



# SANCTUARY

AN INTRODUCTORY SCENARIO FOR  
UNHALLOWED METROPOLIS





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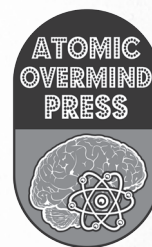
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# INTRODUCTION

*It may seem a strange principle to enunciate as the very first requirement in a Hospital that it should do the sick no harm.*

—*Florence Nightingale, Notes on Hospitals, 1859*

“Sanctuary” introduces two to five players to the world of *Unhallowed Metropolis* in a single game session. This fully detailed scenario includes five 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.

“Sanctuary” 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.

“Sanctuary” 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 five 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 his 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.

## A Pleasant Perambulation

The scenario begins with the players in a crowded, lower-class pub, where they have been summoned to meet their employer for the evening, Lord Percival Tennemount. Only the Mourner, Hannah Hinchcliffe, has met him previously. The other characters may know each other by reputation, but this is at the discretion of the players.

### READ ALOUD

It is raining again as you leave the pub. The storm has been sitting above London’s East End all afternoon, and the rain seems to have soaked up the soot and ashes of the many factories and crematoriums, pouring it down on you. Even through your respirator, the scent of water-logged filth and toxic fumes creeps into your nostrils.

Despite all of this, things are looking up. Your new employer, Lord Percival Tennemount, was good to his word and met you on time in the nameless, crowded pub. Through contacts with upscale connections, you had learned that young Lord Tennemount was seeking individuals to act as security at his upcoming soirée. The Lord arrived in the pub alone but for a single bodyguard, a haughty-looking Mourner.

Pleasantries were exchanged, and while Lord Tennemount looked out of place in this working-class pub, he’d been cheerful if somewhat condescending. Even so, he offered you each a sovereign coin for only a few hours work. “My guests are well behaved,” he had said, “and tonight’s party has the most wonderful theme: ‘the streets of London!’ If you could all just stand around and glower at my friends that would be delightful!” Turning to the Mourner who stands behind him, he continued, “Hannah, you’re already so well suited to glowering I needn’t give you additional instruction!”

It seems that you’re really being hired as local flavour to help a party of aristocrats feel like they’re slumming. But a pound sterling is a pound sterling, and Lord Tennemount has told you that you’re welcome to help yourselves to the buffet.

After you agreed to his terms and paid for your food and drink, the thin and foppish young Lord led the way onto the street, telling you that his carriage is parked just a few blocks away.



The East End neighbourhood in which the characters find themselves is not the worst slum in London, but it's not far off. Lord Tennemount only arrived here unmolested courtesy of the dangerous-looking Mourner who accompanies him.

Huge potholes filled with rainwater and trash pockmark the narrow roads, which are only partially cobblestoned. The tenements are several stories tall and filthy with industrial pollution. The poverty-stricken crowds make their way hurriedly about, coughing into their low-quality gasmasks or, in some cases, making due with damp cloths tied around their mouths. Respirator-clad whores make gestures of solicitation from dingy alleys. The rain is steady, and the day is growing late. The heavy clouds and smog prevent any real sunshine from reaching the streets, so sunset is only indicated by the increasing dimness.

Give the players a few moments to roleplay amongst themselves and talk with the Lord. He is in a good mood, which makes him talkative. Unfortunately, he views the player characters as little better than amusing animals. If the characters are thinking about homicide after five minutes of conversation with him, you have hit the right note.

After walking for a few blocks through the slum or when you feel the characters have had enough time to interact amongst themselves, let them all make Wit – Perception rolls (DR 11). Those who succeed (Lord Percival automatically fails) hear gunshots and the booming discharge of galvanic weaponry coming from around the corner of the block. The characters have a few seconds to assess their situation. They find themselves in the middle of a block; an alley is just a few feet ahead and to their right. There are no notable obstacles or hiding places on the street. The only possible place to hide is the alley.

#### READ ALOUD

A sudden outbreak of the Plague began in one of the crowded tenements or workhouses of the slum, and the fresh animates are staggering down the street in search of living flesh. It is hard for you to differentiate between the zombies and the terrified crowd of people, but there are at least one-hundred animates making their way towards you.

