



SALVATION

AN INTRODUCTORY SCENARIO FOR
UNHALLOWED METROPOLIS



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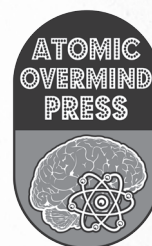
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NARRATOR'S INTRODUCTION

Send forth the child and childish man together, and blush for the pride that libels our own old happy state, and gives its title to an ugly and distorted image.

—Charles Dickens, *The Old Curiosity Shop*, 1841

"Salvation" introduces two to six players to the world of *Unhallowed Metropolis* in a single game session. This fully detailed scenario includes six pre-generated player characters and statistics for non-player character creatures and is a suitable scenario from which to begin a long-running campaign.

All you will need is a copy of (and some familiarity with) *Unhallowed Metropolis*, some ten-sided dice, paper, pens or pencils, and a desire to commit all manner of atrocity on your players' characters.

"Salvation" has been written with play at conventions in mind and should take approximately two hours to complete. We suggest taking at least an additional half-hour to give the players an opportunity to choose from the pre-generated characters and to answer any general questions they may have about the setting and rules.

You should let the players know that the character sheets provided have been simplified in the interest of keeping them easy to comprehend for new players. Likewise, non-player characters' descriptions list only the skills they are likely to utilize during this scenario.

"Salvation" was written and balanced with the included pre-generated characters in mind. While you are certainly welcome to let your players create their own characters, be aware that they may then find the scenario more or less challenging. If you are using this scenario to demonstrate the game to new players at a convention, we strongly suggest using the included character sheets.

Before running the game, you should print out the included character sheets and the player handout. If you have an additional copy of *Unhallowed Metropolis*, consider bringing it so your players have a reference of their own.

Combat in the metropolis is vicious and lethal. That said, in the final encounters, don't pull any punches. The players should be quite familiar with their characters' capabilities by then, and a death or two shouldn't upset mature players. If you have fewer than six players, use fewer creatures in the encounters or lower their statistics significantly at your discretion. We also suggest that you require your players to track their ammunition. This will help you to keep the fights challenging and to add an element of tension as your players run out of ammo and must resort to close combat with the monsters. It is also recommended that the Narrator help the players understand and use their stunts, equipment, and other abilities during game play. A new player is unlikely to remember all the things his character can do, so take the initiative to prompt him.

Sections to be read aloud to the players are placed throughout the scenario, but you should take the liberty of embellishing further upon these descriptions. Description and mood are much of what makes *Unhallowed Metropolis* the game that it is. Describe

in horrific detail the vacant eyes of the horde of walking corpses, their outstretched hands tearing away the gasmasks that they no longer require, so they can feast on the warm entrails of the living. Details like the muddy puddles in a cobblestoned street or the soot-choked rag of a beggar too poor to afford a respirator go a long way towards engaging your players in the Neo-Victorian world. If you're having fun describing the horrors of the world, your players will likely respond in kind.

SALVATION

The scenario begins with the characters gathered in the lushly appointed parlour of Lord Archibald Kennington. They have been called together in great haste at the behest of the aristocrat with an offer of employment. All they know is that the job is urgent and will likely pay very well. The characters may know each other by reputation, but this is at the discretion of the players.

The room in which the characters are waiting is richly furnished, and they sit in gilded chairs that seem unbelievable luxuries to those of the lower class. However, as the characters look closer,

SANCTUARY BEFORE SALVATION

While "Salvation" is a stand-alone scenario, most of the pre-generated characters are drawn from its sister scenario, "Sanctuary," (available for download at www.atomicovermind.com). If you have already run "Sanctuary" for your players, "Salvation" can serve as a sequel to those events. In this case, the characters will already know one another, with the exception of Serjeant Harbottle, the Deathwatch Soldier who is first introduced in these pages.

they may begin to find the room's decor to be garish, even unsettling. Hangings of many colours clash with one another and with the purple and gold walls they hang upon. As they look closer still, they will begin to notice more unnerving aspects to the decorations. An eyeless child peers from a painting of an aristocratic family, and a statue of two figures that seem to be in a loving embrace reveals itself to be far more sinister at a second glance. This is a good time to encourage the players to get to know one another in character by role-playing among themselves for a few minutes.

READ ALOUD

The door to the room opens, and in strides a tall, pale man dressed in the unmistakable uniform of a butler. Thin and severe, he fixes you with a cold stare before clearing his throat and announcing in a piercing voice, "I present to you Lord Archibald Kennington." Known as one of the richest men in London, Lord Kennington owns tremendous holdings, most notably among them a significant number of industrial docks on the Thames. He is the perfect image of the aristocrat: tall and regal with an elegant moustache. His eyes, however, seem manic and fevered, and when he speaks, his voice is tinged with desperation.

"I will be brief, as time is of the essence. My son was receiving treatment at a medical facility in Shadwell. This evening the Plague broke out in those slums and several subdistricts within Shadwell have been quarantined by the Deathwatch; my son is trapped inside. As you can imagine, the Lady Kennington is mad with worry, and I am little better. Luckily, my contacts within the Domestic Security Force give us a glimmer of hope, faint though it may be. I have been able to ensure that the area my son is in will be the last area to be cleansed, and Serjeant Harbottle here will see you safely into that portion of Shadwell. Once there, your mission is obvious: make all haste to secure the safety of my son and return him to me and my wife. Should you succeed, you will be richly rewarded, as well as enjoy the gratitude of House Kennington." He gestures at the butler who stands behind him. "Crichton here will give you what other details you need as I must attend to my wife."

Without further word, Lord Kennington sweeps from the room before you can even respond. In his mind, your acceptance of the job is a foregone conclusion.

The butler retrieves a strange set of leather straps from a cupboard and presents them to one of the characters. He explains that the young master Kennington sometimes suffers from fits as a result of his unfortunate medical condition and that he may need to be restrained to be safely transported out of the area. He explains how the straps are tied in a detached tone. The characters may try to pump Crichton for more information, but they find him to be exceptionally closemouthed on all points except that Lord Kennington has spent a small fortune in bribes this evening in order to gain entry for the characters into the quarantine zone and that he'd be surprised to see any of them again. After all, the Deathwatch do not discriminate between the living and the animate dead within the confines of a quarantine, a fact that Serjeant Harbottle knows all too well. Once he has explained how to use the restraints, he leads them through the house. As they walk, he explains that they will be entering Shadwell by taking a small boat up the Thames and landing at one of the docks owned by Lord Kennington in the district. The spot that has been chosen for their landing is as close as possible to the Bigland Green building where the young lord is trapped. The characters are provided with

a crude map marked with the location of the soot-blackened brick and mortar building and are told that young Lord Kennington will most likely be found in the examination rooms of the facility.

The butler leads the characters to a carriage house within the walls of the estate, where a large, four-horse carriage waits for them. A cloaked and gas-masked driver sits at the front. The characters are quickly ushered into the carriage as another servant opens a massive gate. Before the gate is closed behind them, the butler reaches up to hand a small locket to one of the players. "This contains the likeness of young Lord Kennington, so that you may recognize him easily." The locket contains a small sepia-toned photograph of a beautiful young boy. The face seems to lack any emotion or expression, and his dead eyes stare out at the players.

An expensive galvanic lantern, powered by the city's ambient Tesla fields, hangs inside the carriage, which has heavily curtained windows. The characters might want to take this time to discuss their plans and to study the map they were given. Serjeant Harbottle knows little more than they do, save that he pulled strings with the Deathwatch to ensure that their quarantine and eradication patrols would stay out of the requested area for several hours.

Soon enough, the carriage comes to a halt, and the characters disembark, exiting the carriage into a thick, stagnant fog rising up from the Thames. The characters instinctually don their respirators as proof against the choking atmosphere of the city, just as they have every time they have stepped into the streets over the course of their lives. The characters can barely see more than a few feet ahead, and the fog muffles sounds as well. The noises of the metropolis are no more than a ghostly whisper through the blinding mists. Be sure to remind characters that the fogs of Neo-Victorian London are not the clean and refreshing mists we know today. The fog is the product of the pollution and detritus that makes the London air unbreathable. Any exposed skin the characters have feels oily and shivers beneath the tendrils of fog that creep across them, and they must continuously wipe their gasmasks clean of the patina of filth that condenses upon their lenses.

READ ALOUD

An indistinct glow appears in the fog and begins to move towards you, slowly resolving into the form of a man wearing tar-stained clothes and bearing a galvanic lantern. "Come along, then," he says gruffly, his voice muffled by his cheap-looking gasmask. He motions for you to follow him as he turns back into the fog. The carriage pulls away behind you, and you have no choice but to hurry after the man before he disappears. As you walk, you begin to hear the sounds of the Thames through the mists before you, water lapping against the shore and boats rattling in their slips. You are eventually led onto a low dock where a small boat is tied up. The man boards the boat and holds it steady against the dock for you to do the same. Once you are aboard, he quickly unties the boat and pushes off from the dock, starting a small galvanic motor in the back.

"I'll be lettin' ya off at a dock in Shadwell, close as I can to where you're needin' ta be. Hurry yourselves along once I do, 'cause I won't be waitin' around if the Deathwatch start breathin' down me neck." With a nod he turns his attention back to piloting the boat.

The trip up the Thames is fairly short and uneventful, but you should still do your best to instil a feeling of dread in the characters as they approach their destination. The fog covers the water, making the boat seem to be almost floating through the mists as it travels. The characters can see no landmarks of any kind, and at first, only blind faith in the old boatman suggests they are headed in the right direction. As they approach Shadwell, muffled screams and gunshots play out the sadly familiar song of a district under quarantine.

As their boat approaches the docks of Shadwell, the huge cranes used for unloading cargo loom out of the fog like the limbs of fearfully giant spiders. The boatman expertly pilots the vessel towards one of the smaller docks and pulls into the slip with only the slightest of bumps. Tying off with a loose knot, he holds the boat steady as the characters disembark.

If they have not thought of it themselves, you may want to suggest to the characters at this point that they connect themselves to one another by holding a length of cloth, rope, or some other improvised item to avoid becoming separated in the fog. If the characters choose not to do something of this nature, you should, from time to time, inflict a Wit roll (DR 11) on a randomly chosen character. Failure indicates that the character has become separated from the group. Although this separation should not significantly affect the story, do your best to play up the dread of being alone and nearly blind in an animate-infested district until he rejoins the group.

As characters leave the docks and head into the streets of Shadwell, the noises grow louder. The characters can clearly hear the crack of weapon fire and the screams of those unlucky souls caught in the crossfire as the Deathwatch fights to restore order inside the quarantined subdistrict. As the characters step onto the cobblestone streets of the East End, they are immediately confronted by unfortunate victims of the Plague outbreak.

READ ALOUD

As you peer about in an attempt to get your bearings in the fog, a low and familiar moan emanates from just next to you. Whirling about, you see grasping claws appear from the mists as three fresh animates barrel towards you.

The characters are considered to be targets of a Surprise Attack, and thus, the animates (a group of three raveners) take a free round of actions. After resolving the Surprise Attacks, have the players determine the order of initiative by rolling 2d10 and adding their characters' Prowess. Then, begin the first combat round, and explain that they will maintain this order throughout the encounter.

