

# UNHALLOWED

## METROPOLIS



**The Rogues Gallery**



# The Rogues Gallery

## A Dossier of Unhallowed Metropolis Characters

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*The Whore & Gambler, by the State  
Licenc'd, build that Nation's Fate.  
The Harlot's cry from Street to Street  
Shall weave Old England's winding Sheet.*  
—William Blake, "Auguries of Innocence," 1863

The following document is a selection of pregenerated Non-Player Characters (NPCs) for use in Unhallowed Metropolis games. The authors hope this document will provide Narrators with a reference for some of the background characters that populate the Neo-Victorian world. NPCs should not, however, be limited to the equipment described. Rather, these items represent equipment that the character generally carries at all times and is not meant to be an exhaustive list. Narrators should add any equipment that they deem reasonable.

Starting NPCs are suitable player characters. Experienced NPCs generally have more skills and higher attributes than their starting counterparts.



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# Aristocrats

## Lord Jeffrey Morrison Grimbald III,

### Starting Aristocrat

*The last of a doomed line, Jeffrey Morrison Grimbald is the nineteenth Baron Grimbald. Queen Beatrice I created the barony at the end of the Reclamation for outstanding service during those troubled years. Since then, the Grimbalds have fallen on hard times: the family is bankrupt and cursed, their ancestral holdings fallen to ruin.*

*Despite a life of tragedy, including the accidental deaths or suicides of no less than nine members of his extended family, Jeffrey Grimbald has persevered. After his parents were killed in a freak carriage accident, young Jeffrey, penniless and troubled, quit school and joined the Deathwatch, where he attained the rank of captain. Years later, he briefly returned to academic life, determined to become a medical doctor. Finding his studies unfulfilling, Jeffrey decided to become a professional adventurer. For the past eight years, he has travelled the globe, selling his services to private concerns as a mercenary, scout, and explorer.*

*Having recently returned to England, Jeffrey is determined to spend the small fortune he has amassed to restore his family seat, Morstane Manor. The manor is located in a particularly blighted region of Kelling Heath off the Norfolk Coast, a place of dread and misery said to be sinking into the marshes. It was here that Jeffrey's great-grandfather went mad and slaughtered his servants before being torn apart by their animated corpses. Morstane Manor was also the site of the bizarre suicide of Jeffrey's uncle, Dorian Grimbald. Before his death, Dorian swore that under the full moon with all the doors wide open, the walls of the place would reveal great and terrible secrets. Uncle Dorian succumbed to wounds to the face and torso inflicted while he attempted to devour his own flesh. The place also saw the deaths of Jeffrey's older brother, a sister-in-law, two nephews, three aunts, and four cousins. Though most killed themselves, Jeffrey's brother, Scott Allen; Scott's wife; and their two sons perished in a fire that consumed the east wing.*

*Work on restoring the house is slow. Local workmen will not go near the place, and those that can be imported either leave the residence refusing to return or suffer tragic accidents.*

*The Baron Grimbald's striking features give him an unmistakably aristocratic look. He is tall and muscular with a handsome, careworn face. His blond hair hangs long yet is well trimmed and stylish. He is energetic and speaks passionately. Jeffrey Grimbald is a decisive man who is used to taking the initiative, and thus he finds himself uncomfortable at society events, preferring the company of his hunting dogs to most people.*

Vitality: 4

Coordination: 3 (2 in armour)

Wit: 3

Intellect: 2

Will: 3

Charm: 2

Prowess: 6 (5 in armour)

Actions: 2

**Skills:** Galvanics 1 (Weapon Systems)  
History 2 (Military History, World History)  
Medicine 2 (Combat Surgery, Complications)  
Concentration 2 (Compress Sleep, Dull Pain)  
Etiquette 2  
Language 5 (English), 2 (Arabic), 2 (German), 2 (Spanish)  
Ride 2 (Care, Country Riding)  
Tracking 2 (Identify Tracks, Prey Condition)  
Trade – Navigation 1 (Overland)  
Melee Weapon 3 (Headhunter, Free Parry, Preferred Weapon – Long Sword)  
Pistol 3 (Fast Draw, Riposte, Two-Weapon Fighting)  
Rifle 4 (Fast Aim, Preferred Weapon – Bolt-Action Rifle, Sniper, Trick Shot)  
Unarmed Combat 3 (Foot Work, Free Dodge, Improved Knockout)

**Features:** Blue Blood, Deference, Intrigant (Allegiance, Stirring Speech)

**Qualities & Impediments:** Savings (3), Title (Baron), Veteran (Deathwatch), Poor (2), Dark Inheritance, Malignity, Superstition (Grimbald Curse), Obsessive Compulsive Disorder (Minor)

**Corruption:** Physical (Cursed) 2

**Wealth:** 5

**Equipment:** Two combat knives (damage +1, -2 parry), long sword (family heirloom, damage +3), Kramer 2086 bolt-action rifle (damage +8, 3 extra clips), Westgate Executioner 12mm semi-automatic pistol (damage +5, 3 extra clips), full chain mail armour (aetherically grounded, 2 points to all locations, 4 points versus galvanic weapons, -1 on Wit – Perception rolls to hear), Deathwatch cowl (very high quality, but worn, 1 point to head), 10s



# Lilliam von Kassl,

## Starting Aristocrat

*The daughter of a Prussian baron and diplomat, Lilliam von Kassl is well known to the British aristocracy. Von Kassl immigrated to London with her family in 2086 while her father was on a special mission to negotiate a new treaty with the United Kingdom. Though hostilities escalated in the following years, her family remained in the UK so that her father could continue his work. Lilliam remained in London to attend school when her family returned to Prussia in 2093.*

*Since that time, Lilliam has clawed her way to the top of Neo-Victorian society. She surrounds herself with sycophants and informants that keep her apprised of events throughout the city and is part of a small circle of aristocrats who have vowed to use their combined influence for the betterment of its members. Among her allies are the sons and daughters of nobles, industrialists, and highly placed politicians. Lilliam uses these powerful connections both in London and abroad to help members of her circle reach prominent positions in society. However, she also wields scandal like a scalpel, removing her rivals as fast as they cross her.*

*Lilliam von Kassl is the picture of poise and confidence. A slight, natural beauty with dark hair and an ageless quality suggesting wisdom beyond her mere twenty-three years, she has left scores of potential suitors ruined in her wake. She speaks in a clear voice touched with an unmistakable German accent. Though most often charming and pleasant, her temper is notorious, and those on the receiving end of her cutting wit avoid her gaze, not to mention her wrath, thereafter.*

*Lilliam is physically fragile due to haemophilia and prefers not to be touched. If touched by a stranger, she gets exceedingly upset and reacts most unpleasantly. There is at least one physician who is intimately knowledgeable of her medical condition and will come immediately when summoned if she is in any kind of danger.*

**Vitality:** 2  
**Coordination:** 3  
**Wit:** 4  
**Intellect:** 2  
**Will:** 2  
**Charm:** 4  
**Prowess:** 7  
**Actions:** 2

**Skills:** History 2 (Theology, World History)  
Law 2 (German Law, International Law)  
Medicine 1 (Haemophilia)  
Occult Lore 1 (Spiritualism)  
Arts 2 (Art History, Art Vocabulary)

Concentration 2 (Thought Mask, Willpower)  
Etiquette 5  
Languages 5 (German), 4 (English), 2 (Czech),  
2 (French), 2 (Italian)  
Pistol 2 (Fast Aim, Fast Draw)  
Unarmed Combat 1 (Free Dodge)

**Features:** Blue Blood, Deference, Intrigant (Casanova, Gossip, Social Predator, Viper, Vogue)

**Qualities & Impediments:** Connections (6), Wealth (1), Immigrant, Malignity, Plague Kissed, Haunting Beauty, Haemophilia, Fastidious

**Corruption:** Desire (Anhedonia) 1, Drive (Killer Instinct) 1

**Wealth:** 8

**Equipment:** The finest of whatever she desires, including a derringer (silver plated, damage +4, 10 rounds of ammo), expensive clothes at the height of fashion, respirator (polished silver, very fashionable), £10

**Note:** As a player character, Lilliam begins with another £28 of equipment.

## Lord Wintanweorth Addison Harkbourne, Experienced Aristocrat

*An aging bureaucrat, statesman, and former Home Secretary, W.A. Harkbourne was created the first Earl Harkbourne in 2098. Though his public service is exemplary, the true extent of Harkbourne's activities may never be known. What is certain is that his legacy is intimately tied to a shadowy government organization known as the Secret Intelligence Bureau.*

*The Bureau, a joint espionage and counterintelligence initiative of the Admiralty and the War Office intended to control secret intelligence operations in the UK and overseas, does not officially exist and has never been mentioned publicly. Harkbourne's affiliation with this organization constitutes a state secret. Only a few outside the highest levels of Her Majesty's Government know that he headed such an organization from 2083 until the time of his retirement in 2097. During this time, Harkbourne served as the spymaster of the United Kingdom with agents throughout the world. During his tenure, the Bureau was primarily interested in gauging the growing strength of France, Prussia, and the Papal States while maintaining security at home.*



The son of the eleventh Baron Harkbourne, Wintanweorth was already a lord by the time of his creation as Earl Harkbourne. He had a spectacular career, first serving in the Royal Navy and later abroad as an agent of the Secret Intelligence Bureau. Returning home, Harkbourne joined Special Branch, applying his knowledge of counterespionage to track down homegrown anarchists. After his retirement from field duty, he became an MP before serving as Home Secretary. Leaving politics in 2083, he returned to head the Bureau. Now age one hundred and four, Wintanweorth Addison Harkbourne is officially retired, though he still acts as a consultant for both the Bureau and CID.

Despite his retirement, Harkbourne is believed to maintain a vast network of informants that keep him continually apprised of events throughout the Neo-Victorian world and beyond. There is little of consequence that is beyond his notice. From time to time, Harkbourne has been known to interfere with ongoing operations and investigations that catch his fancy. Sometimes he even goes so far as to discreetly interview field agents and detectives about their current cases, offering advice and information for "old times' sake."

W.A. Harkbourne cuts a striking figure. Tall and trim, Harkbourne appears to be in excellent physical condition despite his advanced years. Though his hair has turned white, it remains full, and his eyes are still sharp and penetrating. He speaks with a voice of a man practiced in diplomacy and interrogation, displaying a quick wit and keen sense of humour. Those whom he does not terrify find him genuinely likeable.

Less obvious to the casual observer is that the earl has a Ticker, a prosthetic heart that forced his retirement nearly a decade ago. That he has lived this long with the device is an extraordinary credit to his endurance, a feat that stuns his physicians. Harkbourne has the practiced habit of winding his Ticker in the midst of interrogations.

**Vitality:** 3  
**Coordination:** 2  
**Wit:** 5  
**Intellect:** 4  
**Will:** 4  
**Charm:** 4  
**Prowess:** 7  
**Actions:** 2

**Skills:** Cryptography 4  
 (Cracking, Creation, Military Codes, Teaching)  
 Forensic Science 3 (Biological Evidence, Fingerprints, Trace Evidence)  
 Galvanics 1 (Weapon Operation)  
 History 4 (Historical Anthropology, Military History, Political History, World History)

Law 3 (Common Law, Criminal Law, Foreign Laws)  
 Concentration 3 (Dull Pain, Focused Healing, Willpower)  
 Demolitions 3 (Anti-Personnel, Structural Damage, Timers)  
 Disguise 3 (Impersonation, Nondescript, Wigs)  
 Drive Carriage 3 (Chase, Professionalism, Stunt Driving)  
 Etiquette 5  
 Language 6 (English), 6 (German), 5 (French), 5 (Italian), 4 (Spanish), 3 (Arabic), 3 (Hindi), 3 (Latin), 3 (Mandarin)  
 Photography 2 (Developing, General Knowledge)  
 Ride 3 (Chase, Country Riding, Urban Riding)  
 Swim 4 (Cold Water, Distance, Life Saving, Rough Water)  
 Torture 4 (Bare Hands, Electricity, No Marks, Psychology)  
 Melee Weapon 4 (Disarm, Duellist, Free Parry, Riposte)  
 Pistol 3 (Fast Draw, Headhunter, Snap Reaction)  
 Rifle 3 (Fast Aim, Sniper, Trick Shot)  
 Unarmed Combat 4 (Brutality, High Kick, Improved Knockout, Trip)  
 Escapology 2 (Handcuffs, Ropes)  
 Forgery 2 (Legal Documents, Signatures)  
 Lock Picking 2 (Detection, Picks)  
 Shadow 4 (Chase, Crowds, Hide, Menace)  
 Streetwise 3 (Crimes, Hang Outs, Police)

**Features:** Blue Blood, Deference, Intrigant (Allegiance, Gossip, Social Predator, Stirring Speech, Viper)

**Qualities & Impediments:** Club Membership, Connections (6), Credentials, Estate, Murder of Crows, Title (Earl), Veteran, Wealth (3), Secret, Light Sleeper, Prosthetic – Ticker, Linguist, Photographic Memory, Resolve, Time Sense

**Corruption:** Desire 1 (Anhedonia), Drive 3 (Consumed)

**Wealth:** 10

**Equipment:** Derringer (damage +4, 5 rounds of ammo), stun cane (damage +4 to +6, one extra capacitor), Westgate Executioner 12mm semi-automatic pistol (damage +5, 3 extra clips), gentleman's wardrobe, handcuffs, handheld radio transceiver (experimental), photo-reactive goggles, respirator (plain but high quality), enough money for whatever he needs.



# Criminals

## Detective Howard Barrentine,

### Starting Criminal

CID detective Howard Barrentine is a keen-eyed ghost of a man. The good detective holds aegis over the streets of the East End. Regularly assigned to J Division, Barrentine's territory is Bethnal Green, where he is well respected if not outright feared. He has cultivated close associations among the criminal underworld there and is known to turn a blind eye to petty crime. After hours, he sometimes frequents East End brothels where he occupies his time playing games of chance and gathering intelligence. Though he is little trusted by the uniformed police officers who patrol the East End, Barrentine is a tremendous resource to New Scotland Yard. His extensive knowledge of London's criminal element has led to breaks in numerous cases that would have gone unsolved without him.

Despite his service record, rumours plague the detective. His detractors complain that Barrentine has been known to shield his closest friends from the law and to provide information to the gangs of the East End. Though there is certainly some truth to these allegations, the rank and file do not realize that Barrentine's trespasses are a well-maintained façade intended to give him access to the deepest levels of the criminal underground. He acts with the full knowledge and support of his superiors, but even his closest friends are unsure whether Barrentine is thoroughly corrupt or simply doing his job.

In appearance, Barrentine is average in every way, possessing one of those curious faces that seems to elude the memory. He is neither handsome nor ugly. He is of modest height and simple means. His appearance is shabby but not overtly so. His carefully cultivated demeanour is disarming and personable, allowing him to make friends easily. The most remarkable thing about Howard Barrentine is that everyone he associates with knows his identity and occupation, yet they feel free to share the most intimate details of their criminal dealings and sordid lives with the detective.

When he needs a show of force, Barrentine is likely to rely on the constabulary or on muscle acquired from his gangland associations. Howard Barrentine is not a man who likes to get his hands dirty.

**Vitality:** 2  
**Coordination:** 2  
**Wit:** 5  
**Intellect:** 3  
**Will:** 3  
**Charm:** 2  
**Prowess:** 7  
**Actions:** 2

**Skills:** Forensic Science 3 (Biological Evidence, Fingerprints, Forensic Psychology)  
Concentration 2 (Compress Sleep, Willpower)  
Disguise 3 (Facial Hair, Makeup, Nondescript)  
Gambling 2 (Bluffing, Cards)  
Language 5 (English), 5 (Rhyming Slang), 5 (Thieves' Cant)  
Photography 2 (Action Photography, General Knowledge)  
Pistol 2 (Fast Draw, Riposte)  
Unarmed Combat 2 (Foot Work, Free Dodge)  
Lock Picking 2 (Detection, Picks)  
Safecracking 2 (By Ear, Drilling)  
Shadow 3 (Chase, Crowds, Plain Sight)  
Streetwise 3

**Features:** Flash Thief (Cant, Man of a Thousand Faces, Phantom)

**Qualities & Impediments:** Criminal Associations, Murder of Crows, Nondescript, Reputation – Street, Allergy – Bee Stings, Glass Jaw

**Corruption:** Physical 1 (Cursed)

**Wealth:** 2

**Equipment:** Revolver (damage +5, 20 rounds of ammo), plain clothes, disguise kit, wigs, respirator (simple), handcuffs, £2.

