lover as to her point of view.

### Primary Attributes

Body: 2      Dexterity: 2      Strength: 2  
Charisma: 4      Intelligence: 4      Willpower: 3

### Secondary Attributes

Size: 0      Move: 4      Perception: 7  
Initiative: 6      Defense: 4      Stun: 2  
Health: 5

Skills	Base	Levels	Rating	(Average)
Con	4	4	8	(4)
Diplomacy	4	3	7	(3+)
Empathy	4	4	8	(4)
Firearms*	4	2	6	(3)
Stealth	2	3	5	(2+)

\*) Modified by Talent

### Talents

Attractive; Bold Attack (Firearms)

### Equipment

Beauty case; small pistol hidden in her garter; compromising letters

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	2 N	(1) N
Derringer	2 L	0	8 L	(4) L

## Thugs

*"You're not coming in!"*

—Often heard phrase in countless establishments across the whole Solar System.

Even the most efficiently organized enterprises could not be successful without someone to do the dirty work. The typically burly figures hired to do these physical or dubious tasks can be found everywhere, whether in the salons of Carson City, on the streets of London's East End, or along the canals of Saardaar. Thugs include bouncers, pimps, and loan sharks as well as dock workers and gang members.

### Primary Attributes

Body: 3      Dexterity: 2      Strength: 3  
Charisma: 1      Intelligence: 2      Willpower: 2

### Secondary Attributes

Size: 0      Move: 5      Perception: 4  
Initiative: 4      Defense: 5      Stun: 3  
Health: 5

Skills	Base	Levels	Rating	(Average)
Brawl	3	4	7	(3+)
Melee	3	3	6	(3)
Streetwise	1	3	4	(2)

### Talents

Optional: Giant; Iron Jaw; Knockout Blow; Robust

### Equipment

Blackjack, cap, some money

Weapons	Rating	Size	Attack	(Average)
Blackjack	2 N	0	8 N	(4) N
Punch	0 N	0	7 N	(3+) N