Ravener

Vitality 4

Coordination 2

Wit 2

Prowess 4

Actions 1

Fear – Humans or half-lifers confronting one or more zombies must pass a Will – Fear roll (DR 11) to avoid fleeing.

Attacks: Grapple and Bite – The ravener will always attempt to grapple its target before biting (See *UM*, page 167). If the grapple succeeds, the animate will immediately attempt to bite its victim as part of the same action. If a victim has already been grappled by another animate, an animate in striking range may bite the character instead of grappling the character itself.

Be sure to emphasize the heightened sense of danger that comes from fighting in the fog. Characters cannot keep the animates at range because it becomes impossible to hit them through the fog; if the character can hit the zombie, the zombie can hit the character.

Once this first group of animates is dealt with, the characters will want to make all haste to the building where the young lord is trapped. They will likely need to feel along the buildings at the edge of the street, or they will miss the turn they need to make. You may want to have the characters make a Wit roll (DR 13) to avoid becoming turned around in the fog and moving in the wrong direction. If the characters wander off track, they will encounter another group of three to five raveners (use the statistics given above) before they locate their destination. As they wander blindly, unknown shapes move through the fog and simple objects take on a terrifying mien, to say nothing of the din of massed firepower slowly growing closer.

As they search for the Bigland Green building, the party encounters a young girl who has managed to hide herself. The girl appears to be around eight years old with dark, curled brown hair and liquid brown eyes filled with terror, clearly visible through the lenses of her mask. She wears a plain but clean maroon-coloured frock. She is terrified beyond the capacity for speech and is, in fact, infected with the Plague. A small bite on her calf is concealed by her dress. The characters will need to decide whether to leave the child to the perils of the animates and the Deathwatch or take her with them, slowing them down as well as risking the ire of their employer. If they choose to bring the girl, at some point (time permitting), she should open the wrong door or make too loud a noise and bring a small group of two or three animates down on the party. If they leave the child and return for her on the way back, they will find that she has been torn apart by a pack of animates. If the characters do not discover her wound and do not take the necessary precaution of ending her life, she will die suddenly at an inopportune time of the Narrator's choosing only to arise as a fresh ravener.

Once you feel that the characters have been terrorized to an acceptable degree, allow them to locate the building they are searching for. From what little they can see, it appears to be a large, plain brick building with a single, unmarked door. The door is made of stout oak, banded and studded with iron. A successful Lock Picking roll (DR 14) can defeat the lock, or the door can be battered down with a successful Vitality check (DR 16). You may allow other methods of opening the door, from shooting the lock to fashioning some sort of ram from debris found on the street, to be successful. Once the characters breach the door, read the following section aloud.

READ ALOUD

The door opens to a small room with bare, white walls. A small desk sits against the back wall, and the corpse of a man with his throat torn out lies propped against it. His starched white shirt is stained almost black with gore, and his tweed suit is a bloody ruin. The room is empty except for this single, unfortunate occupant, and three hallways branch off from the room, one from each side other than the one you entered from. The walls, floors, and ceilings are all stark white and strangely clean, save for a small spatter of blood around the corpse. The dingy and smog of London cannot be denied, and one would expect such white walls to acquire a grey pallor in no time, yet they are so immaculately clean as to seem almost sterile.

A successful Medicine roll (DR 14) will tell the characters that the man's corpse has curiously little blood within it and that the mess of his clothes could not possibly explain this lack.

The characters will likely wish to search the room before moving on. If they search the body, they will find a small revolver with 4 bullets and nothing else of note. The desk is empty, as is the rest of the room.

Revolver

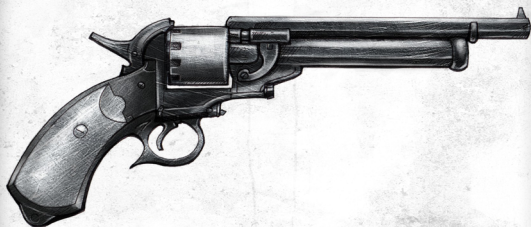
Skill: Pistol

Ammo: 5

Maximum Range: 200 feet

Damage Modifier: +5

Features: Loading a round into a revolver takes 1 action.



Each of the three hallways leads to a different section of the building that the characters may investigate. One of the hallways leads to the examination rooms where the characters will eventually find their quarry, and the other hallways lead to various other rooms within the facility. These other rooms are described in more detail below, but you may alter these as you like or come up with completely custom sections. This can be especially useful if you wish to add a plot hook for a future campaign. Also, depending on time constraints, you may alter which hallway leads where. If, for example, you wish to move things along to their conclusion, the characters might find the examination rooms immediately. Conversely, if you wish to slow down the scenario to heighten the sense of mystery and suspense, you can have the final encounters be found down whichever hallway the characters choose last.

The left hallway leads to the facility's laboratory. Rows of tables are covered with a myriad of beakers, burners, and other more esoteric tools. Alchemical and galvanic experiments lay abandoned, but there are no corpses. It seems the occupants of this room, at least, made it out of the building. A successful Alchemy roll (DR 14) by Doctor Pilkington will determine which chemicals or items might be valuable. These include three gallons of laboratory-grade ethanol, a working autoclave, and various small tools worth a total of five pounds. Against the wall are many desks and tables covered in notes and papers describing the various research projects underway in this room. A successful Alchemy roll (DR 12) will reveal that the experiments going on in here were questionable at best and blatantly illegal at worst. Some of the chemicals are dangerous and volatile, and any character without the Alchemy Skill (meaning any but Doctor Pilkington) who attempts to handle them risks accidents ranging from embarrassing to deadly. Any such character must succeed in a Coordination roll (DR 11), or they must roll on the Side Effects Table (see *UM*, pages 252 – 253) and suffer the consequences listed there.

The hallway on the right side leads to a large operating theatre. There is a table of high-quality surgical tools and scalpels, and tiered seating surrounds a shining metal table in an open central area. Several different sizes of manacles, straps, and restraints are attached to the table, and one set of them appears to have been broken. Spatters of blood dot the room, and slumped against the far side of the table is another corpse. This corpse wears a long, white lab coat, and his head has been brutally caved in. If the characters search the raised area, they will find two more bodies that appear to have been trampled to death, also wearing the same white lab coats. Any character searching the room will find a set of notes near the first corpse in the lab coat. The notes speak of the beginning of a procedure on an undescribed subject and then break off suddenly. See the player handout at the end of the scenario.

As to what exactly occurred here, there are few clues, but a character examining the bodies will discover a lack of bite marks on the corpses, indicating that it is unlikely that they were the victims of an animate attack.

The final, central hallway is significantly longer than the others. As the characters travel down it, they will see doors with large, thick glass windows set into them. The doors are locked from the outside, the keys dangling from a hook in the hall. Each door looks into a small cell with a cot bolted against the wall. These cells appear to be almost entirely empty, but when the characters look into one of the rooms, an animate suddenly stands up from

behind the door, clawing and biting at the glass. Seeing the characters, it flails against the glass, smashing its face and fists over and over again. It is clearly hungry. If the characters choose to kill it, use the ravener statistics provided earlier in the scenario.

As the characters move down the hallway, they see that it ends in another door, though this one has no window. If the characters listen at the door, they will hear some indistinct grunting sounds. The door is not locked, and the heavy handle turns easily. The characters may take some time to prepare themselves, if they wish, before opening the door.

READ ALOUD

The stench of offal assaults your nostrils as soon as the door opens. Inside is a room in shambles, with overturned tables and scattered papers lying in pools of blood on the floor. In the centre of the room is a pile of mangled bodies. Atop the pile lies a twisted creature sucking greedily at the neck of a nearly dead man. Human in form, the monster's skin is ruddy, and its nails are long and claw-like. It looks up from its meal and hisses, bearing massive fangs beneath its blood-red eyes. Moving with preternatural speed, the creature drops the unfortunate it was feeding on, grasps an axe from the floor next to it, and bounds towards you.

Feral Vampire

Attributes

Vitality: 4

Coordination: 4

Wit: 3

Intellect: 1

Will: 1

Charm: 0

Prowess: 7

Actions: 2

Skills

Melee Weapon 3 – Stunts: Deadly Skill, Riposte, Snap Reaction

Unarmed Combat 3 – Stunts: Free Dodge, Hardened Strike, Snap Reaction

Attacks: The feral vampire is armed with a fire axe.

Fire Axe

Skill: Melee Weapon

Damage Modifier: +3

Features: None

This feral vampire escaped from his bonds in what the characters must surely recognize now to be an illegal research laboratory. It seems that the vampire freed itself and herded the scientists into this room where it brutally incapacitated them before feeding on them at its leisure. It is quite possible that the outbreak of Plague originated from this facility during the confusion, as the characters have already seen that animates were kept here. This encounter may seem like the final one to the characters, and feel free to play up that belief so that the final reveal becomes even more surprising.

Once the characters defeat the vampire, they will see a single door at the back of this room. On the door is a small sign that reads "Examination Room." The door is locked, and no sounds can be heard from within. The door can be opened with a successful Lock Picking roll (DR 14) or forced open with a successful Vitality roll (DR 16). A search of the bodies will also discover a key to the door. Do not allow the characters to simply say, "I search the pile of bodies" and leave it at that. Be sure to describe the stickiness of the blood, the slippery gore and entrails spilling from bodies that have been torn open, and the sucking sounds the bodies make as the characters pull them apart to dig deeper into the pile. Once the characters open the door, read them the section below.

READ ALOUD

The room beyond the door is large and dark, and only a small pool of light spills into the room from the doorway. The shadows in the room shift, and a small face appears at the edge of the light. Pale and beautiful, it is the face of the young Lord Kennington you saw in the locket. Before you can speak, the child lurches forward into the light. Beneath that perfect face is an amalgam of metal and necrotic flesh, sparks of galvanic energy crackling within. The face is simply a mask of perfect skin riveted to a distorted metal skull. A high, whining moan emanates from the creature, but its face remains frozen. As your eyes adjust to the darkness, you see a much larger form move forward from the shadows in the back of the room. A hulking galvanic monstrosity lurches into view, a seven-foot-tall pile of metal, flesh, and bone. Though vaguely humanoid in shape, its body is strange and mismatched: one arm is normally sized and the other massive and twisted. Its face is nothing more than a maw of real and metallic teeth with no eyes in evidence.

Suddenly, the smaller abomination shudders and falls still. Almost gently, its massive guardian reaches down with its smaller hand and caresses the freakish child that it holds to its breast. A spark of energy jumps from the child, and it shudders back into half-life. Then, with a massive roar, the galvanic behemoth lumbers forward towards you.

Galvanic Automaton

Vitality 7

Coordination 4 (3)

Wit 2

Intellect 1

Will 5

Charm 1

Prowess 6 (5)

Actions: 2

Skills: Unarmed Combat 5 – Stunts: Brutality, Deadly Skill, Hardened Strike, Iron Grip, Spit Fire

Attacks: The creature will attack with his larger hand or bite.