## Lindsay La Froste,

### Starting Criminal

Formerly a denizen of the slums of Whitechapel, Lindsay La Froste has become one of the most proficient cat burglars operating in the West End. Having graduated from petty street crime, she relies on a combination of her own resources and informers looking to make some fast money to break into the homes of the best families and make off with jewels and heirlooms.

La Froste has insinuated herself into the fringes of aristocratic society by posing as an adventuress. Her involvement with a number of the metropolis' most notorious bachelors provides her with pleasant diversions, a modest income, and a cover for her nocturnal activities. These "friendships" also provide her with access into some of the most heavily guarded estates in the whole of London. Occasionally, these dalliances even provide valuable intelligence.

La Froste is a careful thief who never undertakes a job unless she has had time to plan it in thorough detail. She sometimes spends



months gathering information, checking the facts, and memorizing floor plans. After plotting a caper, she waits before acting, observing her target from a distance and quietly laying low to allow suspicion to pass her by. Once everything is to her satisfaction, she acts with cool professionalism, taking only what she came for and disappearing before anyone is wise to her presence.

Lindsay La Froste is a beauty of twenty-two with bright blue eyes and an unforgettable smile. Always dressed in the height of fashion, she moves with a practiced poise that completely masks her lower-class origins. When seen in public, she is perpetually on the arm of some well-heeled young aristocrat ready to come to blows to defend her honour.

**Vitality:** 2  
**Coordination:** 4  
**Wit:** 3  
**Intellect:** 2  
**Will:** 2  
**Charm:** 4  
**Prowess:** 7  
**Actions:** 2

**Skills:** Acrobatics 3 (Climbing, Falling, Leaping)  
Appraising 2 (General Knowledge, Jewels)  
Language 5 (English), 2 (Thieves' Cant)  
Pistol 2 (Fast Draw, Headhunter)  
Unarmed Combat 2 (Foot Work, Free Dodge)  
Lock Picking 4 (Manufacturing Keys, New Locks, Old Locks, Picks)  
Safecracking 3 (By Ear, Demolitions, Drilling)  
Shadow 3 (Hide, Night, Plain Sight)  
Streetwise 4

**Features:** Flash Thief (Confidence Man, Cracksman, Rothschild, Screwsman)

**Qualities & Impediments:** Credentials, Criminal Associations, Murder of Crows, Reputation – Street, Secret, Asthma – Minor, Obsessive Compulsive Disorder – Minor

**Corruption:** Drive 1 (Consumed)  
**Wealth:** 2

**Equipment:** Rubber combat corset (1 point to torso), revolver (damage +5, 20 rounds of ammo), fashionable dress (tailored, secondhand), lock picks, rope and grapple.

## Mary Ann Walker, Starting Criminal

Mary Ann Walker is known by a dozen aliases throughout the metropolis. Within the Family, she is best known as "Bloody Mary," a free agent who sells her services to the highest bidder. Mary is a wanted woman who makes her living as a debt collector and hired killer. She has spent nearly half her thirty-odd years in various prisons and institutions since being first sentenced to hard labour at the tender age of twelve.

Feared for her brutality more than her proficiency, Mary first made a name for herself at age fourteen when she murdered a rival of her lover, who was a minor East End mob boss, with a hatchet and a lead pipe. Though the murder was never officially solved, word of the incident spread through the criminal underworld, securing her reputation as a stone killer. Three years later, she was locked away for a stint after, armed with an ice pick, she assaulted a prostitute on the street over an unpaid debt. While locked up, she killed three women in a jail-yard dispute, which added several years to her sentence. Upon release, she turned her energies toward refining her raw potential and going into business for herself. In addition to participating in innumerable gang skirmishes and retribution killings, Mary eventually made a name for herself by eradicating the hierarchy of the Stark Fellows gang, who were at one time the terror of Lambeth.

Most recently, she was nearly apprehended attempting to murder a witness in a trial against City financier Winthrop Holmes, a thoroughly disreputable industrialist now serving a twenty-year sentence. In the aftermath, three Metropolitan Police constables were slain, and Mary only barely effected her escape. She is now among the most wanted criminals in the whole of the city, a distinction that she has not allowed to slow her work. Mary spends the majority of her time in hiding but emerges whenever business calls. Her brutality has only intensified with her notoriety, as though she now has nothing to lose.

Despite her rapacious reputation, Mary Ann Walker retains a loyal circle of friends and numerous lovers of both sexes. An attractive, slight, blond woman only five feet in stature, Mary is known for her childlike amusements and infectious laugh. She is a master of using these disarming traits to her advantage, turning from an apparently impish beauty to a cold killing machine in a heartbeat. Despite a powerful loyalty to her long-term friends, she extends no protections to her lovers, which she sacrifices at will. For this reason, any who truly know her keep Bloody Mary at arms' length.



**Vitality:** 3  
**Coordination:** 5  
**Wit:** 3  
**Intellect:** 2  
**Will:** 2  
**Charm:** 2  
**Prowess:** 8  
**Actions:** 2

**Skills:** Language 5 (English), 2 (Thieves' Cant)  
Melee Weapon 4 (Deadly Skill, Fast Draw, Free Parry, Riposte)  
Pistol 2 (Fast Aim, Riposte)  
Rifle 4 (Fast Aim, Headhunter, Preferred Weapon – Shotgun, Trick Shot)  
Unarmed Combat 3 (Breakout, Foot Work, Trip)  
Escapology 3 (Handcuffs, Ropes, Straitjackets)  
Pick Pocket 2 (Drunks, Wallets)  
Shadow 3 (Hide, Menace, Night)  
Streetwise 3

**Features:** Flash Thief (Escapist, Ghost, Phantom)

**Qualities & Impediments:** Criminal Associations, Murder of Crows, Reputation – Street, Safe House, Criminal Record, Notoriety, Wanted, Phobic Disorder – Surgery (Minor)

**Corruption:** Drive 1 (Dissolution)

**Wealth:** 2

**Equipment:** Rubber combat corset (1 point to torso), Magwitch Gravedigger (damage +9, 20 solid slugs), rag.

## Francis Kestrel aka "Black Tongue,"

### Experienced Criminal

*Better known in the criminal circles as "Black Tongue," Francis Kestrel is the boss of the Watermen, a dangerous gang that preys on river traffic. Kestrel operates from his seemingly legitimate apothecary near the docks. His shop does a good deal of illegal business and is known to rogue alchemists and reanimators throughout the city.*

*From that base, Kestrel orchestrates raids and smuggling operations up and down the Thames. He depends on a network of bribed or intimidated river workers to keep well informed of other's activities while hiding his own. Unscrupulous river men also keep the back*

*room of his apothecary well stocked with ordinary contraband goods. Kestrel, his men, and his close associates regularly speak in Rhyming Slang.*

*Kestrel's Watermen are known as fearsome cutthroats who are completely loyal to their leader. This loyalty is, in part, inspired by the threat of a grisly retaliation for betrayal: more than once, Kestrel has experimented with untested compounds on a member of his gang suspected of treachery. Most men would rather quietly rot in prison or take their own lives than turn on Black Tongue. Even his pseudonym reminds those who would cross him of his fate. Kestrel is notorious for utilizing certain rare herbs and noxious chemicals to eliminate his enemies. His alias refers to the stains left on the mouths and lips of his victims after his poisons have done their work.*

*Kestrel is a giant, standing a good head taller than an ordinary man. His hair is slightly long but well kept, and his moustache and beard are manicured. Kestrel eyes are perpetually agitated and reddened, giving him a look of constant displeasure and illness. He wears a modified great coat full of hidden pockets for tools, weapons, and potion bottles. An unnatural chemical odour drifts from the man due to his constant exposure to noxious herbs and compounds.*

**Vitality:** 4  
**Coordination:** 3  
**Wit:** 4  
**Intellect:** 4  
**Will:** 3  
**Charm:** 2  
**Prowess:** 7  
**Actions:** 2

**Skills:** Alchemy 3 (Identification, Manufacture, Veneficium)  
Medicine 2 (Combat Surgery, Gunshots)  
Appraise 3 (General Knowledge, Metals, Rare Herbs)  
Language 5 (English), 5 (Rhyming Slang), 5 (Thieves' Cant)  
Torture 3 (Bare Hands, No Marks, Psychology)  
Trade – Accounting 2 (Management, Sales)  
Melee Weapon 4 (Fast Draw, Headhunter, Preferred Weapon – Combat Syringe, Riposte)  
Pistol 3 (Fast Aim, Fast Draw, Trick Shot)  
Thrown Weapon 4 (Fast Draw, Improvisation, Trick Shot, Two-Weapon Fighting)  
Unarmed Combat 3 (Free Dodge, Improved Knockout, Wrestler)  
Forgery 3 (Details, Legal Documents, Signatures)  
Lock Picking 2 (Detection, Old Locks)  
Shadow 3 (Chase, Hide, Menace)  
Streetwise 4



**Features:** Flash Thief (Cant, Mobsman, Negotiator, Procurer)

**Qualities & Impediments:** Business (3), Criminal Associations, Murder of Crows, Private Laboratory, Reputation – Street, Wealth (4), Notoriety, Immunity – Toxins (3)

**Corruption:** Physical 3 (Aura of Deformity), Drive 2 (Twisted)

**Wealth:** 6

**Equipment:** Full rubber armour (1 point to all locations, +1 versus galvanic weapons, –1 on shadow skill rolls, –1 on Wit – Perception rolls to hear), tailored long coat, two combat syringes (damage +0, –2 parry), combat knife (damage +1, –2 parry), five throwing knives (damage +1, no doubt coated with one contact poison or another), implements of torture, a multitude of alchemical solutions (see Unhallowed Metropolis, Chapter 6, pages 292 – 302), respirator (gaudy).

## Dhampir Cyril Bellamy, Starting Dhampir

*A pale wisp of a figure, Cyril Bellamy is among the favoured male prostitutes servicing the theatre crowd of Covent Garden. Bellamy is known as a quiet, pretty, and unassuming young man with a great number of friends throughout Neo-Victorian society. Among his many associations can be counted no small number of artists, aristocrats, criminals, and politicians who value both his discretion and company. Bellamy is a keen observer who can give excellent council in times of need, but secretly, he is also a valued informant who regularly trades information with Metropolitan Police detectives in exchange for protection and favours.*

*Like many prostitutes, Bellamy contracted vampirism from a client. He survived and adapted quickly to the changes wrought by the disease. Instead of succumbing to the hatred and melancholy that plagues many others of his kind, Bellamy simply returned to his chosen profession, which was now even more profitable due to his newly exotic appearance.*

*Despite his apparent good nature, Cyril Bellamy possesses a great cunning and the wild passions of a Dhampir. Those who cross him in business or in love come to feel his full wrath. When roused to anger, he has been known to turn to both physical violence and social machinations to make his displeasure known.*

*Generally, he operates through intermediaries, but he has killed at least one rival with his bare hands, a crime that was covered up with the help of his friends with the CID.*

*Cyril is a tall, thin man who appears to be in his early twenties. His extraordinary grace and near-perfect fluid motions set him apart from humanity. When seen in public, the Dhampir is always dressed in the height of fashion. Bellamy prefers to wear a brass and leather respirator outdoors, as much out of style and habit as to keep clean.*

**Vitality:** 2

**Coordination:** 4

**Wit:** 3

**Intellect:** 3

**Will:** 2

**Charm:** 4

**Prowess:** 7

**Actions:** 2

**Skills:** Occult Lore 2 (Astrology, Vampire Lore)  
Concentration 2 (Compress Sleep, Willpower)  
Etiquette 3 (Decorum, Diplomatic, Manners)  
Melee Combat 3 (Fast Draw, Headhunter, Preferred Weapon – Knife)  
Unarmed Combat 2 (Foot Work, Free Dodge)  
Pickpocket 2 (Crowds, Sharp Dresser)  
Shadow 3 (Crowds, Hide, Plain Sight)  
Streetwise 3 (Hang Outs, Seven Dials, Police)

**Features:** Alien Grace, Blood Drinker, Half-Lifer, Hatred of Vampires, Heightened Vision, Immune to Vampiric Mind Control, Sense Undead, Unnatural Passions, Vampiric Transformation

**Qualities & Impediments:** Connections (6), Criminal Associations, Patron (2), Criminal Record, Notoriety, Secret, Malignity, Defects – Elongated Hands, Resolve, Paranoia (Minor)

**Corruption:** Desire 2 (Defiler)

**Wealth:** 4

**Equipment:** Tailored leather combat corset (1 point to torso), three combat knives (damage +1, parry –2), sword cane (damage +1), fine boots, tailored clothes, makeup, fine cigarettes, rubber and leather respirator, £5.



# Mariel Vanbrugh,

## Starting Dhampir

*Mariel Vanbrugh is an ice-cold, no-nonsense professional, and her business is killing vampires. She once aspired to become a major financial power broker, but after a feral vampire attack left her near death in a rundown hospice, her life was changed forever. Having beaten the vampiric infection, she was approached by agents of the Noctuary while convalescing.*

*Originally the organization intended to use her specialized knowledge and web of contacts to fund its operations, but Mariel had other ideas. She agreed to the Noctuary's offer of membership, but her intentions were to fight on the front lines rather than act as a broker for backroom business dealings. Once she recovered, Vanbrugh focused completely on transforming herself into a living weapon, the perfect vampire hunter. Today, she is a proven field agent who has aided in the destruction of dozens of vampires, including three she extinguished personally. Should she ever manage to put her anger behind her, Mariel Vanbrugh could ascend to the highest levels of the organization, but for now, she is merely counted among its most proficient soldiers.*

*Vanbrugh is a reserved young woman of twenty-four with a stern disposition and hard eyes. Though her youth is genuine and not an illusion of her altered biology, she is clearly aged beyond her years. At all times, she moves with purpose, and those who cannot keep up are left behind. She is all business when on the job. Between the layers of armour and array of weapons, her battle dress leaves little question of her profession. Her off hours are spent in constant agitation, as though the world moves too slowly for the consummate killer.*

**Vitality:** 3

**Coordination:** 3 (2 with armour)

**Wit:** 4

**Intellect:** 3

**Will:** 3

**Charm:** 2

**Prowess:** 7 (6 with armour)

**Actions:** 2

**Skills:** Concentration 3 (Dull Pain, Focused Healing, Willpower)  
Trade – Accounting 3 (Management, Negotiation, Style)  
Melee Weapon 5 (Deadly Skill, Duellist, Free Parry, Preferred Weapon – Sword, Riposte)  
Unarmed Combat 3 (Free Dodge, Ground Fighting, Spit Fire)  
Law 2 (Business Law, Property Law)  
Occult Lore 2 (History, Vampire Lore)

**Features:** Alien Grace, Blood Drinker, Half-Lifer, Hatred of Vampires, Heightened Vision, Immune to Vampiric Mind Control, Sense Undead, Unnatural Passions, Vampiric Transformation

**Qualities & Impediments:** Poor (2), Malignity, Resolve, Night Terrors, Paranoia (Minor), Post-Traumatic Stress Disorder (Minor), Noctuary Membership

**Corruption:** Drive 2 (Consumed)

**Wealth:** 2

**Equipment:** Leather bracers (1 point to arms), rubber armoured coat (1 point to arms, legs, and torso), chain mail coif (2 points to head, –1 Wit – Perception tolls to hear), plate collar (2 points to neck), leather combat corset (1 point to torso), leather gauntlets (1 point to hands), leather leggings (1 points to legs), two combat knives (damage +1, parry –2), sword (damage +3), three reinforced wooden stakes (damage +0, parry –2)

# Alexios Demarchis,

## Experienced Dhampir

*Alexios Demarchis is a wanderer and professional vampire hunter. A citizen of the Greco-Turkish Republic, Demarchis was raised in a fortified village located on the Laconian plain of southern Greece. Born a Dhampir, his life has been shaped by tragedy. His father, a native vrykolakas (as Greek vampires are known), was extinguished by an angry mob before Demarchis was born. The villages considered Demarchis unclean, and so he was raised in virtual solitude by his uncle, a veteran soldier who made his livelihood hunting vampires and animates.*

*While on a hunt with his uncle at the age of fifteen, Demarchis destroyed his first vampire, but not before the creature slew his beloved uncle. Gripped by wanderlust and despair, Demarchis returned his uncle's remains to their home and bade his mother goodbye. For the next thirty years, he travelled the Continent, selling his services wherever they were required. He has hunted feral vampires in Greece, Bohemia, Anatolia, the Low Countries, and within the territories of the Prussian Empire. He single-handedly ended the Valsassina legacy of Salzburg. Demarchis finally made his home within the walls of London, where he prospered in the years that followed.*

*Though he is over fifty years old, Alexios Demarchis scarcely looks a day over thirty. His facial features are sharp and hawkish, though handsome. He peers out at life with brooding, discerning eyes that can blaze with a threatening intensity. His skin is remark-*



ably dark for a Dhampir, a quality he attributes to his strong blood and years of travel. Demarchis always dresses fashionably and is known to keep lovers among the adventuresses that service the higher classes. He is as likely to be found in the company of the aristocracy as he is to be making his way through the streets of the metropolis on yet another deadly hunt.