From the other direction, the Deathwatch approaches. The heavily armed soldiers are making an orderly massacre of the slum's inhabitants. Advancing steadily in a line, the Deathwatch has been charged with containing the Plague outbreak, and you know they will kill anything and anyone that moves within the quarantined area. The smell of burning flesh and ozone fills the air as the Deathwatch fire their lightning guns indiscriminately into the crowd. Rick Sayle recognizes one of the members of the mob as a young pickpocket he's worked with before. She shouts to Rick, "Run, mate!" Seconds later, the discharge of a lightning gun grounds through her, nearly vaporizing her. Before you can react, Lord Tennemount screams in terror and darts around the corner into the alley. The press of the crowd from both directions means that you must follow or choose between a violent death beneath the feet of the crowd, in the mouths of the animates, or at the hands of the Deathwatch.

Seconds later, the characters can see that the crowd ahead has begun to scream and run towards the characters, and it becomes clear that a horde of animates are making their way down the street.

As the players turn the corner into the alley, they hear a horrific scream and find Lord Tennemount being devoured by a pair of zombies. Describe in loving detail the agonized look on Percival's face as the two animates rip open his throat with their teeth and claw his belly open to reveal his pulsing entrails. The zombies themselves are fresh (known as raveners) and bear wounds similar to the ones they are inflicting on the unfortunate aristocrat.

The blind alley ends in a locked steel door. However, between the players and this possible salvation are approximately twenty animates. Vary the number depending on how many players you have. Seven zombies will be something of a challenge for two characters and twenty zombies should be sufficient to give five players a sense of danger without a serious possibility of character death. For extra dramatic tension, have the bulk of the animates attack either the Criminal or the Doctor.

The statistics for raveners presented below can be used for all zombies in this scenario. Once the characters have dispatched all the zombies (including Lord Tennemount who will animate on the third round of combat and uses the statistics given below), both the Deathwatch and the much larger horde of animates will be nearing the alley. The door at the end of the alley is padlocked and requires two rounds and a successful Lock Picking roll (DR 13) to open. Alternatively, the door can be knocked down by any character with Vitality 3 who spends three turns in the attempt and then passes a single Vitality roll (DR16). The lock can also be opened by shooting it. Inflicting a Fatal Wound on the lock with a bullet will open it. The lock effectively has two points of armour.

Be sure to make this a tense few moments as the zombies and Deathwatch close in on the alley. The rain is still pouring down, making lock picks slippery in anxious fingers. If you are not in danger of running out of time for your game session, consider having a few more animates attack, forcing some of the characters to defend whichever one of them is opening the door. Either way, just before the Deathwatch can see into the alley, the door is opened and the characters are able to rush into the unknown building, slamming the door behind them.

#### 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.



## Safe as Hospitals

As the characters close the door to the alley, barring it from the inside, they find themselves in a poorly lit corridor. Many of the electrical lights are damaged. They grow dim and occasionally turn off for a few seconds. Several doors line the hallway, and as the characters take a moment to breathe and collect themselves, they notice that the hall is strewn with syringes, bedpans, and other medical tools indicating that they are in a small private hospital. Give the players some time to talk in character. The Doctor may want to examine any wounds the characters have received. The others should consider inventorying their ammunition. The characters can also remove their gasmasks now that they're inside, making communication easier. Make it clear that if they stay in the hospital, then they'll probably be safe from both the zombies and the Deathwatch. Going outside means certain death as the soldiers systematically kill everything that moves in every street in the district.

The ground floor of the hospital is strangely quiet. As the characters begin to explore, they notice that all six of the doors in the hallway are open. At the far end of the hall is a corner that turns to a second hallway and a staircase to the floors above and below.

The first room that the characters enter contains a shredded corpse lying in a pool of fresh blood. The body has been rent asunder: only one of its legs is still fully attached; the other dangles off the side of the bed from a shred of flesh. Its face has been partially torn off. The body wears the tattered and blood-soaked remnants of white hospital linens. A successful Medicine roll (DR 11) identifies the corpse as that of an elderly woman. Strangely, the mutilated body does not appear to have been gnawed on, which suggests that it was not the victim of an animate attack.

The next few rooms in the hall contain similarly grisly scenes. In one room, two corpses dressed in suits and lab coats have been brutally decapitated. A successful Medicine roll (DR 14) reveals that the heads appear to have been torn off by brute force.

As the characters become accustomed to the scenes of carnage, they hear a shuffling behind them. Several bodies have animated (including those inspected by the characters but not decapitated) and now lurch towards the players. These zombies do not present a very serious threat, but they should be an ample reminder that the characters had best set about the messy work of cutting the heads off every corpse they find if they don't want to find themselves trapped inside with hungry animates.