## Notable Examples

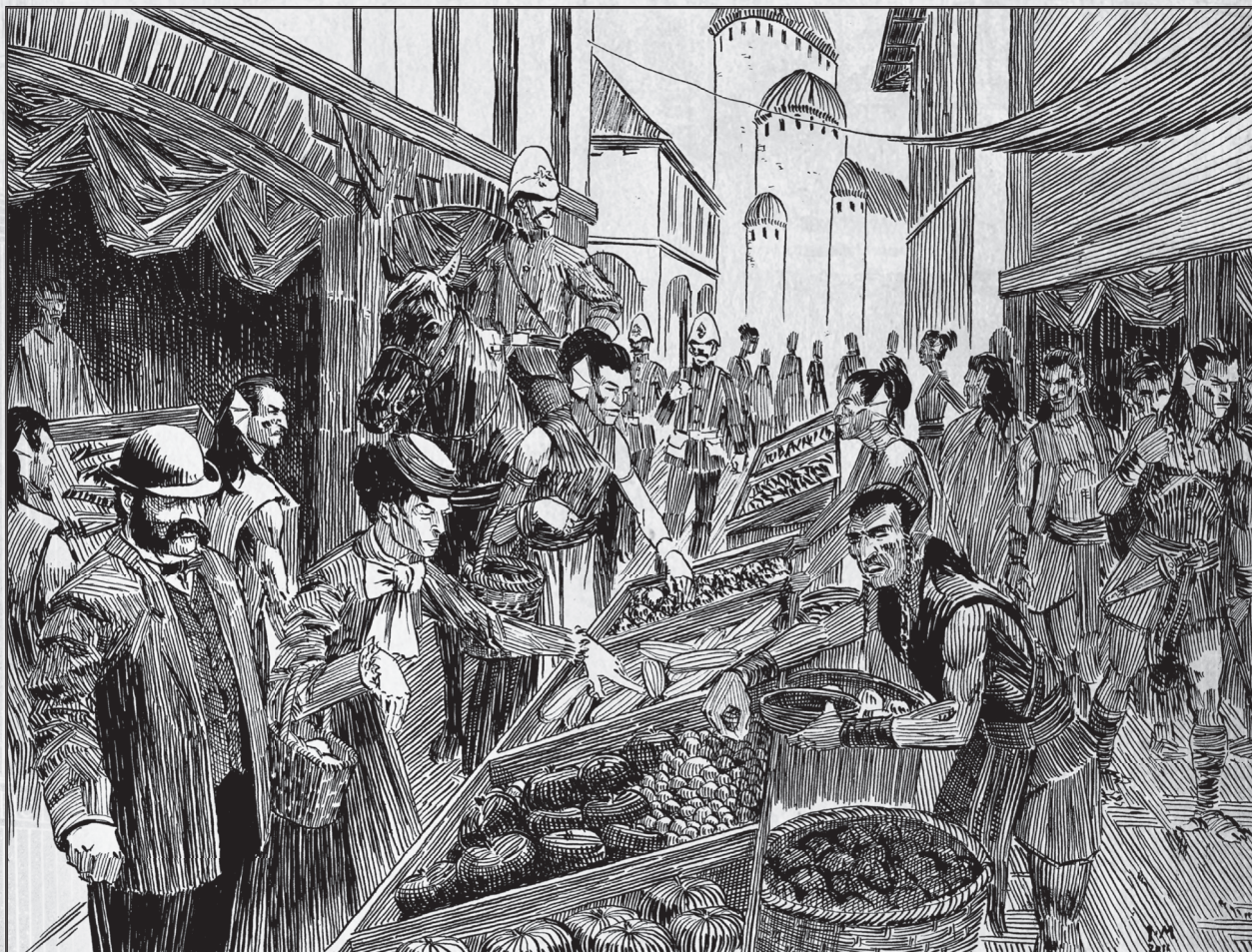
### The Boss's Right Hand

*"You heard what the boss said!"*

—Stumpy, notorious thug in New York City

The ideal of a sharp mind in a tough body is one that is rarely met in the real world. Instead, whoever has the savvy will hire someone with the needed muscle power, or at best, someone who does not ask any questions. In this way, in many gangs and underground organizations, the ideal symbiosis of body and mind can be achieved after all, although it is at best an inelegant workaround.





#### Primary Attributes

Body: 3      Dexterity: 2      Strength: 3  
Charisma: 2      Intelligence: 2      Willpower: 3

#### Secondary Attributes

Size: 0      Move: 5      Perception: 5  
Initiative: 4      Defense: 5      Stun: 3  
Health: 6

Skills	Base	Levels	Rating	(Average)
Brawl	3	4	7	(3+)
Intimidation	2	5	7	(3+)
Melee	3	4	7	(3+)
Streetwise	2	3	5	(2+)

#### Talents

Fearsome; Guardian

#### Equipment

Iron rod

Weapons	Rating	Size	Attack	(Average)
Iron Rod	2 N	0	9 N	(4+) N
Punch	0 N	0	7 N	(3+) N

## Circus Boxer

*"Believe me, I don't want to hurt you – but I will!"*

— John Jackson, former bare-knuckle champion

Long before the Marquess of Queensberry presented his rules to the world, boxing was already a popular sport. Nonetheless, there are only very few sportsmen who succeed in earning their livelihood by their athletic skills alone. For this reason, some boxers present their martial arts at circuses and funfairs. Others, especially those who are old and desperate, put their muscles into the service of anyone who is willing to pay.

#### Primary Attributes

Body: 4      Dexterity: 4      Strength: 4  
Charisma: 2      Intelligence: 2      Willpower: 3

#### Secondary Attributes

Size: 0      Move: 8      Perception: 5  
Initiative: 6      Defense: 8      Stun: 4  
Health: 7

Skills	Base	Levels	Rating	(Average)
Athletics	4	6	10	(5)
Brawl	4	6	10	(5)
Performance	2	2	4	(2)



### Talents

Options: Iron Jaw; Knockout Blow

### Equipment

Nothing for his wrist wraps

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	10 N	(5) N

## Cultist

"Om Kali! Om Kali Ma! Om Kali...!"

—Heard at the London East End, by too many voices to count

Whether they are worshipping the black goddess Kali, Isis with 10,000 names, the Martian Worm Cult, or a Christian snake cult in Texas, cultists are generally peaceful people, intent on praying and meditating together in order to reach a higher spiritual level. This is, of course, unless they are disturbed, or they worship an entity that demands living sacrifices. Such rituals often demand ritual weapons, such as obsidian blades, Kukri, or the Martian Shuupoong.

### Primary Attributes

Body: 2      Dexterity: 3      Strength: 2  
Charisma: 3      Intelligence: 3      Willpower: 4

### Secondary Attributes

Size: 0      Move: 6      Perception: 7  
Initiative: 6      Defense: 5      Stun: 2  
Health: 6

Skills	Base	Levels	Rating	(Average)
Archery	3	3	6	(3)
Athletics	2	2	4	(2)
Brawl	4	3	8	(4)
Intimidation	3	4	7	(3+)
Linguistics	3	2	5	(2+)
Melee	2	3	5	(2+)
Stealth	3	3	6	(3)
Academics*	3	3	6	(3)

\*) Theology or Occultism

### Talents

Fearsome; Focused Attack (Brawl); Kip Up

### Equipment

Ritual dress, jewelry engraved with religious symbols

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	8 N	(4) N
Dagger	1 L	0	6 L	(3) L
Kukri	2 L	0	7 L	(3+) L
Ritual Sword	3 L	0	8 L	(4) L
Shuupoong	4 N	0	9 N	(4+) N
Halberd	4 L	0	9 L	(4+) L
Spear	3 L	0	8 L	(4) L
Dart	1 L	0	6 L	(3) L
Blowgun	0 L	0	6 L	(3) L
Slingshot	1 N	0	7 N	(3+) N



## Natives

"White man say, he better than black man. Why white man die just as easy then?"