Vitality: 4  
Coordination: 4  
Wit: 4  
Intellect: 3  
Will: 3  
Charm: 4  
Prowess: 8  
Actions: 2

**Skills:** History 2 (Ancient Greece, World History)  
Occult Lore 2 (Greek Folklore, Vampire Lore)  
Concentration 2 (Dull Pain, Suppression)  
Etiquette 3 (Customs, Decorum, Titles)  
Language 5 (Greek), 5 (English), 4 (French),  
4 (German), 4 (Spanish), 3 (Arabic)  
Ride 4 (Care, Chase, Country Riding,  
Urban Riding)  
Swim 3 (Distance, Life Saving, Rough Water)  
Tracking 3 (Identify Tracks, Long Distance,  
Man Hunter)  
Melee Weapon 5 (Duellist, Fast Draw, Free Parry,  
Riposte, Two-Weapon Fighting)  
Pistol 3 (Fast Aim, Fast Draw, Two-Weapon Fighting)  
Unarmed Combat 4 (Breakout, Foot Work,  
Free Dodge, Trip)  
Escapology 3 (Handcuffs, Ropes, Stage)  
Pickpocket 2 (Crowds, Wallets)  
Shadow 4 (Chase, Hide, Menace, Night)

**Features:** Alien Grace, Blood Drinker, Half-Lifer, Hatred of Vampires, Heightened Vision, Immune to Vampiric Mind Control, Sense Undead, Unnatural Passions, Vampiric Transformation

**Qualities & Impediments:** Expressive Eyes, Upper Class, Resolve

**Corruption:** Desire 2 (Hedonist)

**Wealth:** 7

**Equipment:** Tailored leather armour (1 point to all locations, -1 on Wit - Perception rolls to hear), combat knife

(damage +1, parry -2), two very high quality swords (damage +3), heavy revolver (damage +6, 20 extra rounds of ammo), calling cards, great coat, black scarf, dust kit.

## Doctors

### Walter Crane,

#### Starting Doctor

Walter Crane is a sickly, broken-down wreck of a man. Though professionally trained as a physician, his primary occupations are self-pity, gambling, and satisfying his opium addiction. In his spare hours he is a drunk, penniless derelict. When he can be bothered to keep sober, Crane practices medicine, treating those with no one else to turn to. He has even been known to make house calls to the Underground when the pay is sufficient. Crane's poor reputation precedes him, and none but the most desperate would ever solicit his administrations.

The last of a proud line of surgeons, Crane never took to medicine. After finishing at the bottom of his class, Crane attempted to play the dutiful son and take over the family practice from his ailing father. His poor bedside manner and questionable abilities caused him to immediately lose a good number of his father's longtime patients. His business failing, Crane turned to alcohol and later the poppy. His true ruin came when a patient in his care died in childbirth due to minor complications and his negligence. Ashamed of his son's utter failings and weaknesses, his father cast him out of his house and closed the family practice forever, leaving Crane to make a way for himself on the streets of the metropolis.

Though a fairly young man by the reckoning of years, it is impossible to discern his true age with a casual glance. Hard living has taken an indelible toll on the doctor, body and mind. Stooped and shaky, he has the barren eyes of an unrepentant drug fiend. His short brown hair is shot through with grey. When he speaks, it is with a low, hoarse growl made worse by his habit of mumbling and repeating himself. His dishevelled appearance is made all the more comical by the aged and patched suits that he wears, remnants of his brush with gainful employment. All and all, Walter Crane is not the sort of person you wish to meet on the street, let alone call upon to treat what ails you. Despite his obvious failings, Crane is a natural survivor who has outlasted many better men.

Vitality: 3  
Coordination: 3  
Wit: 3  
Intellect: 3  
Will: 2  
Charm: 1  
Prowess: 6  
Actions: 2



**Skills:** Alchemy 2 (Identification, Manufacture)  
Hypnosis 2 (Hypnotherapy, Stage Hypnosis)  
Law 2 (Malpractice, Mortuary Law)  
Medicine 3  
Occult Lore 2 (Folk Lore, Eastern Mysticism)  
Psychology 2 (Clinical, Experimental Treatments)  
Etiquette 2 (Customs, Decorum)  
Gambling 4 (Bluffing, Cards, Cheating, Odds)  
Language 5 (English), 3 (Rhyming Slang),  
2 (Latin)  
Pistol 4 (Fast Aim, Fast Draw, Headhunter,  
Preferred Weapon – Revolver)  
Unarmed Combat 4 (Hardened Strike,  
Improved Knockout, Spit Fire, Trip)  
Forgery 2 (Legal Documents, Signatures)  
Lock Picking 3 (Detection, Manufacturing Keys,  
Picks)  
Shadow 3 (Crowds, Hide, Plain Sight)  
Streetwise 2 (Fence, Scrounge)

**Features:** Black Bag (Field Medic, Healer, Street Doc)

**Qualities & Impediments:** Nondescript, Notoriety, Poor  
(5), Bad Tasting, Resolve, Dementia (Minor)

**Corruption:** Desire 1 (Addiction), Drive 1 (Dissolution)

**Wealth:** 2

**Equipment:** Leather gauntlets (1 point to hands), heavy  
revolver (damage +6, 20 extra rounds of ammo), pair of  
derringers (damage +4, 20 extra rounds of ammo), two  
doses of Angel, bottle of chloroform, bottle of ether, ten  
opium pills, opium pipe, ten doses of morphine, medical  
valise (stocked), respirator (worn), £10 (hidden).

## Divinia Grey,

### Starting Doctor

*Divinia Grey has startling secrets. Small and mousy, the painfully shy young woman operates a private medical practice in the West End that caters to aristocratic parents and their spoiled children. However, despite her keen medical skills, Grey has little interest in actually helping her patients. She is an expert at passing off a poor bedside manner and forced cheerfulness as professionalism.*

*Her off hours are spent volunteering time at the metropolis' many hospices. This occupation is not philanthropic; these establishments, understaffed and busy, provide the perfect forum for Grey to carry out her primary preoccupation, the study of the human form*

*in extremis. She can stare at the dead and dying for hours in rapt attention. She yearns desperately for the day when she can vivisect a human specimen and has spent a small fortune preparing a private anatomy theatre beneath her home for the purpose. For now, she contents herself by occasionally dissecting black market corpses or simply lying with them in the cold of her basement.*

*While attending medical school at the University of London, Grey spent her off hours in the Nonhuman Pathology Department's animate kennels. It thrilled her to sit just out of reach and let the creatures paw at her. Sometimes she turned off the lights so she could just hear them in the darkness. The practice earned her a brief stay in a private sanatorium. Ultimately, Grey intends to turn her skills toward the reanimation of the dead. Her interest is not out of any compulsion to see the dead return to life but simply to study the exanimate form in motion.*

*Divinia Grey is a short, wiry woman who looks much younger than her thirty years. Her eyes are bright and alert, constantly exploring the world around her. She does not know the strength of her own deceptively strong hands, which occasionally leads her to hurt her young patients.*

**Vitality:** 2

**Coordination:** 3

**Wit:** 3

**Intellect:** 4

**Will:** 3

**Charm:** 2

**Prowess:** 6

**Actions:** 2

**Skills:** Alchemy 3 (Anti-Agapics, Reanimation, Toxicology)  
Forensic Science 2 (Biological Evidence, Forensic  
Psychology)  
Medicine 5  
Occult Lore 2 (Organizations, Spiritualism)  
Psychology 2 (Abnormal, Experimental  
Treatments)  
Thanatology 2 (Death Science, Mortuary Law)  
Acting 2 (Realism, Sincerity)  
Concentration 2 (Compress Sleep, Willpower)  
Etiquette 2 (Business, Manners)  
Language 5 (English), 2 (Latin)  
Pistol 2 (Fast Aim, Fast Draw)  
Unarmed Combat 2 (Foot Work, Free Dodge)  
Forgery 1 (Legal Documents)

**Features:** Black Bag (Field Medic, Forensic Pathology,  
Healer, Plague Doctor, Reanimist)



**Qualities & Impediments:** Business (7), Secret, Plague Kissed, Resolve, Savant, Melancholy, Dementia (Minor), Necrophilia (Chronic)

**Corruption:** Drive 1 (Twisted)

**Wealth:** 7

**Equipment:** Leather combat corset (1 point to the torso), heavy revolver (damage +6, 20 extra rounds of ammo), travelling alchemical lab, reagent raw materials (enough to manufacture five doses), two doses of stitch, medical valise (stocked).

## Ji Guo Lao, Experienced Doctor

*Ji Guo Lao, a renowned alchemist, operates out of the depths of Limehouse. He has made a name for himself by blending modern anti-agapic techniques with traditional Chinese alchemy. Though unlicensed and maligned by his peers, Ji Guo Lao has many admirers who support his thriving practice. Among his patients are Chinese community leaders, bosses of criminal organizations, and desperate aristocrats seeking immortality.*

*Ji's patent serum for immortality, the "Ghost Life Formula," is said to require annual doses of the foulest concoction. Those who imbibe the substance certainly prolong their lives, but at great cost. Anyone missing a single dose suffers a rapid and irreversible disintegration of their internal organs within a month. Even those who regularly receive his tainted draught take on an ashen appearance, their hair thinning and the colour fading from their flesh.*

*With so many utterly beholden to his ministrations, Ji Guo Lao has grown quite powerful. The "Smoking Ghost," as he is sometimes known, is notorious among the Chinese population of Limehouse not because of his direct actions but rather because he keeps a number of brutal crime lords living well past their natural time. However, there are those who understand the nature of his power and feel enslaved to his dark arts. One day he may be destroyed by one of his immortals, but until that time, Ji's power only grows.*

*Ji Guo Lao maintains a virtually supernatural control over himself. A steely pragmatist, he has no compassion or base concern for others. All that interests him is his internal transformation. Experimenting on others is simply a means towards an end.*

*Tall and lanky, Ji Guo Lao strikes an imposing figure. His long dark hair, always pulled back in a braid, forms a stark contrast against his unnaturally pale skin. Even more disturbing, Ji's penetrating eyes are said to glow faintly in the dark, a side effect of his alchemical experiments. His very breath is said to be poisonous*

*and can choke the life from birds and plants. Ji's long fingers end in impressively long and well-manicured nails, and he always appears dressed in fine silk robes of jet black.*

**Vitality:** 3

**Coordination:** 2

**Wit:** 3

**Intellect:** 5

**Will:** 4

**Charm:** 1

**Prowess:** 5

**Actions:** 2

**Skills:** Alchemy 5 (Anti-Agapics, Drug Design, Manufacture, Transmutation, Veneficium)  
History 3 (Alchemical History, Chinese History, Prehistory)  
Medicine 4 (Alchemy, Combat Surgery, Internal Medicine, Surgery)  
Natural Science 3 (Biology, Botany, Geology)  
Occult Lore 4 (Astrology, Cult Leader, Eastern Mysticism, History)  
Theology 5 (Buddhism, Confucianism, Historical Theology, Three Kingdoms Era, Taoism)  
Concentration 4 (Compress Sleep, Dull Pain, Focused Healing, Thought Mask)  
Etiquette 4 (Customs, Decorum, Manners, Tradition)  
Languages 5 (Cantonese), 5 (Mandarin), 5 (Wu), 4 (English), 4 (French), 3 (Latin)  
Melee Weapon 2 (Fast Draw, Headhunter)  
Unarmed Combat 3 (Free Dodge, Spit Fire, Trip)  
Streetwise 3 (Bosses, Chinese Criminals, Limehouse)

**Features:** Black Bag (Euthanasia, Healer, Heal Thyself, Street Doc)

**Qualities & Impediments:** Business (5), Connections (6), Creditor (5), Criminal Associations, Murder of Crows, Private Laboratory, Reputation – Street, Notoriety, Poison Blood, Long Lived, Evil Eye, Resolve, Time Sense, Fastidious

**Corruption:** Physical 2 (Aura of Deformity), Drive 3 (Killer Instinct)

**Wealth:** 7



**Equipment:** Sharpened fingernails (damage -3, cannot be used to parry, usually coated with an alchemical solution), silk robes, whatever alchemical solutions he needs.

## Dr. Elias Fell,

### Experienced Doctor

*"I do not love you, Dr. Fell,  
The reason why I cannot tell;  
But this I know, and know full well,  
I do not love you, Dr. Fell."  
—Traditional British rhyme*

Dr. Elias Fell, respected member of the Royal College of Surgeons, is a physician par excellence. His medical credentials are beyond reproach, and his skilled hands have saved countless lives in the operating theatre. He is widely acknowledged as something of a miracle worker: the hopeless cases, the terminally ill, and the dying may find hope in the talented ministrations of this great man. His tireless efforts among the unfortunates of the city, countless hours devoted to the care of the city's poorest and most wretched inhabitants, have earned him a reputation as a philanthropist and reformer.

Among his peers in the Royal College, Dr. Fell's name is revered for his contributions to the study of medicine. The scientific literature bears witness to his long and distinguished career mastering new surgical techniques and uncovering the mysteries of aberrant physiology. The doctor takes his work home with him as well: a number of badly disfigured unfortunates, some bearing the scars of old operations, make up the retainers of the manor Dr. Fell keeps on Harley Street.

Literature circulated more privately among the peers of the college reveals a hidden dimension to the doctor's research: he does not limit himself to correcting Nature's mistakes and not all of the doctor's household are, in the proper sense, fully human. The doctor is pursuing lines of research that require the creation of specialized human variants for study and, when necessary, surgical modification. The process is arduous, but he has perfected many surgical techniques on these vat-grown lab rats. Those that survive their abnormalities and the surgeries are kept in the doctor's personal care.

Dr. Fell maintains the appearance of a healthy and robust man in his mid-forties. He is tall and slim but well built, carrying the musculature of an active man on a frame nearly two meters in height. His handsome face is marked with the lines of a life of study and diligent effort, and his thick dark hair has begun to grey at the temples. This appearance has remained unchanged for decades, the result of carefully calibrated anti-agapics. None can be found who remember the doctor as a young man, but his

true age is unknown. His eyes are a startling steel-blue, benign in repose but disturbingly incisive and penetrating when brought to focus. There are few even among his peers who can long withstand the force of that dissecting gaze.

There is something untoward about Dr. Fell. Though there is nothing in his appearance or bearing to give alarm and nothing in his manner to inspire revulsion, somehow his proximity is not endurable for long. The skin crawls slightly at a casual touch from this man. He has given up shaking hands entirely, and the benefactors of medicine do not introduce their eligible daughters to this physician despite his fine credentials. Animals will not submit to his touch unless restrained, and children hide behind their mothers' skirts at his approach. Dr. Fell's reputation is generally sufficient to counter the effects of this uncanny aura where his name is known, but he goes into society very little and maintains few intimates, preferring the rewards of private research to the company of his fellow man.

**Vitality:** 3

**Coordination:** 3

**Wit:** 4

**Intellect:** 5

**Will:** 3

**Charm:** 2

**Prowess:** 7

**Actions:** 2

**Skills:** Alchemy 3 (Anti-Agapics, Identification)  
History 3 (Historical Anthropology, Prehistory, World History)  
Law 3 (Artificial Life, Family Laws, Malpractice)  
Medicine 6  
Natural Science 3 (Biology, Medicinal, Structure)  
Occult Lore 2 (History, Teaching)  
Concentration 2 (Compress Sleep, Suppression)  
Etiquette 2 (Decorum, Manners)  
Language 5 (English), 5 (Latin)  
Pistol 3 (Fast Aim, Headhunter, Snap Reaction)  
Unarmed Combat 1 (Foot Work)

**Features:** Black Bag (Credentials, Euthanasia, Forensic Pathology, Healer, Life Bringer, Peerless Surgeon)

**Qualities & Impediments:** Private Laboratory, Upper Class, Wealth (2), Notoriety, Secret, Able Bodied, Resolve, Savant

**Corruption:** Physical 4 (Aura of Deformity), Drive 3 (Consumed)



**Wealth:** 9

**Equipment:** Plated leather gauntlets (+3 to hands), heavy revolver (damage +6, 20 extra rounds of ammo), leather lab coat, goggles, medical valise, clip board.