Features:

Crushing Jaw – the creature's jaws have been augmented with vice-like metal clamps. These massive metal jaws give a +4 damage modifier when used in a bite attack as well as providing the benefits of a successful grapple attack (see *UM*, page 167).

Armoured Form – The automaton gains considerable resilience from its metal components and is considered to have 2 points of armour in all locations.

Once they reach safety, the adventure is mostly completed. If they chose not to return with the child, they may wish to disappear for a time into the slums of London until the wrath of Lord Kennington subsides. Otherwise, they should return to the manor for their reward. The butler Crichton takes custody of the child as soon as they return, and Lord Kennington thanks them personally. No mention is made by Kennington of the nature of his child, and he quickly deflects any questions the characters ask about it. Thanking them profusely, he tells them to contact him if they ever need a favour and then excuses himself after seeing to their payment. They are shown to the exit by another servant as the sun rises over London.

This is the final combat encounter of the scenario. Do not pull any punches here, and don't be surprised if not all the characters survive to the end. In truth, killing the monster may be the least of their problems. Assuming the characters kill the creature, they must decide what to do with young Lord Kennington. Though obviously a disgusting monster, the child is generally noncombative. The galvanic power source animating the child is imperfect. It sparks and stutters, causing violent seizures in the young Lord. Should the characters choose to leave the child, they will incur the unending ire of Lord Kennington, one of the most powerful aristocrats in the city. Should they choose to bring it with them, they will have brought an illegal galvanic reanimate out of a quarantine zone. A less-forgiving Narrator may force the characters to evade Deathwatch patrols or have them be surrounded and forced into explaining the nature of their young ward.

Most likely, the characters will choose to bring the creature back with them. Money and the friendship of a powerful aristocratic house should be more than enough incentive for your average Neo-Victorian mercenary to look the other way. The return trip to the boat should be fairly uneventful. However, the characters should hear the Deathwatch approaching and move quickly to exit the area. The fog has begun to lift, and the hazy sun is rising, so there is no danger of becoming lost on their way back to the boat. The trip back down the river is relatively quick as the characters are now traveling downstream.

Observation of vivisection of subject V-3, Studies in Applied Paranormality

Subject has been sedated prior to being brought to the observation room.
Subject required over 1200 C.c. of chloral hydrate.

The subject is secured on the central observation table with leather restraints across its ankles, knees, chest, wrists, and neck.

A shallow rectangular incision is made on the subject's right bicep, approx. 4cm x 8cm. The skin in this area is flayed off and placed in a tray for later analysis.

The musculature underneath is dehydrated yet tough—similar to an old tree root. The first scalpel becomes dull and must be replaced before a single fibre can be excised. Fibre placed in a tray for later analysis.

A dental dam is placed in subject's oral cavity in case of reflexive mandibular action. Canines are extremely enlarged, a specialized feeding adaptation. Using a set of forceps, one of the bicuspids is removed and placed in a tray for later analysis.

Preparation is made for examination of the thoracic cavity. Approx. 20 cm incision made on the left abdomen.

Subject experiences a full body muscle spasm. Muscular action is quick and powerful, causing oscillation of the reinforced observation table. The subject exhibits eyelid flutters similar to those of REM sleep. A low tearing sound is noted.

CRIMINAL

The harsh conditions and crippling poverty present in Neo-Victorian cities make crime inevitable. The slums are haunted by a multitude of beggars, tramps, match-sellers, crossing-sweepers, rag-pickers, organ-grinders, prostitutes, and others who hang on to the outskirts of society. Mingling with them are the burglars, pimps, and resurrectionists who operate under the cover of darkness and the pickpockets and petty thieves who work the streets day and night. Collectively known as the Family, the criminal class includes not only thieves, paid murders, confidence men, and racketeers but also the lookouts, spies, informers, associates, and business owners who cater to them. The activities of the criminal underground are so varied and extensive as to defy categorization. The only thing the members of the criminal fraternity have in common is that they operate outside the law.

Rick Sayle - Criminal

The criminal society of London has as many roles to be filled as the city's more legitimate side does. Pickpocket, burglar, card sharper, screwsman, thug, pimp, and many other titles can be claimed by the criminals of the metropolis. In his time, Rick Sayle has laid claim to all of them.

A skilled screwsman and cutpurse, Rick is as well respected by his scurrilous peers as any independent thief can be. Despite his inarguable skills with the more delicate criminal arts, Rick has come to prefer more direct means of employment.

His sickly green hair, not uncommon among those born in the polluted back alleys of the East End, makes him somewhat more easily identified than is comfortable for a career criminal. Rick's solution to this conundrum has been to simply kill any victim who might identify him.

The added benefit of this pragmatic approach is that, in addition to whatever money and jewellery might be had, almost every human body is a cornucopia of harvestable body parts. For a well-connected gent like Rick, finding a buyer in the underworld's black markets or even at some of the local butcher shops is an easy task.

Despite Rick's ghoulish professional life, he makes a point of being cheery and pleasant at all times. After all, there's profit all around him.





Name: Rick Sayle Player: _____

Calling: CRIMINAL

Age: Early 30s Wealth Rating: 2

ATTRIBUTES

	BASE	CURRENT
Vitality	4	
Coordination	4	
Wit	2	
Intellect	3	
Charm	2	
Will	2	
Prowess	6	Actions 2

CORRUPTION

Physical	1
Affliction <u>CURSED</u>	
Desire	
Affliction _____	
Drive	
Affliction _____	

EXPERIENCE

Total Unspent

SKILLS

Stunts	RATING
ACROBATICS	2

APPRAISE	3

GAMBLING	2

LANGUAGE	2
Thieves' Cant	

LOCK PICKING	4

MELEE WEAPON	2
Fast Draw	
Free Parry	

PICKPOCKET	2

PISTOL	2
Fast Aim	
Fast Draw	

SAFECRACKING	1

SHADOW	3

STREETWISE	4

UNARMED COMBAT	3
Foot Work	
Free Dodge	
Spit Fire	

QUALITIES

Criminal Associations	
Reputation	
- Street	

IMPEDIMENTS

Defects	
- Sickly Green Hair	

FEATURES

Flash Thief	
- Confidence Man	
- Phantom	
- Screwman	
- Tooler	

- Ragged but relatively clean clothes			
- A thick cloth mask in place of a respirator			
- Military surplus goggles to keep the fumes of London's streets out of the eyes			
- Deck of cards			
- Set of lock picks			
- Three knives			
- Well-worn sap			
- Wallace & McNail 5-round revolver (fully loaded)			
- Six more loose revolver rounds in a pocket			

Rick Sayle : Notes

Features:

Flash Thief – The criminals of the metropolis are skilled professionals who largely ply their trade under the harshest conditions possible. Talent is not enough: the prisons and gutters are full of thieves who lacked the proper combination of skill, imagination, and determination to succeed.

Confidence Man – The character is a swindler, cheat, and master manipulator. He knows all the scams and angles. There is virtually nothing he cannot sell with a good pitch. The character can reroll failed Charm – Guile rolls. Each failed roll may only be rerolled once due to Confidence Man.

Phantom – The character knows the streets of the metropolis like the back of his hand. He knows all the shadows, shortcuts, and hidden passages. He instinctively blends into crowds, effectively becoming invisible. The character is never lost and can reasonably identify his surrounds with a quick look around. The character can reroll failed Shadow rolls. Each failed roll may only be rerolled once due to Phantom.

Screwsman – The character has a gift for picking locks. He also has a collection of skeleton keys that could open most of the doors in London. The character does not require lock picks to go about his work and can pick a lock with just about anything. The character can reroll failed Lock Picking rolls. Each failed roll can be rerolled once as a result of Screwsman.

Tooler – The character is an exceptionally talented pickpocket. The character can reroll failed Pickpocket rolls. Each failed roll may only be rerolled once as a result of Tooler.

Corruption

Cursed – What you touch, spoils. In your presence, milk sours, mothers miscarry, and happy families are torn to sticky bits by rampaging thropes. To touch your hand is to invite sickness and infection. Those closest to you are doomed to misfortune. You are a harbinger of ruin.

Rating 1: You always seem to be in the right place at the wrong time. Once every few weeks, you observe a tragic accident that coincidentally happens in your presence. These accidents seldom, if ever, happen to anyone you know.

Melee Weapon Stunts (2)

Fast Draw – The character can draw a weapon governed by the Skill with which this Stunt is associated without spending an action. If the character uses Fast Draw to pull a weapon during the first round of combat, he gains a +3 bonus to his initiative roll (see *UM*, page 163).

Free Parry – The character may make one parry each round without spending a combat action (see *UM*, 165). After making a free parry, the character cannot make another free parry until after his next turn.

Pistol Stunts (2)

Fast Aim – A character with this Stunt may forfeit a single action to receive an aiming bonus instead of forfeiting his entire turn (see *UM*, page 168).

Fast Draw – The character can draw a weapon governed by the Skill with which this Stunt is associated without spending an action. If the character uses Fast Draw to pull a weapon during the first round of combat, he gains a +3 bonus to his initiative roll (see *UM*, page 163).

Unarmed Combat Stunts (3)

Foot Work – The character gains +3 on dodge rolls (see *UM*, page 166).

Free Dodge – The character can make one dodge each round without spending a combat action (see *UM*, page 166). After making a free dodge, the character cannot make another free dodge until after his next turn.

Spit Fire – A character with this Stunt can make one additional Unarmed Combat attack each turn. This attack is in addition to the character's actions. The character cannot make this attack if he takes evasive action.

Qualities & Impediments

Criminal Associations, Quality

The character is well known throughout London's underworld. His connections can be used to track criminals on the run, procure illegal goods, or gather information. Of course, information and services come at a price.

Defects, Impediment

Though unsettling to some, physical defects are common throughout Neo-Victorian society. In the poorest boroughs, it is not uncommon to see children with grey hair and wrinkles before the age of fifteen, unnaturally aged by lives of backbreaking work, squalor, and the murderous smogs. Prolonged exposure to the smogs tends to rob an individual of all skin pigmentation and stains their teeth a sickly yellow. Hair, toenails, and fingernails grow thin and fall away. Many children in the worst boroughs have stark white or sickly green hair virtually from the time of birth. The character suffers –1 on Charm – Guile and Charm – Seduction rolls versus anyone who can see his defects.

Reputation – Street, Quality

The character is a well-known and respected figure on the streets of the metropolis. He may be known as a killer not to be crossed, a flash thief, an honest costermonger, etc. In any case, the character is generally regarded as a member of the Family in good standing. He can find information, weapons, pharmaceuticals, and inexpensive stolen goods with little trouble. If he is holding misappropriated property, he will have no trouble finding a fence to move the goods.

Equipment

Combat Knife

Skill: Melee Weapon

Damage Modifier: +2

Features: A character attempting to parry with a combat knife suffers –2 on his roll.

Revolver

Skill: Pistol

Ammo: 5

Maximum Range: 200 feet

Damage Modifier: +5

Features: Loading a round into a revolver takes 1 action.

Sap

Skill: Melee Weapon

Damage Modifier: +2

Features: Subtract the victim's Vitality from sap damage rolls. When a character is hit in the head by a sap attack, add 2 to his DR to resist knockout. A sap cannot be used to parry.