### READ ALOUD

As you round the corner at the end of the corridor, you see another hall to the left. This corridor terminates in what appears to be the front door. Another door on the right of the hall is labelled "RECEPTION." Across the hall is another unmarked door. To your right is a staircase. One flight leads up, the other down. The stairs down are quite dark, and the foot of a corpse is just visible around the corner of the lower landing.

Resist letting your players simply say, "Ok, we cut all their heads off." Take a few moments to describe the moist sound of a blade sawing through the windpipe, the splash of dark blood, and the crunch of severed vertebrae.

By the time that the players reach the end of the hallway, they are probably inured to the sight of zombies and shredded corpses.

If the characters choose to go upstairs, they find six more hospital rooms with as many corpses and animated patients or doctors as you care to use. If the players are having fun slaughtering zombies and you're not short on time, indulge them as much as you'd like. Alternatively, if you've had enough animate decimation, the upstairs rooms can be largely empty, containing only a few mundane corpses.

The reception office contains the corpse of the unfortunate nurse who acted as the hospital's secretary. Her head has also been ripped from her shoulders. The office otherwise contains some broken furniture, medical texts, and extensive paperwork. The paperwork identifies the hospital as Saint Christopher's Sanctuary for the Unfortunate and reveals that the institution's mission was as a privately funded ward for the poor of the East End.

The unmarked door is ajar, and the room within is dark. In the centre of this private office is a desk, behind which sits the corpse of a middle-aged man dressed in a doctor's lab coat. He lies back in the chair, his mouth agape, his eyes closed, and a trickle of blood running from his mouth. The left side of his head is a ruined crater; the dark hair of his scalp seems ready to slip off, and a pool of blood and brain matter is spattered across the wall. Amongst the grey and red speckles is a framed doctoral degree from Cambridge in the name of Richard Voight. His arms dangle at his sides. One hand loosely grasps a pistol. A note lies on the desk: "God forgive me."

Any character who searches the body and desk finds a number of mundane papers detailing the hospital's patients. The pistol is a five-round revolver that is currently loaded with four rounds. A character searching the doctor's lab coat will find a single dose of Stitch.

### Revolver

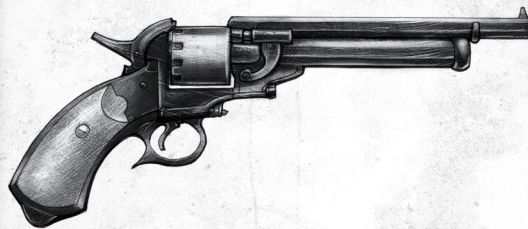
Skill: Pistol

Ammo: 5

Maximum Range: 200 feet

Damage Modifier: +5

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





### Stitch

Formulation: Injected

Substance Type: Alchemical solution

Appearance: A translucent brown fluid with a slightly bitter odour

DR: 14

Material Cost: 5s per dose

Production Time: 6 hours

Purchase Price: £1 per dose

Reaction Time: Instantaneous

Duration: 6d10 minutes

Effect: Stitch is a miraculous healing drug and powerful coagulant that drastically decreases the body's natural recovery time. A character that receives a dose of stitch is immediately stabilized (see *UM*, page 177), but stitch can only stabilize a given character once per day. If an injured character receives a dose of stitch, any character treating his wounds gains +2 to his Skill rolls. A character that receives a daily dose of stitch during convalescence will recover in half the normal time.

Alterations: None

When the characters venture downstairs, they will likely expect more zombies and will probably hack or shoot at the foot sticking out on the landing. This is, in fact, just a mundane corpse. However, as the characters reach the landing, another resident of the hospital becomes aware of the intruders.

### READ ALOUD

Turning the corner of the landing, your eyes take a few seconds to adjust to the decreased light. The corpse at your feet wears a suit and lab coat. One of its arms is broken, the elbow jutting obscenely through the broken flesh. As your vision improves, you see another body on the stairs just below the doctor's corpse. It seems to be a naked man. You notice a line of large stitches across its shoulder. Before you can consider the body in further detail, it looks up and launches itself with a snarl.

### Promethean

Vitality: 6

Coordination: 4

Wit: 2

Intellect: 2

Will: 2

Charm: 1

Prowess: 6

Actions: 2

Skills: Unarmed Combat 4 (Brutality, Free Dodge, Hardened Strike, Snap Reaction) Melee Weapon 3 (Deadly Skill, Hardened Strike, Snap Reaction)

Features: See *UM*, page 306 for full details on the non-combat features of prometheans.