## Mourners

### Ashley Cutter,

#### Starting Mourner

Ashley's first step in devotion to the Quiet Service occurred during childhood when she survived the spontaneous animation of her mother in the family's quiet West End home. Ashley's nurse was the first to fall to the new animate's depredations, Ashley's father and sister following in quick succession. Ashley, acting with a precocious determination, destroyed the animated corpses of her family one by one before calling in the authorities. When the Deathwatch arrived on the scene, they found the four dispatched animates, heads crushed and neatly severed from the bodies, and twelve-year-old Ashley, badly upset and covered in gore. Ashley was left in the guardianship of the Mourner's Guild, at her own request, after surviving relations displayed no inclination to take in the strange, quiet child.

Ashley began her training almost immediately. At fifteen, she underwent a total hysterectomy at her own demand—a symbol of her dedication to the Mourner's pledge of chastity. Ashley is currently twenty-one years of age, a full Mourner, but retained by no particular family. She prefers to sell her services as required to families who cannot afford the full-time services of one of her profession.

Ashley is small and slender with a strength that belies her size. Her early hysterectomy prevented full development of secondary sexual characters—her features and body are almost perfectly androgynous, a trait she takes care to emphasize. A carefully maintained medical regimen ensures her continued health as well as the unusual strength and near-inhuman endurance required by her profession.

**Vitality:** 4

**Coordination:** 4

**Wit:** 3

**Intellect:** 2

**Will:** 3

**Charm:** 2

**Prowess:** 7 (+1 on initiative rolls)

**Actions:** 2

**Skills:** Thanatology 2 (Grief Counselling, Mortuary Law)  
Theology 2 (Historical Theology, Practical Theology)  
Acrobatics 2 (Climbing, Leaping)  
Concentration 4 (Dull Pain, Focused Healing, Thought Mask, Willpower)  
Etiquette 2 (Decorum, Manners)  
Language 5 (English)  
Melee Weapon 5 (Fast Draw, Riposte)  
Unarmed Combat 3 (Foot Work, Free Dodge, Trip)  
Shadow 2 (Night, Plain Sight)

**Features:** Exculpatus Mastery (Decapitate, Head Taker, Preferred Weapon – Exculpatus), Familiarity: Animate, Guild Training, Meditations

**Qualities & Impediments:** Poor (1), Quiet, Malignity, Resolve, Melancholy, Post-Traumatic Stress Disorder (Minor)

**Corruption:** Drive 2 (Consumed)

**Wealth:** 3

**Equipment:** Mourner's armoured corset (2 points to torso), leather leggings (1 point to legs), leather coif (1 point to head, -1 on Wit – Perception rolls to hear), Exculpatus (damage +2), mourning clothes, respirator, £2.

## Bertram Henrie,

#### Starting Mourner (Mute)

People have been worried about Bertram Henrie since he was very young. The only son of a remote branch of an old and pure-blooded family, Bertram spent much of his childhood on family estates distant from the metropolis. Here he was supervised by fearful nurses as he watched his mother descend into delirium and his father grow smaller and greyer with each passing season. In this environment, young Bertram's morbid inclinations, which were perhaps owed in part to generations of insufficient out crossing of the family line, flourished unrestrained.

After his mother's inevitable retirement to a private "hospital," Bertram was moved to London and placed in the care of his father's relatives, who found the boy's behaviour to be cause for alarm. Upon Bertram's arrival, pets began disappearing; dolls belonging to Bertram's girl cousins would vanish, only to be found days later, dismembered and horribly abused; strange noises were heard in the night, the source of which no one much cared to investigate. The boy was soon transferred to the education of the Quiet Service, where despite the rigor of the training, he seemed to thrive.



*Bertram is eighteen years old and has recently attained the status of a Mute. He is tall, standing in excess of two meters, and cadaverously thin; his unusual height and skeletal build, together with his smog-stained black garments and lank, greasy blond hair, give him the appearance of a diabolical scarecrow. He has found no permanent appointment as of yet, and he has taken to supplementing the allowance his family provides with freelance work alongside the city's Undertakers. The vile, violent, dangerous work is greatly to his liking, and there is some question as to whether the cloistered Mourner's life will suit the young man for long.*

**Vitality:** 2

**Coordination:** 4

**Wit:** 3

**Intellect:** 2

**Will:** 2

**Charm:** 2

**Prowess:** 7 (+1 on initiative rolls)

**Actions:** 2

**Skills:** Medicine 1 (Animate Anatomy)  
Thanatology 2 (Grief Counselling, History)  
Theology 2 (Church of England, Historical Theology)  
Concentration 2 (Dull Pain, Willpower)  
Etiquette 3 (Customs, Decorum, Manners)  
Gambling 2 (Cheating, Odds)  
Language 5 (English), 2 (French), 1 (Latin)  
Melee Weapon 5 (Free Parry, Riposte)  
Unarmed Combat 3 (Breakout, Foot Work, Free Dodge)  
Shadow 2 (Menace, Night)

**Features:** Exculpust Mastery (Decapitate, Head Taker, Preferred Weapon – Exculpust), Familiarity: Animate, Guild Training, Meditations

**Qualities & Impediments:** Upper Class, Wealth (2), Quiet, Malignity, Resolve

**Corruption:** Drive 2 (Twisted)

**Wealth:** 6

**Equipment:** Mourner's armoured corset (2 points to torso), Exculpust (damage +2), mourning clothes, respirator, fashionable clothes, £3.

## Madam Elizabeth Leith, Experienced Mourner

Madam Leith has been in the employ of the Quiet Service for over fifty years. For much of that time, she was attached to the Smethurst family, living as a private retainer to Lady Smethurst. In the course of her employment, in addition to the customary duties of a Mourner, she acted as private investigator, personal security, and even assassin, as the needs of the family required. Now, however, the last of the Smethurst family has lain under the three days' vigil of the old family retainer; the family estates are sold, and Madam Leith's career as a privately retained Mourner is over.

Madam Leith appears much younger and more vital than her seventy years, thanks to a faithfully maintained course of basic anti-agapics, but she is aware that her strength is not what it once was. Rather than seeking employ with another family, she has returned to the Guild as an educator and mentor. She is master of a Hospice of the Quiet Sleep in Stepney, a guardian of the city's dying. A number of young Mourners are finishing their studies under her tutelage, gaining familiarity with death and reanimation on the busy Hospice grounds. She has developed close ties with the local community, including the criminal elements. More than a few bodies have escaped the grip of the incinerator, "clay" status confirmed by the Madam's experienced eye and blade, and found their way into the city's private dissecting rooms. The Madam has found her new business enjoyable as well as profitable. She has taken an interest in the peculiarities of the body trade and has begun considering expansions of the enterprise.

Madam Leith is unremarkable in appearance, neither tall nor slight, with a middling build that has begun to show some heaviness with age. She appears younger than her true age, presenting as a well-kept woman in her fifties. Her hair is greying, and she no longer bothers with dyes, preferring the grandmotherly appearance granted by the heavy silver streaks in her dark hair. Her eyes are dark and deep-set, gleaming with an unmistakable intelligence. Though a casual observer would notice nothing unusual about the old woman, those who are familiar with Madam Leith recognize in her gaze and bearing the signs of a dangerous cleverness and an iron will.

**Vitality:** 3

**Coordination:** 4

**Wit:** 4

**Intellect:** 4

**Will:** 4

**Charm:** 4

**Prowess:** 8 (+1 on initiative rolls)

**Actions:** 2



**Skills:** Law 1 (Mortuary Law)  
 Medicine 3 (Animate Anatomy, Combat Surgery, Teaching)  
 Thanatology 4 (Grief Counselling, Mortuary Law, Philosophy, Teaching)  
 Theology 4 (Historical Theology, Last Rites, Practical Theology, Teaching)  
 Concentration 4 (Dull Pain, Focused Healing, Thought Mask, Willpower)  
 Etiquette 5 (Customs, Decorum, Diplomatic, Manners, Tradition)  
 Language 5 (English), 3 (Latin)  
 Torture 3 (Bare Hands, Knives, Psychology)  
 Melee Weapon 5 (Riposte, Two-Weapon Fighting)  
 Unarmed Combat 4 (Breakout, Foot Work, Free Dodge, High Kick)  
 Shadow 4 (Chase, Menace, Night, Plain Sight)  
 Streetwise 2 (Bosses, Resurrectionists)

**Features:** Exculpate Mastery (Decapitate, Head Taker, Preferred Weapon – Exculpate), Familiarity: Animate, Guild Training, Meditations

**Qualities & Impediments:** Business (7), Credentials, Criminal Associations, Nondescript, Wealth (4), Secret, Quiet, Light Sleeper, Resolve

**Corruption:** Drive (Killer Instinct) 2

**Wealth:** 8

**Equipment:** Leather armoured corset (2 points to torso), pair of Exculpate, mourning clothes, respirator, stash of cash (£40+).

## Undertaker

### Basil Lamb,

#### Starting Undertaker

*Basil Lamb grew up on the outskirts of a rookery in South London and married at a young age. Lamb took to nobbling for a local mob to pay his rent. Possessing a strong stomach and a talent for dealing grievous bodily harm, Lamb later turned to Undertaking. Not only did it pay better on a good night, but it also passes for an honest profession. Despite his rough beginnings, Lamb is well known and popular among his peers.*

*Lamb is an affable fellow, prone to smiling and possessing a*

*deep belly laugh. However, he is profoundly ugly. Aside from the latticework of scars, Lamb's face may have well been carved from granite. A superficial examination of his features reveals a shapeless nose, a torn ear, and missing teeth. He keeps his hair shorn close to the skull and constantly wears a leather coif over his head, even when drinking at the public house.*

**Vitality:** 4

**Coordination:** 3 (2 with armour)

**Wit:** 3

**Intellect:** 2

**Will:** 3

**Charm:** 2

**Prowess:** 6 (5 with armor)

**Actions:** 2

**Skills:** Occult Lore 2  
 Gambling 2 (Bluffing, Cards)  
 Torture 1 (Blunt Trauma)  
 Tracking 3 (Animates, Man Hunter, Prey Condition)  
 Melee Weapon 4 (Free Parry, Headhunter, Riposte, Preferred Weapon – Polearm)  
 Pistol 2 (Fast Aim, Pistol Whip)  
 Unarmed Combat 4 (Brutality, Foot Work, Free Dodge, Ground Fighting)  
 Lock Picking 2 (Detection, Old Locks)  
 Shadow 2 (Chase, Crowds)  
 Streetwise 3 (Fence, Gangs, South London)

**Features:** Familiarity: Animate, Monster Hunter (Eviscerator, Huntsman), Tough

**Qualities & Impediments:** Criminal Associations, Criminal Record, Ward (Sick Child), Resolve

**Corruption:** Physical 1 (Monstrous)

**Wealth:** NA.

**Equipment:** Reinforced rubber bracers (2 points to arms), reinforced leather boots, leather coif (1 point to the head, -1 on Wit – Perception rolls to hear), reinforced leather leggings (2 points to the legs), chain-mail shirt (2 points to the body), combat knife with skull crusher (damage +1, -2 parry), cutlass (damage +3), polearm (damage +4, attackers suffer -2 to hit Lamb unless he is taking evasive action), heavy revolver (damage +6, 20 extra rounds of ammo), sacks, hacksaw, crowbar, lock picks, respirator.



# Morris "Crow" Feller,

## Starting Undertaker

*A melancholic spectre of man, Crow Feller is an albino Undertaker of questionable reputation who operates alone in the Wastelands. A man of few words and no friends, Crow sometimes wanders the Wastes for weeks on end, hunting thropes and animates. Crow has been known to escort parties into the Wastes, if the price is right, but his demeanour leaves little doubt that the man looks out for himself first. Rumour has it that he has been the sole survivor of more than one expedition.*

*Crow Feller is of indeterminate age. He habitually wears a weather-beaten top hat over a rubber and bronze respirator with photo-reactive lenses. Even while indoors, his pale eyes are hidden behind black tinted goggles. Crow smokes cheap cigars and talks in low harsh tones. He is patently poor company, preferring silence to conversation.*

**Vitality:** 2

**Coordination:** 4 (3 with armour)

**Wit:** 4

**Intellect:** 3

**Will:** 3

**Charm:** 1

**Prowess:** 8 (7 with armour)

**Actions:** 2

**Skills:** Medicine 2 (Combat Surgery, Thrope Anatomy)  
Occult Lore 3  
Concentration 2 (Dull Pain, Suppression)  
Tracking 4 (Animates, Identify Tracks, Long Distance, Thropes)  
Melee Combat 3 (Duellist, Free Parry, Riposte)  
Pistol 2 (Fast Draw, Headhunter)  
Rifle 5 (Fast Aim, Night Fighter, Preferred Weapon – Bolt-Action Rifle, Sniper, Trick Shot)  
Unarmed Combat 2 (Foot Work, Free Parry)  
Escapology 2 (Handcuffs, Ropes)  
Shadow 2 (Hide, Plain Sight)  
Streetwise 2 (Fence, Scrounge)

**Features:** Familiarity: Animate, Monster Hunter (Eviscerator, Huntsman, Wastelander), Tough

**Qualities & Impediments:** Nomad, Notoriety, Incorruptible, Malignity, Light Sleeper, Resolve, Albinism

**Corruption:** Drive 2 (Killer Instinct)

**Wealth:** NA

**Equipment:** Full reinforced leather armour (2 points to all locations, -1 on Wit – Perception rolls to hear), bayonet (damage +1, parry -2), cutlass (damage +3), Kramer 2086 bolt-action rifle (damage +8, 10 extra clips of ammo / 10 rounds each), Westgate Executioner 12 mm semi-automatic pistol (damage +5, 3 extra clips of ammo / 10 rounds each), x3 magnification telescopic sight, old top hat, heavy duster, bedroll, canteen, cooking supplies, sacks, respirator, cigars.

# Gràinne McGregor,

## Experienced Undertaker

*In Undertaker circles, Gràinne McGregor is a living legend. McGregor rose to prominence in the slums of the East End at a tender age. By the age of sixteen, she had already made a name for herself as a fearsome bounty hunter and gunfighter. Over the next twenty years, she passed through most major Neo-Victorian cities, splitting most of her time between London and Edinburgh. McGregor prefers to operate in cities rather than within the Wastelands, and her favourite prey are human mass-murderers and feral vampires. The ferociousness she shows in battle betrays the pain she still carries within her from losses endured during childhood.*

*McGregor is a lethal shot and willing to prove it. She has killed twelve men in fair duels and is rumoured to have killed a great deal more in bar brawls and street altercations. She is known to be a fierce drinker who is dangerous to approach when in her cups. Though she has few friends, those she does have are tested and true.*

*McGregor is seldom seen without her custom-fitted armoured long coat, which conceals no less than six automatic pistols at any time. Around her neck hangs a tarnished crucifix, a treasured family heirloom. She has long red hair, faded a little with grey, which she wears tied back when on the job. Rather than wearing a full gas mask, McGregor prefers a respirator and photo-reactive goggles. Despite having grown up on the streets of London, she speaks with a thick Scottish accent that has not thinned over the years.*

**Vitality:** 3

**Coordination:** 5

**Wit:** 4

**Intellect:** 3

**Will:** 4

**Charm:** 2

**Prowess:** 9

**Actions:** 3

**Skills:** Occult Lore 3

Acrobatics 3 (Climbing, Falling, Leaping)



Concentration 3 (Compress Sleep, Suppression, Willpower)  
 Language 5 (Scottish Gaelic), 4 (English)  
 Tracking 2 (Identify Tracks, Man Hunter)  
 Melee Weapon 3 (Fast Draw, Free Parry, Riposte)  
 Pistol 5 (Fast Aim, Fast Draw, Preferred Weapon – Automatic Pistol, Riposte, Two-Weapon Fighting)  
 Rifle 3 (Headhunter, Snap Reaction, Sniper)  
 Thrown Weapon 2 (Fast Draw, Snap Reaction)  
 Unarmed Combat 4 (Foot Work, Free Dodge, Hardened Strike, Improved Knockout)  
 Pickpockets 2 (Crowds, Drunks)  
 Shadow 3 (Chase, Hide, Night)  
 Streetwise 3 (Gangs, Hang Outs, Informants)

**Features:** Familiarity: Animate, Monster Hunter (Dead-eye, Dustman, Eviscerator), Tough

**Qualities & Impediments:** Reputation – Street, Safe House, Thick Accent, Ambidextrous, Resolve, Illiterate, Night Terrors, Uncontrollable Temper

**Corruption:** Desire 2 (Addiction – Alcohol), Drive 1 (Killer Instinct)

**Wealth:** NA

**Equipment:** Armoured boots (1 point to feet), leather armoured coat (1 point to arms, legs, and torso), leather gauntlets (1 point to hands), combat knife (damage +1, –2 parry), six Westgate Executioner 12 mm semi-automatic pistols (damage +5, 6 extra clips of ammo), cindinary grenade (damage +6), two explosive grenades (damage +8), respirator, dust kit, sacks.