—Baingana, Bantu warrior

To ignorant Europeans, there may not be much of a difference between an African Pygmy, an Australian Aborigine, or a Yanomami from the Amazonian rainforest. On the surface, the members of these indigenous peoples might bear some similarities, even if they are not even human, as is the case with Venusians. At closer examination though, the well-disposed observer will notice the individuality and uniqueness of each of the cultures and societies he is facing.

### Primary Attributes

Body: 3      Dexterity: 3      Strength: 3  
Charisma: 2      Intelligence: 2      Willpower: 3

### Secondary Attributes

Size: 0      Move: 6      Perception: 5  
Initiative: 5      Defense: 6      Stun: 3  
Health: 6

Skills	Base	Levels	Rating	(Average)
Animal Handling*	2	4	6	(3)
Archery	3	4	7	(3+)
Art (Culture specific)	2	3	5	(2+)
Athletics	3	4	7	(3+)
Brawl	3	4	7	(3+)
Craft**	2	4	6	(3)
Intimidation	2	3	5	(2+)
Melee	3	4	7	(3+)
Ride*	3	3	6	(3)
Stealth	3	3	6	(3)
Survival	2	4	6	(3)

\*) Only in cultures that keep mounts as livestock

\*\*) e.g. Boatbuilding, Hutbuilding, Stonemason

### Talents

Options: Animal Affinity; Danger Sense; Diehard; Direction Sense; Fearsome; Giant; High Pain Tolerance; Iron Jaw; Keen Sense; Robust; Run; Swim; Swift

### Equipment

Frugal clothing, various herbs, leaves, roots, and other stuff that is beyond comprehension to Europeans



Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	7 N	(3+) N
Knife	1 L	0	8 L	(4) L
Assegai	4 L	0	11 L	(5+) L
Spear	3 T	0	10 L	(5) L
Dart	1 L	0	8 L	(4) L
Blowgun	0 L	0	7 L	(3+) L
Slingshot	1 N	0	8 N	(4) N

## Notable Examples

### Son of the Desert

"Yallah, Yallah, Yallah!"

—Nadir Ibn Asad, Mahdist during the battle of Abu Klea

Extreme areas require an extreme way of life, and no one would deny that the well-loved habits of civilization like 5 o'clock tea or the Bridge evening are hard to maintain in the heat of the desert. It is no wonder then, that such habitats bear a breed of men which is closely connected to nature, but which at the same time is characterized by a certain opportunism that makes him also appreciate the technical achievements of modernity like demolitions or rifles. This is a common trait with Mahdist rebels, caravan guides, and Tuaregs alike.

#### Primary Attributes

Body: 3      Dexterity: 4      Strength: 3  
Charisma: 3      Intelligence: 3      Willpower: 3

#### Secondary Attributes

Size: 0      Move: 7      Perception: 6  
Initiative: 7      Defense: 7      Stun: 3  
Health: 6

Skills	Base	Levels	Rating	(Average)
Animal Handling	3	5	8	(4)
Archery	4	4	8	(4)
Athletics	3	4	7	(3+)
Brawl	3	4	7	(3+)
Craft (Saddler)	3	3	6	(3)
Demolitions	3	2	5	(2+)
Firearms	4	5	9	(4+)
Intimidation	3	3	6	(3)
Linguistics	3	2	5	(2+)
Melee	3	4	7	(3+)
Ride	4	5	9	(4+)
Stealth	4	3	7	(3+)
Streetwise	3	3	6	(3)
Survival	3	5	8	(4)

#### Talents

Animal Affinity; Direction Sense; Instant Reload

#### Equipment

Wide robe; ammunition belt, horse or camel

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	7 N	(3+) N
Knife	1 L	0	8 L	(4) L
Saber	3 L	0	10 L	(5) L

Weapons	Rating	Size	Attack	(Average)
Heavy Revolver (100 ft., 6(r), M)	3 L	0	12 L	(6) L
Military Rifle (100 ft., 8(m), M)	3 L	0	12 L	(6) L
Slingshot	1 N	0	9	(4+) N



### Trapper

"Grizzly, between three and four years old. The track is still fresh. Be alert, he must be clo-"

—Last words of Arnold Laughing Bear, half-Algonquin from Ontario

The hunters and trappers of the north are a quite unique breed. Obsessed with the insatiable desire to lead a free and self-determined life they voluntarily give up comfort and security. Many of them are living proof of the fact that civilization is not hereditary, since not all of them are aboriginals and half-bloods, for many of them are European adventurers.