DEATHWATCH SOLDIER

The Domestic Security Force, Britain's bulwark against the Plague-animated dead, are ruthless, indiscriminate killers bringing low innocent lives and undead monstrosities alike. Commonly called "the Deathwatch," they are lauded and feared by a populace that would all too likely be wiped from existence without them.

Despite the demands of training, the harsh discipline, the dangers faced in fighting the animate dead, and the psychological traumas suffered during actions that require the deaths of innocent or uninfected people, the DSF does not lack for volunteers. For many of the poorest members of Neo-Victorian society, the chance to earn a wage for a worthwhile effort and to assure a roof over your head, clothes on your back, and a warm meal in your belly is a seductive prospect.

Serjeant Rodrick Harbottle – Deathwatch Soldier

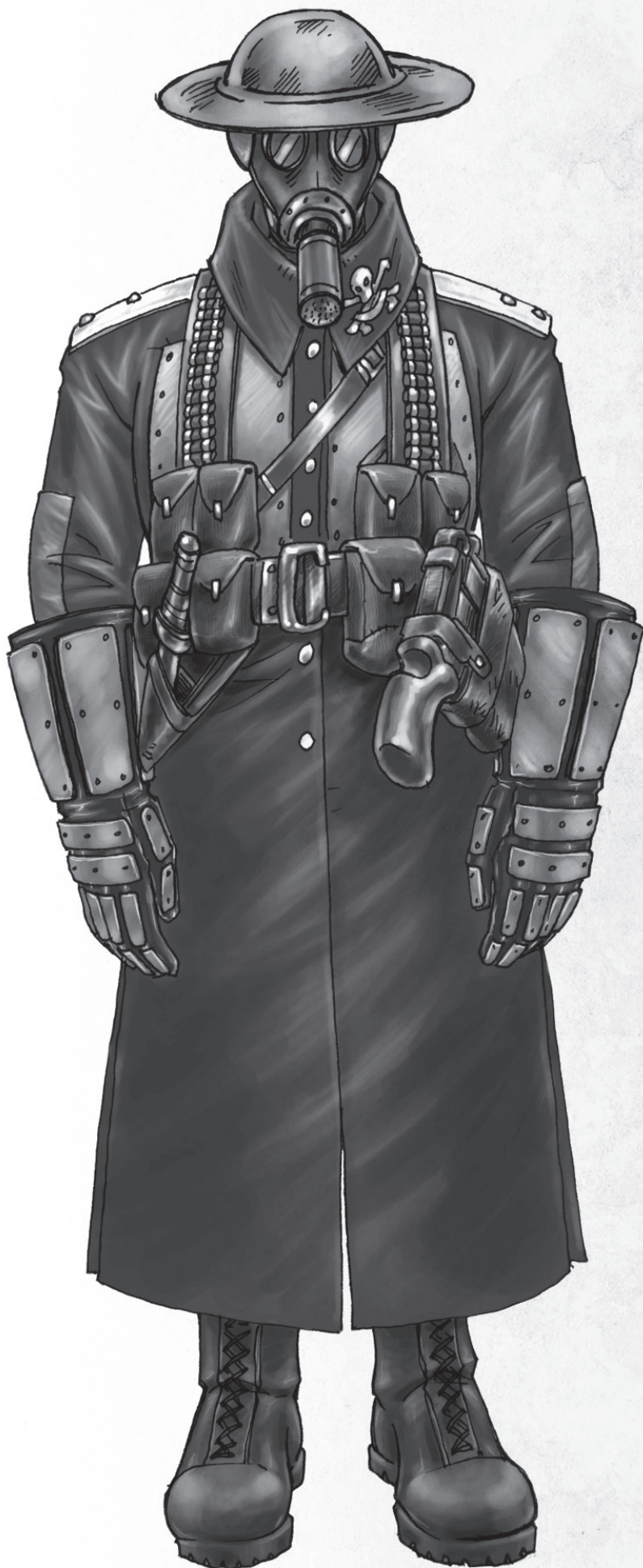
Like many lads, Rodrick joined the DSF to escape the grinding poverty of London's slums. After enduring the brutal Deathwatch training, he became a model soldier, earning commendations in quarantine actions over a decade of service. His mates said few men could shoot as straight as Rodrick with the screams of the infected echoing in his ears. As serjeant, Rodrick was a favoured leader to take squads into quarantine zones.

The rookery of St. Giles was the scene of Serjeant Harbottle's last official action with the Deathwatch. His squad discovered an orphanage besieged by a mob of animates during a Plague outbreak. Following Deathwatch protocols, Harbottle acted as ranking officer, wielding a flamethrower and setting the building ablaze. Screams of burning children still ringing in the air, he tendered his resignation to his commanding officer.

His men said he'd broken beneath the guilt of his actions. Nothing could be further from the truth. As Harbottle stood in front of the burning orphanage, watching children fling themselves from windows like small shooting stars, he had felt nothing. He could find no sadness, remorse, or even the slightest twinge of self-loathing within. In a final moment of human feeling, he knew that he must move on or become a greater monster than those he hunted.

Now Harbottle lives day to day as hired muscle, relying on his remaining Deathwatch ties.

Temporarily employed by Lord Kennington to help rescue his young son, Harbottle hopes that by helping others, one day he will rediscover the soul he lost on the streets of London.



<u>Familiarity: Animate</u>	
<u>Military Training</u>	
- Bullet to the Brain	
- Hold Off	
- Keen Eyed	
- Wrench Free	
<u>Plague Resistance</u>	

[illegible]

Serjeant Rodrick Harbottle : Notes

Features

Familiarity: Animate – A Deathwatch Soldier never makes a Will – Fear roll due to being in the presence of an animate.

Military Training – Members of the Domestic Security Force are trained specifically to combat the animate dead, and this training—combined with constant combat during animate outbreaks and ongoing reclamation efforts—gives them prowess in combating the Plague-born menace.

Bullet to the Brain – The character has extensively trained to shoot at a target's head, the surest means of destroying a zombie. As a result of the repeated shooting drills targeting this area, the character does not suffer an attack roll modifier when making a ranged attack with a firearm targeting the head location.

Hold Off – Animates invariably grapple victims before attempting to bite them, and some Deathwatch Soldiers become adept at continuing to block bite attempts and other attacks, even when held. Unlike other characters, the soldier can parry while being grappled, unless his arms are pinned, but he still cannot dodge or make other evasive manoeuvres.

Keen Eyed – Few details escape the soldier's keen eyes. The character is able to reroll failed Wit – Perception rolls. Each failed roll can be rerolled only once as a result of Keen Eyed.

Wrench Free – Animates are at their most dangerous when a victim has been grappled, so some DSF soldiers train extensively in techniques for breaking free from them. The character gains a +3 bonus to contested Vitality + Unarmed Combat rolls to break free from grapples (see *UM*, 167-168).

Plague Resistance – The character has developed an unusual resistance to the effects of the Plague. The character receives a +2 bonus to Vitality rolls to avoid infection by the Plague. This bonus does not apply to any other diseases.

Corruption

Anhedonia – Anhedonia represents the death of desire, surrender to the spiritual miasma that plagues the soul. You have lost the capacity to experience joy in life. Life itself has become an endless tedium in which you persist out of habit or dread of the alternative.

Rating 1: You are perpetually bored and restless. The things that formerly gave you happiness or at least provided some distraction have gradually ceased to do so.

This stage of the Affliction may drive the character to experience all facets of life in hopes of finding something that can hold his attention.

Melee Weapon Stunts (3)

Fast Draw – The character can draw a weapon governed by the Skill with which this Stunt is associated without spending an action. If the character uses Fast Draw to pull a weapon during the first round of combat, he gains a +3 bonus to his initiative roll (see *UM*, page 163).

Free Parry – The character may make one parry each round without spending a combat action (see *UM*, page 165). After making a free parry, the character cannot make another free parry until after his next turn.

Preferred Weapon: Bayonet – When attacking with a preferred weapon, the character gets +1 to attack rolls. When using a preferred weapon to parry, the character gets +1 to parry rolls.

Pistol Stunts (4)

Fast Aim – A character with this Stunt may forfeit a single action to receive an aiming bonus instead of forfeiting his entire turn (see *UM*, page 168).

Fast Draw – The character can draw a weapon governed by the Skill with which this Stunt is associated without spending an action. If the character uses Fast Draw to pull a weapon during the first round of combat, he gains a +3 bonus to his initiative roll (see *UM*, page 163).

Long Shot – The effective ranges of weapons covered by this Stunt are increased by the number in parenthesis next to the Stunt under each Skill.

Night Fighter – Ignore attack modifiers for poor visibility when making attacks with this Skill (see *UM*, page 168).

Rifle Stunts (2)

Fast Aim – A character with this Stunt may forfeit a single action to receive an aiming bonus instead of forfeiting his entire turn (see *UM*, page 168).

Preferred Weapon: Kramer 2086 Bolt-Action Rifle – When attacking with a preferred weapon, the character gets +1 to attack rolls. When using a preferred weapon to parry, the character gets +1 to parry rolls.

Thrown Weapon Stunts (2)

Improvisation – The character does not suffer –2 on attack rolls when throwing unbalanced objects (see *UM*, pages 168-169).

Lucky Shot – If the character with this Stunt makes an attack and does not specify the part of his opponent's body he is targeting but rolls a 10 on either die and hits the target, he may choose to hit his opponent's arm, head, heart, leg, or torso after the roll is made.

Unarmed Combat Stunts (3)

Free Dodge – The character can make one dodge each round without spending a combat action (see *UM*, page 166). After making a free dodge, the character cannot make another free dodge until after his next turn.

Improved Knockout – Add 3 to the DR of a target resisting a knockout caused by an unarmed attack made by a character with this Stunt (see *UM*, page 177).

Trip – A character with this Stunt knows how to kick the legs out from under an opponent. If the character kicks a target in the legs and the attack inflicts a Flesh Wound or greater, the target has a chance of being knocked down (see *UM*, page 168). The attacker makes a contested Unarmed Combat roll versus his opponent's Coordination. If the attacker wins, his opponent is knocked down. If the result is a tie or the opponent wins, the opponent suffers the damage but is not knocked down.

Qualities & Impediments

Able Bodied, Quality – The character is in excellent health. He heals quickly and is seldom ill. The character recovers lost Vitality at double the normal rate. Additionally, he gains +2 on Vitality rolls to avoid contracting diseases and other ailments.

Bad Tasting, Quality – There is something about the character that is unappealing to animates and vampires. An animate will always go after some other nearby target first, but if the character is the only living creature in the vicinity, animates will grudgingly attack him. Sentient vampires would never deign to feed on the character, but feral vampires may just kill him to avoid his stench in the future.

Notoriety, Impediment – The character is notorious throughout the metropolis. Rumours about the character circulate throughout the city especially in the social circles he frequents. Notorious characters will be constantly harassed. Aristocrats may find themselves refused service or entry into exclusive clubs, and lower-class characters may be threatened on sight or shunned completely. Notorious criminals will certainly come face to face with the Metropolitan Police from time to time.