## Custom Flock Hemling, Starting Custom Character (Civilian Photographer)

*Operating out of a squalid attic studio cluttered with props and backdrops, Hemling is a melancholic young man with limp hair, a drooping mouth, and graceful wrists, which he flaunts below rolled-up sleeves. Photography is his questionable trade, and a respectable number of the pornographic postcards on the market were framed by Flock's ashy hands. Collectors mostly note his use of a masked model with noticeably strong teeth, a well-formed*

*body, fine posture, and lustrous hair, and this girl sets his work apart from the usual muddle of aging whores and pockmarked brats that comprise the sex photo stock and trade. The model's anonymity, ensured by the mask, has lead to much speculation on her true identity. Rumours regularly pass through the upper-crust circuit that this or that young socialite is the true face of Hemling's hussy, and many a huffy letter has been written to the society papers categorically denying such accusations.*

*Mr. Hemling, when not in his studio, is often found at his local public house. There he hunches over dreggy cups of lukewarm tea, enjoying the company of his bohemian friends. They do not so much converse as hold forth over one another so that sometimes the bitter monologues commingle into a sort of harmonic chorus of despair, and the landlady is moved to wade in among them and strike out with hands, boots, and mop.*

**Vitality:** 2  
**Coordination:** 2  
**Wit:** 4  
**Intellect:** 3  
**Will:** 2  
**Charm:** 3  
**Prowess:** 6  
**Actions:** 2

**Skills:** History 2 (Art History, Political History)  
 Law 2 (Common Law, Property Law)  
 Arts 2 (Character Study, Illustration)  
 Concentration 3 (Compress Sleep, Suppression, Willpower)  
 Etiquette 3 (Decorum, Discretion, Manners)  
 Language 5 (English), 4 (French), 4 (Spanish), 2 (Latin)  
 Photography 5 (Developing, General Knowledge, Lighting, Nudes, Portrait Photography)  
 Trade – Small Business Operation 2 (Negotiation, Style)  
 Unarmed Combat 2 (Foot Work, Free Dodge)  
 Shadow 2 (Crowds, Plain Sight)  
 Streetwise 2 (Gangs, Prostitutes)

**Features:** None

**Qualities & Impediments:** Business (3), Love (3), Upper Class, Debt, Notoriety.

**Corruption:** Desire 1 (Hedonist)

**Wealth:** 5



**Equipment:** Spectacles, fine clothes, handkerchief, cheap gasmask, small sketchbook and pencil, box camera, many boxes of photo plates, galvanic photo lamps, canopy bed with fine sheets.

## The Nameless Masses

The Nameless Masses represent typical people. Certainly more skilled individuals exist—these are examples of the average denizens of the metropolis.

Narrators should alter these NPCs to suit their own purposes. A given NPC may have some or all the listed skills, qualities, and impediments. These NPCs can be fleshed out by giving them names and background details; choosing specialties; and providing additional Skills, qualities, and impediments and varying attributes, Corruption Paths, and equipment. For example, if you need an immigrant NPC, give the character the Immigrant Impediment with Language 5 (Native) and 3 (English). The character may also have the Thick Accent Impediment.

## Anarchist

“When deeds speak, words are nothing.”

—Pierre-Joseph Proudhon

*Anarchists are dangerous renegades who desire nothing more than to bring down the state from within. Believing that there are no innocents, assassinations and bombings are the favoured tools of these terrorists. Anarchists tend to either be dangerous lone wolves or operate in small, independent cells. Some cells share information and tactics, but there is no evidence of a larger anarchist conspiracy—cells operate autonomously, pursuing their own ends.*

**Vitality:** 3  
**Coordination:** 3  
**Wit:** 3  
**Intellect:** 3  
**Will:** 3  
**Charm:** 2  
**Prowess:** 3  
**Actions:** 2

**Skills:** Cryptography 2  
History 2  
Law 1  
Psychology 1  
Demolitions 3  
Disguise 2

Language 5 (English)  
Melee Weapon 3  
Pistol 3  
Rifle 2  
Unarmed Combat 3  
Escapology 2  
Shadow 2  
Streetwise 2

**Features:** None

**Likely Qualities & Impediments:** Criminal Associations, Nondescript, Criminal Record, Wanted

**Corruption:** Drive 2 (Consumed)

**Wealth:** 4

**Equipment:** Hold-out revolver (damage +3), explosive device, shabby clothes, heavy scarf (tied over mouth), manifesto.

## Apothecary

*This amateur alchemist either owns a small shop or peddles his goods on the street. Generally, these individuals lack any true medical credentials, possessing only slightly more medical knowledge than the average denizen of the metropolis. Most are little better than hucksters, taking advantage of the desperate and gullible. The worst will sell any compound, no matter how dangerous or poorly understood, to make some quick money.*

**Vitality:** 2  
**Coordination:** 3  
**Wit:** 3  
**Intellect:** 3  
**Will:** 2  
**Charm:** 2  
**Prowess:** 6  
**Actions:** 2

**Skills:** Alchemy 2  
Medicine 1  
Language 5 (English)  
Trade 2  
Melee Weapon 2  
Pistol 2  
Unarmed Combat 2  
Streetwise 2



**Features:** None

**Likely Qualities & Impediments:** Business (3), Criminal Associations, Criminal Record

**Corruption:** Desire 1 (Addiction)

**Wealth:** 4

**Equipment:** Hold-out revolver (damage +3), respirator, The Goods (assorted drugs, poisons, liquors, coloured water, and alchemical solutions), makeshift lab, coin (10s to £2).

## Beggar

*From young urchins to ancient crawlers too forlorn to form words, the streets are full of beggars. Beggars sometimes have worthwhile information but most often are a nuisance. The most reliable, however, can be hired to perform very simple tasks. Police and criminals alike make use of the city's derelicts as lookouts and couriers, relying on their anonymity and near-perfect invisibility on the streets to compensate for their lack of usable skills.*

**Vitality:** 2  
**Coordination:** 2  
**Wit:** 2  
**Intellect:** 2  
**Will:** 1  
**Charm:** 2  
**Prowess:** 4  
**Actions:** 1

**Skills:** Gambling 1  
Language 5 (English), 2 (Rhyming Slang or Thieves' Cant)  
Trade 1  
Unarmed Combat 1  
Pickpocket 1  
Shadow 1  
Streetwise 2

**Features:** None

**Likely Qualities & Impediments:** Believed Dead, Nondescript, Criminal Record, Debt, Immigrant, Nomad, Secret, any Physical Impediment, Amnesia, Cowardice, Dim, Illiterate, Melancholy, Superstition, any Mental Disorder

**Corruption:** Any at 1 (or more)

**Wealth:** 0

**Equipment:** Combat knife (damage +1, parry -2), rags, a few pence.

## Cab Driver

*There are over ten thousand cab drivers servicing London's streets. These individuals need to be knowledgeable, courteous, hardworking, and wary. During a cab driver's long hours crossing the metropolis daily, he may be subject to armed robbery or animate attack, and the violence that occurs daily can easily spook his horses. For these reasons, most cab drivers keep at least one firearm on their person at all times. After finishing a day's work, drivers that can afford the upkeep of working animals must care for their horses before retiring for supper.*

**Vitality:** 3  
**Coordination:** 3  
**Wit:** 3  
**Intellect:** 2  
**Will:** 2  
**Charm:** 2  
**Prowess:** 6  
**Actions:** 2

**Skills:** Drive Carriage 4  
Etiquette 1  
Language 5 (English), 2 (Rhyming Slang or Thieves' Cant)  
Melee Weapon 2  
Pistol 2 or 3  
Rifle 2 or 3  
Unarmed Combat 2  
Streetwise 2

**Features:** None

**Likely Qualities & Impediments:** Animal Empathy, Criminal Associations, Nondescript, Debt, any Physical Impediment, Resolve

**Corruption:** Any at 1

**Wealth:** 3 or 4

**Equipment:** Magwitch Gravedigger (damage +9, solid slugs, sawn down) or a revolver (damage +5), respirator with filter replacements, horses and hansom, equestrian gas masks, a couple pounds and change.



## Criminal, Fence

*Fences are criminals who buy stolen goods from thieves for the purpose of resale. They operate out of small shops, warehouses, flash houses, or anywhere else that draws as little attention to them as possible. Once a thief sells the stolen goods to the fence, the fence moves them back into circulation through his contacts on the street.*

Vitality: 2  
Coordination: 3  
Wit: 3  
Intellect: 3  
Will: 3  
Charm: 3  
Prowess: 6  
Actions: 2

**Skills:** Appraise 3  
Gambling 2  
Language 5 (English), 4 (Rhyming Slang or Thieves' Cant)  
Trade 2  
Melee Weapon 3  
Pistol 2  
Unarmed Combat 2  
Escapology 2  
Forgery 1  
Streetwise 4

**Features:** None

**Likely Qualities & Impediments:** Business (3), Connections (2), Criminal Associations, Murder of Crows, Reputation – Street, Safe House, Criminal Record, Debt, Notoriety, Wanted

**Corruption:** Drive 1 (Killer Instinct)

**Wealth:** 5

**Equipment:** Hold-out revolver (damage +3), combat knife (damage +1, parry –2), respirator, stolen goods, a small amount of money on his person with a stash at his base of operations.

## Criminal, Nobbler

*Nobblers are criminals employed to inflict grievous physical harm. Some nobblers are employed to take out human trash at low-class drinking establishments while others collect debts for money lenders. Still others make their living executing rough street justice at the behest of crime bosses and gang lords.*

Vitality: 4  
Coordination: 3  
Wit: 2  
Intellect: 2  
Will: 2  
Charm: 1  
Prowess: 5  
Actions: 2

**Skills:** Gambling 2  
Language 5 (English), 3 (Rhyming Slang or Thieves' Cant)  
Torture 2  
Trade 1  
Melee Weapon 3  
Pistol 2  
Unarmed Combat 4  
Shadow 2  
Streetwise 3

**Features:** None

**Likely Qualities & Impediments:** Criminal Associations, Reputation – Street, Veteran, Criminal Record, Debt, Notoriety, Wanted, Strong Man, Resolve, Dim, Illiterate, Uncontrollable Temper

**Corruption:** Desire 2 (Addiction) or Drive 2 (Killer Instinct)

**Wealth:** 3

**Equipment:** Scraps of armour (1 point here and there); holy water sprinkler (damage +2, improvised weapon), knuckle dusters (damage +1, +2 to resist knockout) or sap (damage +2, cannot be used to parry); revolver (damage +5); cheap respirator; 10s.



# Criminal, Talented Pickpocket

*Sometimes called dippers or toolers, pickpockets may operate alone or in groups. Most pickpockets content themselves with stealing from the coat pockets of those they pass on the streets. A sufficiently bold and dexterous tooler, however, may attempt to snatch a watch from a gentleman's vest pocket while speaking to him. Most pickpockets start out young. From here, they graduate to more professional activities, are caught and sent to jail, or, in remarkably few cases, give up their criminal activities. The best pickpockets dress well enough to get close to wealthier marks.*

**Vitality:** 2  
**Coordination:** 4  
**Wit:** 3  
**Intellect:** 2  
**Will:** 2  
**Charm:** 3  
**Prowess:** 7  
**Actions:** 2

**Skills:** Appraise 2  
Disguise 2  
Etiquette 1  
Gambling 2  
Language 5 (English), 3 (Rhyming Slang or Thieves' Cant)  
Melee Weapon 2  
Pistol 2  
Unarmed Combat 2  
Pickpocket 4  
Shadow 2  
Streetwise 3

**Features:** None

**Likely Qualities & Impediments:** Criminal Associations, Reputation – Street, Safe House, Criminal Record, Debt, Notoriety, Wanted, Illiterate

**Corruption:** Any at 1

**Wealth:** 3 (or higher)

**Equipment:** Combat knife (damage +1, –2 parry) or hold-out revolver (damage +3), cheap respirator, stolen goods (watches, coin, etc.).

# Deathwatch, Officer

*Deathwatch officers oversee the enlisted men. Generally, only officers are issued galvanic weapons in the field.*

**Vitality:** 4  
**Coordination:** 3 (2 with armour)  
**Wit:** 4  
**Intellect:** 3 or 4  
**Will:** 3 or 4  
**Charm:** 2  
**Prowess:** 7 (6 with armour)  
**Actions:** 2

**Skills:** Cryptography 2  
Galvanics 1  
History 2  
Medicine 1  
Psychology 2  
Concentration 3 or 4  
Demolitions 2  
Etiquette 2  
Language 5 (English)  
Ride 2  
Tracking 1  
Artillery 2  
Melee Weapon 3  
Pistol 3 or 4  
Rifle 3 or 4  
Thrown Weapon 3  
Unarmed Combat 3  
Shadow 1

**Features:** None

**Likely Qualities & Impediments:** Connections (4), Credentials, Able Bodied, Resolve

**Corruption:** Desire 2 (Addiction) or Drive 2 (Consumed)

**Wealth:** 6

**Equipment:** Deathwatch armour (3 points to all locations, –2 to Wit – Perception rolls), combat knife (damage +1, –2 parry), cutlass (damage +3), two explosive grenades (damage +8), a Westgate Executioner 12mm semi-automatic pistol (damage +5, 4 extra clips of ammo)

During animate outbreaks, Deathwatch officers may be armed with flamethrowers, Van Haller Death Rays, or Van Haller Lightning Guns.



## Deathwatch, Soldier

Most often, Deathwatch forces will be encountered in either fire teams of no more than four troops or in larger patrols made up of several fire teams. During widespread Plague outbreaks, the Deathwatch take to the streets in far greater numbers. Soldiers generally carry bolt-action rifles and semi-automatic handguns. More powerful weapons are assigned to officers or to crews manning the walls.

**Vitality:** 4

**Coordination:** 3 (2 with armour)

**Wit:** 3

**Intellect:** 2 or 3

**Will:** 2 or 3

**Charm:** 2

**Prowess:** 6 (5 with armour)

**Actions:** 2

**Skills:** Concentration 2  
Demolitions 2 or 3  
Drive Carriage 2  
Gambling 2  
Language 5 (English)  
Tracking 2  
Artillery 2 or 3  
Melee Weapon 3  
Pistol 3 or 4  
Rifle 3 or 4  
Thrown Weapon 3  
Unarmed Combat 3  
Shadow 2

**Features:** None

**Likely Qualities & Impediments:** Able Bodied, Resolve

**Corruption:** Desire 1 (Addiction) or Drive 1 (Consumed)

**Wealth:** 4

**Equipment:** Deathwatch Armour (3 points to all locations, -2 to Wit - Perception rolls), combat knife (damage +1, -2 parry), Kramer 2086 bolt-action rifle (damage +8, 4 extra clips of ammo), Westgate Executioner 12mm semi-automatic pistol (damage +5, 4 extra clips of ammo), two explosive grenades (damage +8).

## Labourer

Labourers are the working-class folk that can be found throughout the slums and factories of London. Neo-Victorian labourers tend to live short, miserable lives. Poor working and living conditions, disease, pollution, extreme poverty, and rampant alcoholism take a serious toll on the working class. Few labourers live past their forties, and none are entirely untouched by the constant drudgery that slowly saps their will to live.

