MARVELS
OF SCIENCE AND
STEAMPUNK

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and Scott Rhymer

Victoriana

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Marvels of

Science and Steampunk

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Sorcery and Steam

Miss Clarisse Talbot tried to hold her parasol steady as the open barouche bounced along the dirt carriage road alongside the Serpentine. While the sky was a bleak grey with the sun only a fleeting haze, Clarisse wasn't taking any chances. If even a hint of sun marked her skin when she got home her mother would imprison her in the house for a week until it faded. One would think that if, with her long-sleeved red taffeta dress and matching hat, Clarisse still felt the need to shield herself from the faint afternoon sun, she would have insisted on a closed carriage for this outing. That, of course, was simply ludicrous; one rides through Hyde Park to be seen; a closed carriage was quite out of the question.

To her credit, Mrs Isabeau Hollingsworth said nothing as she sat next to her friend. Isabeau had the kind of skin most Englishwomen would kill to have, as white as the finest porcelain. It contrasted beautifully with her long curly black hair and she felt no need to hide it from the sun; indeed, the cut of her deep blue dress left most of her shoulders bare. Isabeau did wear a small blue hat, but only to be fashionable. Such was the privilege of being born Eldren.

In spite of Isabeau's tact Clarisse shot her a jealous look anyway. Isabeau could at least 'try' to look like she was concerned. It simply wasn't fair. Clarisse had her coming out party two months ago; if she had no suitors by the end of the season she'd worry about becoming an old maid. Isabeau, on the other hand, was a widow, yet thanks to her breeding she looked only a few years older than Clarisse. Suddenly feeling ashamed, she diverted her attention to an airship in the distance, slowly descending onto Kensal Green. It looked majestic against the sky.

"Do you see anything you like, Clarisse?" Isabeau asked as she offered her pet a biscuit. The small, blue-green scaled frendal lizard that was perched on her ivory right shoulder eagerly snatched it up. The Eldren giggled as her pet, Wispy, let out a belch accompanied by a small poof of smoke.

Clarisse tore her gaze away from the airship. It was still jarring to hear Isabeau call her by her Aluminat name; the Eldren had grown up with her grandmother. It was even more difficult for Clarisse to refrain from calling her "Auntie," as she had for most of her life. She quickly scanned the park for someone of interest.

"Not yet," Clarisse lied. In truth, there were several eligible young men that had caught her eye today, but she felt that they should be approaching her, rather than the other way around. If they did not, then she had no prospects.

Isabeau was undeterred. She gently squeezed her young friend's arm with one hand and discreetly pointed with the other. "Here comes Sir Randall Devonshire and his marvellous carriage! I wonder what magic he uses to propel it?"

Clarisse followed her friend's guidance to rest on a horseless carriage that was approaching them. It was quite a spectacle; an ornate open carriage with no harnesses for horses. Indeed, it appeared that the wheels were moving on their own, which they likely were. Sir Randall Graham was a young member of the Guild and a bit of a show-off. Isabeau was inexplicably enamoured of the young man.

As his carriage approached, Clarisse's driver calmed the horses as they tended to get nervous in the presence of magic. Sir Randall smiled as he whispered the word necessary to slow his carriage. Clarisse's driver did the same. Sir Randall tipped his hat at the two young ladies (relatively speaking in Isabeau's case) and warmly greeted them.

"Good afternoon, ladies. Prior to your arrival I didn't believe that there could be anything more beautiful in the park this afternoon. I am obviously mistaken."

Isabeau giggled, which distracted Clarisse. Her grandmother, Heaven rest her soul, never giggled. Then again, her grandmother never looked so young for her age. Clarisse struck the thought from her mind. In fact, she was a little offended. Why should Isabeau assume that the compliment was for her?

"Why, Sir Randall!" Isabeau teased, pulling out her Chinese fan and overdramatically cooling her face. "You simply must tell me how long it took for you to find just the right words to melt a poor widow's heart!"

Clarisse noted Isabeau's emphasis on 'widow.' Clarisse feigned disinterest in the conversation to allow Isabeau the opportunity to flirt with the young Guild mage. She was

genuinely taken aback when Sir Randall, after sharing a polite laugh with Isabeau, turned his attention to Clarisse.

"Miss Talbot, pray tell me that you will be attending the Riggins' party tomorrow evening?"

Clarisse shot a sideways glance at her Eldren friend, but Isabeau's face hardened and her nose crinkled the way it always did when she read someone's aura. Wispy belched a puff of smoke as well. In an instant, Isabeau's interest in Sir Randall melted away and she bit her lip as to not show her disappointment.

"I…" Clarisse stumbled. She usually wasn't at a loss for words. She quickly composed herself. "Why, yes, of course, Sir Randall. I shouldn't miss it. I know that Miss Riggins is quite eager for it."

That was no exaggeration. As all three of them knew, Abigail Riggins was a Halfling with her child-bearing years even shorter than that of a human's. Amongst society, a Halfling that didn't get married within two seasons was practically considered unmarriageable. The only race comparable was the Ogre, but no one in polite society would ever consider marrying one.

Sir Randall opened his mouth to speak, but he was interrupted by the hiss of steam and the neighing of horses. Clarisse's carriage rocked unexpectedly as the driver struggled to keep control of the horses. Other drivers weren't so lucky. Clarisse noted at least two carriages veer off into the park, while another unceremoniously dumped its occupants into the

Serpentine. Only Sir Randall's horseless carriage remained unaffected.
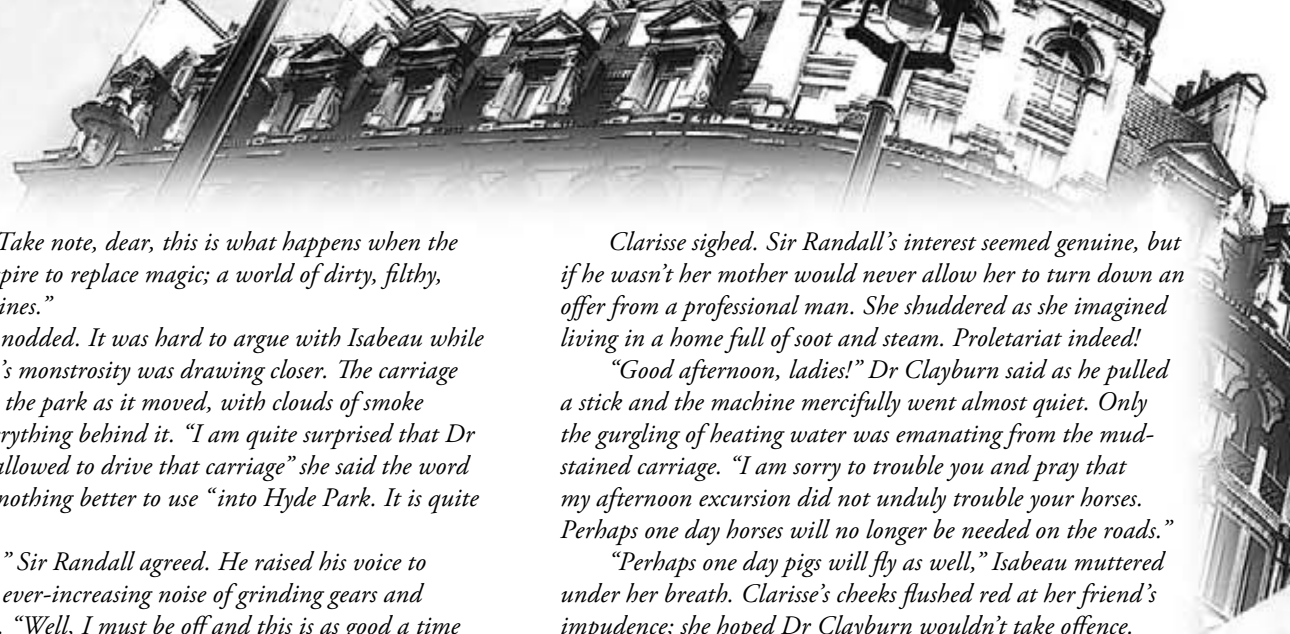
"Oh, for Heaven's sake," Isabeau grumbled, clearly annoyed. "That interminable boor Dr Clayburn is responsible for ruining this pleasant afternoon!" As if to help his mistress make her point Wispy stood, extended his wings, and roared.

Clarisse looked ahead to see another horseless carriage approaching them. Unlike Sir Randall's elegant conveyance, however, this one was blocky and oversized, almost a caricature of a proper carriage. A smokestack protruded behind the seating area and was constantly belching grey-white smoke into the air as the mechanical demon loudly crawled along the trail.

Driving the monstrosity was none other than Dr Julian Clayburn. The Dwarf was almost unrecognisable with his leather cap and large goggles covering most of his head. Only his small brown goatee, a rarity amongst his race, and the curses he was shouting at his own vehicle marked him as Dr Clayburn. He seemed to be struggling mightily with the steering as his gloved hands gripped the shaky wheel and tried to keep him from suffering the same fate as the unfortunate carriage riders currently being fished out of the lake.

"Ah, the miracle of science," Sir Randall said with mock admiration. "Will the wonders of steam never cease?"