Attacks: The promethean fights brutally. It is a crazed, half-living corpse-thing that claws, grapples, and rips chunks of flesh (or limbs) from its enemies. The promethean is quite insane and fights to the death (see *UM*, pages 298–306 for further details on galvanic reanimation). Once killed, it is obvious that the monster was created from sewn-together parts of different bodies. Its mismatched skin is pale, and the stitches at all of its seams are grossly raw.

Notes and scientific papers are scattered throughout the stairwell and the darkened hallway below. The papers, complicated lab notes, are in such disarray that no sense can be made of them in the dim light. Many are smeared with blood or torn to shreds.

At the foot of these basement stairs is a short hall ending in a single, open door. Inside the room are the ruins of a very expensive laboratory. Four operating tables with restraints occupy the centre of the room. Littering the floor are smashed equipment, spilled beakers of strangely coloured fluid, and a tremendous amount of shattered glass from what appear to have been four gigantic test tubes that were inset in the walls. At the foot of one tube lies a corpse so ferociously dismembered that it is barely recognizable as human. It clutches a few blood-stained papers. See the full version of the player handout at the end of the scenario.

### Surgical Tools

Cost: See *UM*, page 187, for medical equipment prices.

Skill: Melee Weapon

Damage Modifier: +1

Features: None





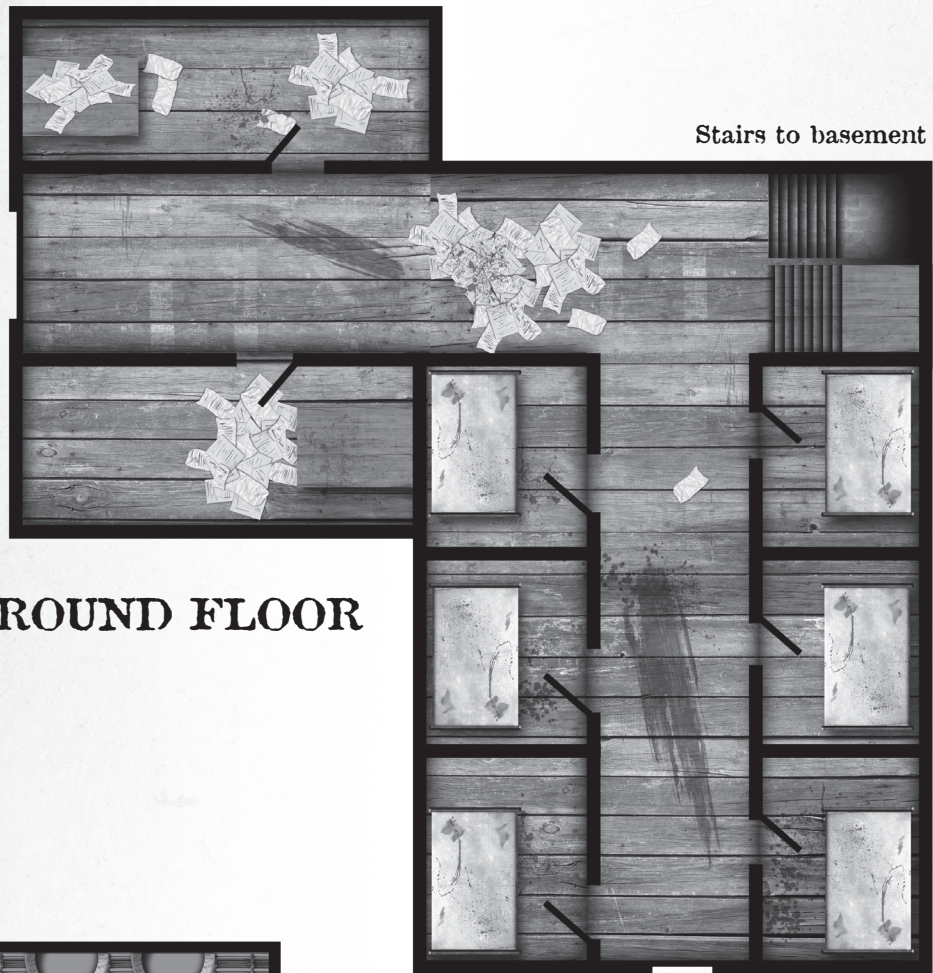
These notes refer to the creation of galvanically animated artificial life—blasphemous things crafted from the sewn-together parts of different corpses. A successful Medicine roll (DR 15) will allow a player to make some sense of the horrific procedures that were carried out on the unwitting patients of the hospital. Give the players a moment to consider this information before introducing them to subjects #2–4. These three prometheans (two male, one female) have been lurking in the crematorium behind the laboratory. They use the same template as the promethean listed above, but all three wield razor-sharp surgical tools (scalpels, bone saws, etc.) as weapons. Any characters who survive this final fight should have a moment to assess their wounds and breathe a sigh of relief. There are a number of curious surgical and scientific items here that might be of value on the black market, not least of which are any body parts that the prometheans no longer require. Give the players a little time to interact in the aftermath of their gory battle before heading upstairs where they hear a shouted “All clear!” from the Deathwatch in the street.