#### Primary Attributes

Body: 4      Dexterity: 3      Strength: 3  
Charisma: 2      Intelligence: 2      Willpower: 5

#### Secondary Attributes

Size: 0      Move: 6      Perception: 9\*  
Initiative: 5      Defense: 7      Stun: 4  
Health: 9



Skills	Base	Levels	Rating	(Average)
Animal Handling	2	4	6	(3)
Archery	3	4	7	(3+)
Athletics	3	3	6	(3)
Brawl	3	4	7	(3+)
Craft (tanner)	2	4	6	(3)
Firearms	3	5	8	(4)
Intimidation	2	4	6	(3)
Melee	3	4	7	(3+)
Ride	3	3	6	(3)
Stealth	3	5	8	(4)
Streetwise	2	4	6	(3)
Survival	2	5	9*	(4+)

\*) Modified by Talent

#### Talents

Alertness; Danger Sense; Diehard; Long Shot; Skill Aptitude (Survival)

#### Equipment

Warm clothes made of several furs, bear skin or raccoon skin hat, jaw trap, sufficient ammunition

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	7	(3+) N
Hunting Knife	2 L	0	9	(4+) L
Heavy Revolver (15m, 6(r), M)	3 L	0	12	(6) L
Henry Rifle (100, 8(m), M)	4 L	0	13	(6+) L
Bolas	(**)	0	8	(4)

\*\*) Special rules, see Core Rulebook on p 22.



## Martians



### High Martians

"Die, red man!"

—Thraxbrath, warrior of kraag Barrovaar during the raid of Crescent

The primitive and bestial inhabitants of the Martian highlands are a constant threat to almost any Martian expedition. During their raids, they always search for slaves and precious goods. Their ability to fly makes them a dangerous and unpredictable enemy.

#### Primary Attributes

Body: 2      Dexterity: 3      Strength: 3  
Charisma: 2      Intelligence: 2      Willpower: 2

#### Secondary Attributes

Size: 0      Move: 6 (3)\*      Perception: 4  
Initiative: 5      Defense: 5      Stun: 2  
Health: 4

\*) Uses his full Move rating while flying and climbing, and half his Move rating on slippery ground

Skills	Base	Levels	Rating	(Average)
Athletics	3	2	5	(2+)
Brawl	3	3	6	(3)
Intimidation	2	2	4	(2)
Melee	3	3	6	(3)
Stealth	3	2	5	(2+)

#### Talents

Options: Climb; Finesse Attack; Flurry; Jump;  
Swoop\*\*, Vigorous Defense\*\*

\*\*) see Swoop for additional rules

#### Equipment

Spear, leather harness adorned with charms, loot from previous assaults



Weapons	Rating	Size	Attack	(Average)
Spear	3 L	0	9 L	(4+) L
Punch	0 N	0	6 N	(3) N

## Notable Examples

### War Chief

*"Keep the sun in your back – then, the canal wimps won't recognize they're blundering into a trap until it's too late!"*

—Master warrior Gatoorvakh, Horvath clan

These dangerous warriors usually lead hunting parties or command raiding parties. Their ruthless brutality enables them to control weaker and younger warriors, but it is their experience that turns a troop of wild High Martians into a serious threat.

Primary Attributes		
Body: 3	Dexterity: 3	Strength: 4
Charisma: 3	Intelligence: 3	Willpower: 3

Secondary Attributes		
Size: 0	Move: 7 (4)*	Perception: 6
Initiative: 6	Defense: 6	Stun: 3
Health: 6		

\*) Uses his full Move rating while flying and climbing, and half his Move rating on slippery ground

Skills	Base	Levels	Rating	(Average)
Athletics	4	3	7	(3+)
Brawl	4	4	8	(4)
Diplomacy	3	4	7	(3+)
Intimidation	3	3	6	(3)
Melee	4	4	8	(4)
Stealth	3	3	6	(3)
Survival	3	3	6	(3)

Talents
Inspire, Swoop** 2

\*\*) see **Swoop** for additional rules

Equipment
War spear adorned with bones, headdress, golden chains with pendants

Weapons	Rating	Size	Attack	(Average)
Spear	3 L	0	11 L	(5+) L
Punch	0 N	0	8 N	(4) N

### Shaman/Priest

*"He who sits beside the ear may speak with a lower voice."*

—Proverb of the priest caste at kraag Mathakvor

The High Martian shamans or priests came to power by using their particular intelligence and cunning. They typically serve as a king's councilors, though occasionally a particularly influential priest or shaman might hold the reins of power as an éminence grise. They also watch over the few cultic practices and rituals that the High Martian culture has produced.

Primary Attributes		
Body: 2	Dexterity: 3	Strength: 2
Charisma: 3	Intelligence: 4	Willpower: 3

Secondary Attributes		
Size: 0	Move: 5 (3)*	Perception: 7
Initiative: 7	Defense: 5	Stun: 2
Health: 5		

\*) Uses his full Move rating if flying or climbing, and half his Move rating on slippery ground

Skills	Base	Levels	Rating	(Average)
Academics (Theology)	4	4	8	(4)
Brawl	2	2	4	(2)
Diplomacy	3	4	7	(3+)
Intimidation	3	4	7	(3+)
Medicine	4	2	6	(3)
Melee	2	4	6	(3)
Performance	3	5	8	(4)

Talents
Captivate, Fearsome

Equipment
Poisoned dagger, mask made of bone (animal, Martian, or human), bag filled with drugs and poisons

Weapons	Rating	Size	Attack	(Average)
Poisoned Dagger**	2 L	0	8 L	(4) L
Punch	0 N	0	4 N	(2) N

\*\*) Toxin: 4; Damage: 2 L



### Swoop

**Prerequisite:** Flying, or riding on a flying mount; Dexterity 3

The character uses his flying height to his advantage in order to attack his victim with terrible force by swooping down on his target.