"You are too kind, Sir Randall," Isabeau said as she fished out a handkerchief to cover her nose and mouth. "I'd say that contraption could only be a spawn of the Pale." She turned

to Clarisse. "Take note, dear, this is what happens when the proletariat aspire to replace magic; a world of dirty, filthy, soulless machines."

Clarisse nodded. It was hard to argue with Isabeau while Dr Clayburn's monstrosity was drawing closer. The carriage seemed to eat the park as it moved, with clouds of smoke obscuring everything behind it. "I am quite surprised that Dr Clayburn is allowed to drive that carriage" she said the word as if she had nothing better to use "into Hyde Park. It is quite disruptive."

"Indeed," Sir Randall agreed. He raised his voice to overcome the ever-increasing noise of grinding gears and hissing steam. "Well, I must be off and this is as good a time as any. Please save room on your dance card for me tomorrow evening, Miss Talbot, and for now I bid you good afternoon!"

Clarisse responded but she was certain that her words were drowned out by a blast of steam. She settled for watching Sir Randall's carriage quietly glide past them, almost ethereal-like compared to the base contraption now slowing in front of them. It was all the driver could do to keep the bucking horses from bolting. Dr Clayburn lifted his goggles and waved toward the two women.

"Cheres Anges," Isabeau said. Clarisse noted that her friend usually switched to her mother's tongue when upset. Isabeau continued in English. "He means to speak with us. Perhaps your dance card is going to be a bit full tomorrow, Clarisse. On the bright side, you'll likely make Abigail envious!"

Clarisse sighed. Sir Randall's interest seemed genuine, but if he wasn't her mother would never allow her to turn down an offer from a professional man. She shuddered as she imagined living in a home full of soot and steam. Proletariat indeed!

"Good afternoon, ladies!" Dr Clayburn said as he pulled a stick and the machine mercifully went almost quiet. Only the gurgling of heating water was emanating from the mud-stained carriage. "I am sorry to trouble you and pray that my afternoon excursion did not unduly trouble your horses. Perhaps one day horses will no longer be needed on the roads."

"Perhaps one day pigs will fly as well," Isabeau muttered under her breath. Clarisse's cheeks flushed red at her friend's impudence; she hoped Dr Clayburn wouldn't take offence. Word travelled quickly in her circles and she hoped she wouldn't garner a reputation based on Isabeau's momentary lack of decorum. As if to confirm her fears, Dr Clayburn cocked an eyebrow and turned to face Isabeau directly.

"Progress is always difficult to accept Mrs Hollingsworth," he said with a smile. "Perhaps you may permit me to convince you tomorrow evening at the Riggins' Party tomorrow evening? I pray that you'll keep an opening on your dance card for me?"

Isabeau looked positively mortified by the suggestion. Thankfully obscured by her fan, Clarisse could barely contain her laughter.

Chapter One:
Introduction

I've been waiting since 2003.

From the moment I grabbed the then-new first edition of *Victoriana* and fell in love with its fantastic world of Victorian adventure, I've been eagerly awaiting the day that science would "catch up" to the magically fantastic elements of the setting. If I created a sorcerer I had access to a fair number of spells, but if I created an engineer I had only the vagaries of the Engineering skill to go on. The rulebook offered glimpses of airships and ornithopters and hints of limb replacement, but there were no rules for them.

Fast forward four years. The Second Edition *Victoriana Core Rulebook* was now in print, but there were still no rules for its steampunk aspects. Fortunately, the supplements that followed began to chip away at such neglect. *Faulkner's Millinery and Miscellanea* offers quite a few steampunk items, including clockwork limbs, and an airship is given great detail in *The Havering Adventures*. Still, there was little for that budding engineer to embrace and take her place alongside the petty magician or the sorcerer.

When I accepted the position of *Victoriana* line developer, the first thing I wanted to do was to finally address the scientific neglect once and for all. For the last several years I've seen the growth of steampunk in popular culture and I've always felt that *Victoriana* would fit right in with just a bit more technological elaboration. In this endeavour I've been lucky to draft two authors of the original line, Chad Bowser and Scott Rhymer, to ensure that this book encompasses all that was intended for the game from its inception.

Now, finally, you hold in your hands the dream of many a *Victoriana* player. This book finally brings science and technology to the forefront with the unique fantasy spin that has always been a part of *Victoriana*. I pray you find it worth the wait.

- Walt Ciechanowski, 2012

Is Victoriana steampunk?

Victoriana is a world of fantasy. Beastmen and Dwarves stand alongside men, eccentric Eldren manifest medium abilities, and professional sorcerers walk the streets of London. Religious witch hunters track down cunning men, Druids, and hedge wizards. Magical enchantments stop bullets and enable people to fly. Ghosts and vampires lurk in the shadows while Her Majesty's elite flying cavalry ride wyverns.

But *Victoriana* is also a world of steam. With the Aluminat's guidance and man's innate desire to have what others possess, science and technology have made great strides over the past few centuries, in many cases meeting and even surpassing magic; the etheric bolt has nothing on the Gatling gun. While magic remains in the hands of the few, science brings power to the masses.

Perhaps ironically, magic enables *Victoriana* to rationalise the strange and powerful technologies that were clearly impossible to accomplish in the Victorian age. There is a reason why the strange marvellous machines created by mad inventors works for them but they are hard to replicate, as magic helps fill in the technological gaps in the design. Clockwork limbs are a perfect example; while they require a technological power source to move, the limbs are connected to their users' thoughts through magic. Aerial dreadnoughts that could never fly do with the aid of sorcery.

That said, the presence of fantastic Victorian inventions alone does not make a setting 'steampunk.' Without a focus on the brutal inequity of society and the desire of some to overthrow it or at least reject it, the 'steampunk' aspects of a setting is merely window dressing. There needs to be a rebellious fire in the steam machine's heart.

Fortunately, *Victoriana* has that in spades.

As the Introduction to the *Victoriana Core Rulebook* points out, the player characters are run by players with 21st century minds. There are many aspects of Victorian society that most would find needs changing; social class distinctions, racism, sexism, unsafe working conditions, oppression of labour, imperialism; the list goes on and on. In addition, *Victoriana* is a world that's been suffering from magical elitism and technological innovation, in spite of its dirty smokestacks and grinding gears, threatens the old order. The tarnished angels of the Aluminat are a symbol of why rigid order is something to rebel against.

All of that said, steampunk requires that the Gamemaster drive the inequalities and prejudices of Victorian society home during a game session. By all means have your middle class player characters attend an afternoon garden party, just be sure that they have to pass a couple of homeless people fighting over the meat of a freshly killed rat on their way to it. Allow your player characters to get involved in a conversation with aristocrats over the need to keep the Czarina out of the Black Sea, just ensure that they catch the pained looks on the servant's faces (as they are the ones that actually have friends and relatives in the Crimean War). Remind them that the returning British soldiers from India actually work for a private army fully funded by the corporation that is running the subcontinent.

So, yes, *Victoriana* is very much a steampunk setting. This book provides the steam trappings; it is up to each and every Gamemaster to remind the player characters on occasion that they are the punks.

The History of Science

Many an aristocrat or Guild mage scoffs at the dirty, grimy, noisy products of the industrial age as if they were something new, a way for the proletariat to aspire to be like their betters without the benefit of "clean" magic. In truth, science and technology has been a part of civilisation from its beginning, and there are several examples of extraordinary marvels throughout history.

Many of the civilisations that existed before the Great Cataclysm had advanced technology, often working hand in hand with magic. Ancient artificers and engineers learned the lesson early on that science's predictability often offset the chaotic nature of magic. Since then, extraordinary marvels have popped up now and again in almost every civilisation, although many are shrouded in myth and often mistaken for magic.

Mythical marvels that may have been at least partly technological include the Celtic god Nuada's silver arm, the Minoan Daedalus' various inventions, the automata of the

Why Have Scientific Marvels at All?

Victoriana is a world of magic, so why would engineers bother creating complex marvels without it? There are quite a few reasons, actually, and we've collected them here for your convenience.

Magic is Chaos. Aluminat scripture holds that the Heavenly Host brought Order to the world from Chaos and that magic is merely the remnants of Chaos that haven't been fully integrated into Order. Thus, a magician effectively elevates himself to the status of an angel when he attempts to manipulate magic and is more prone to be corrupted by it. Thus Aluminat doctrine encourages scientists to reject magic and many of the faithful do just that.

Magic is unpredictable. When one attempts magic, especially complex magic, there are a number of factors involved that don't occur the same way each time. Even if a magician performs the spell correctly, there is always a chance of failure, not to mention personal injury. Mana costs are variable for properly cast spells. Technology, on the other hand, is reliable. A scientific marvel always works the same way every time it's used.

Magic is exclusive. You either have magical talent, or you don't. If a magical marvel breaks or stops working, then only a magician can fix it. Technology, on the other hand, may be repaired by anyone with the knowledge. It's not necessary to hire a Guild Mage to operate a scientific machine.

Magic is difficult to mass-produce. There's a reason why there are more guns and swords on the battlefields than etheric bolts. Without requiring mana, scientific marvels are much easier to build in large quantities, providing that the raw materials are readily available.