Notoriety is not without its benefits, however. The notoriously violent, for example, may cause fear wherever he goes, making intimidation and waiting in queues easy. Notorious characters will also attract a certain desperate element who are anxious to learn what makes them tick.

The character suffers –2 on non-intimidation Charm rolls.

Resolve, Quality – The character has become accustomed to the horrors of the Neo-Victorian world and possesses a steely resolve. When the character fails a Will – Fear roll, he is shaken but does not make a second roll (see *UM*, page 161).

Equipment

Bayonet

Cost: 10s

Skill: Melee Weapon

Damage Modifier: +2

Features: A character attempting to parry with a detached bayonet suffers -2 on his roll.

Deathwatch Armour, full

Deathwatch armour gives the wearer 3 points of armour in all locations. However, a character wearing Deathwatch armour only suffers -1 to his Coordination.

Grenade, explosive

Skill: Thrown Weapon

Maximum Range: Thrower's Vitality x 10 feet

Damage Modifier: +8

Features: Rules for explosions and hand grenades can be found on *UM* page 180.

Kramer 2086 Bolt-Action Rifle

Skill: Rifle

Ammo: 10

Maximum Range: 3250 feet

Damage Modifier: +10

Features: Loading a round into the Kramer 2086 takes 1 action.

Skull Crusher Combat Knife

Skill: Melee Weapon

Damage Modifier: +2

Features: A character attempting to parry with a combat knife suffers -2 on his roll.

Skill: Unarmed Combat

Damage Modifier: +1

Features: When a target is hit in the head by a Skull Crusher attack, add 2 to his DR to resist knockout.

Westgate Executioner 12mm Semi-Automatic Pistol

Skill: Pistol

Ammo: 10

Maximum Range: 275 feet

Damage Modifier: +6

Features: Provided the character has a loaded clip, the Executioner takes 1 action to reload.

DOCTOR

Doctors are more than merely men of medical science; they are pioneers into the secrets of life and death. Doctors have never been well trusted by the common folk, and that includes the simpletons of all social classes. There are those who would separate true visionaries from their peers based upon nothing more than class association or schools attended. However, it is neither the degree nor the honours which make the physician but rather his dedication to the craft and a true familiarity with the flesh.

Dr. Stanley Pilkington – Doctor

It was only a few years ago that Dr. Pilkington was one of the best-respected private physicians in London's affluent West End. In addition to his steep fees, he enjoyed all the privileges that his station granted: gifts, attention from ladies of quality, and invitations to the finest parties of London's gentry.

But no physician loses patients faster than a sick physician. The doctor's cough began suddenly and without warning. He found himself expectorating vile-coloured masses that proved under examination to be small pieces of his own lungs. The illness was a mystery to him and his colleagues, although not immediately life threatening. Dr. Pilkington began to fear that he had developed an allergy to an endemic pollutant in London's atmosphere.

This was all academic to his rich patients, who quickly found alternative physicians. The doctor tried to maintain his lifestyle to appeal to his few remaining patients, but all was for naught as he sank into debt. Soon, he was forced to take a small room in London's East End slums.

From the backstreet room that serves as his home, office, and laboratory, Dr. Pilkington now lives two lives. In one, he is developing a reputation among the neighbourhood's poor as an affordable and knowledgeable doctor. In the other, he is growing obsessed with curing the illness that sent him into poverty. The growing suspicion that his malaise might claim his life sooner rather than later has led him into certain curious areas of research. If his current body is no longer a viable vessel, perhaps the secrets of galvanic science will provide him with a better one.





Name: Dr. Stanley Pilkington Player: _____

Calling: DOCTOR

Age: Mid 40s Wealth Rating: 4

ATTRIBUTES

	BASE	CURRENT
Vitality	3	
Coordination	2	
Wit	2	
Intellect	4	
Charm	4	
Will	3	
Prowess	4	Actions 1

CORRUPTION

Physical	1
Affliction <u>ILLNESS</u>	
Desire	
Affliction _____	
Drive	
Affliction _____	

EXPERIENCE

Total Unspent

SKILLS

Stunts	RATING
ALCHEMY	3

CONCENTRATION	3

ETIQUETTE	3

GALVANICS	3

LANGUAGE	2
Latin	

LAW	2

MEDICINE	4

NATURAL SCIENCE	3

PARAPSYCHOLOGY	3

PISTOL	2
Lucky Shot	
Riposte	

PSYCHOLOGY	2

STREETWISE	2

QUALITIES

Murder of Crows	
Reputation: Street	
Resolve	

IMPEDIMENTS

Debt	
Poor	

FEATURES

Black Bag	
- Field Medic	
- Heal Thyself	
- Plague Doctor	
- Street Doc	

- A relatively well-preserved suit			
- A good quality respirator			
- Derringer (loaded)			
- Box of 20 derringer rounds			
- Black doctor's valise containing a dozen bandages			
- Set of scalpels			
- Three medicinal syringes			
- Pen			
- Notebook			
- Bottle of chloroform			
- Five doses of morphine			

Dr. Stanley Pilkington : Notes

Features

Black Bag – The Doctor is no mere physic. He is a cognoscenti of medical science adept in the manipulation of life and death.

Field Medic – The character is able to keep cool and treat wounds under fire. The Doctor operates with the pragmatic skill of an army surgeon under the worst possible conditions. The character suffers no penalties for Imperfect Operating Conditions (see *UM*, 176).

Heal Thyself – The Doctor possesses the knowledge and fortitude to treat his own wounds. The character never falls unconscious as a result of an Incapacitating Wound. The Doctor is capable of remaining conscious through the most painful medical procedures and does not suffer wound penalties while treating himself.

Plague Doctor – The Doctor is able to influence an infected character's chances of surviving the Plague or vampiric infection. If a character is treated by the Doctor soon after being bitten by an animate, he can reroll a failed attempt to shake off the infection. If the Doctor treats the character throughout his infection, the patient may also reroll a failed attempt to throw off the infection at hour 8. If a character is treated by the Doctor soon after being exposed to vampiric infection from either a bite or through the exchange of bodily fluids, he can reroll a failed attempt to shake off the infection.

If the Doctor treats the character throughout his infection, the patient may also reroll a failed attempt to throw off the infection after the third week. Failed rolls can be rerolled only once due to Plague Doctor.

Street Doc – The Doctor is well known on the streets of the metropolis as a man who will help those in need. He may barter his skills for various services or simply operate a free clinic for those who could not afford medical attention otherwise. Regardless of the nature of the character's dealings with his lower-class patients, he is viewed as an asset to the neighbourhood in which he operates and is owed a great number of favours. The denizens of the street will come to his defence in a time of need, watch over his office, and generally keep him apprised of curious happenings. They will never betray the Doctor's confidence or speak to outsiders or the authorities about the character. Additionally, the character gains the Murder of Crows Quality (see *UM*, 137).

Corruption

Illness – Your impending death has been a constant companion since the day you were born. Something moves in your veins, and someday it will kill you. If you're lucky, it's something mundane—a cancer, a poison, a wasting disease. You may keep a stiff upper lip and appear healthy, calm, and collected, but it is an illusion. When they aren't looking, you spit up blood or are wracked with uncontrollable tremors that can leave you weak and bedridden for days at a time.

Rating 1: You are prone to bouts of illness. Despite dressing as warmly as possible, you often complain of chills.

Pistol Stunts (2)

Lucky Shot – If the character with this Stunt makes an attack and does not specify the part of his opponent's body he is targeting but rolls a 10 on either die and hits the target, he may choose to hit his opponent's arm, head, heart, leg, or torso after the roll is made.

Riposte – Immediately after a character with this Stunt has been attacked and missed by a melee attack, he may make one attack targeting the failed attacker that uses a weapon in his hand covered by the Skill with which this Stunt is associated. This attack is in addition to the character's normal actions. A character can also make a riposte attack after a successful parry but not after a successful dodge. A character who has been grappled cannot make riposte attacks. A character can only make one riposte attack per round. After making a riposte attack, the character cannot make another until after his next turn.

Qualities & Impediments

Debt, Impediment

The character owes a soul-crushing debt. Perhaps he owes a vast sum of money to creditors or a huge favour to a degenerate aristocrat with a mean streak and too much free time on his hands. Whatever the case, the character owes someone big, and one day he will call in the debt, but until then, his debtor will leverage it for everything it is worth. If the character is lucky, he will only lose everything he owns and be forced out into the streets. If the debt is of a more sinister nature, he may be asked to commit deeds from which there is no redemption. Whatever the case, the player and Narrator should determine the details of the debt before the start of the game. If the debt is financial in nature, it should be several times what the character can reasonably expect to make in one year.

The character automatically fails any non-intimidation Charm roll when dealing with his creditor.

Murder of Crows, Quality

The character has a large network of friends and associates that keep an eye out for him wherever he goes. Any time the character is in apparent danger or likely to be apprehended, a crow, or lookout, will approach him and give the word. There are limits to the reach of the character's network, but he will generally receive ample warning while around the slums, streets, and rookeries of the metropolis.

Reputation – Street, Quality

The character is a well-known and respected figure on the streets of the metropolis. He may be known as a killer not to be crossed, a flash thief, an honest costermonger, etc. In any case, the character is generally regarded as a member of the Family in good standing. He can find information, weapons, pharmaceuticals, and inexpensive stolen goods with little trouble. If he is holding misappropriated property, he will have no trouble finding a fence to move the goods.

Resolve, Quality

The character has become accustomed to the horrors of the Neo-Victorian world and possesses a steely resolve. When the character fails a Will – Fear roll, he is shaken but does not make a second roll (see *UM*, 161).

Equipment

Chloroform

Formulation: Inhaled

Appearance: Clear liquid with a faint, pleasant odour and slightly sweet taste

Reaction Time: See below

Duration: See below

Effect: Despite being a known carcinogen, chloroform remains a common Neo-Victorian anaesthetic. Since it is inexpensive and readily accessible, medical professions often use it to treat the lowest classes when ether is not on hand. Chloroform is generally applied to a cloth that is pressed to the face, allowing a patient to inhale the anaesthetic. Fatal cardiac arrhythmia, or "sudden sniffer's death," among patients treated with chloroform has added significantly to the common people's distrust of surgeons. After two minutes of inhalation, a living or half-living character must make a Vitality roll (DR 14). If the character succeeds, he remains conscious but must roll again every ten seconds if the exposure persists. If the character fails the roll, the world grows darker, but he remains conscious until he fails a number of rolls equal to his Vitality Attribute. On a critical failure, the character suffers cardiac arrhythmia and dies. Once the character succumbs to the chloroform and falls unconscious, he remains so for 10 + d10 minutes after his exposure to the substance ends. While unconscious, the character is unresponsive to all stimuli. Upon waking, he suffers -2 to all Coordination, Wit, Will, Intellect, Charm, and Skill rolls for 3d10 minutes while the drug continues to wear off.