**Rules:** To apply this Talent, the character must have flown a vertical distance equaling his normal Move distance. He may not more than double his Move rating when swooping. When he has finished his Move action, he may attack his target with Brawl or Melee. He gets a +2 bonus on this attack for each level he has in this Talent.

**Advanced:** You can purchase this Talent up to three times.

**Special:** During the Swoop action, the character can only use his passive Defense rating, unless he has a suitable Talent.



## Hill Martians

*"Of course I can be your guide – unless you cannot afford it."*  
— Riltok, tracker and guide

The Hill Martian tribes live in areas away from the canals and the city-states of their Canal Martian cousins. The diversity of their culture and the regional differences in language and customs makes it difficult for travelers to adjust to them.

### Primary Attributes

Body: 2      Dexterity: 3      Strength: 3  
Charisma: 2      Intelligence: 3      Willpower: 2

### Secondary Attributes

Size: 0      Move: 6      Perception: 5  
Initiative: 6      Defense: 5      Stun: 2  
Health: 4

Skills	Base	Levels	Rating	(Average)
Archery	3	2	5	(2+)
Athletics	3	2	5	(2+)
Brawl	3	3	6	(3)
Empathy	3	2	5	(2+)
Melee	3	3	6	(3)
Stealth	3	2	5	(2+)
Streetwise	2	2	4	(2)
Survival	3	3	6	(3)



### Talents

Options: Alertness; Combat Aptitude; Danger Sense; Direction Sense; Keen Senses; Quick Reflexes; Time Sense; Tough

### Equipment

Traditional clothing, walking cane, water container, weapons

Weapons	Rating	Size	Attack	(Average)
Dart (25 ft., 1)	1 L	0	6 L	(3) L
Bow (50 ft., 1)	2 L	0	7 L	(3+) L
Dagger	2 L	0	8 L	(4) L
Punch	0 N	0	6 N	(3) N

## Notable Examples

### Steppe Rider

*"Knowledge may come from the cities – but wisdom comes from the steppes."*

— Zardan, tribe elder

Many Hill Martian tribes lead a nomadic life, not unlike that of the Plains Indians of North America. Yet there are significant differences between them, although these are more differences in culture and mentality, and less in skill and weapons.

### Primary Attributes

Body: 3      Dexterity: 4      Strength: 3  
Charisma: 2      Intelligence: 2      Willpower: 2

### Secondary Attributes

Size: 0      Move: 7      Perception: 4  
Initiative: 6      Defense: 7      Stun: 3  
Health: 5

Skills	Base	Levels	Rating	(Average)
Acrobatics	4	3	7	(3+)
Animal Handling	2	2	4	(2)
Archery	4	3	7	(3+)
Athletics	3	2	5	(2+)
Brawl	3	3	6	(3)
Melee	3	4	7	(3+)
Ride	4	6	10	(5)
Stealth	4	3	7	(3+)
Survival	2	3	5	(2+)

### Talents

Alertness, Combat Aptitude

### Equipment

Gashant, bridle, tent, bracelets and other jewelry

Weapons	Rating	Size	Attack	(Average)
Lance	3 L	0	10 L	(5) L
Bow (50 ft., 1)	2 L	0	9 L	(4+) L
Sword	3 L	0	10 L	(5) L
Punch	0 N	0	6 N	(3) N



## Wagon Master of Meroe

"We are like a canal – a vein of life in the middle of the desert."  
— Samon Khuratta, chief wagon conductor

Their caravans follow the herds of the ruumet breehr in their impressive wagon trains. They transport their goods through the desert regions and not without reason are they said to be smart merchants. Yet, they are also able to defend themselves quite well, should their great wagons come under attack.