**Vitality:** 3 or 4

**Coordination:** 2

**Wit:** 2

**Intellect:** 2

**Will:** 2

**Charm:** 2

**Prowess:** 4

**Actions:** 1

**Skills:** Gambling 2  
Language 5 (English), 1 (Rhyming Slang or Thieves' Cant)  
Trade 3  
Melee Weapon 1  
Pistol 1  
Unarmed Combat 3  
Streetwise 1

**Features:** None

**Likely Qualities & Impediments:** Criminal Associations, Nondescript, Criminal Record, Debt, Immigrant, Nomad, Able Bodied, Strong Man, any Physical Impediment, any Mental Impediment, any Mental Disorder

**Corruption:** Desire 1 (Addiction or Anhedonia)

**Wealth:** 2 or 3

**Equipment:** Work clothes, respirator, bottle of slap.



# Lunatic Killer

*The lunatic killer is a madman driven to murder by poverty, overcrowding, and hopelessness. When captured, these loners describe an uncontrollable compulsion to kill. Nightly they stalk the streets of the metropolis in search of fresh victims. Often the activities of lunatic killers put them at odds with intelligent vampires and criminal gangs who prefer to avoid the sort of attention mass murder tends to draw to their hunting grounds.*

**Vitality:** 3  
**Coordination:** 4  
**Wit:** 3  
**Intellect:** 2  
**Will:** 1  
**Charm:** 1  
**Prowess:** 7  
**Actions:** 2

**Skills:** Medicine 1  
Occult Lore 1  
Theology 1  
Disguise 2  
Language 5 (English)  
Trade 2  
Melee Weapon 4  
Pistol 2  
Unarmed Combat 4  
Shadow 4  
Streetwise 1

**Features:** None

**Likely Qualities & Impediments:** Notoriety, Wanted, Faith, Resolve, at least one Mental Impediment or Mental Disorder

**Corruption:** Desire 6 (Defiler)

**Wealth:** 2

**Equipment:** Melee weapon or ranged weapon, respirator.

# Plagueman

*Plaguemen are civil servants employed by the Metropolitan Health Department to collect the city's dead, and they always operate in pairs. They make daily rounds, driving horse-drawn plague carts through the narrow backstreets and alleys of London's overcrowded working-class neighbourhoods to gather the dead of the previous night. Once the corpse is located, the plague-men must lift it bodily and carry it to the plague cart, where it is unceremoniously tossed into the back with the rest of the dead. The collected corpses are delivered to the many public crematoria scattered throughout the metropolis.*

*Plaguemen carry a small arsenal to protect themselves not only from zombies but also from resurrection men. Plague carts make attractive targets for gangs of resurrectionists. The plague-man's favoured weapon is the flamethrower, though a fair number of them also carry sawed-off shotguns and axes for close-in work. Rarely, plaguemen have been known to succumb to bribes and sell a portion of their cargo on the black market.*

*Plaguemen are occasionally taken by surprise when one or more of the corpses in their care spontaneously animate. It is not uncommon to see plaguemen setting whole carts alight with flamethrowers to quell out of control animates. This procedure has been known to spook the horses pulling the cart, sending them charging through the streets pulling the blazing pile of corpses behind them.*

**Vitality:** 3 or 4  
**Coordination:** 3 (2 with armour)  
**Wit:** 2  
**Intellect:** 2  
**Will:** 3  
**Charm:** 2  
**Prowess:** 5 (4 with armour)  
**Actions:** 2 (1 with armour)

**Skills:** Law 1  
Medicine 1  
Thanatology 1  
Drive Carriage 3  
Language 5 (English)  
Melee Weapon 3  
Pistol 3  
Rifle 3  
Unarmed Combat 3

**Features:** None

**Likely Qualities & Impediments:** Veteran, Resolve



**Corruption:** Any at 1

**Wealth:** 5

**Equipment:** Reinforced rubber arm bracers (2 points to arms), leather coif (1 point to head, -1 to Wit - Perception rolls to hear), reinforced leather leggings (2 points to legs), rubber reinforced shirt (2 points to torso), reinforced leather gauntlets (2 points to hands), armoured boots (3 points to feet), cutlass (damage +3) or headsman's axe (damage +4, parry -2), flamethrower (damage +6) or Magwitch Gravedigger (damage +9, solid slugs, sawn down), revolver (damage +5), respirator, horse and plague cart, corpses (maybe even animates...).

## Police, Constable

*Police constables walk the streets of the metropolis, day and night. Virtually all constables are recruited from the lower classes and join the force in hopes of securing a career. Though a constable's pay is very low, a career as a police officer promises rewards that would otherwise be unavailable. Not only is there the potential for some financial security, but also the profession is considered an honourable one. Furthermore, a life on the force promises security at times when many are unemployed. A policeman can reckon he will eat when others go hungry around him.*

*The regulations demand that all new recruits be under thirty-five, fit, unmarried, literate, and of good character. The minimum age is usually twenty because service before this time is not considered for pension purposes, but certificates of service include recruits as young as eighteen. Police training is largely conducted by former regimental sergeants.*

**Vitality:** 3 or 4

**Coordination:** 3 (2 with armour)

**Wit:** 3

**Intellect:** 2

**Will:** 2 or 3

**Charm:** 2

**Prowess:** 6 (5 with armour)

**Actions:** 2

**Skills:** Forensic Science 1

Law 2

Language 5 (English), 1 (Rhyming Slang or Thieves' Cant)

Ride 2

Melee Weapon 3

Pistol 3

Rifle 3

Unarmed Combat 3

Shadow 2

Streetwise 3

**Features:** None

**Likely Qualities & Impediments:** Criminal Associations, Reputation - Street, Veteran, Debt, Able Bodied

**Corruption:** Any at 1

**Wealth:** 4

**Equipment:** Leather armoured coat (1 point to torso, arms, and legs), leather shirt (1 additional point to torso), mesh helmet (2 points to head, -2 to Wit - Perception rolls), cutlass (damage +3), truncheon (damage +1, +2 to knockout), heavy revolver (damage +6, 20 rounds of ammo), uniform, respirator, whistle, electrical torch, handcuffs, a few coins  
Constables may be issued shotguns for specific police actions.

## Police, Detective

*Though the uniformed branch may be a deterrent to crime, the police also require methods of preventing and solving crimes. The job of gathering information and tracking the movements of known criminals falls upon plain-clothes detectives, and it is the detectives who are charged with the investigation of crimes. Police detectives operate throughout London, sometimes alone and at other times with the assistance of the uniformed branch. All detectives must first work their way through the uniformed branch before being promoted to CID.*

**Vitality:** 3

**Coordination:** 3

**Wit:** 4

**Intellect:** 3 or 4

**Will:** 3

**Charm:** 2

**Prowess:** 7

**Actions:** 2

**Skills:** Forensic Science 3

Law 2

Medicine 1

Psychology 1

Acting 2

Concentration 2

Etiquette 2

Language 5 (English), 3 (Rhyming Slang or



Thieves' Cant)  
Photography 2  
Ride 2  
Melee Weapon 3  
Pistol 3 or 4  
Rifle 3  
Unarmed Combat 3  
Lock Picking 3  
Pickpocket 2  
Shadow 3  
Streetwise 4

**Features:** None

**Likely Qualities & Impediments:** Connections (2), Criminal Associations, Murder of Crows, Nondescript, Reputation – Street, Veteran, Debt, Able Bodied, Resolve, Time Sense

**Corruption:** Desire 2 (Addiction) or Drive 2 (Consumed)

**Wealth:** 5

**Equipment:** Leather armoured coat (1 point to torso, arms, and legs), semi-automatic derringer (damage +2, 2 extra clips), heavy revolver (damage +6, 20 rounds of ammo), respirator, notebook, box camera, electrical torch, handcuffs, a few pounds for bribery.

## Police, Sergeant

*Within the structure of the City of London Police and the Metropolitan Police, the rank above constable is sergeant. Each sergeant is responsible for overseeing thirty-six constables. These constables are broken up in four groups of nine, with eight walking beats and the ninth remaining at the police station. Sergeants generally assign beats to the constables but may occasionally go on patrol, especially with probationers or rookie constables.*

*During the night, the sergeant inspects the constables as they walk their beats while his superior, the inspector, remains at the station, dealing with prisoners and other routine work.*

Vitality: 3 or 4  
Coordination: 3 (2 with armour)  
Wit: 3  
Intellect: 2 or 3  
Will: 3  
Charm: 2  
Prowess: 6 (5 with armour)  
Actions: 2

**Skills:** Forensic Science 1  
Law 2  
Concentration 2  
Etiquette 1  
Language 5 (English), 1 (Rhyming Slang or Thieves' Cant)  
Ride 2  
Trade 2  
Melee Weapon 3  
Pistol 3  
Rifle 3  
Unarmed Combat 3  
Shadow 2  
Streetwise 3

**Features:** None

**Likely Qualities & Impediments:** Connections (2), Criminal Associations, Reputation – Street, Veteran, Debt, Able Bodied, Time Sense

**Corruption:** Any at 2

**Wealth:** 5

**Equipment:** Leather armoured coat (1 point to torso, arms, and legs), leather shirt (1 additional point to torso), mesh helmet (2 points to head, –2 to Wit – Perception rolls), cutlass (damage +3), truncheon (damage +1, +2 to knockout), heavy revolver (damage +6, 20 rounds of ammo), uniform, respirator, whistle, electrical torch, handcuffs, a few more coins than a beat cop.

## Professional

*Professionals represent the rank and file of the middle class. They may be clerks, lawyers, engineers, or a myriad of other professions. Professionals are timely, discreet, and well mannered. They tend to at least appear to be model citizens at all times since acting otherwise would certainly curb their future prospects.*

Vitality: 2  
Coordination: 3  
Wit: 3  
Intellect: 3 or 4  
Will: 2  
Charm: 2  
Prowess: 6  
Actions: 2



**Skills:** Concentration 1  
Etiquette 3  
Language 5 (English)  
Pistol 1  
Unarmed Combat 2

Any two of the following at 3: Alchemy, Galvanics, Law, Medicine, Natural Science, Psychology, Trade (professional work).

**Features:** None

**Likely Qualities & Impediments:** Club Membership, Connections (2), Credentials, Patron (2), Time Sense, Cowardice, Fastidious

**Corruption:** Drive 1 (Consumed or Killer Instinct)

**Wealth:** 5+

**Equipment:** Business clothes, respirator, pocket watch, calling cards, newspaper, satchel, umbrella, a few pounds.

## Prostitute

*The streets of the metropolis are full of men and women prostituting themselves for profit and survival. The young, pretty ones may fetch a high price for their services while old whores turn tricks for smaller fees in a Sisyphean struggle to feed their addictions. Despite the dangers of the work, prostitutes who avoid addiction and disease are generally healthier than other lower-class workers, who are forced to toil in miserable conditions for fourteen or more hours a day. There are only a few brothels in Neo-Victorian London, but most rooming houses tolerate prostitution as long as the whores pay up on time and are not too loud.*

**Vitality:** 3  
**Coordination:** 3  
**Wit:** 3  
**Intellect:** 2  
**Will:** 2  
**Charm:** 2 or 3  
**Prowess:** 6  
**Actions:** 2

**Skills:** Acting 2  
Gambling 2  
Language 5 (English), 3 (Rhyming Slang or Thieves' Cant)  
Performance 1 or Trade 1

Melee Weapon 2  
Unarmed Combat 3  
Pickpocket 3  
Shadow 2  
Streetwise 3

**Features:** None

**Likely Qualities & Impediments:** Criminal Associations, Murder of Crows, Reputation – Street, Criminal Record, Debt, Ward, Able Bodied, Disease Resistance, Syphilis, Resolve, Cowardice, Illiterate, any Mental Disorder

**Corruption:** Physical 1 (Illness) or Desire 2 (any) or Drive 1 (Killer Instinct)

**Wealth:** 2 (or more)

**Equipment:** Combat knife (damage +1, parry –2), evening clothes (second hand and well worn), makeup (gaudy), respirator or rags, bottle of slap “gin,” a little money.

## Prostitute, Adventuress

*An adventuress is a courtesan, a high-class paramour courting the continuing patronage and protection of an aristocratic lover. These women, known for their exceptional beauty, intelligence, and talents, frequent the more fashionable sections of the city. Adventuresses are absolutely free of the police harassment that plagues lower-class streetwalkers. However, they often find themselves the target of a jilted lover's or wife's revenge.*

**Vitality:** 3  
**Coordination:** 3  
**Wit:** 3 or 4  
**Intellect:** 3  
**Will:** 3  
**Charm:** 3 or 4  
**Prowess:** 6 or 7  
**Actions:** 2

**Skills:** Any two academic skills at 1.  
Acting 3 or 4  
Arts 3  
Concentration 2  
Etiquette 3 or 4  
Language 5 (English), 4 (any one other)  
Performance 3 or 4  
Melee Weapon 1



Pistol 2  
Unarmed Combat 2

**Features:** None

**Likely Qualities & Impediments:** Connections (2), Expressive Eyes, Love (3 or more), Patron (2 or more), Upper Class, Debt, Nemesis, Secret, Haunting Beauty

**Corruption:** Desire 2 (any)

**Wealth:** 6+

**Equipment:** Leather combat corset (1 point to torso), semi-automatic derringer (damage +2, 2 extra clips), very fine and expensive clothes and accessories, parasol, respirator (delicate and expensive), gentleman suitor.

## Reanimist, Alchemical

*"I have brought to light a monstrous abnormality, but I did it for the sake of knowledge. Now for the sake of all life and Nature you must help me thrust it back into the dark again."*

—H.P. Lovecraft, "The Case of Charles Dexter Ward," 1941

Reanimators are misguided physicians and alchemists who seek to restore the semblance of life to the dead with the application of alchemical serums. Despite a prohibition on the science, these renegades seek to learn the secrets of life and death through reanimation. While most reanimists are lone, amateur enthusiasts, others belong to the outlawed *Lux ex Morte* (see *Unhallowed Metropolis*, Chapter 6, "Mercurials and the Occult," page 329 – 333). The reanimist must have access to an alchemical lab, materials for his solutions, and a supply of extremely fresh corpses.

**Vitality:** 2  
**Coordination:** 2  
**Wit:** 3 or 4  
**Intellect:** 4  
**Will:** 3  
**Charm:** 1 or 2  
**Prowess:** 5 or 6  
**Actions:** 2

**Skills:** Concentration 2  
Alchemy 4  
Medicine 3  
Occult Lore 3  
Thanatology 3

Language 5 (English), 3 (Latin)  
Melee Weapon 2  
Pistol 3  
Unarmed Combat 2  
Shadow 1  
Streetwise 1

**Features:** None

**Likely Qualities & Impediments:** Criminal Associations, Private Laboratory, Safe House, Trusted Servant, Debt, Notoriety, Secret, Wanted, Resolve, Savant, Dementia, Necrophilia, Paranoia

**Corruption:** Physical 3 (Aura of Deformity) or Drive 3 (any)

**Wealth:** 6 (or more)

**Equipment:** Rubber shirt (1 point to torso), rubber leggings (1 point to legs), rubber arm bracers (1 point to arms), rubber gauntlets (1 point to hands), three heavy revolvers (damage +6), rubber butcher's apron, leather surgical mask, handcuffs, rope, animate restraints, notebook, medical valise (mostly full of syringes and alchemical solutions), various reagents, respirator, alchemical lab (complete with operating tables), ten pounds or more (for fresh materials), reanimates (chained up and moaning from the darkness).

## Reanimist, Galvanic

The galvanic reanimist is a physician who uses surgical and mechanical skill to create a new life from the dead. Galvanic reanimators think nothing of extensively modifying their creations, and they replace weak or damaged portions of a corpse with higher-quality cadaverous materials or mechanical substitutes. Some galvanic reanimations are sanctioned, but most are the productions of rogue research into the creation of life itself. Galvanic reanimists require access to large numbers of fresh corpses and laboratories where they can work undisturbed.

**Vitality:** 2  
**Coordination:** 2  
**Wit:** 3 or 4  
**Intellect:** 4  
**Will:** 3  
**Charm:** 1 or 2  
**Prowess:** 5 or 6  
**Actions:** 2



**Skills:** Alchemy 3  
Galvanics 4  
Medicine 4  
Thanatology 3  
Concentration 2  
Language 5 (English), 3 (Latin)  
Melee Weapon 2  
Pistol 1  
Unarmed Combat 2  
Streetwise 1

**Wealth:** 6 or more

**Likely Qualities & Impediments:** Criminal Associations, Private Laboratory, Safe House, Trusted Servant, Debt, Notoriety, Secret, Wanted, Resolve, Savant, Fastidious, Necrophilia (2 or 4)

**Corruption:** Drive 3 (any)

**Features:** None

**Equipment:** Revolver (damage +5), stun cane (+4 or +6), surgical dress, animate restraints, notebook, medical valise, meat cleaver, hacksaw, surgical set, respirator, galvanic lab (complete with operating tables and small alchemical lab), alchemical preservatives, ten pounds or more (for fresh materials), experiments in various tanks and in different states of completion.