Derringer

Skill: Pistol

Ammo: 1

Maximum Range: 50 feet

Damage Modifier: +5

Features: Reloading a derringer takes 1 action

Morphine

Formulation: Ingested or injected

Appearance: A white, crystalline solid cooked to form a thick, viscous liquid for injection

Reaction Time: Instantaneous when injected or 10 + d10 minutes when ingested

Duration: 6 hours + 6d10 minutes

Effect: Morphine, like the opium from which it is derived, is an extremely powerful and addictive pain killer. In addition to numbing pain, morphine also alters mood, induces sleep, decreases hunger, and inhibits coughing. Undesirable effects include hallucinations, nightmares, and insomnia. At the onset of the drug's effect, the character must make a Vitality roll (DR 14). If the roll fails, the character goes unconscious for the duration of the drug's effects. On a critical failure, the character overdoses and dies. If the roll succeeds, the character enters a dull stupor for the duration of the drug's effects. During this time, the character suffers -3 Coordination, Wit, Will, Intellect, and Charm and -3 on Skill rolls. A character cannot have an Attribute reduced below 1 as a result of these penalties.

Those who remain conscious complain of nausea, dizziness, confusion, drowsiness, lethargy, constipation, itching, sweating, agitation, stiff muscles, double or blurred vision, chills, shallow breathing, fainting, hives, and swelling of the extremities. If an affected character stays conscious, he must make an additional Vitality roll (DR 14). If the roll succeeds, the character suffers no additional affects. If the roll fails, the character becomes nauseated and vomits profusely.

Respirator

Provides 1 point of armour to the head.

MOURNER

While most of the Neo-Victorian dead are cremated without ceremony, bereaved survivors with wealth and distinction may employ a Mourner, a professional watcher of the dead, to sit over the remains of the deceased. A Mourner keeps a silent vigil over the corpse for the three days preceding the funeral, ensuring that the corpse does not animate. During this time, the Mourner is expected to sit deathly still, neither sleeping nor speaking a word. Should the corpse move, the Mourner must be prepared to spring into action, decapitating the animate in a blink of an eye. Each Mourner is a master with the exculpus, the trademark weapon of the Mourner. The exculpus is a heavy, long, and razor-sharp knife. In the hands of a trained Mourner, the weapon can be far deadlier than any firearm.

The Quiet Service is not one to be undertaken lightly. Each Mourner is a member of the Mourners Guild, an organization which exists solely to train and preside over Mourners. Mourners are invariably of the middle and upper classes. The sensitivity of the Mourner's position precludes the possibility of the low born ever being accepted among their number. Many young widows enter the Guild during the process of mourning, hoping to turn their sorrow to a benevolent pursuit. Though lonely and occasionally shunned, Mourners are also highly respected members of society.

A Mourner's clients expect her to remain an exemplar of purity, and thus, each Mourner must take an oath of celibacy that she is expected to follow to her dying day. Those submitting to carnality are cast out of the Guild. Despite the harsh expectations placed on Mourners, few leave the Quiet Service.

Hannah Hinchcliffe – Mourner

Precisely how Lord Geoffrey Tennemount fell to his death from the sixth-floor window on the eve of his wedding day remains a mystery to his widow. Geoffrey's death was ruled a suicide, a verdict that Hannah never entirely believed. Her grief was inconsolable despite the best efforts of Geoffrey's younger brother Lord Percival to comfort her. Geoffrey had been a brave, intelligent, and charming man. Percival was none of these things. One year later, when the Tennemount family offered Hannah the opportunity to wed Percival, she declined in the only polite fashion possible: she applied to the Mourners Guild.

Hannah had been a cheerful young woman, but the loss of her husband-to-be changed that. The joy she had previously taken in life turned inward, twisted into something much darker. She became obsessed with her grief and a growing suspicion that there was nothing in the world but senselessness and death. Her time in the Guild did little to dispel these thoughts, but the rigorous training and devotion to protocol slowly gave her a way to live, if not a reason to do so.

Upon Hannah's graduation from the Guild, the Tennemount family offered her employment as their family's Mourner. Given a lack of elderly family members who would require a Mourners ultimate services, the majority of her duties have involved security. In particular, she has been tasked with the chaperoning of the young Lord Percival. Despite the Guild's oath of celibacy (a fact of which Percival is fully aware), the young Lord does not bother to hide his unpleasant desires from her. In fact, many of Hannah's current responsibilities include making sure that Percival is appropriately discrete when visiting houses of ill repute.



[illegible]

Hannah Hinchcliffe :

Notes

Features

Death Trance – The Mourner is able to enter a meditative state in which her breathing slows to a death-like stillness. In this state, the Mourner is fully aware of her surroundings but can sit rigid and silent for up to three days at a time without any ill effects, though afterward she falls into a deep torpor for at least ten hours. While in this meditative state, the Mourner requires no nourishment. The Mourner may voluntarily end her meditations at any time, fully ready for action.

Exculpatus Mastery – Having spent countless hours practicing with the signature weapon of the Guild, the Mourner is an expert with the exculpatus. In addition to her other Melee Weapon Stunts, the Mourner begins the game with Preferred Weapon: Exculpatus.

Familiarity: Animate – A Mourner never makes a Will – Fear roll due to being in the presence of an animate.

Guild Training – The character is a graduate of the Mourners Guild. Her training sets her forever apart from her fellow men.

Decapitator – When attacking with an exculpatus, any attack to the head of a target that inflicts an Incapacitating Wound or greater results in the decapitation and almost certain death of the target.

Permanent Situation – The Mourner is in the employ of an aristocratic household. In addition to sitting vigil over the corpses of their deceased, the Mourner serves as the family bodyguard. In times of need she may also be called upon to take extreme measures to protect family secrets. The Mourner is expected to serve on call and has scant free time to pursue her own interests. However, she has spacious accommodations provided at the family demesne. Furthermore, her Starting Wealth is increased to 6. The Mourner must take extreme care not to jeopardize her reputation. Any misstep will not only reflect poorly on her but also on her house and will cause irreparable damage.

Corruption

Killer Instinct – Your overpowering ambition or obsession has rendered you inhumanly callous. Life has lost all value to you. People are merely obstacles to your ambition or raw material for your experiments. You may feign interest for short periods of time to satisfy your physical needs, but life is cheap and you can always find another pawn. If you are crossed, you are compelled to destroy the offending party. Though killing may be distasteful, it is often the most expedient means to your ends.

Rating 1: You appear calm and cool. You seldom do favours for others unless asked, and then only if there is something in it for you. Though you are viewed as a consummate professional by your superiors, your co-workers find you callous.

Melee Weapon Stunts (3)

Fast Draw – The character can draw a weapon governed by the Skill with which this Stunt is associated without spending an action. If the character uses Fast Draw to pull a weapon during the first round of combat, he gains a +3 bonus to his initiative roll (see *UM*, page 163).

Free Parry – The character may make one parry each round without spending a combat action (see *UM*, 165). After making a free parry, the character cannot make another free parry until after his next turn.

Preferred Weapon: Exculpatus – When attacking with a preferred weapon, the character gets +1 to attack rolls. When using a preferred weapon to parry, the character gets +1 to parry rolls.

Snap Reaction – If the character has a held action, he can pre-empt an action made by a character with a lower initiative score to make an attack with a weapon using the Skill with which this Stunt is associated. Once a slower character declares an intended action, the character with Snap Reaction can make one attack before the slower character acts. The character with Snap Reaction must have his weapon drawn to use this Stunt.

Pistol Stunts (1)

Long Shot – The effective ranges of weapons covered by this Stunt are increased by the number in parenthesis next to the Stunt under each Skill.

Unarmed Combat Stunts (3)

Foot Work – The character gains +3 on dodge rolls (see *UM*, page 166).

Free Dodge – The character can make one dodge each round without spending a combat action (see *UM*, page 166). After making a free dodge, the character cannot make another free dodge until after his next turn.

High Kick – The penalty for kicks to the head is reduced to –3 to hit (see *UM*, page 167). If the kick hits, it gains the standard +5 bonus on the damage roll for hitting a target in the head.

Qualities & Impediments:

Fastidious, Impediment – The character does not like to get dirty. The character must succeed in a Will roll (DR 11) to engage voluntarily in any activity that would require her to become significantly soiled. For example, she may refuse to follow a feral vampire into the Underground or assist a doctor in an autopsy.

Light Sleeper, Quality – The character is a very light sleeper. Any noise at all will instantly awaken her to a fully alert state. The character is no easier to sneak up on while asleep than she is when she is awake.

Minor Phobic Disorder: Syringes, Impediment – Characters with phobic disorders irrationally fear an object, situation, or activity with unreasonable severity. If the character is confronted by the object of her fear and cannot get away from it, she must make a control check. If the roll succeeds, she suffers –1 on Skill rolls until she leaves the vicinity of the object. If she fails, she suffers a panic attack and can take no actions. On a critical failure, the character overacts to the object of her phobia. She may attempt to destroy it or take extreme or even suicidal risks to get away from it. After d10 minutes, if the character is still in the vicinity of the object of her phobia, she can make another control check to regain her composure.

Quiet, Quality – The character can become deathly silent when she wishes to be. Though this silence has no effect on the Prey Sense of an animate, nothing human can hear the character coming. Even vampires will have trouble hearing the character's movement. A character with Quiet gains +2 on Shadow rolls.

Resolve, Quality – The character has become accustomed to the horrors of the Neo-Victorian world and possesses a steely resolve. When the character fails a Will – Fear roll, he is shaken but does not make a second roll (see *UM*, page 161).

Equipment

Exculpatus

Skill: Melee Weapon

Damage Bonus: +2

Mourners Guild Combat Corset

The ingenious armour grants the wearer 2 points of armour to her torso but does not reduce her Coordination.

Respirator

Provides 1 point of armour to the head.

UNDERTAKER

Undertakers are freelance bounty hunters licensed by the Office of Urban Defence to track down and exterminate vampires, animates, and other corporeal supernatural threats to the populace. Accustomed to staring death in the face on a daily basis, Undertakers are solemn individuals hardened by the rigors of their profession. Though the work is not pleasant, it is not without its rewards. Those bounty hunters who survive to retirement can amass small fortunes from their grim harvests.

Daphne Cumberland – Undertaker

Daphne Cumberland had it all: a comfortable home, loving parents, and good marriage prospects in the sons of a number of wealthy industrialists. Shortly after her twentieth birthday, she vanished into the slums of London with as much money as she could lay her hands on, never to return to the quiet life she had inherited. She left with no real plans or goals, merely a desire to live the most interesting life possible.

One night, while wandering out of an opium den in London's East End, Daphne was assaulted by a freshly risen animate. She did not hesitate to smash its brains in with the nearest brick. A smile spread across her gore-spattered lips as she realized she had found her purpose in life.

In no time, she had spent her remaining money on the best weaponry she could afford, even acquiring a small flamethrower. Her enthusiasm initially outpaced her skills. In an incident that blackened Daphne's name (and almost caused her Undertaker's license to be revoked), she incinerated two city blocks in Whitechapel. Only the fact that in doing so she contained a rapidly spreading Plague outbreak (and killed more zombies than living humans) kept her from arrest at the hands of the Metropolitan Police.

Since that time, Daphne has honed her abilities considerably but finds that her bounties still go underpaid by bureaucrats leery of her poor reputation. Fortunately, she's not primarily in it for the money; Daphne's just a girl who loves her job.