That said there are engineers that 'cheat' by incorporating magic into their marvels. For them, the benefit magic provides to a marvel outweighs the chaos that it injects into the design. This is especially true for marvels like clockwork limbs, which would be impossible in their current form without the aid of magic.

Religion and Science

Dedicated to Order, the Aluminat Church is quite supportive of science, especially as a counterbalance to sorcery, which is dogmatically associated with Chaos. An ordered universe necessitates knowledge of its workings, and science provides a structure for understanding the ways of the universe. The more society resembles a well-oiled machine, the happier the Aluminat is, so long as it is Faith driving the engine.

This has made the Aluminat more accepting of new scientific theories. In *Victoriana*, the astronomers Copernicus and Galileo were sainted by the Church for their work in establishing that the earth revolved around the sun, thereby diminishing the Earth Goddess. The Aluminat also funded some of Leonardi daVinci's inventions with mixed results (much the same can be said for Yehudism and Ismal and indeed the Nithami world made numerous advances in science while the Aluminat hid behind castle walls during the Dark Ages).

The Aluminat's embracing of science and technology often puts it at odds with the aristocracy, as the Aluminat, while approving of the order that an industrial society creates, wants its congregants to be happy with their lot in life. Thus the Aluminat often finds itself supporting social reforms to increase the proletariats' quality of life while admonishing the bourgeoisie and the aristocracy for not doing enough and continuing to put their faith in sorcery. Ironically this often puts Aluminat priests and communists on the same side, in spite of their distaste for one another.

Unfortunately, there always has been a conservative faction within the Aluminat, the Ordo pro Sanctus Apparatus, who valued order above all other concerns. This faction was against the Peace of Rome, as its members felt that allowing for local variances on Aluminat dogma was introducing Chaos into the Church. The faction was large enough to influence the 'reinterpretation' of key portions of the Aluminat Bible at the Second Nicean Council.

Over the last two centuries the Ordo has grown in power and currently controls enough seats in the Cardinal Conclave that almost all of the remaining members must be united to oppose it. The Ordo's influence can also be seen in Heaven, as most of the Host is tainted by Dogma. So, too, is the Ordo pro Sanctus Apparatus, and it is a matter of debate which came first.

Regardless, the Ordo pro Sanctus Apparatus encourages rigid adherence to Order and the continued industrialisation of Society. The freedom and quality of life of the individual must be subject to the greater good for all and the creation of an orderly Heaven on Earth, just as the Host, steadfast in their dedication (i.e. becoming more and more tainted) are slowly but surely creating unity in Heaven.

Greek god Hephaestus and the Chinese engineer Yan She, Noah's Ark (which some engineers hold to be a submersible), and even the chariots of the Heavenly Host.

As time marched on and information is better recorded, advanced technology cropped up every now and then, often in conjunction with magic. The Chinese continued with their fascination with automata, while Arabic inventor Al-Jazari created dozens of machines in the 13th century. In the west, the designs of Leonardo da Vinci influenced generations of European engineers.

One may ask why these devices didn't do more to transform *Victoriana* into something far more advanced than our own. Many of these questions can be pithily dismissed with but a single word: magic. Magic is quicker, cleaner, consumes far less resources, and, presuming one succeeds in the casting, reliable than technology. Also, many technological marvels rely on magic for some aspects of their design; these aren't easily mass-produced. So while in some cases more advanced technology does show up now and again in *Victoriana*'s history, it has had little overall impact.

Science and Society

For centuries, people looked to magic to improve their lives. Magic could cure diseases, heal wounds, protect against dangers, and even destroy large armies. One thing it was not, however, was a tool for the masses. The use of magic was a carefully guarded secret and required intense study in order to use properly. Thus it has always been held in the hands of the few and those few could command protection in the best of times and fear for their lives in the worst.

Perhaps ironically, magicians, in spite of their powers, rarely became leaders. While a king would certainly have a sorcerer on hand and every rural town had at least one enchanter, such individuals tended to shy away from leadership positions. One reason was that some rulers tended to treat their magicians well in the hopes of reaping the benefits of spellcasting. Another reason was that the people were quick to blame magicians when things went wrong, leading many magicians to become hermits or seek protection from a powerful friendly ruler.

In aristocratic families magical studies (as with the Aluminat priesthood) often fell on a second or third son rather than the heir, in spite of any magical talent he may have. Even Eldren nobles rarely ventured into thaumaturgy, as it was seen as work and they wanted some plausible deniability when a rival turned up dead due to magical shenanigans.

As they could rarely afford a sorcerer's fees, the masses had to rely on petty magic or the charity of their betters. In many an epidemic the lower classes were hit hard while the aristocrats held parties in their palaces, protected with a few words and gestures. In many cases a sorcerer would help if he could, but each sorcerer only had so much mana and unfortunately the paying customers came first.

Magic also enabled the aristocrats to have more comfortable lives, as magic protected them from the elements, kept food fresh, ensured comfortable travel, and kept them well-groomed. By contrast, the lower classes had to survive on their labours and whatever scraps the upper class would toss their way. And when the lower classes had enough, sorcerers would often suffer for it. Since sorcerers didn't have the power to serve an entire community, the afflicted decided that taking sorcery away from the aristocracy was enough.

This jealousy worked both ways. Often enough "petty mages" serving in a particular community made the lower classes less dependent on, and therefore more independent from, the upper class. They didn't need the favour of a lord to cure their diseases or protect them from bandits. When the aristocrats in a particular region felt too much resistance, they'd call a "witch hunt" to purge their lands, often with the aid of the Aluminat.

In addition, magic can sometimes be fickle. A sorcerer may find a spell easy to cast one day and very draining the next. An enchanter may perform a ritual for hours just to lose the mana but have her spell fizzle. For clients that needed those spells to get through the day, reliability was often more favoured than potency.

While magic was potent on an individual level, society soon realised that even the best sorcerers couldn't stop entire armies. There simply weren't enough magicians available to outfit entire regiments and one well-placed arrow could deprive an army of its magical power. Thus a reliance on technology grew, first to equip and transport soldiers and, later, traders and farmers.

Unlike magic, science could be shared more easily with the masses. Whereas a large army might only have a unit of sorcerers, every soldier could be provided with the latest armour and weapons. The only limits were skill, time, and resources. New methods of farming increased yields without the need for sorcery and such techniques were easily taught. The Renaissance motivated artists

Brass and Steel

One of the ways that artificers and engineers differentiate themselves is the media they use to create mechanical marvels. Brass is heavier than steel but softer, making it easier to manipulate but not as strong for support. In the past, artificers have found brass to be the more convenient medium; since magic could provide the support the priority was put on decoration (which is why many magical marvels are so beautiful to behold).

Engineers, on the other hand, have to rely on science and natural laws so support is more important than decoration. Iron, and especially steel, provide the support that brass lacks. In addition, most technological marvels are loud engines fuelled by coal and belch steam, exterior decoration gets dirty quickly; gun metal grey is a better choice than polished brass.

This is not to say that engineers don't use brass. For upper class projects, most engineers apply a decorative layer of brass plates over steel machines to give their marvels an aesthetically-pleasing look that mimics a true artificer's device. In most cases, however, the medium used in a marvel's construction enables the observer to determine whether he is observing a magical or technological machine.

and craftsmen to design new conveniences and ways of thinking. Technological innovation exploded.

By the end of the 18th century, the industrial revolution was creating new technologies at a rapid pace. The American and French Revolutions saw largely magic-weak rebels easily defeating sorcerer-backed royal forces, using innovative methods and weapons. The guillotine was not only a symbol of the masses versus the nobility, but of science triumphing over sorcery. Many French sorcerers had their heads separated from their bodies.

The Napoleonic Wars was the first large-scale conflict that really showcased the might of industry. Firearms with rifled barrels knocked down infantry lines with ease. Artillery units became more mobile and airships, which at this point were magically-propelled hot air balloons, were utilised on the battlefield for the first time. Sorcery was still a potent force, but now it tended to supplement technology rather than the other way around.

By the Victorian era, science had found a place in society. The rising middle class, desiring the luxuries of the upper class, now turned to technology to make it so. And while the upper class still clung to sorcery as a symbol of their status, a few of their number began dabbling with the new machines. The lower class, unfortunately, saw little benefit; gaslight only made their work-hours longer and machines were making skilled labour scarce, forcing workers to accept employment for labourer wages.

The steampunk gears are finally grinding. The lower class, the proletariat, toils in hot factories in order to produce goods that make money for their bourgeois masters. The middle class, frustrated by a glass ceiling to the aristocracy, demands more and more 'toys' to make their lives better than those they envy. The upper class pretends not to notice, hiding safely away in grand balls and country homes, admiring the luxuries of modern travel and convenience without noting the cost.

Victoriana is a world where railroads and telegraph lines criss-cross the continent, where clipper ships and East Indiamen connect ports, and where science and sorcery can replace limbs. Engines of steam travel over land and sea, beneath the oceans, and even in the skies. It seems that there is nothing man can't accomplish, so long as he is willing to exploit others for it.

Power Sources

Every technological device, from a sword to an airship, requires a source of power. The simplest devices don't have a power source at all but rely on naturally occurring power, such as wind, or manipulation by living beings. More complex machines tend to have internal sources of power, such as sorcery, clockworks, or steam.