### Primary Attributes

**Body:** 2      **Dexterity:** 3      **Strength:** 2  
**Charisma:** 4      **Intelligence:** 3      **Willpower:** 2

### Secondary Attributes

**Size:** 0      **Move:** 5      **Perception:** 5  
**Initiative:** 6      **Defense:** 5      **Stun:** 2  
**Health:** 4

Skills	Base	Levels	Rating	Average
Animal Handling	4	4	8	(4)
Brawl	2	2	4	(2)
Craft (Merchant)	3	4	7	(3+)
Diplomacy	4	3	7	(3+)
Drive	3	3	6	(3)
Empathy	3	2	5	(2+)
Firearms	3	3	6	(3)
Linguistics	3	3	6	(3)
Melee	2	2	4	(2)
Ride	3	3	6	(3)
Streetwise	4	4	8	(4)

### Talents

Lucky

### Equipment

Loose clothes, spacious wagon, ruuhmet breehrs, map of the caravan routes (in code)

Weapons	Rating	Size	Attack	(Average)
Wip	2 N	0	6 N	(3) N
Pistol, muzzleloader (50 ft., 1(i) 1/2)	3 L	0	9 L	(4+) L
Punch	0 N	0	4 N	(2) N

## Bookkeeping

Whenever you create a character that started out as a minor figure in the background that gets elevated by circumstances to become a personality, you should keep record for future events. It is advisable that you note down some key points about the character as long as your memories about him are still fresh. Especially when playing with a group that only meets on an irregular basis as this bears the risk of spontaneous ideas being forgotten. If, in the course of the game, the character has developed into an important figure, you should be even more thorough and consider creating a character sheet for him.

# Venusians

## Primitive Venusians

"Giant fish in the sky. Fly like butcher-bird. Making noise like thunder herd. Ha die like Fnomi, when sun blind. Then many TuTu-Nao come from stomach of giant fish!"

— Report from Falls-from-Tree, eye-witness of an early landing of humans on Venus

The inhabitants of Venus have much in common with the indigenous peoples of the rainforests of Earth. Yet their special physiology and culture make for some significant differences between humans and Lizard-men.

### Primary Attributes

**Body:** 3      **Dexterity:** 3      **Strength:** 2  
**Charisma:** 2      **Intelligence:** 2      **Willpower:** 3

### Secondary Attributes

**Size:** 0      **Move:** 5      **Perception:** 5  
**Initiative:** 5      **Defense:** 6      **Stun:** 3  
**Health:** 6

Skills	Base	Levels	Rating	(Average)
Archery	3	3	6	(3)
Art*	2	2	4	(2)
Athletics	2	4	6	(3)
Brawl	2	4	6	(3)
Craft**	2	4	6	(3)
Intimidation	2	2	4	(2)
Melee	2	4	6	(3)
Stealth	3	3	6	(3)
Survival	2	5	7	(3+)

\*) e.g. Carving, Sculpture

\*\*) e.g. Boat or Hut Building, Pharmacist

### Talents

Options: Animal Affinity; Climbing; Combat Skill (Survival); Danger Sense; Diehard; Fearsome; High Pain Tolerance; Keen Senses; Robust; Run; Swift; Swim

### Equipment

Frugal clothing, various herbs, leaves, roots, and other stuff that is beyond comprehension to humans



Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	6 N	(3) N
Stone Knife	1 L	0	7 L	(3+) L
Spear	3 L	0	9 L	(4+) L
Dart	1 L	0	7 L	(3+) L
Blowgun	0 L	0	6 L	(3) L
Bow	2 L	0	8 L	(4) L
Slingshot	1 N	0	7 N	(3+) N

## Notable Examples

### Tribe Chief

*"Uama, JuoJuoLimu! Uama for meat fall from sky, Uama! Now people of Mahuiqua no more hungry. Eat, children of Mahuiqua, eat much!"*

—Mahuiqua, chief of the SsooSsa-tribe during the crash of the air cruiser Augusta

The leaders of a tribe have a very important role to play. They are responsible for keeping everything running. They have to ensure that the hunters go hunting, the gatherers go gathering, and the shamans do whatever shamans do. Usually, this is not that hard a task, since everybody knows his place in the world and the tribe, but whenever something unpredictable happens, like the attack of a hostile tribe, an earthquake, or the advent of tail-less strangers from a foreign world, it is the responsibility of the leaders to restore order.

#### Primary Attributes

Body: 3      Dexterity: 3      Strength: 3  
Charisma: 3      Intelligence: 3      Willpower: 4

#### Secondary Attributes

Size: 0      Move: 6      Perception: 7  
Initiative: 6      Defense: 6      Stun: 3  
Health: 7

Skills	Base	Levels	Rating	(Average)
Academics (Clan History)	3	3	6	(3)
Archery	3	4	7	(3+)
Athletics	3	3	6	(3)
Brawl	3	3	6	(3)
Con	3	3	6	(3)
Diplomacy	3	3	6	(3)
Empathy	3	3	6	(3)
Intimidation	3	4	7	(3+)
Melee	3	4	7	(3+)
Performance	3	3	6	(3)
Stealth	3	3	6	(3)
Survival	3	5	8	(4)

#### Talents

Diehard; Inspire; Swim

#### Equipment

Elaborately worked clothes made of plant fibers and hides, jewelry made of bone and sparkling trumpery, a carved scepter

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	6 N	(3) N
Scepter	2 N	0	9 N	(4+) N

### Shaman

*"Your belly is naked, tailless, your destiny uncertain. Your wounds I can heal, but your soul I cannot."*

—Thunderherd-gets-her-in-the night, shaman of the Carada-Ahoqui

Shamans play a very important part in the Venusian tribal society. They read the fortunes, store the knowledge, and serve as a link between the tangible world and the world of the ghosts. In some tribes, they exert even more influence than a chief, or they might even replace him.