Name: Daphne Cumberland Player: _____

Calling: UNDERTAKER

Age: Late 20s Wealth Rating: 3

ATTRIBUTES

	BASE	CURRENT
Vitality	4	
Coordination	4	3
Wit	2	
Intellect	3	
Charm	2	
Will	2	
Prowess	5	Actions 2

CORRUPTION

Physical	
Affliction	
Desire	1
Affliction	HEDONIST
Drive	
Affliction	

EXPERIENCE

Total Unspent

SKILLS

Stunts	RATING
ACROBATICS	2
ARTS	1
CONCENTRATION	2
ESCAPOLOGY	2
LOCK PICKING	2
MELEE WEAPON	2
PARAPSYCHOLOGY	3

PISTOL	3
Fast Aim	
Long Shot	
Snap Reaction	
RIFLE	2
Fast Aim	
Sniper	
SHADOW	1
SURVIVAL	3
TORTURE	1
TRACKING	3
UNARMED COMBAT	2
Breakout	
Iron Palm	

QUALITIES

Resolve	

IMPEDIMENTS

Notoriety	

FEATURES

Familiarity: Animate	
Monster Hunter	
- Deadeve	
- Huntsman	
- Weapons Expert	
Plague Resistance	
Tough	

[illegible]

Daphne Cumberland

: Notes

Features

Familiarity: Animate – An Undertaker never makes a Will – Fear roll due to being in the presence of an animate.

Monster Hunter – Undertakers routinely face the most dangerous horrors known to man. Along the way, they accumulate a vast amount of knowledge about their supernatural enemies from a combination of experience and research.

Deadeye – The Undertaker's trained eyes can recognize the undead on sight, regardless of distance. Animates are fairly easy to pick out among the lurkers and lepers on the street, but identifying vampires is slightly more difficult. The Undertaker can reroll failed Wit – Perception rolls to identify zombies, vampires, and ghouls. A failed roll can be rerolled only once due to Deadeye.

Huntsman – The Undertaker is an expert tracker specialized in hunting down animates, ghouls, and thropes. When tracking one of these creatures, the Undertaker can reroll failed Tracking rolls. A failed roll may only be rerolled once due to Huntsman.

Weapons Expert – The character is an expert in the use of most weapons. He can use any weapon as if he had the pertinent Skill at level two, including artillery and galvanic weapons.

Plague Resistance – The character has developed an unusual resistance to the effects of the Plague. The character receives a +2 bonus to Vitality rolls to avoid infection by the Plague. This bonus does not apply to any other diseases.

Tough – Undertakers are notoriously hard to kill. Regularly pitting their talents against the abominations of the Neo-Victorian world, those Undertakers who live long enough have learned to keep moving even after sustaining injuries that would fell a lesser man. The Undertaker does not suffer penalties to his Skill rolls, Coordination, or Prowess from Serious Wounds. When an Undertaker suffers an Incapacitating Wound, he automatically remains conscious.

Corruption

Hedonist – You have no higher calling in life than the pursuit of pleasure. In the eyes of others, you are a depraved coward without the moral fortitude to face the pain and misery of the world. Instead, you lose yourself in a blur of debauchery and thrill seeking. You are easily distracted, consistently late, and can never be bothered to hurry. You cannot abide drudgery and avoid it all costs, especially in the company you keep. You live for adventure, sexual escapades, and sensual pleasure at the cost of all else. Temptation will be your ruin.

Rating 1: You grow bored easily and tire quickly of lovers and activities. You require the stimulation of novelty; once the thrill has faded, so does your interest. Sexual partners are discarded after a few enjoyments; new pastimes pall in a matter of days or weeks. It is difficult for you to focus on work for any length of time.

Melee Weapon Stunts (2)

Fast Draw – The character can draw a weapon governed by the Skill with which this Stunt is associated without spending an action. If the character uses Fast Draw to pull a weapon during the first round of combat, she gains a +3 bonus to his initiative roll (see *UM*, page 163).

Preferred Weapon: Sword – When attacking with a preferred weapon, the character gets +1 to attack rolls. When using a preferred weapon to parry, the character gets +1 to parry rolls.

Pistol Stunts (3)

Fast Aim – A character with this Stunt may forfeit a single action to receive an aiming bonus instead of forfeiting her entire turn (see *UM*, page 168).

Long Shot – The effective ranges of weapons covered by this Stunt are increased by the number in parenthesis next to the Stunt under each Skill.

Snap Reaction – If the character has a held action, she can pre-empt an action made by a character with a lower initiative score to make an attack with a weapon using the Skill with which this Stunt is associated. Once a slower character declares an intended action, the character with Snap Reaction can make one attack before the slower character acts. The character with Snap Reaction must have her weapon drawn to use this Stunt.

Rifle Stunts (2)

Fast Aim – A character with this Stunt may forfeit a single action to receive an aiming bonus instead of forfeiting her entire turn (see *UM*, page 168).

Sniper – A character with this Stunt ignores range penalties when making an attack with the Skill with which this Stunt is associated (see *UM*, page 168). The maximum range of a weapon is unaffected.

Unarmed Combat Stunts (2)

Breakout – The character may attempt to break free from a grapple once per turn without spending an action.

Iron Palm – The character can parry even while unarmed (see *UM*, page 165).

Qualities & Impediments

Notoriety, Impediment – The character is notorious throughout the metropolis. Rumours about the character circulate throughout the city especially in the social circles he frequents. Notorious characters will be constantly harassed.

Aristocrats may find themselves refused service or entry into exclusive clubs, and lower-class characters may be threatened on sight or shunned completely. Notorious criminals will certainly come face to face with the Metropolitan Police from time to time.

Notoriety is not without its benefits, however. The notoriously violent, for example, may cause fear wherever she goes, making intimidation and waiting in queues easy. Notorious characters will also attract a certain desperate element who are anxious to learn what makes them tick.

The character suffers –2 on non-intimidation Charm rolls.

Resolve, Quality

The character has become accustomed to the horrors of the Neo-Victorian world and possesses a steely resolve. When the character fails a Will – Fear roll, she is shaken but does not make a second roll (see *UM*, page 161).

Equipment

Armour

Daphne's set of armour provides 2 points of armour to her arms and legs, 1 point to her torso, and 3 points to her feet. She suffers a –1 Coordination penalty from her reinforced rubber bracers and leggings.

Heavy Revolver

Skill: Pistol

Ammo: 5

Maximum Range: 275 feet

Damage Modifier: +7

Features: Loading a round into a heavy revolver takes 1 action.

Respirator

Provides 1 point of armour to the head.

Schreck-Hutter Balefire

Skill: Rifle

Ammo: 5 blasts per tank

Maximum Range: 15 feet

Damage Modifier: +8

Features: A Balefire produces a jet of fire that can hit multiple targets. The number of potential targets within the weapon's spray is determined by the Narrator. Anything flammable, including characters, that is hit by a Balefire will be set on fire (see *UM*, pages 180 – 181). Balefire attacks do not suffer range penalties.

Refuelling a Balefire with a fresh canister takes 3 turns.

Sword

Skill: Melee Weapon

Damage Modifier: +4

Features: None

UNDERTAKER

Undertakers are freelance bounty hunters licensed by the Office of Urban Defence to track down and exterminate vampires, animates, and other corporeal supernatural threats to the populace. Accustomed to staring death in the face on a daily basis, Undertakers are solemn individuals hardened by the rigors of their profession. Though the work is not pleasant, it is not without its rewards. Those bounty hunters who survive to retirement can amass small fortunes from their grim harvests.

Bob Milverton – Undertaker

Some Undertakers view their trade as an exciting adventure. They find thrills in stalking and slaughtering the dangerous undead that prey upon the metropolis. For them, each hunt is its own reward.

Bob Milverton prefers cash.

If Bob weren't an Undertaker, he might be a butcher, carpenter, or janitor. Bounty hunting is simply the profession Bob found himself pursuing as a poor lad in the slums of London. He takes a quiet pride in a job well done, but at the end of the day, a job is all it is to him.

Despite his practical approach to his livelihood (or perhaps because of it), Bob has become the leading Undertaker in his neighbourhood. His combination of intimidating physical strength with a drive for thoroughness in his work has made Bob supremely lethal. Whether hacking his way through a crowd of animates or decapitating a feral vampire with the enormous axe that has become his trademark, Bob can be counted on to act with professionalism and scrupulousness.

At heart, Bob is the consummate middle-class Londoner, but his blunt language and deformed, blood-red left eye make him less well liked by his peers than he might be. An intimidating mien has its advantages in Bob's line of work, though, and ultimately, Bob doesn't find the company of the living much more engaging than that of his prey. He does make it a point of pride that he has never accidentally hurt a living person in the pursuit of his trade and reserves an open distaste for Undertakers who are less professional. After all, butchers and tanners don't have to suffer dilettantes in their trades, why should Undertakers be any different?



Familiarity – Animate	
Monster Hunter	
- Broad Shoulders	
- Bullet to the Brain	
- Eviscerator	
Plague Resistance	
Tough	

- Respirator			
- Top hat			
- Full leather armour			
- Armoured leather coat			
- Animate restraints			
- Heavy revolver (fully loaded with 5 rounds)			
- Box of 20 heavy revolver rounds			
- Combat knife			
- Headsman's axe			

Bob Milverton : Notes

Features

Familiarity: Animate – An Undertaker never makes a Will – Fear roll due to being in the presence of an animate.

Monster Hunter – Undertakers routinely face the most dangerous horrors known to man. Along the way, they accumulate a vast amount of knowledge about their supernatural enemies from a combination of experience and research.

Broad Shoulders – The character is exceptionally strong and determined. He is able to act at peak physical performance levels even while encumbered. As a result, the character's Coordination is never reduced due to the amount of armour he is wearing (see *UM*, 191 – 192).

Bullet to the Brain – The character has extensively trained to shoot at a target's head, the surest means of destroying a zombie. As a result of the repeated shooting drills targeting this area, the character does not suffer an attack roll modifier when making a ranged attack with a firearm targeting the head location.

Eviscerator – The Undertaker's knowledge of animate physiology has become so refined that he can effectively destroy the creature's mobility by inflicting a Fatal Wound to the creature's torso. After receiving a single Fatal Wound, the animate will be unable to move, except to feebly snap its jaws. Though the creature is still moderately dangerous, it is a simple matter to dispatch an animate in this state.

Plague Resistance – The character has developed an unusual resistance to the effects of the Plague. The character receives a +2 bonus to Vitality rolls to avoid infection by the Plague. This bonus does not apply to any other diseases.

Tough – Undertakers are notoriously hard to kill. Regularly pitting their talents against the abominations of the Neo-Victorian world, those Undertakers who live long enough have learned to keep moving even after sustaining injuries that would fell a lesser man. The Undertaker does not suffer penalties to his Skill rolls, Coordination, or Prowess from Serious Wounds. When an Undertaker suffers an Incapacitating Wound, he automatically remains conscious.