In *Victoriana* magic has been the traditional power source for complex machines, from animated puppets to flying carpets. Scientific thought has spawned a number of new technologies, none of which rely on magic to perform. In many cases magic is used to help technology along while in others science has replaced costly magic with a relatively cheap technological substitute.

The following are the most common types of power sources in *Victoriana*. Note that many machines use a combination of sources, most notably involving thaumaturgy, in order to increase their efficiency and practicality.

Thaumaturgical

Magic is the oldest driver of complex engines. While the Guild lumps all magically-powered machines under 'thaumaturgy,' in truth this category encompasses almost all branches of magic, including the Dark Arts (see **Chapter 6: Marvellous Magic** for more details). While perhaps the most efficient power source, thaumaturgy has a high level of variance in performance and reliability. The individual skill of the empowering magician and random chance determines the amount of mana needed and whether the machine will work at all.

While the Guild is not certain of their existence, mechanical mediums do exist. Mechanical mediums can actually power machines, if only for a few minutes. Mechanical mediumship is more a performance enhancer than an engine driver on its own, but when a few extra

minutes can make a difference, a mechanical medium is a viable power source.

Elemental

Related to thaumaturgy, elemental engines draw power from small elementals trapped within an engine. This is somewhat controversial within Guild circles, as elementals aren't fully understood and may be sentient (thereby pushing this method toward being a Dark Art). The main benefit of an elemental engine is that it's self-contained; so long as the elemental remains within the engine it has unlimited power.

Clockwork

Clockwork engines rely on a series of gears for movement. The term comes from 'clock,' as the earliest recorded clockwork devices were actual clocks. Nithami engineer Al-Jaziri built the first modern clock, as well as many other clockwork devices, in the 13th century. Al-Jaziri is especially notable for eschewing magic in his designs; he acquiesced to only minor enchantments, such as a self-winding spring or self-cleaning gears, at his sultan's insistence. In spite of Al-Jiziri's reluctance, clockwork devices in modern times often work hand in hand with magic, most notably with the development of clockwork limbs.

Steam

The idea of boiling water to power engines is not new; eccentric artificers have used magic to heat water for centuries. Until recently, however, such magical marvels were few and far between, their secrets jealously guarded by their magical inventors. The modern steam engine was pioneered by mountain-dwelling Dwarves and Gnomes to aid in mine-building.

Within the last few decades the steam locomotive has become the symbol for empire. Railroad tracks criss-cross and stretch across continents like ever-growing webs, carrying cargo and passengers from one end of a nation to the next. Steamships have freed sea-going vessels from relying on winds and currents, while steam-powered airships now allow ordinary citizens to take to the skies, albeit at considerable cost.

Electricity

Electrical power is still in its infancy and poorly understood; many academics consider electricity to be merely a manifestation of natural magic (ironically pointing to American Benjamin Franklin's famous "kite and key" experiment as proof that electricity has a magical source). The telegraph is a rare example of extensive electrical power and the light bulb, invented by John Wellington Starr, has been fraught with controversy.

Initially the Guild insisted that Starr be licenced, an impossible feat due to his lack of a thaumaturgical degree. Once he'd overcome that hurdle Starr faced a new threat from communism, as his invention "threatened the well-being of workers everywhere and strengthened the bonds that the bourgeoisie had already placed upon them," according to Russian communist agitator Maxim Bolshev. That said the first American, British, and Prussian streets electric-lit streets are starting to appear.

Internal Combustion

During the 17th century, Br Andre Fleur, an Eldren French Aluminat monk, wondered if science could produce a substitute for fire elemental-powered engines. While primarily rooted in theory as opposed to experimentation, his subsequent treatise, Les Princepes de la Combustion, quickly became a seminal work for engineers. Currently, internal combustion is primarily used in weapons technology (propelling rockets), but a number of engineers are currently working on internal combustion engine prototypes to replace steam engines.

Artificers and Engineers

Technically speaking, an artificer imbues magic into mundane objects while an engineer builds complex machines without magic. In other words, an artificer is a man of magic while the engineer is a man of science. In the world of *Victoriana*, however, such distinctions tend to blur. Is the builder of an eldritch flintlock an artificer or an engineer? If an engineer attaches a clockwork arm to a patient and imbues it with the mana necessary to work then is he not also an artificer?

As with all things in Victorian society, the terms 'artificer' and 'engineer' have become tied to social class. Artificers are seen as 'clean' builders, artists that use magic to animate their works, while engineers are dirty, greasy souls that work in the dead of night to create leaky, noisy mechanical monstrosities that belch black smoke and hiss steam. Artificers tend to customise their work for a wealthy patron, while engineers struggle to bring power to the masses. It's little wonder then, that artificers are associated with the upper class and polite society in general while engineers are considered 'common.'

Eldren in particular prefer to be called 'artificers' even if they are primarily engineers. Part of this is tradition; many older Eldren remember when complex marvels were primarily the work of magic rather than science, but just as much of this is social elitism. Dwarves, on the other hand, have always thought of themselves as 'engineers' and a Dwarf that calls himself an 'artificer,' no matter what the circumstances, is seen as insulting to other Dwarves.

In general, upper class clients hire 'artificers' to work for them; many engineers employ or contract with a Guild Mage artificer just to keep up the pretence so that they can get work. Military organisations tend to classify all builders as 'engineers.'

Historical Accuracy
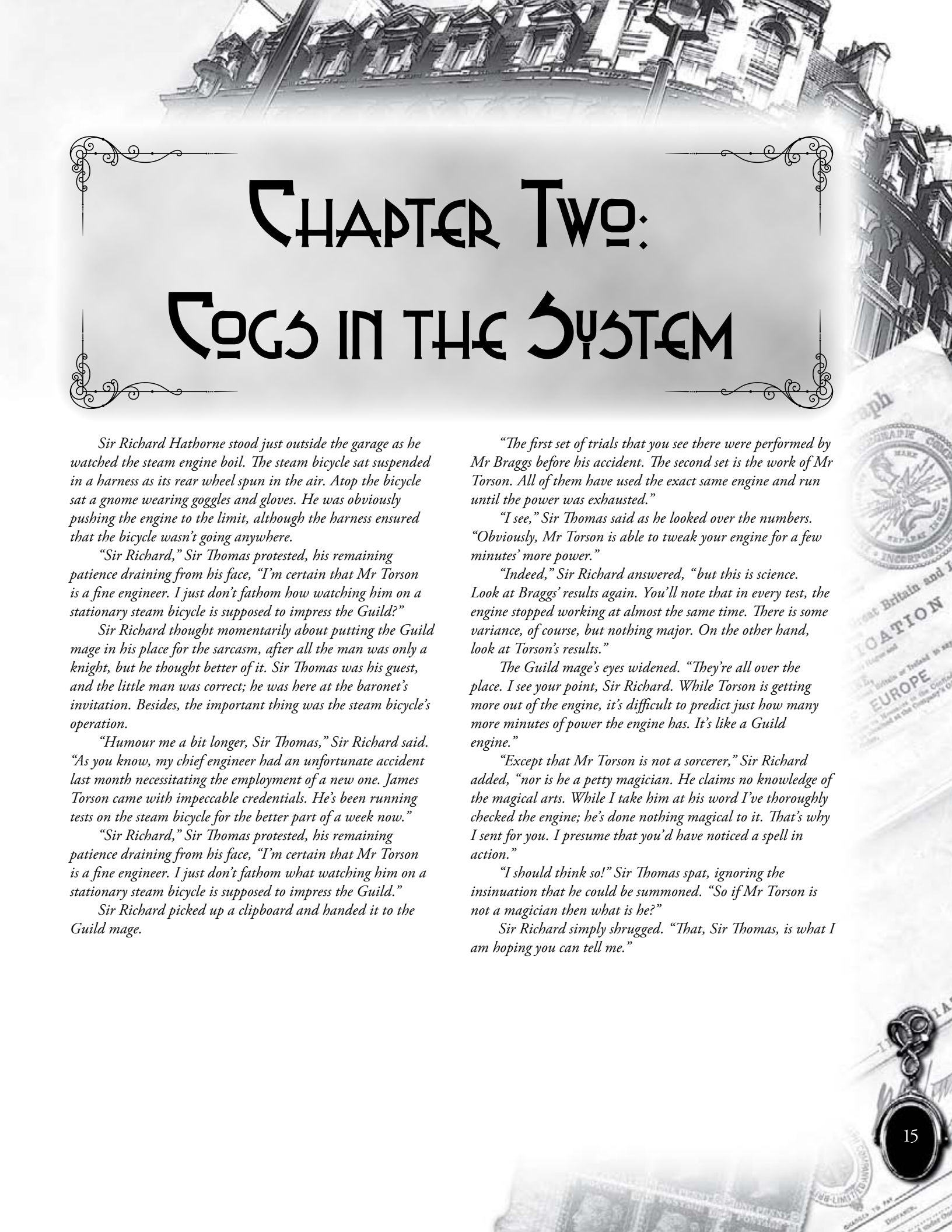
Victoriana takes place on a world that is very similar to but different than our own 1867. The application of the fantastical to *Victoriana*'s history has made quite a few changes to the timeline, although overall the general thrust of history is preserved.