## Resurrectionist

*Resurrectionists are the body snatchers who supply the metropolis' illegal flesh markets and amateur reanimists. Many private medical research facilities also rely on resurrectionists to provide cadaverous material.*

*Resurrectionists gather corpses through a variety of means. Some rely on agents to inform them of deaths in the neighbourhood so that they can snatch the corpse before it can be collected by plaguemen. Others attempt daring raids on plague carts or bribe plaguemen for their cargo outright. The most unscrupulous turn to murder to procure their wares.*

**Vitality:** 4  
**Coordination:** 3  
**Wit:** 2  
**Intellect:** 2  
**Will:** 2  
**Charm:** 2  
**Prowess:** 5  
**Actions:** 2

**Skills:** Appraise 2 (Corpses)  
Drive Carriage 2  
Gambling 2  
Language 5 (English), 3 (Rhyming Slang or Thieves' Cant)  
Trade 2  
Melee Weapon 2  
Pistol 3  
Rifle 3  
Unarmed Combat 3  
Lock Picking 2  
Shadow 4  
Streetwise 3

**Features:** None

**Likely Qualities & Impediments:** Business (3), Connections (2), Criminal Associations, Murder of Crows, Patron (2), Safe House, Criminal Record, Debt, Notoriety, Wanted, Ward, Plague Kissed, Able Bodied, Disease Resistance, Resolve, Illiterate, Superstition, Necrophilia (2 or 4)

**Corruption:** Any at 3

**Wealth:** 3 (or more)

**Equipment:** Armoured leather coat (1 point to torso, arms, and legs), rubber gauntlets (1 point to hands), combat knife (damage +1, parry -2), heavy revolver (damage +6), rubber top hat, shovel, crowbar, big sacks, respirator, horse and cart, bottle of slap "gin," some money, fresh corpse.

## Toff

*In the criminal vernacular, a toff is a well-dressed gentleman ripe for the picking: a man of ease, a fellow with more money than common sense. A toff could be a young aristocrat out of his depth while slumming it up in the East End, a theatregoer out for a night on the town, or a well-dressed witness in the wrong place at the right time.*

**Vitality:** 2  
**Coordination:** 2  
**Wit:** 2  
**Intellect:** 2  
**Will:** 2  
**Charm:** 2  
**Prowess:** 4  
**Actions:** 1



**Skills:** Arts 1  
Etiquette 3  
Language 5 (English)  
Pistol 1  
Unarmed Combat 2

**Features:** None

**Likely Qualities & Impediments:** Club Membership, Credentials, Upper Class

**Corruption:** Desire 1 (any)

**Wealth:** 6+

**Equipment:** Fancy clothes, expensive respirator, bulging wallet.

## Underground Dweller

*There are those individuals who choose to live in the Underground beneath the streets of London. Some are simply trying to lose themselves while others have immediate and pressing reasons to hide from the light of day. Many criminals maintain operations beneath the metropolis where few sane men would dare to venture. Whatever draws a person to the Underground, it is a dark and dingy existence, rife with danger. In addition to the threat posed by other mortal subterranean dwellers, the Underground is also home to ghoul tribes, isolated pockets of animates, and feral vampires.*

*Few Underground dwellers carry firearms. Not only do gunshots draw unwanted attention, but ammunition is also scarce beneath the streets of London.*

**Vitality:** 2  
**Coordination:** 3  
**Wit:** 3  
**Intellect:** 2  
**Will:** 3  
**Charm:** 2  
**Prowess:** 6  
**Actions:** 2

**Skills:** Language 5 (English), 3 (Underground Sign Language)  
Trade 2  
Melee Weapon 3  
Pistol 1  
Unarmed Combat 3

Shadow 3  
Streetwise 3

**Features:** None

**Likely Qualities & Impediments:** Believed Dead, Criminal Associations, Nondescript, Reputation – Underground, Debt, Secret, Wanted, Plague Kissed, Accelerated Decrepitude, Albinism, Amputee, Blind, Defects, Evil Eye, Lamé, Leper, Lost Eye, Resolve, Amnesia, Dim, Hypersensitive, Illiterate, Night Terrors, Superstition, any Mental Disorder

**Corruption:** Physical 2 (any)

**Wealth:** 0

**Equipment:** Combat knife (damage +1, parry -2) or an improvised weapon, matches, tools, rags.

## Abominations

The non-player characters in this section are either undead monstrosities or the products of science gone mad. Before utilizing a given NPC in a game, the Narrator should familiarize himself with the rules for the creature (see *Unhallowed Metropolis*, Chapters 5 and 6).

## Anathema, Changeling

*Anathema are vat-grown, genetically altered humans. Most Anathema appear basically human but are invariably plagued with imperfections wrought by genetic tampering. By their nature, Anathema are both mentally and physically unstable.*

*Anathema are often the products of rogue scientists employed by aristocratic families who desperately wish to have heirs but are otherwise incapable of having children of their own. Most offspring created in this manner will have some number of genetic "improvements" made at the whims of the creating scientist. Many parents never realize that their child's unusual attributes are the results of deliberate engineering, and adopted Anathema are usually unaware of their unnatural origins.*

*Note that Anathema are not half-lifers. Despite their unnatural origins, they are fully living creatures.*

*For the full rules for Anathema, see *Unhallowed Metropolis*, Chapter 6, pages 316 – 324.*



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

**Skills:** Any three academic skills at 2  
Disguise 2  
Etiquette 3 (or more)  
Language 5 (English)  
Trade 2  
Melee Weapon 1  
Pistol 2  
Rifle 2  
Unarmed Combat 3

**Features:** None

**Corruption:** Physical 2 (any) and Desire 1 (any) or Drive 1 (any)

**Wealth:** 6+ (assuming the Anathema is an adopted member of a well-off family)

**Likely Qualities & Impediments:** Club Membership, Credentials, Patron (2+), Upper Class, Secret (unnatural origin), Poison Blood, Able Bodied, Ambidextrous, Disease Resistance, Haunting Beauty, Immunity (Smogs or Toxins), Long Lived, Strong Man, Accelerated Decrepitude, Albinism, Allergy, Asthma, Blind, Deaf, Defects, Evil Eye, Haemophilia, Lame, Midget, Mute, Photographic Memory, Savant, Synaesthesia, Amnesia, Dim, Hypersensitive, Melancholy, any Mental Disorder

**Equipment:** Fine clothes, respirator, a few pounds.

## Anathema, Monstrous

*Anathema are the products of outlawed science. Under the law they are semi-human, corrupt products of an unstable and illegal technology who pose a threat to the social order by their very existence. The Anathema do not have the rights of human beings; if discovered, an Anathema may legally be destroyed.*

*While some Anathema may pass easily for human, others are truly monstrous. These creatures either live out their lives in secret laboratories or remain constantly on the run. Many have fled into*

*the Underground where they easily blend into the population of the dispossessed living beneath London.*

*Anathema are not half-lifers. Despite their unnatural origins, they are fully living creatures.*

*For the full rules for Anathema, see Unhallowed Metropolis, Chapter 6, pages 316 – 324.*

Vitality: 4  
Coordination: 3  
Wit: 4  
Intellect: 3  
Will: 4  
Charm: 2  
Prowess: 7  
Actions: 2

**Skills:** Alchemy 1  
Medicine 1  
Disguise 3  
Language 5 (English), 3 (Underground Sign Language)  
Melee Weapon 4  
Unarmed Combat 4  
Escapology 3  
Lock Picking 2  
Shadow 3  
Streetwise 3

**Features:** None

**Likely Qualities & Impediments:** Reputation – Underground, Secret (unnatural origin), Wanted, Poison Blood, Able Bodied, Ambidextrous, Disease Resistance, Gigantism, Immunity (Smogs or Toxins), Long Lived, Strong Man, Accelerated Decrepitude, Albinism, Allergy, Amputee, Asthma, Blind, Deaf, Defects, Evil Eye, Haemophilia, Lame, Leper, Lost Eye, Midget, Mute, Photographic Memory, Resolve, Savant, Synaesthesia, Amnesia, Dim, Hypersensitive, Melancholy, any Mental Disorders

**Corruption:** Physical 2 (any) and Desire 2 (any) or Drive 2 (any)

**Wealth:** 0

**Equipment:** Combat knife (damage +1, parry -2) or an improvised weapon, second-hand and unwashed clothing.



# Animate, Large Ravener

*The attributes for animates in Unhallowed Metropolis (Chapter 5, pages 249 – 251) describe average zombies. While these creatures are bad enough, all hell breaks lose when a physically powerful post-cadaverous specimen animates.*

**Vitality:** 6  
**Coordination:** 4  
**Wit:** 2  
**Intellect:** 0  
**Will:** 0  
**Charm:** 0  
**Prowess:** 6  
**Actions:** 2

**Skills:** None

**Features:** Climbing, Fear

**Likely Qualities & Impediments:** Amputee, Gigantism

**Corruption:** NA

**Wealth:** NA

**Equipment:** Clothes (blood drenched and ragged).

## Ghoul, Elder

*Ghouls are effectively immortal, but these creatures do undergo extreme physical and mental changes as they age. At birth, ghouls are short, thin, and quick. As the years pass, ghouls grow larger and more rotund, losing mobility as they increase in size. They also begin to suffer from senility and degenerative insanity. Eventually, they become so morbidly obese that they are incapable of independent movement. The elders are completely incapable of leaving their Underground burrows and must rely on the younger generations for their care and feeding.*

*Ghoul elders are the patriarchs and matriarchs of their tribes. Before succumbing to madness, ghoul elders act as the senior members of their tribal councils. The reverence the ghouls have for their elders is such that many lunatic ghouls are left on councils until they are nearly moribund and completely irrational.*

*For the full rules for ghouls, see Unhallowed Metropolis, Chapter 5, pages 279 – 281.*

**Vitality:** 5  
**Coordination:** 1  
**Wit:** 2  
**Intellect:** 3  
**Will:** 3  
**Charm:** 1  
**Prowess:** 3  
**Actions:** 1

**Skills:** History 1 (Tribal)  
Medicine 1 (Anatomy)  
Occult Lore 1  
Language 3 (English)  
Trade 2 (Butcher)  
Melee Weapon 3  
Unarmed Combat 4  
Shadow 3

**Features:** Half-Lifer, Heightened Hearing and Smell, Madness (one or more chronic Mental Disorders), Pain Fit, Smell Spirits, Weak Eyesight

**Likely Qualities & Impediments:** Murder of Crows, Reputation – Underground, Trusted Servant (family member), Notoriety, Resolve, Dim, Illiterate, Superstition

**Corruption:** Desire 4 (Defiler), Drive 3 (Twisted)

**Wealth:** 0

**Equipment:** Rags, decomposing corpse, bones.

## Ghoul, Metropolitan

*The ghouls of the metropolis are an even stranger breed than their Wasteland cousins. These creatures have managed to make a life for themselves alongside humanity. Daily, they make their way out of the Underground or the worst aboveground slums to find whatever work is available to their kind. Ghouls occupy the bottom rung of human society, taking the dangerous and dirty work to which humanity is unsuited, no matter the going rate.*

*The ghouls of London are generally not hunters. The tribes controlling the Underground have very serious prohibitions on killing humans. Instead, they purchase raw flesh at the meat markets. Desperate to avoid drawing attention to themselves, ghouls working aboveground tend to be model citizens.*

*For the full rules for ghouls, see Unhallowed Metropolis, Chapter 5, pages 279 – 281.*



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

**Skills:** Occult Lore 1  
Disguise 2  
Language 4 (English), 4 (Underground Sign Language)  
Trade 2  
Melee Weapon 3  
Pistol 2  
Rifle 2  
Unarmed Combat 3  
Lock Picking 2  
Pickpocket 3  
Shadow 3  
Streetwise 3

**Features:** Half-Lifer, Heightened Hearing and Smell, Pain Fit, Smell Spirits, Weak Eyesight

**Likely Qualities & Impediments:** Criminal Association, Reputation – Street, Reputation – Underground, Notoriety, Thick Accent, Wanted, Resolve, Dim, Illiterate, Superstition, any Mental Disorder

**Corruption:** Desire 2 (Defiler), Drive 2 (Twisted)

**Wealth:** 1+

**Equipment:** Combat knife (damage +1, parry –2) or an improvised weapon, clothing (second hand, smelly, and ill-fitting), broken pocket watch, old bowler.

## Ghoul, Hermit

*Some ghouls forsake the family structure completely, preferring a solitary life. These hermits live by hunting humans and other ghouls in the Underground. Some are known to speak conversationally to corpses. Despite officially being considered renegades by their tribes, these ghouls are occasionally sought out for their wisdom. Most know many of the secrets and hidden ways of the Underground.*

*For the full rules for ghouls, see Unhallowed Metropolis, Chapter 5, pages 279 – 281.*

Vitality: 4  
Coordination: 4  
Wit: 3  
Intellect: 3  
Will: 3  
Charm: 1  
Prowess: 7  
Actions: 2

**Skills:** Occult Lore 3  
Theology 1  
Language 4 (English), 4 (Underground sign language)  
Tracking 4  
Trade 2  
Melee Weapon 3  
Unarmed Combat 4  
Shadow 3

**Features:** Half-Lifer, Heightened Hearing and Smell, Pain Fit, Smell Spirits, Weak Eyesight

**Likely Qualities & Impediments:** Reputation – Underground, Notoriety, Thick Accent, Resolve, Dim, Superstition, any Mental Disorder

**Corruption:** Desire 2 (Defiler) and Drive 3 (Killer Instinct)

**Wealth:** 0

**Equipment:** Improvised weapons, rags, bones, traps, preserved corpses (for conversation).

## Ghoul, Wastelander

*The ghouls of the Wasteland are aggressive and very dangerous. Hunting in packs, they prey on human travellers and ghouls from rival tribes. Wasteland ghouls are notorious for their savagery and viciousness. They war constantly with their rivals for the scant resources of the Wasteland.*

*Though ghouls are not noted for their intellect, they do possess a cruel cunning. Ghouls prefer to attack from ambush and always make sure they have the numbers required to bring down their quarry before making their presence known. There are never bodies left behind after a ghoulish attack. The ghouls drag every scrap of meat home for their pots, even the bodies of their own kinsmen.*

*For the full rules for ghouls, see Unhallowed Metropolis, Chapter 5, pages 279 – 281.*



Vitality: 4  
Coordination: 4  
Wit: 3  
Intellect: 1  
Will: 2  
Charm: 1  
Prowess: 7  
Actions: 2

**Skills:** Occult Lore 1  
Language 3 (English)  
Torture 3  
Tracking 4  
Trade 2  
Melee Weapon 3  
Pistol 2  
Rifle 2  
Unarmed Combat 4  
Shadow 3

**Features:** Half-Lifer, Heightened Hearing and Smell, Pain Fit, Smell Spirits, Weak Eyesight

**Likely Qualities & Impediments:** Thick Accent, Resolve, Dim, Superstition, any Mental Disorder

**Corruption:** Desire 3 (Defiler) and Drive 3 (Twisted)

**Wealth:** 0

**Equipment:** Improvised weapons, Kramer 2086 bolt-action rifle (damage +8, very little ammo), rags, bones.

## Homunculus, Lab Assistant

A *Homunculus* is a genetically engineered, vat-grown life form. Though based on human genetic stock, these creatures are extensively modified. Much simpler than *Anathema*, these creatures are much easier to engineer and require a fraction of the time to raise. The resulting creature often possesses a number of physical deformities.

The most complex *Homunculi* are generally created for use as lab assistants or skilled labour. Obviously human but badly disfigured, they are generally explained away as "orphan wards" and kept largely away from public view. *Homunculi* are sometimes engineered with substance addictions to create an artificial dependence on the researchers who gave them life.

*Homunculi* seldom live outside the institutions in which they were created. Those who do risk destruction if they are discovered.

For the full rules for *Homunculi* see *Unhallowed Metropolis*, Chapter 6, pages 317 – 323.

Vitality: 3  
Coordination: 3  
Wit: 2  
Intellect: 2  
Will: 2  
Charm: 1  
Prowess: 5  
Actions: 2

**Skills:** Alchemy 1  
Galvanics 1  
Medicine 1  
Drive Carriage 2  
Language 4 (English)  
Trade 2  
Melee Weapon 2  
Unarmed Combat 2  
Escapology 2  
Shadow 3

**Features:** None

**Likely Qualities & Impediments:** Secret, Poison Blood, Able Bodied, Ambidextrous, Disease Resistance, Gigantism, Immunity (Smogs or Toxins), Long Lived, Strong Man, Accelerated Decrepitude, Albinism, Allergy, Amputee, Asthma, Blind, Deaf, Defects, Evil Eye, Haemophilia, Lamé, Leper, Lost Eye, Midget, Mute, Amnesia, Hyper-sensitive, any Mental Disorder

**Corruption:** Physical 2 (any)

**Wealth:** 0

**Equipment:** Lab clothes.

## Mercurial (Intelligent)

*Mercurials* are corpses animated through alchemical experimentation. Most often, such experiments result in creating either mindless killers that are little different than ordinary plague-spawned animates or misguided lunatics with only the barest echoes of their previous lives. Very rarely, such experiments result



in the creation of an intelligent undead creature.