Corruption

Aura of Deformity – There is an unpleasantness to your aspect not explainable by any single gross deformity but, nevertheless, perceptible and inescapable. Animals have a deep and abiding hatred for you, and you inspire an instantaneous and unreasoning loathing in all men. This places you at a disadvantage in social situations. However, the unwholesome and menacing characteristics of your person may give you an advantage in situations involving intimidation or violence.

Rating 1: You stand out in a crowd as not quite right. Animals are nervous around you and don't like to be touched by you.

Rating 2: You are seldom given the benefit of the doubt. Children refuse to be alone with you. Dogs bark and snap as you walk by, cats hiss, and rats bite. It is best for you to stick with a goldfish, and even it will keep a suspicious eye on you. It is unwise to venture far into the wastelands; god knows how the thropes will react to you...

Melee Weapon Stunts (4)

Deadly Skill – When making Melee Weapon damage rolls, the character can use his Melee Weapon Skill rank in place of his Vitality Attribute. If the character's Vitality is equal to or higher than his Melee Weapon Skill, instead of using the Melee Weapon Skill rank, add 1 to the damage roll in addition to the character's Vitality.

Free Parry – The character may make one parry each round without spending a combat action (see *UM*, 165). After making a free parry, the character cannot make another free parry until after his next turn.

Preferred Weapon: Headsman's Axe – The character may choose a specific weapon covered by the Skill with which this Stunt is associated to be his preferred weapon. When attacking with a preferred weapon, the character gets +1 to attack rolls. When using a preferred weapon to parry, the character gets +1 to parry rolls.

Snap Reaction – If the character has a held action, he can pre-empt an action made by a character with a lower initiative score to make an attack with a weapon using the Skill with which this Stunt is associated. Once a slower character declares an intended action, the character with Snap Reaction can make one attack before the slower character acts. The character with Snap Reaction must have his weapon drawn to use this Stunt.

Pistol Stunts (3)

Night Fighter – Ignore attack modifiers for poor visibility when making attacks with this Skill (see *UM*, page 168).

Pistol Whip – The character can use his firearm as an improvised melee weapon without suffering a -2 penalty on attack rolls when doing so. Use the character's Melee Weapon Skill when making improvised melee attacks.

Snap Reaction – If the character has a held action, he can pre-empt an action made by a character with a lower initiative score to make an attack with a weapon using the Skill with which this Stunt is associated. Once a slower character declares an intended action, the character with Snap Reaction can make one attack before the slower character acts. The character with Snap Reaction must have his weapon drawn to use this Stunt.

Rifle Stunts (1)

Snap Reaction – If the character has a held action, he can pre-empt an action made by a character with a lower initiative score to make an attack with a weapon using the Skill with which this Stunt is associated. Once a slower character declares an intended action, the character with Snap Reaction can make one attack before the slower character acts. The character with Snap Reaction must have his weapon drawn to use this Stunt.

Unarmed Combat Stunts (3)

Breakout – The character may attempt to break free from a grapple once per turn without spending an action.

Hardened Strike – When making Unarmed Combat damage rolls, the character can use his Unarmed Combat Skill rank in place of his Vitality Attribute. If the character's Vitality is equal to or higher than the character's Unarmed Combat Skill, instead of using the Unarmed Combat Skill, add 1 to the roll in addition to the character's Vitality.

Trip – A character with this Stunt knows how to kick the legs out from under an opponent. If the character kicks a target in the legs and the attack inflicts a Flesh Wound or greater, the target has a chance of being knocked down (see *UM*, page 168). The attacker makes a contested Unarmed Combat roll versus his opponent's Coordination. If the attacker wins, his opponent is knocked down. If the result is a tie or the opponent wins, the opponent suffers the damage but is not knocked down.

Qualities & Impediments

Evil Eye, Impediment – The character possesses a deformed eye that inspires fear and dread in any who gaze upon it. The eye may be helpful should the possessor attempt to intimidate someone, but for the most part it is an impediment in all social interactions.

Unless the character has taken another Impediment which hinders his vision, the eye functions normally despite its bone-chilling appearance.

Whenever his eye is uncovered, the character suffers -2 on non-intimidation Charm rolls.

Malignity, Impediment – The character begins with 1 additional point of Corruption that may be put in any Path.

Resolve, Quality – The character has become accustomed to the horrors of the Neo-Victorian world and possesses a steely resolve. When the character fails a Will – Fear roll, he is shaken but does not make a second roll (see *UM*, page 161).

Strong Man, Quality – The character is well muscled and capable of amazing feats of strength. When performing a feat of strength or bearing

weight, the character is considered to have a Vitality 1 greater than his Attribute rating (See *UM*, pages 158 – 159.)

Equipment

Armoured Coat

An armoured coat gives the wearer 1 point of armour on his arms, legs, and torso. Armoured coats can be worn over other types of armour.

Combat Knife

Skill: Melee Weapon

Damage Modifier: +2

Features: A character attempting to parry with a combat knife suffers –2 on his roll.

Full Leather Armour

Full leather armour gives the wearer 1 point of armour to all locations.

Headsmen's Axe

Skill: Melee Weapon

Damage Modifier: +5

Features: A character attempting to parry with a headman's axe suffers –2 on his roll.

Heavy Revolver

Skill: Pistol

Ammo: 5

Maximum Range: 275 feet

Damage Modifier: +7

Features: Loading a round into a heavy revolver takes 1 action.

Respirator

Provides 1 point of armour to the head.



COMBAT REFERENCE

Round Order

- 1) Roll surprise attacks (roll before initiative)
- 2) Roll initiative: $2d10 + \text{Prowess}$
- 3) In initiative order:
 - Make attacks ($2d10 + \text{skill}$):
 - Double 1s are a critical failure
 - Double 10s are a critical success
 - Off-hand weapons incur a -3 penalty
 - Hold actions (if desired)
 - Move up to the character's Coordination in feet per action spent or, if taking evasive action, up to Coordination $\times 3$ feet. A character who forfeits all his actions to run may move up to Coordination $\times 10$ feet. A character taking evasive action may move up to his Coordination $\times 5$ feet.

DR to Hit Opponents

Helpless Victim: Automatically hit

Unaware target: 11

Aware target: $11 + \text{target's Coordination}$

Evading target: $11 + (\text{target's Coordination} \times 2)$

Parry and Dodge

- If hit by a thrown weapon, melee weapon, or un armed attack, the character can give up one action from his next turn, whether that is from this round or the next to parry ($2d10 + \text{melee skill}$) or dodge ($2d10 + \text{Coordination}$) before the damage roll. If the roll is higher than the attack, the parry or dodge succeeds
- Surprise attacks inflict a -3 modifier to parry or dodge

Unarmed Attacks

Bite: -5 attack roll modifier if the target is not grappled

Kicks: $+3$ to hit legs, -8 to hit head, and -3 damage to head unless the target is knocked down. A Serious Wound or higher to the head may cause a knockout

Punches: No penalty to hit the target's head. A Serious Wound or higher to the head may cause knockout

Grapple: A successful grapple attack does no damage. Grappled enemies cannot dodge, parry, or evade. DR to hit grappled enemies is 11. The grappled character suffers -3 to hit non-grappling opponents.

Breaking Free: A contested Vitality + Unarmed Combat roll vs. each grappler

Ranged Attacks

Cannot be parried or dodged (except for thrown weapons)

Ranged Attack Modifiers

- Attacker aiming: $+5$
- Off-hand penalty: -3
- Attacker moving: -2
- Poor visibility: -1 to -3
- Long range: -2
- Extreme range: -4
- Target partially obscured by cover: -2
- Target mostly obscured by cover: -4
- Firing into melee: Misses can result in hitting random targets per the Narrator
- Thrown weapons: Balanced weapons can be thrown Vitality $\times 10$ feet. Unbalanced weapons can be thrown Vitality $\times 6$ feet and are -2 to hit.

Hit Locations

Characters can roll a random location or attack a specific location

Random Location Table

- 2: Head or Vital Location
- 3–4: Left arm
- 5–7: Left leg
- 8–14: Torso
- 15–17: Right leg
- 18–19: Right arm
- 20: Head or Vital Location
- Attack Roll Modifiers by Location
- Arm: -3 to hit, $+0$ to damage
- Leg: $+0$ to hit, $+0$ to damage
- Hand or Foot: -3 to hit, -3 to damage
- Head or Vital Location: -3 to hit, $+5$ to damage
- Torso: $+0$ to hit, $+0$ to damage
- Vital Internal Location (e.g. Heart): -5 to hit, $+5$ to damage

Damage Rolls

Melee and Thrown: $2d10 + \text{attacker's Vitality} + \text{weapon damage modifier} + \text{location damage modifier} - \text{armour modifier}$

Unarmed: $2d10 + \text{attacker's Vitality} - \text{opponent's Vitality} - \text{double the armour modifier}$ (Unarmed combat damage rolls are not modified by hit location.)

Ranged: $2d10 + \text{weapon damage modifier} + \text{location damage modifier} - \text{armour modifier}$.

Wounds

- Characters only experience the effects of the worst wound inflicted
- If a character suffers a number of Incapacitating Wounds equal to his Vitality, he dies
- If a character's Vitality drops below 0, he dies
- Coordination can never drop below 1 due to wounds. Lowered Coordination does affect Prowess

Wound Table

- 11 or Less: Flesh Wound
- 12–16: Serious Wound
- 17–20: Incapacitating Wound
- 21+: Fatal Wound

Wound Penalties

Flesh Wound: -1 on skill rolls until treated. If the wound is inflicted to a hand or arm, the target must succeed in a DR11 Coordination roll or drop any held items

Serious Wound: -2 Coordination and -2 to skill rolls until treated. If the wound is inflicted to a hand or arm, the target must succeed in a DR 14 Coordination roll or drop any held items. If the wound is inflicted to a leg, the target must succeed in a DR 11 Coordination roll or be knocked down. The target suffers -1 Prowess until fully healed, even after being treated.

Incapacitating Wound: The character must succeed in making a DR 11 Vitality roll or become a Helpless Victim. -3 Coordination and -3 to skill rolls until treated. If the wound is inflicted to a hand or arm, the target must immediately drop anything held. If the wound is inflicted to a leg, the character is immediately knocked down. The character suffers a random Complication (see UM, pages 171–175). If the number of untreated Incapacitating Wounds equals a character's Vitality, he dies.

Fatal Wound: The character is dead. The narrator may allow a few last words.

Trauma

Concussed: A concussed character is considered unaware, and the DR for ranged attacks targeting him are reduced to 11. The character may make a Will role once per round to clear the effects (DR 11). If the roll is failed the character does not act this turn and must roll again next turn.

Knocked Down: The DR to attack a knocked down target is reduced to 11, regardless of the target's level of awareness. The character must spend an action during his turn to stand up.

Knocked out: The character makes a Vitality roll ($\text{DR } 11 + \text{attacker's Vitality} + \text{weapon's damage modifier}$) to resist being knocked out during combat. If knocked out, the character makes a Vitality roll ($\text{DR } 14$) each round until successful to regain consciousness but may not take an action on that turn. Outside combat, the roll is made every 5 minutes, and the DR decreases by 2 each roll. Victim is a "Helpless Victim."