#### Primary Attributes

Body: 3      Dexterity: 3      Strength: 2  
Charisma: 5      Intelligence: 4      Willpower: 4

#### Secondary Attributes

Size: 0      Move: 5      Perception: 10\*  
Initiative: 7      Defense: 6      Stun: 3  
Health: 7

\*) Modified by Talent

Skills	Base	Levels	Rating	(Average)
Academics (Venusian Spirit World)	4	4	8	(4)
Art (Perfume Composition)	4	4	8	(4)
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Craft (Pharmacist)	4	2	6	(3)
Diplomacy	5	3	8	(4)
Empathy	4	4	8	(4)
Intimidation	5	5	10	(5)
Medicine	4	3	7	(3+)
Melee	2	3	5	(2+)
Performance	5	4	9	(4+)
Science (Chemistry)	4	2	6	(3)
Stealth	3	2	5	(2+)
Survival	4	3	7	(3+)

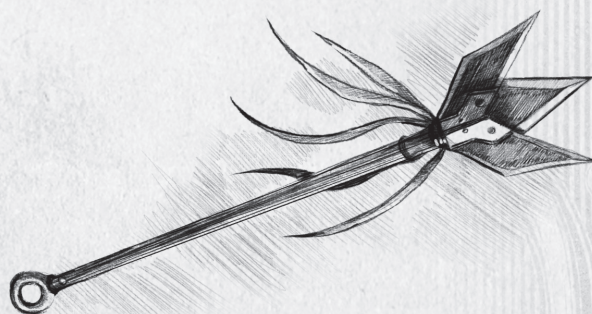
#### Talents

Alertness; Captivate; Danger Sense; Inspire; Swim

#### Equipment

Elaborately worked clothes and headdress made of plant fibers and flowers; jewelry made of bones and shells, bag filled with innumerable herbs, shells, carapaces, and other strange little things

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	4 N	(2) N
Stone Knife	1 L	0	6 L	(3) L







## Experienced Tribal Warrior

*"Your destiny was foretold, I will fulfill it!"*

—Kills many enemies, tribal warrior of the JaoÓ-tribe to Spear-through-heart, watchman of the Carada-Quaha

While human and Martian warriors are usually defined by strength and combat technique, among Lizard-men it is, due to their physiology, agility and daring that makes a simple hunter or fighter into a great warrior. A Venusian who pursues the path of war often ends up as a whirlwind of teeth and claws who knows how to wield his tail as effectively as he does his spear.

### Primary Attributes

Body: 4      Dexterity: 4      Strength: 3  
Charisma: 2      Intelligence: 2      Willpower: 3

### Secondary Attributes

Size: 0      Move: 7      Perception: 5  
Initiative: 6      Defense: 8      Stun: 4  
Health: 7

Skills	Base	Levels	Rating	(Average)
Acrobatics	4	4	8	(4)
Archery	4	4	8	(4)
Athletics	3	5	8	(4)
Brawl	3	5	8	(4)
Craft (Weaponry)	2	4	6	(3)
Intimidation	2	2	4	(2)
Melee*	4	4	8	(4)
Stealth	4	4	8	(4)
Survival	2	5	7	(3+)

\*) Modified by Talent

### Talents

Combat Skill (Acrobatics); Dodge; Finesse Attack; Flurry; Swim

### Equipment

Simple dress, armor, chain adorned with trophies

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	8 N	(4) N
Stone Knife	1 L	0	9 L	(4+) L
Spear	3 L	0	11 L	(5+) L
Dart	1 L	0	9 L	(4+) L
Blowgun	0 L	0	8 L	(4) L
Bow	2 L	0	10 L	(5) L
Slingshot	1 N	0	9 N	(4+) N

## Developed Venusians

*"Forgive me, father, I have sssinned!"*

—Jacob SsumuMaha, Venusian altar server

Lizard-men from higher developed cultures are very much like their primitive counterparts, they have however acquired some cultural techniques and world views that distinguish them from the latter. Furthermore, some of them have been Christianized and integrated into the culture of their colonial masters.

### Primary Attributes

Body: 3      Dexterity: 3      Strength: 2  
Charisma: 2      Intelligence: 3      Willpower: 2



Secondary Attributes		
Size: 0	Move: 5	Perception: 5
Initiative: 6	Defense: 6	Stun: 3
Health: 5		

Skills	Base	Levels	Rating	(Average)
Animal Handling	2	2	4	(2)
Art (Choose One)	3	3	6	(3)
Athletics	2	2	4	(2)
Brawl	2	4	6	(3)
Con	2	3	5	(2+)
Craft (Choose one)	3	5	8	(4)
Melee	2	2	4	(2)
Pilot (Boats)	3	3	6	(3)
Stealth	3	2	5	(2+)
Streetwise	2	3	5	(2+)
Survival	3	2	5	(2+)

Talents
Options: Animal Affinity; Diehard; High Pain Tolerance; Keen Senses; Robust; Run; Swim; Swift

Equipment
Frugal clothes, a variety of herbs, leaves, roots, and other stuff beyond the comprehension of humans

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	6 N	(3) N
Stone Knife	1 L	0	5 L	(2+) L
Spear	3 L	0	7 L	(3+) L

## Notable Examples

### Ruler

"Come, all you tribes, and follow my call!"