For purposes of this book, there are a number of inventions that are appearing a few years earlier in *Victoriana* than in our own history. Some of this can be attributed to magic and slightly more convenient natural laws, but just as many are due to an environment where the independent inventor is taken a bit more seriously. In addition, many of the marvels in this book are just that, obscure inventions that have yet to become ubiquitous in the market.

And while the Indian Mutiny and the American Civil War have yet to occur and spur battlefield inspiration, the delayed Crimean War is filling their roles. Old weapons are showing their increasing irrelevance while new technologies, such as the Gatling gun, are revealing that new battlefield strategies are needed.

Chapter Two:
Cogs in the System

Sir Richard Hathorne stood just outside the garage as he watched the steam engine boil. The steam bicycle sat suspended in a harness as its rear wheel spun in the air. Atop the bicycle sat a gnome wearing goggles and gloves. He was obviously pushing the engine to the limit, although the harness ensured that the bicycle wasn't going anywhere.

"Sir Richard," Sir Thomas protested, his remaining patience draining from his face, "I'm certain that Mr Torson is a fine engineer. I just don't fathom how watching him on a stationary steam bicycle is supposed to impress the Guild?"

Sir Richard thought momentarily about putting the Guild mage in his place for the sarcasm, after all the man was only a knight, but he thought better of it. Sir Thomas was his guest, and the little man was correct; he was here at the baronet's invitation. Besides, the important thing was the steam bicycle's operation.

"Humour me a bit longer, Sir Thomas," Sir Richard said. "As you know, my chief engineer had an unfortunate accident last month necessitating the employment of a new one. James Torson came with impeccable credentials. He's been running tests on the steam bicycle for the better part of a week now."

"Sir Richard," Sir Thomas protested, his remaining patience draining from his face, "I'm certain that Mr Torson is a fine engineer. I just don't fathom what watching him on a stationary steam bicycle is supposed to impress the Guild."

Sir Richard picked up a clipboard and handed it to the Guild mage.

"The first set of trials that you see there were performed by Mr Braggs before his accident. The second set is the work of Mr Torson. All of them have used the exact same engine and run until the power was exhausted."

"I see," Sir Thomas said as he looked over the numbers. "Obviously, Mr Torson is able to tweak your engine for a few minutes' more power."

"Indeed," Sir Richard answered, "but this is science. Look at Braggs' results again. You'll note that in every test, the engine stopped working at almost the same time. There is some variance, of course, but nothing major. On the other hand, look at Torson's results."

The Guild mage's eyes widened. "They're all over the place. I see your point, Sir Richard. While Torson is getting more out of the engine, it's difficult to predict just how many more minutes of power the engine has. It's like a Guild engine."

"Except that Mr Torson is not a sorcerer," Sir Richard added, "nor is he a petty magician. He claims no knowledge of the magical arts. While I take him at his word I've thoroughly checked the engine; he's done nothing magical to it. That's why I sent for you. I presume that you'd have noticed a spell in action."

"I should think so!" Sir Thomas spat, ignoring the insinuation that he could be summoned. "So if Mr Torson is not a magician then what is he?"

Sir Richard simply shrugged. "That, Sir Thomas, is what I am hoping you can tell me."

Character Generation

Now that we've whetted your appetite for steampunk in *Victoriana*, it's time that we showed you how you can incorporate it. This chapter contains all of the rules additions necessary for characters of a scientific bent, as well as the basic design and construction rules for scientific marvels. You'll also find expanded rules for vehicular combat as well as new magics that interact with technology.

As the rules contained in this chapter are designed to expand and supplement the rules given in the *Victoriana Core Rulebook*, there are a few instances where the two sets of rules differ. In all cases, the rules as offered in Marvels of Science and Steampunk take precedence over any contradictions with the *Victoriana* rules set. While the character generation system as presented in the *Victoriana Core Rulebook* is fairly extensive, it is weighted toward magically enhanced characters. The character generation options presented here are intended to inject a little more steampunk into the process, giving players of artificers and engineers several more options to round out their characters.

This section includes several new races, backgrounds, talents, privileges, assets, and skills appropriate for scientific player characters. These are in addition to the multitude of options already available in the *Victoriana Core Rulebook*, players should feel free to mix-and-match as they desire.

It's important to note that, while the rules additions in this book are designed for characters of a scientific bent, there are many new character options that would mesh well with other types of characters. With these rules, you can easily create an Orc Petty mage, a quixotic Eldren noble, or one of Her Majesty's Aerial Cavalrymen. Note also that in *Victoriana* the line between magic and science is blurred and many of the best engineers are also Guild mages.

Races

When discussing feats of engineering and steam-driven inventions, members of several races tend to be mentioned more often than others. Eldren artificers and Dwarven engineers are the quintessential two, but there are other races that have an affinity for things mechanical. A few such races are presented here.

Cyclops

Cyclopses are a large race, roughly the same height range as Ogres. Cyclopses are not, however, as bulky and powerful as Ogres; they are positively slim by comparison. Their most distinctive feature, however, has nothing to do with size but rather their single eye, which is set just above their noses. This single eye is slightly larger than would be natural for a two-eyed humanoid of similar size, making a Cyclops' withering stare a most uncomfortable experience.

Up until the 16th century, little was known about the Cyclops race, especially in Europe. There were a few small tribes scattered around the Mediterranean prior to the time of Justas, but they largely died out by the time the Romans conquered the region. One tribe of Giants in Ireland, the Fomor, were said to have a single eye; how they were related to the smaller Cyclops race is uncertain as the Fomor were wiped out centuries prior to the Trojans' arrival in Britain. A few religious scholars hold that Goliath was a Cyclops and that the Biblical David killed him by striking him through the eye.

All of the stories and myths related to the Cyclopses had one thing in common; they were great artificers. Legends of lightning spears and magical helmets permeated Greco-Roman myths. Many of the gods carried weapons that were fashioned by Cyclops artificers. In fact, many sorcerers believed that, for a new Golden Age of Magic to occur, Cyclopses had to be a part of it.

It was explorer Ferdinand Magellan who'd discovered a major Cyclops enclave during his attempt to circumnavigate the world. While travelling down the southeast coast of South America Magellan ordered one of his ships ashore to 'acquire' supplies from the primitive nomadic natives. He was stunned when the natives repelled the invasion with powerful weapons, sinking one of his five ships in the process. It was then that Magellan learned of the Patago.

The Patago were the descendants of Cyclopses that escaped the sinking of their homeland, Patag, in the Atlantic Ocean during the Great Flood (whether this was the mythical Atlantis, Antarctica, or a lost land in the South Atlantic or Pacific Oceans is unknown). Believing that magic and technology caused the downfall of their civilisation, the Patago wished to cultivate a pastoral life for them and their neighbours. The Patago were not aggressive and told Magellan's agents that they had no desire for combat or expansion; they merely wanted to be left alone. Magellan traded with them and named their territory 'Patagonia.'

Unfortunately, European exploration made such isolationism impossible, as imperial colonies spread over South America. While these colonies stayed north of Patagonia, some Cyclopses couldn't help but envy the technologies the Europeans brought with them. Slowly but surely, Cyclopses began leaving Patagonia to visit these strange lands and learn about their technologies. Some of these Cyclopses returned and shared their knowledge, enabling Patagonia to retain its independence during various conflicts in the 19th century.

On the whole, Cyclopses are seen as 'gentle giants.' They aren't aggressive nor do they use their size to intimidate others. Most Cyclopses are rather intellectual and enjoy browsing a library or having philosophical discussions in any gentleman's club that would have them. While many Europeans simply can't get past a Cyclops' size or breeding, increasing respect for the Cyclops' position in Patagonia and their genteel nature has endeared them to society (not to mention their rich holdings in South America). At least one Cyclops, Dr Ulysses Horsham, is a respected engineering professor at Cambridge and another, Lord Aristotle Blailoch, the Baron Galway, sits in the House of Lords.

While still primarily of Patagonian stock, other Cyclopses have since been discovered in other places of the world. This has led to the disuse of 'Patago' as a general term for the more mythical 'Cyclops.' Cyclops inventors don't play the 'artificer vs engineer' game that other races, especially Dwarves and Eldren, play. They simply use the best of what is available to them.

Distinctive Features: Your large size and single eye makes you stand out in a crowd and easy to remember. This complication does not count against your total number of complications.

Inventor: You have a natural aptitude for engineering. You have +2 skill points in the Engineering specialisation of your choice.

Long Legs: Cyclopses are a large race and, as such, your legs are much larger than most races. You can multiply your movement rate scores by 1.5 due to your vast size.

Poor Depth Perception: Your single eye makes judging distances difficult. You have the Missing Eye complication. This complication does not count against your total number of complications.