Such creatures tend to be melancholic and withdrawn, exhibiting a morbid fascination with death and dying. The Mercurial may retain most of memories from life and may attempt to return to its former life, often with disastrous consequences for both the reanimate and its creator.

The creature is truly and obviously dead. Pale and cool to the touch, it will continue to deteriorate throughout its unnatural existence. The Mercurial has full control over its body but moves as though it has just awakened from a deep sleep.

For the full rules for Mercurials see *Unhallowed Metropolis*, Chapter 6, pages 334 – 339.

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

**Skills:** Thanatology 1  
Language 4 (English)  
Trade 1  
Melee Combat 1  
Pistol 1  
Unarmed Combat 3  
Escapology 2  
Shadow 3

**Features:** Habitual Feeder, Melancholic, Slow Deterioration, Limited Prey Sense, Plague Carrier, Undead

**Likely Qualities & Impediments:** Secret, Wanted, any Mental Disorder

**Corruption:** NA

**Wealth:** 0 (unless cared for by its creator)

**Equipment:** Improvised weapon, clothes (stained and stinking), personal effects (from life).

## Mercurial

(Lunatic)

Though the vast majority of experiments in alchemical reanimation produce only mindless horrors, occasionally a true

abomination is spawned. Possessing only a few memories from their former lives, these Mercurials also maintain a limited capacity for reason. Driven to kill by a hatred of all living things, these monsters are far more dangerous than common animates. The lunatic undead are capable of at least short-sighted planning and can learn from their mistakes. Most reanimators carry firearms to dispose of such creatures before they can escape to the teeming hunting grounds of the city's streets.

For the full rules for Mercurials see *Unhallowed Metropolis*, Chapter 6, pages 334 – 339.

Vitality: 3  
Coordination: 3  
Wit: 2  
Intellect: 1  
Will: 1  
Charm: 1  
Prowess: 5  
Actions: 2

**Skills:** Language 3 (English)  
Melee Combat 1  
Unarmed Combat 3  
Shadow 3

**Attacks:** Grapple and Bite

**Features:** Feeder, Madness, Memory, Slow Deterioration, Undead

**Likely Qualities & Impediments:** Secret, Wanted, any Mental Disorder

**Corruption:** NA

**Wealth:** 0

**Equipment:** Stained and stinking clothes, personal effects (from life).

## Promethean, Post-Cadaverous Automaton

(Working Class)

The post-cadaverous automaton is an almost wholly mechanical creature. The Promethean utilizes the continual application of artificial impulses, drawing its power not from biological or supernatural sources but from the intervention of technology. A small



number of post-cadaverous automata are commissioned every year for civic deployment, and a certain number find use in non-nationalized industries. Only a few universities and industrial complexes scattered through Britain have dispensation to create these creatures, but rumours suggest that some factories are staffed completely by automata and their handlers.

The post-cadaverous automaton may be extensively modified for industrial labour, generally with at least reinforced skeletons designed to support the weight of tools grafted to their bodies. The automaton's great strength makes it extremely dangerous in combat, though it is a clumsy opponent. Most are limited to unarmed attacks, but those with integral industrial equipment, like saws or drills, can put them to horrific application.

For the full rules for post-cadaverous automaton see *Unhallowed Metropolis*, Chapter 6, pages 354 – 358.

**Vitality:** 6  
**Coordination:** 2  
**Wit:** 1  
**Intellect:** 1  
**Will:** 1  
**Charm:** 0  
**Prowess:** 3  
**Actions:** 1

**Skills:** Language 1 (English)  
Trade 2

**Attacks:** A post-cadaverous automaton uses its Coordination rather than a combat skill when it attacks.

**Features:** Machine Body, Maintenance, Mute, Undead

**Likely Qualities & Impediments:** NA

**Corruption:** NA

**Wealth:** NA

**Equipment:** Industrial equipment (grafted to body, damage +2), mechanical body (2 points of armour to torso, arm, and legs), Rattler.

## Promethean, Rimmon

(Resurrected Lover)

*Love is blind... and potentially criminal. Neo-Victorian physicians are a strange breed: with a vast knowledge of both life and death, many cannot help but break laws both temporal and divine.*

When a loved one succumbs to a natural malady, such lunatics are driven to restore them to the semblance of life. Should the rimmon be discovered for what it is, the creature is certain to be destroyed.

Most rimmons are patchwork creatures assembled from a multitude of corpses and animated with the galvanic spark. The resurrected lover is painstakingly fashioned to appear exactly as she did in life. Damaged parts are replaced with a careful eye to maintaining the appearance. The telltale stitch marks are made carefully and will fade over the first few weeks of half-life.

Despite appearing to be its creator's dead lover, the rimmon is a blank slate. It will develop a personality over time and may occasionally remember pieces of its former life, but it will never be the creature it was in life. The resurrected lover is a tragic figure, lost in the world of the living, melancholy, and obsessed with death. Most develop a keen interest in learning where all their component parts came from.

For the full rules for rimmons see *Unhallowed Metropolis*, Chapter 6, pages 354 – 358.

**Vitality:** 4  
**Coordination:** 4  
**Wit:** 2  
**Intellect:** 2  
**Will:** 2  
**Charm:** 1  
**Prowess:** 6  
**Actions:** 2

**Skills:** Galvanics 1  
Medicine 1  
Thanatology 1  
Etiquette 1  
Language 3 (English)  
Unarmed Combat 2  
Shadow 2

**Features:** Brain, Half-Lifer, Melancholic, Shadow Memories

**Likely Alterations:** Beautiful, Dead Ringer, Reproductively Viable

**Likely Qualities & Impediments:** Believed Dead, Expressive Eyes, Secret, Wanted, Resolve, Dim, Illiterate, Night Terrors, Sleepwalker, Superstition, Dementia, Necrophilia, Paranoia, Phobic Disorder, Post-Traumatic Stress Disorder

**Corruption:** Drive 3 (Twisted)



**Wealth:** 6+ (if taken care of by its creator)

**Equipment:** Fine clothes, bandages, respirator.

## Thrope, Metropolitan Bite Victim

*The bite victim is an ordinary man or woman who has sustained a bite from a true thrope, most likely while venturing into the Wastelands. The bite victim's life will become a living hell. In times of stress or rage, the victim risks transforming into a rampaging monster. He blacks out for hours at a time, waking up virtually naked in blood-soaked rags with grievous but rapidly healing wounds.*

*In the metropolis, such creatures are hunted and destroyed on sight. The police have been known to take to the streets by the dozens, armed to the teeth, to take down a single thrope.*

*For the full rules for thropes see Unhallowed Metropolis, Chapter 6, pages 344 – 349.*

**Vitality:** 3 (6 in thrope form)

**Coordination:** 3 (5 in thrope form)

**Wit:** 2 (4 in thrope form)

**Intellect:** 3 (0 in thrope form)

**Will:** 2 (0 in thrope form)

**Charm:** 2 (0 in thrope form)

**Prowess:** 5 (9 in thrope form)

**Actions:** 2 (3 in thrope form) (A thrope has one additional bite attack. A thrope gains +2 on damage rolls for bite attacks.)

**Skills:** Any two academic skills at 2

Etiquette 1

Language 5 (English)

Trade 3

Pistol 2

Unarmed Combat 2

Shadow 2

**Attacks:** A thrope has one additional bite attack. A thrope gains +2 on bite attack damage rolls

**Features:** Half-Lifer, Regeneration, Attributes, Animalistic, Senses, The Bite, Indestructible

**Likely Qualities & Impediments:** Believed Dead, Club Membership, Credentials, Nondescript, Veteran, Secret, Wanted, Resolve, Amnesia, Night Terrors, Paranoia

**Corruption:** Desire 2 (any) or Drive 2 (any)

**Wealth:** 2+

**Equipment:** Clothes (freshly changed or torn apart), Respirator

**Note:** This thrope has failed three rolls to resist transformation. The next Will roll will be made versus DR 14.

## Thrope, Purebred

*Purebred thropes are the result of mating between two true thropes. Purebred thropes live their whole lives in thrope form and do not have a human form, and for this reason, these creatures are generally only encountered in packs in the Wastelands. Purebred packs will accept true thropes who are no longer capable of returning to human form into their ranks.*

*Thrope packs are among the most dangerous threats to life and limb in the Wasteland. Each thrope in the pack is aggressive, extremely physically powerful, and nearly indestructible. As a group, the pack is a well-coordinated and virtually unstoppable threat.*

*For the full rules for thropes see Unhallowed Metropolis, Chapter 6, pages 344 – 349.*

**Vitality:** 7

**Coordination:** 5

**Wit:** 4

**Intellect:** 0

**Will:** 1

**Charm:** 0

**Prowess:** 9

**Actions:** 3

**Skills:** NA

**Attacks:** The thrope uses its Coordination rather than a combat skill when it attacks. A thrope has one additional bite attack. A thrope gains +2 on bite attack damage rolls.

**Features:** Attributes, Animalistic, Half-Lifer, Indestructible, Regeneration, Senses, The Bite

**Likely Qualities & Impediments:** NA

**Corruption:** NA

**Wealth:** NA

**Equipment:** NA.



# Vampire, Feral

## (Seasoned Hunter)

Most feral vampires are destroyed soon after their creation. Lacking higher cognitive faculties, these undead creatures are driven by a primal instinct to feed. Competing with their own kind as well as with human serial killers and hunted by Undertakers and Dhampiri, most are destroyed within weeks of rising from the dead. Only the strongest survive to carve out their own hunting grounds. These creatures are truly dangerous predators, but they remain creatures of habit.

Feral vampires tend to move within established territories and hunt in predictable patterns. Their first reaction is to attack in the hopes of making a kill; only when confronted with a significant threat will the vampire abandon its predatory activities and attempt to escape. The seasoned hunter has retained enough intelligence to cover its tracks and will certainly have the cunning to hide the dismembered corpses of its victims or avoid trailing bloody tracks behind it as it makes its way back to the nest.

Most will make nests in abandoned buildings or the Underground, where there is little chance of being disturbed while at rest. The nests of these vampires are frequently littered with the remnants of old kills.

Feral vampires are extremely dangerous in a fight. They seldom use firearms but will gleefully use melee weapons. Many feral vampires prefer the thrill of dispatching its victims with its bare hands and teeth.

For the full rules for feral vampires see *Unhallowed Metropolis*, Chapter 5, pages 265 – 271.

Vitality: 4  
Coordination: 5  
Wit: 3  
Intellect: 2  
Will: 1  
Charm: 0  
Prowess: 8  
Actions: 2

### Skills: Language 4 (English)

Torture 3  
Tracking 2  
Melee Weapon 3  
Unarmed Combat 4  
Shadow 4  
Streetwise 1  
Two academic skills at 2 or Trade 2

Features: Feeding, Heightened Physical Performance (+3

on Vitality and Coordination rolls), Heightened Senses (+3 to Wit – Perception rolls), Infection, Insanity, Masochism, Mental Control, Pass for Human, Sadism, Sunlight, Transfix, Undead

**Likely Qualities & Impediments:** Believed Dead, Safe House, Notoriety, Secret, Wanted, Quiet, Ambidextrous, Amputee, Defects, Evil Eye, Lamé, Amnesia, Illiterate, Uncontrollable Temper, any Mental Disorder

**Corruption:** NA

**Wealth:** 0

**Equipment:** Combat knife (damage +1, parry –2), blood-stained rags.

# Vampire, Sentient

## (Aristocracy)

A sentient vampire is among the 'most dangerous creatures' to walk the Neo-Victorian world. A sentient vampire becomes vastly more dangerous over time as it adapts to its undead form and its influence grows. These creatures are careful to avoid detection and often act through slaves, pawns, or hired thugs. It is likely to also be served by younger vampires that are part of its legacy. The vampiric aristocrat is a sentient vampire who has been around for decades, long enough to insinuate itself into Neo-Victorian society.

Despite the aristocratic airs, these aged monsters are still instinctual hunters. They maintain absolute control over their hunting grounds, which are controlled like small fiefdoms within the metropolis. The vampire believes it owns everything within its territory and will destroy anything or anyone threatening its claim. Sentient vampires are known to remove others of their own kind, feral vampires, serial killers, and even criminals that trespass into their territories and draw attention there. These creatures are old enough to know that quiet and peaceful streets make for easier hunting.

For the full rules for sentient vampires see *Unhallowed Metropolis*, Chapter 5, pages 265 – 270.

Vitality: 7  
Coordination: 6  
Wit: 3  
Intellect: 4  
Will: 3  
Charm: 3  
Prowess: 9  
Actions: 3



**Note:** These attributes are appropriate for a vampire that has been undead for at least fifty years.

**Skills:** Alchemy 2  
History 2  
Law 2  
Medicine 2  
Occult Lore 2  
Psychology 2  
Arts 2  
Concentration 2  
Etiquette 4  
Language 5 (English), any additional 2 languages at 4 each  
Torture 4  
Melee Weapon 4  
Pistol 3  
Unarmed Combat 3  
Escapology 2  
Lock Picking 3  
Shadow 4  
Streetwise 4

**Features:** Feeding, Heightened Physical Performance (+3 on Vitality and Coordination rolls), Heightened Senses (+3 to Wit – Perception rolls), Infection, Masochism, Mental Control, Pass for Human, Sadism, Sunlight, Transfix, Undead

**Likely Qualities & Impediments:** Believed Dead, Business, Connections, Credentials, Creditor, Criminal Associations, Estate, Expressive Eyes, Murder of Crows, Patron, Reputation – Street, Safe House, Trusted Servant, Upper Class, Notoriety, Quiet, Ambidextrous, Defects, Evil Eye, Amnesia, Uncontrollable Temper, any Mental Disorder

**Corruption:** NA

**Wealth:** 8+

**Equipment:** Tailored leather armour coat (1 point to arms, legs, and torso), sword cane (damage +1), custom heavy revolver (damage +7, 20 rounds of ammo, fired without a brace), respirator (for appearances), fine clothes, waiting carriage.

## Vampire, Sentient

(Vampire Thug)

*This vampire was intentionally created by a vampire that is part of long-standing legacy to serve its master in death. It may be a loyal*

*soldier or an unwilling pawn. In either case, the new vampire must at least pretend allegiance to avoid summary execution. Most of these creatures are selected for their diplomacy or fighting skills. Many were young aristocrats that have been disowned by their families. Over time, these vampires may become very influential, but for now, they are at the bottom of their social order.*

*These vampires execute the will of their masters. They hunt down those who would dare trespass into the vampire's hunting ground and make sure the peace is maintained on the streets.*

*For the full rules for sentient vampires see Unhallowed Metropolis, Chapter 5, pages 265 – 270.*

**Vitality:** 5  
**Coordination:** 4  
**Wit:** 2  
**Intellect:** 2  
**Will:** 2  
**Charm:** 3  
**Prowess:** 6  
**Actions:** 2

**Skills:** Etiquette 2  
Language 5 (English)  
Torture 2  
Melee Weapon 4  
Pistol 3  
Unarmed Combat 3  
Shadow 3  
Streetwise 2  
Two academic skills at 2 or Trade 2

**Features:** Feeding, Heightened Physical Performance (+3 on Vitality and Coordination rolls), Heightened Senses (+3 to Wit – Perception rolls), Infection, Masochism, Mental Control, Pass for Human, Sadism, Sunlight, Transfix, Undead

**Likely Qualities & Impediments:** Believed Dead, Criminal Associations, Murder of Crows, Reputation – Street, Safe House, Upper Class, Disowned, Notoriety, Quiet, Ambidextrous, Defects, Evil Eye, Amnesia, Uncontrollable Temper, any Mental Disorders

**Corruption:** NA

**Wealth:** 5+

**Equipment:** Leather armour coat (1 point to arms, legs, and torso), combat knife (damage +1, parry –2), sword (damage +3), heavy revolver (damage +6, 20 rounds of ammo, fired without a brace), respirator (for appearances), fine clothes.