—Shines-like-pearl, former conqueror of Carada-Quaha

Unlike primitive tribes who assign the role of the chief to a tribe member who has proved to be particularly skilled or experienced, the more developed Venusian societies have established a notion of nobility or even basic dynastic structures. That does not mean however, that these tribe chiefs are less competent, rather that they are more specialized than their semi-wild cousins.

Primary Attributes		
Body: 3	Dexterity: 3	Strength: 2
Charisma: 4	Intelligence: 4	Willpower: 4

Secondary Attributes		
Size: 0	Move: 5	Perception: 8
Initiative: 7	Defense: 6	Stun: 4
Health: 7		

Skills	Base	Levels	Rating	(Average)
Academics (Tribal History)	4	4	8	(4)
Athletics	3	3	6	(3)
Brawl	2	3	5	(2+)
Con	4	4	8	(6)

Skills	Base	Levels	Rating	(Average)
Diplomacy	4	5	9	(4+)
Empathy	4	4	8	(4)
Intimidation	4	4	8	(4)
Melee	2	4	6	(3)
Survival	4	2	6	(3)

Talents
Diehard; Inspire; Swim

Equipment
Magnificent dress, trophies from defeated enemies, bottoms, screws, and other artifacts from the Earthmen

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	5 N	(2+) N

### Priest

"May Homa accept your offer!"

—Fish-that-sings, Homa priest

The higher developed tribes of Venus have developed quite specific beliefs about life after death and the influence of gods and ghosts on the world. Many of these tribes have monotheistic religions, or even adopted Christian beliefs. In any case, they follow a ritualized and formalized belief system, making their spiritual leaders appear more like priests than shamans, or a combination of both.

Primary Attributes		
Body: 2	Dexterity: 2	Strength: 2
Charisma: 5	Intelligence: 4	Willpower: 4

Secondary Attributes		
Size: 0	Move: 4	Perception: 8
Initiative: 6	Defense: 4	Stun: 2
Health: 6		

Skills	Base	Levels	Rating	(Average)
Academics (Theology)	4	4	8	(4)
Brawl	2	2	4	(2)
Diplomacy	5	3	8	(4)
Empathy	4	4	8	(4)
Intimidation	5	5	10	(5)
Medicine	4	2	6	(3)
Melee	2	2	4	(2)
Performance	5	4	9	(4+)
Survival	4	2	6	(3)

Talents
Captive; Inspire; Swim

Equipment
Eye-catching dress adorned with feathers and shells, small statues and fetishes, obsidian dagger

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	4 N	(2) N
Obsidian Dagger	1 L	0	5 L	(2+) L



## Soldier

*"Resistance is futile!"*

—Alligator-that-lurks, soldier of the Carada Quaha during the conquest of a village

In those tribes who have managed to conquer a realm, warriors are more than just decisive hunters, for they can apply their ability to fight dinosaurs to other Lizard-men. They are trained in various combat techniques, and most importantly, they have learned how to fight within a unit.

### Primary Attributes

Body: 4      Dexterity: 4      Strength: 3  
Charisma: 2      Intelligence: 2      Willpower: 3

### Secondary Attributes

Size: 0      Move: 7      Perception: 5  
Initiative: 6      Defense: 8      Stun\*: 5  
Health: 7

Skills	Base	Levels	Rating	(Average)
Acrobatics	4	2	6	(3)
Archery	4	4	8	(4)
Athletics	3	5	8	(4)
Brawl	3	5	8	(4)

Skills	Base	Levels	Rating	(Average)
Craft (Weaponry)	2	4	6	(3)
Gambling	2	2	4	(2)
Intimidation	2	4	6	(3)
Medicine	2	2	4	(2)
Melee*	4	5	9	(4+)
Pilot (Boats)	4	2	6	(3)
Stealth	4	2	6	(3)
Survival	2	4	6	(3)

\*) Modified by Talent

### Talents

Combat Aptitude; Fearsome; Finesse Attack;  
High Pain Tolerance; Iron Jaw; Swim

### Equipment

Simple dress, armor, chain equipped with trophies

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	8 N	(4) N
Stone Knife	1 L	0	10 L	(5) L
Spear	3 L	0	12 L	(6) L
Dart	1 L	0	9 L	(4+) L
Bow	2 L	0	10 L	(5) L
Slingshot	1 N	0	9 N	(4+) N





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