Mechanical Man

There are a few sentient automata, known as Mechanical Men, in the world. Their origins are as unique and varied as they are. The first true mechanical automata, as opposed to animated statues or suits of armour, were built in the Nithami Caliphates of Southwest Asia in the 13th century. Marco Polo brought news of these wondrous creations back to Europe, but it wasn't until the Renaissance that the first European automata were created. These first automata were primarily clockwork machines powered by magic; the term 'Mechanical Man' was coined by Inquisition witch-hunter Jacek Kostanecki, who encountered an Ottoman elemental-powered clockwork

While spirit-driven automata are branded 'Mechanical Men' in Guild parlance, they are not truly a 'race' in the sense that other races are in *Victoriana*. They do not have children, much less interbreed with the other races. Nor are Mechanical Men numerous enough to form racial enclaves; they have no sense of a racial identity. Given these facts, Mechanical Men are often called whatever the person viewing them fancies; Mechanical Men are known in different quarters as Androids, Automations, Mechanical Men, and Puppets, amongst others.

automaton in the mountains of Wallachia in the early 15th century. The term stuck amongst the Inquisition and survived into Guild parlance after the Thirty Years War.

The spark of life in every Mechanical Man comes from a bound spirit, whether it be a previously living being, an elemental, or even a demon. In most cases, such Mechanical Men seek to destroy themselves or find a way to be released from their mechanical prison. In very few cases, the Mechanical Man decides to remain in its current form and over time almost forgets about its past life. Most of these are still destroyed, often by their creators, the Guild, or other hunter groups. The few that remain learn quickly that it's best to be coy about how it became intelligent.

With their creators long since gone and the forced abandonment of their previous lives, Mechanical Men eke out a life on their own. They often seek employment in factories or mines. Being machines, however, most of their money goes into basic maintenance and rust prevention. Each Mechanical Man reacts to their newfound freedom differently. Some are excited to be out and amongst the peoples or the world instead of locked away in a factory or lab. Others are frightened about what they might encounter while some believe the other races want to enslave them and remove what makes them sentient, reducing them to inert machinery.

Mechanical Men are considered lower class. Most people can't tell a Mechanical Man from a non-sentient automaton and treat them as curiosities or menial labourers.

Each Mechanical Man is unique; they weren't built on an assembly line. Some are as small as Halflings while others are as large as Ogres. Most are Human sized though. They do share several characteristics though. They are all either clockwork or steam powered, uniformly made of metal, and can't heal naturally or through magic. Mechanical Men are also clanking, creaking machinery.

They aren't the smooth bodied, silent creations of some of Lord Lytton's latest penny dreadfuls.

When creating a Mechanical Man, you must also select a frame. Four of the most common frames are listed here but there are certainly others. Use these frames as guidelines when creating new Mechanical Man frames. Any talents granted by a frame does not count against the Talent cap.

All Mechanical Men
Clockwork Augmentations: You may purchase prosthetic modifications as assets. You have the same number of slots with each limb as the corresponding prosthetic, but these can't be targeted separately (they are a part of you). You cannot purchase the armour augmentation, as this is covered under the Armour Sheath asset for Mechanical Men.

Custom Design: The limbs of a Mechanical Man are removable and interchangeable. With a successful Average Engineering (Clockwork) check, an engineer can exchange any clockwork limb for another. The Mechanical Man must succeed at a Difficult Wits check to begin use of the new limb. If the roll is failed, the engineer can try again in 24 hours (this represents breaking down the components and making certain that they're properly installed this time). If the Mechanical Man has used the exact same limb before, it's only an Average difficulty Wits check.

Engine: You are a combination of science and sorcery. It costs 5 mana points to operate your limbs and head each day; this cost is taken from your Mana pool. The engine keeps the body functioning; this may be a simple wind-up key or a steam boiler (or some other power source). Generally, it's assumed that you can keep your springs wound or steam boiling on a regular basis (as we usually assume flesh and blood characters keep feeding themselves) unless you've taken a Complication that overrides this assumption. Mechanical Men generally have wind-up keys or coal stoves where they can access them; otherwise the Mechanical Man wouldn't get far without assistance.

Loud: Springs spinning, gears grinding, steam blowing; all of these things make noise, and with you they are happening constantly. You get a 3 black dice penalty on all Stealth rolls.

Mechanical: You are mechanical marvel. As such, you don't heal over time or benefit from magical healing. The only way for you to regain lost health is to be repaired. Being machinery, you are not susceptible to most diseases and toxins. Some specially engineered diseases designed to affect machinery however, can affect you.

Mere Flesh Wounds: You have an incredible resistance to pain, if you feel it at all. You reduce all dice pool and Black Dice penalties from wounds by 1 point. This does not count against the talent maximum.

Burrower

Primarily created by Dwarves and Gnomes, Burrowers are small Mechanical Men that are suited for small passages, such as a mine or a city sewer system.

Attributes: Dexterity +1, Fortitude +1, Presence -2

Burrowing: You are designed to crawl through small spaces. You get +2 dice to Dexterity + Athletics rolls when crawling through largely-blocked passages.

Little Legs: Burrowers are designed to move through small spaces and, as such, your legs are much shorter than those of the average Human (or Eldren or Beastman for that matter). When calculating movement speeds your scores are halved (round up).

Entertainer

Most of the first Mechanical Men, and automata in general, were entertainers. These Mechanical Men are designed to perform in front of an audience.

Attributes: Strength -1, Dexterity +2, Presence -2

Talent: Work of Art

Enthrall: You can make people stop and watch you as well as make them feel more comfortable around you. You may substitute your Dexterity for Presence when making Charm rolls.

Fragile Physique: You are designed to entertain audiences, not fight or carry heavy loads. Your builder sacrificed durability for finesse. With your delicate frame you can never have a Strength above 3, no matter what your Rank.

Labourer

Also known as 'hulks,' these large brutes are designed for heavy lifting. Most hulks are found on the docks loading and unloading cargo.

Attributes: Strength +3, Dexterity -1, Wits -2, Presence -2

Talents: Ham-Fisted

Long Legs: Your legs are much larger than most races. You can multiply your movement rate scores by 1.5 due to your vast size.

Servant

Servants are designed to serve a master in a private home. They are perfectly designed for keeping a house in order.

Attributes: Strength +1, Wits +1, Presence -2

Talent: Eidetic Memory

Proper Sensibilities: You live for a quiet, orderly situation and anything that threatens that makes you anxious. You have the Proper Sensibilities Complication; this does not count against your total number of complications.

Silver Tongue: Whether through programming or practice, you've learned to be extremely complimentary and polite in speech. This somewhat makes up for your lack of Presence; you have a +2 dice modifier to social skills in situations where your speech is a factor.

Naacal

The Naacal are an insular race that were originally scattered throughout the Pacific Ocean. They lived in small communities that dotted the islands of the South Pacific as well as 'floating communities' of ocean-going vessels. The Naacal are consummate builders and can make almost anything with the materials they have at hand. A Naacal never lets anything go to waste, as he can recycle it into something new. Many Naacal structures in the Pacific are composed of materials not native to the island, as the Naacal built them from scavenged materials.

The Naacal are a short race with bulging, wide-set eyes and rubbery smooth skin. Foreign-born Naacal are heavily tattooed by tradition, although some have them magically removed to better blend in Western society. Most Naacal are of Polynesian origin, although Naacal colonies have been found as far west as Madagascar and as far north as Hawaii and Japan. Some scholars theorise that the Naacal are survivors of the antediluvian Pacific continent of Mu, of which the South Pacific islands are remnants. The Naacal salvage culture certainly plays into this theory, as well as the Naacal's reverence for Na'ac, the mythical founder of their race that taught them how to survive. Some version of Na'ac appears in every Polynesian mythology.

Since European explorers first encountered the Naacal academics have wondered about their relationship to the other small races. Their innate curiosity and love of travel marked them as Halflings, although they lacked the hairy feet. The Naacal, however, also had an affinity for construction that marked them as dwarves, although they lacked the Dwarf's stubbornness and physical strength. Most scholars are content to mark the Naacal as a separate race, noting their aquatic lifestyle and likely place of origin.

The Naacal have a preference for the sea and salt water in general. They tend to build their homes near the sea and many Naacal find work on ocean-going vessels just to remain on the water. This is simply a preference, however, and Naacal can be found in land-bound communities as well, especially near ruins and scrapyards. Naacal are highly valued amongst employers for their ingenuity and quick repairs.

Due to their salvaging nature, a Naacal has a very liberal definition of 'rubbish.' Nearly anything left alone is considered fair game and Naacal have been known to pilfer items out of sheds or move into unused cabins. While this is due to cultural misunderstanding and easily rectified, the Naacal are burdened with the prejudice of having 'sticky fingers.' A common joke in social circles is that an invitation to a Naacal for tea is actually two invitations; one

for the Naacal and one for a carpenter to nail everything down first.

Aquatic Aptitude: You are at home in the water, able to hold your breath twice as long as your attributes normally allow. Also, you see as well beneath the water as you do above it, providing there is enough light.

Fragile Physique: Due to their size, Naacal cannot ever enhance their Strength attribute in the same way some of the other races can. Regardless of your Rank and attribute cap, your Strength attribute can never be higher than 3.

Little Legs: The Naacal are a short race and, as such, their legs are much shorter than those of the average Human (or Eldren or Beastman for that matter). When calculating movement speeds except for swimming, your scores are halved (round up).

Peripheral Vision: Your bulging, wide-set eyes give you a wider range of vision than normal. You get +2 dice to Perception rolls when characters are trying to sneak up on you or otherwise try to gain advantage with surprise.

Swim Like a Fish: You don't suffer the penalty for having little legs when swimming. Your swim score remains 5 + Dexterity.