#### READ ALOUD

The view from the hospital's front door reveals dozens of charred corpses in the street. It is still raining steadily, and crews of gas-masked sanitation workers move through the muddy streets pounding iron spikes into the heads of the bodies before they are loaded onto plague carts headed to the nearest crematorium. As the gloom of day turns to the darkness of night, the Tesla-powered street lights begin to cast their muted yellow glow through the rain and smog. The Deathwatch has done its job thoroughly, and another day in the metropolis comes to an end.



# SAINT CHRISTOPHER'S SANCTUARY FOR THE UNFORTUNATE



**GROUND FLOOR**



**BASEMENT**



ganic apparatus

organic compounds exceeding

NaOH. Immersion in this bath produces minor but measurable muscle contractions. A current of precisely

amperes is then applied to the exposed nerves of limbs.

Limited functionality is problematic and likely systemically  
autoclave set to 134 °C for 18 minutes

Consider installing internal  
resistors to a non-deceased subject  
euthana

almost ready to activate advanced preservation systems.  
Two more days and we will begin a second round of harvests. No hesi

patients remain unaware of actual procedure  
high rate of death among patients explained by influenza epidemic  
white lab coats have unexpected benefit of calming patients during vivise

Even so, the deceased patients do not provide sufficient raw mater  
group of patients have provided an excellent set of compatible  
sutures healing at predicted rate and contin

ot responding as expected to galvanic  
therapies. These subjects may have  
suffered more severe damage to the  
lobes during

first subject's body in excellent condition

violent temper

subjects #2-4 seem more aggressive

irline cracks appearing in



# 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	<b>4</b>	
Coordination	<b>4</b>	
Wit	<b>2</b>	
Intellect	<b>3</b>	
Charm	<b>2</b>	
Will	<b>2</b>	
Prowess	<b>6</b>	Actions <b>2</b>

## CORRUPTION

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

## EXPERIENCE

Total  Unspent

## SKILLS

Stunts	RATING
ACROBATICS	<b>2</b>
_____	
_____	
_____	
APPRAISE	<b>3</b>
_____	
_____	
_____	
GAMBLING	<b>2</b>
_____	
_____	
_____	
LANGUAGE	<b>2</b>
Thieves' Cant	
_____	
_____	
LOCK PICKING	<b>4</b>
_____	
_____	
_____	
MELEE WEAPON	<b>2</b>
Fast Draw	
Free Parry	
_____	
PICKPOCKET	<b>2</b>
_____	
_____	
_____	

PISTOL	<b>2</b>
Fast Aim	
Fast Draw	
_____	
SAFECRACKING	<b>1</b>
_____	
_____	
SHADOW	<b>3</b>
_____	
_____	
STREETWISE	<b>4</b>
_____	
_____	
UNARMED COMBAT	<b>3</b>
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 & McNairll 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.



# 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 exculp, the trademark weapon of the Mourner. The exculp 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.

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

**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 exculpation, 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: Exculpation** – 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

#### Exculpation

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?







Name: Bob Milverton Player: \_\_\_\_\_

Calling: UNDERTAKER

Age: Late 30s Wealth Rating: 3

## ATTRIBUTES

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

## CORRUPTION

Physical	2
Affliction	AURA OF DEFORMITY
Desire	
Affliction	
Drive	
Affliction	

## EXPERIENCE

Total  Unspent

## SKILLS

Stunts	RATING
CONCENTRATION	2
DEMOLITIONS	2
MELEE WEAPON	4
PARAPSYCHOLOGY	2
PISTOL	3
RIFLE	1
SHADOW	3

STREETWISE	3
SURVIVAL	3
THANATOLOGY	1
TRACKING	3
UNARMED COMBAT	3

## QUALITIES

Resolve	
Strong Man	

## IMPEDIMENTS

Evil Eye	
Malignity	

## FEATURES

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."