ORC

No race is more feared and vilified than the Orc. Seen as little more than savages, the Orcs are forced to make their homes on the outskirts of civilisation and are expected to move whenever the wilderness they inhabit is tamed. Little effort is made to integrate Orcs into civilised society; even in the rookeries Orcs are set apart from other residents. Mothers whisper to their children to fear the Orc, as it is clearly a demon manifest on this world.

Orcs are found all over the world, albeit in the most remote locations. Their largest concentrations are in the southern hemisphere: Africa, Australia, and South America, although small tribes can be found on every continent. Part of this is due to their breeding; Orc women often give birth to four to six children at once, enabling even a small group of Orcs to grow into a thriving colony within a generation or two.

Due to their proliferation in the Southern Hemisphere scholars traditionally thought that Antarctica is the original Orc homeland (many maps refer to Antarctica as "Terra Orcus" and the waters around it as the "Oceanus Orcus"). Like the Giants, Orcs were spreading throughout the world until the Flood, after which the civilised races colonised the world and pushed the Orcs beyond the ever-expanding frontiers.

Recently, some natural philosophers have come to believe that there is a more insidious reason for prejudice against Orcs. While the research is sparse and primarily anecdotal, every case of an Orc and a member of another race mating have produced orc children exclusively, albeit only one or, in rare cases, two children. In the most recent edition of The Origin of Species, Charles Darwin has added a new final chapter in which he postulates that orcs may be the evolutionary end of all races and, if allowed to integrate into civilised society, would ultimately transform Earth into a world of Orcs.

Naturally, most of Darwin's colleagues and polite society in general find his conclusion quite shocking and repulsive. Darwin's Eldren critics are quick to point out that there has yet to be a documented case of a child born to an Eldren and an Orc. While Darwin's theory may be ridiculed, the fact remains that Orc enclaves are isolated within rookeries and there is little social contact with Orcs and other races.

While Darwin may be ridiculed in some circles, one need only examine an Orc to realise that his claim may have some merit. Like the Dwarf, the Orc is stocky and strong, although his build tends toward, but not quite reaching, Ogre size. He has the cat-like pupils of an Eldren, but his eyes are built for night vision like a Gnome's. He has the tawny skin and high birth rate of a Beastman, and the wanderlust of some Halflings. Finally, the Orc has a spiritual side and belief in the Divine that rivals that of Humans.

Of great concern to those that believe Orcs to be an evolutionary end is their affinity for machinery. While science and sorcery often work hand-in-hand, there was a time when sorcery was much greater and now, in the wake of the industrial revolution, science is quickly overtaking it. If the Eldren is a reminder of an age when sorcery was king, then the Orc is a symbol of a new technological age.

The polar opposite of Eldren, Orcs skin colour varies by region but is always darker-tinged and course to the touch. Orcs generally have dark hair; Orcs born with silver hair are believed to be Divinely-touched and are often trained as shamans. Orc eyes have cat-like pupils and white or pale metallic irises; their lobe-less ears come to a delicate point at the tip. An Orc's lower incisors are pronounced and often protrude even when their mouths are closed.

While painted as filthy heathens by the Aluminat, Orcs have a strong sense of spirituality centred on nature worship. They honour their ancestors and call upon their spirits for aid. They also believe in greater spirits, the most potent of these being Orcus. Orcus is the Lord of Oaths and wreaks vengeance upon anyone that breaks an oath with an Orc (including other Orcs). Orcs that convert to the Aluminat, Ismal, Buddhism, or other faiths never fully abandon Orcus, fitting him into their new faith as an angel, a god amongst many, or wherever else he would fit in the cosmology of the new religion.

Constant conflict between Orcs and other races, largely over the latter trying to take territory, enslave, or convert the former, has given Orcs a reputation for brutality

Racial Abilities Table

Race	Social Class			Lifespan	Special Abilities
	Upper	Middle	Lower		
Cyclops	Yes	Yes	No	120	Distinctive Features, Inventor, Long Legs, Poor Depth Perception
Mechanical Man	-	-	-	-	Clockwork Augmentation, Custom Design, Engine, Loud, Mechanical, Mere Flesh Wounds
Burrower	No	No	Yes	?	Burrowing, Little Legs
Entertainer	No	No	Yes	?	Enthrall, Fragile Physique
Labourer	No	No	Yes	?	Ham-Fisted, Long Legs
Servant	No	No	Yes	?	Proper Sensibilities, Silver Tongue
Naacal	No	Yes	Yes	70	Aquatic Aptitude, Fragile Physique, Little Legs, Peripheral Vision, Swim Like a Fish
Orc	No	No	Yes	50	Greasy Thumbs, Foreigner, Night Vision

Racial Attribute Modifiers Table

Race	Attribute Adjustments					
	Strength	Dexterity	Fortitude	Presence	Wits	Resolve
Cyclops	None	-1	None	None	+1	+1
Mechanical Man	-	-	-	-	-	-
Burrower	None	+1	+1	-2	None	None
Entertainer	-1	+2	None	-2	None	None
Labourer	+3	-1	None	-2	-2	None
Servant	+1	None	None	-2	+1	None
Naacal	-3	+2	None	None	+2	None
Orc	+1	None	+1	-1	None	None

Racial Attribute Scores Table

Race	Attribute Adjustments					
	Strength	Dexterity	Fortitude	Presence	Wits	Resolve
Cyclops	1 (3)	0 (2)	1 (3)	1 (3)	2 (4)	2 (4)
Mechanical Man	-	-	-	-	-	-
Burrower	1 (3)	2 (4)	2 (4)	-1 (1)	1 (3)	1 (3)
Entertainer	0 (2)	3 (5)	1 (3)	-1 (1)	1 (3)	1 (3)
Labourer	4 (6)	0 (2)	1 (3)	-1 (1)	-1 (1)	1 (3)
Servant	2 (4)	1 (3)	1 (3)	-1 (1)	2 (4)	1 (3)
Naacal	-2 (0)	3 (5)	1 (3)	1 (3)	3 (5)	1 (3)
Orc	2 (4)	1 (3)	2 (4)	0 (2)	1 (3)	1 (3)

Racial Competencies Table		
Race	Physical	Mental
Cyclops	0	+1
Mechanical Man	-	-
Burrower	+1	-1
Entertainer	0	-1
Labourer	+2	-3
Servant	0	0
Naacal	-2	+1
Orc	+1	0

and ferocity. In truth, Orcs are no more or less aggressive than any of the "civilised" races. Famed Halfling Aluminat missionary Fr. Stanley Livingston claimed that he could think of no Aluminat priest that was more pious, reflective, and spiritual than an African Orc shaman.

Foreigner: Old habits die hard and it is difficult for members of the 'civilised' races to accept you as one of them, even if you were born in the 'civilised' world. You are automatically treated as having the Foreigner complication. This complication does not count against your total number of complications.

Greasy Thumbs: You have a natural aptitude for mechanics. Add 1 die when using Ad-Hoc Repair or a particular Engineering or Craft (involving mechanics) specialisation to build or repair a device. This ability is the same as the Greasy Thumbs talent, but does not count against the total number of times the character may take that talent.

Night Vision: You see perfectly well in the dark, not quite as well as if it were daylight, but well enough to see without any penalties.

BACKGROUNDS

While most of the backgrounds in the *Victoriana Core Rulebook* are appropriate for scientifically-minded characters, there are a number of childhood experiences and vocations particularly suited to cultivate engineers or to flesh out the limited life experience of a Mechanical Man. These are provided below.

As with those in the *Victoriana Core Rulebook*, these backgrounds are only suggestions. Feel free to modify these backgrounds as you see fit or disregard them altogether if you have a strong enough concept to shape your skill selection.

**denotes a Chilhood Experience or Vocation for women

CHILDHOOD EXPERIENCE

Freeborn (lower, Mechanical Man only)
You were never enslaved in a factory like many unfortunate Mechanical Men. Instead, you were free to wander. Most people didn't know how to handle you, so your freedom really meant isolation.
Skills: Ad hoc Repair, General Knowledge, Perception, Streetwise

Pastoral Upbringing (lower class)**
You have no formal education. You were born in a remote village or otherwise forced to work from an early age. While you have a lot of practical knowledge, you know little in the way of social niceties.
Skills: Animal Handling, Archery, Firearms, Fisticuffs, Horse Riding, Might, Survival (Foreign characters may have riding skills appropriate to their homeland, such as Camel Riding or Elephant Riding. Such skills are described in other *Victoriana* supplements)

Rail Rat (lower class)**
Maybe you travelled with a fun fair or simply rode the rails for most of your childhood. You know how to hop a train, avoid bulls, and pilfer supplies with the best of them. You spent many a night listening to the old hands tell their ghost stories and dark tales, at least before they got red lighted.
Skills: Athletics, Charm, Conceal, Hide & Sneak, Lore, Navigation, Pick Locks, Pick Pockets.

Steam Girl (middle or upper)**
You grew up around engines, steam powered gadgets, and a massive workshop. You never received any formal training, but your father or uncle taught you how to strip and rebuild an automaton in record time. They also kept you out of the work house.
Skills: Ad hoc Repair, Craft (Blacksmith), Drive Carriage, Streetwise

Unearthly Visitor (lower, Mechanical Man only)
You aren't originally from this world, or at least a sapient native of it. You are either an elemental or demon, trapped within the body of a machine. While your experience with this world is small, you have a vast knowledge of esoteric topics.
Skills: Demonology, Enchanting, Intimidate, Lore, Might, Necromancy, Runelore, Thaumaturgy, Theology

Workshop Born (lower, Mechanical Man only)
A workshop born Mechanical Man is one that's spent its entire life in a workshop. You were typically rooted or even bolted to a single spot performing repetitive tasks. Your taskmasters didn't believe you were sentient.
Skills: Ad hoc Repair, Craft (any one),Dodge, Might..

Vocations

Several Vocations are particularly appropriate for Mechanical Men; these are noted next to the title. In addition to those listed here, the following vocations in the *Victoriana Core Rulebook* are suitable for Mechanical Men: Beggar, Bodyguard, Dockhand, Factory Worker, Highwayman, Itinerant Entertainer, Navvy, Orderly, Servant, Soldier, Tosher. Keep in mind that a Mechanical Man's frame ultimately determines suitability for certain occupations; Burrowers make great toshers while Labourers are better suited as dockhands.

Air Pirate (lower class)**
Almost as soon as the first airship took to the air a second one followed suit to rob the first. You know how to fly airships, but more importantly, you know how to fight thousands of feet off the ground without a net.
Skills: Athletics, Fisticuffs, Intimidate, Might, Swordplay, Pilot (Airship) or Airborne Rider

Airship Pilot (middle or upper class)
You have what it takes to pilot an airship. You can soar through the skies, deftly avoid Russian wyverns and air pirates, and still get your cargo there on time. You don't know everything about its inner workings, that's why you have engineers, but in a pinch you can throw something together.
Skills: Athletics, Ad hoc Repair, Firearms, Navigation, Pilot (airship), Survival

Bull (lower class, Mechanical Man)
Despite what they say about the new-fangled airships, the rails are future of commerce and it's your job to keep the gypsies, tinkers, and vagabonds off the rails. You feel no compunction against red lighting somebody, if that's what the situation calls for.
Skills: Athletics, Blunt Weapon, Fisticuffs, Intimidate, Perception

Demolitionist (lower or middle, Mechanical Man)
All these engineers want to build something. They don't realize that the real sublime beauty is in blowing it up. Any crackpot revolutionary can create a bomb and blow something up. You've refined it into an art form. You can drop a building without damaging the ones around it and destroy a trestle in the blink of an eye.
Skills: Conceal, Demolition, General Knowledge, Perception, Throwing

Engineer (any, Mechanical Man)**
You build things. You might work for the crown, for the Worshipful Order of Horologists, or as a freelance agent, but regardless, you get to build really cool things. You might be a mechanical engineer, building airships or a clockwork engineer building the latest in automata.
Skills: Ad hoc Repair, Appraisal, Dodge, Engineer (any), Research, Science (Chemistry, Electricity, or Mathematics)

Explorer (middle or upper)
Scientific marvels enable people to go places that were inaccessible before; some people use these machines to discover more about their world. People in your vocation go by various names; archaeologists, cartographers, explorers, surveyors, treasure hunters. What you all have in common is a thirst for knowledge and the practical skills needed to accomplish your goals.
Skills: Culture, Etiquette, Firearms, History, Horse Riding, Languages (any), Navigation, Perception, Survival

Field Officer (middle or upper)
You lead units into battle. You are a military officer with field experience, something highly valued in the volatile and unforgiving climate of the subcontinent.
Skills: Athletics, Etiquette, Firearms, Intimidate, Horse Riding, Swordplay, Tactics

Fireman (lower)
You are a professional fireman, whether you work for the city (the Metropolitan Fire Brigade is only two years old) or a private insurance company's fire brigade (which puts you at odds with other fire brigades). You are trained not only to stop a fire from spreading but also to rescue valuable goods. This latter consideration is muted for those working in the new public fire departments, but old habits die hard and there's money to be had in pocketing an item or two that was 'lost' in the fire.
Skills: Appraisal, Athletics, Concentration, Dodge, Drive Carriage, Might, Perception, Specialist Weapon (axe)

Hobo (any)**
You ride the rails. You know all the good and bad locations along the tracks and the people who call them home. You come from any class, but were called by the adventure of a life where you never know what'll happen next. You might travel from agricultural job to agricultural job or just ride for the sake of it, living off your investments.
Skills: Conceal, Fisticuffs, Hide & Sneak, Language (Hobo), Navigation, Perception, Pick Locks, Survival

Ornithopter Pilot (middle or upper)
Who says airship pilots get to have all the fun? You strap yourself into a small vehicle and launch yourself from airships. You perform reconnaissance, aerial assaults, or sometimes feats of acrobatics for adoring crowds.
Skills: Ad hoc Athletics, Repair, Navigation, Pilot (Ornithopter), Specialist Weapon (Airship Guns).

Prosthetics Surgeon (middle or upper)

You specialize in attaching prosthetics and clockworks to patients. You're still a regular doctor, you just have a lot of experience fixing up amputees and those who want to auGamemasterent themselves.

Skills: Empathy, Engineer (Clockwork), General Knowledge, Medicine, Science (any)

Railroad Conductor (lower or middle)

You're responsible for all train operations that don't involve the actual operation of the train. You make sure the train maintains its schedule, picks up the right cars in the right depots, and each passenger is properly ticketed.

Skills: Accounting, Conversation, Empathy, Fisticuffs, Improvised Weapon, Navigation, Perception

Sky Nymph (any)**

The oldest profession meets the newest form of transportation. You are a courtesan who plies her trade on airships. You provide men with scintillating conversation, beautiful companionship, and discretion. You're also knowledgeable about the cities on your airship's route to better help your clients by directing them to cultural points of interest.

Skills: Business, Charm, Conversation, Culture (any), Etiquette, High Society, Language (any)

Scrap-man (lower)

You have no formal training, but you understand the worth of metal and have made contacts with engineers who will pay a premium for what you bring them. You need to be careful, though, the engineer you're liberating the supplies from might not want to see it go.

Skills: Ad hoc Repair, Appraisal, Conceal, Hide & Sneak, Improvised Weapon, Pick Locks

Soldier, Harness (any)

You're trained in operating the battle harnesses such as the Thunderstorm. You're able to fill the field of battle with more rounds of ammunition per second than any normal soldier. You've also had to learn how to repair them when they invariably break down, leaving you an open target on the battlefield.

Skills: Ad hoc Repair, Athletics, Engineer (military), Firearms, Gunnery, Survival, Tactics

Steam Driver (lower)

You know how to operate the new-fangled steam carriages that are clogging the streets and making life generally unsafe for pedestrians. Your skills have earned you a place driving the vehicles for a living. You might drive an aristocrat's personal carriage, drive your carriage as a cab for hire, or drive one for a portage company.

Skills: Ad hoc Repair, Drive Carriage, Etiquette, Might, Navigation, Perception

Wyvern Rider (upper class)

You pilot a wyvern for Her Majesty's aerial cavalry. While this is a prestigious position, you are expected to house and care for your wyvern.

Skills: Airborne Rider, Animal Handling, Concentration, Dodge, Firearms, Navigation, Perception, Swordplay

Talents

Unless otherwise noted, all Talents cost 3 character points. * Means it can be taken more than once.

Artificer

You are adept at putting magic into marvels. You gain +2 dice to your Wits + magical skill rolls when creating marvels.

Daring (4 points)

You like nothing more than feeling the wind in your hair as bullets whiz past or as your ornithopter plummets to the ground because you didn't start it before launching yourself out of the airhsip's hold. Once per session, you can add +3 dice to your roll if, and only if, failing the rolls means serious harm or death to your character.

Eidetic Memory

If you have seen something once, you probably remember it always. Whether it's a face, the layout of a building or the text of a novel, as long as you get one success on an Easy (+5 to dice pool) Wits roll you can remember all the details.

Hobo Signs and Symbols

Hobos have a secret language of signs that are carved or sketched onto railway stops and other buildings. Each symbol is designed to look like a random doodle, or even a just a scratch, but hobos can understand them. The symbols convey simple messages, such as "this house is good for a handout," "police watch this area carefully," or "a bad man lives here."

A character with the Language (Hobo) skill can read, interpret, and create the signs. An Average check means the character knows the most likely places to find signs.

Fringe Theory

You think outside the box when it comes to science and can put your contested theories to practical use. You gain +2 dice to your Wits + Science roll when creating a marvel.

Greasy Thumbs*

You have a natural aptitude for mechanics. Add 1 die when using Ad-Hoc Repair or a particular Engineering or Craft (involving mechanics) specialisation to build or repair a device. You may take this Talent a number of times equal to your Wits attribute.

Haemomancer (7 points)

You have 1 skill point in the magical skill Haemomancy. You can now use your character points to improve your Haemomancy skill in the same way as any other magical skill. You also begin the game able to cast one spell from the Haemomancy spell list. You may buy additional spells for 3 character points each from the Haemomancy listing. Unless your character has a very unusual background, this talent is limited to supporting characters.

Inventor* (5 points)

Any skilled engineer can build a marvel according to specifications; an inventor can imagine new machines and technologies. Not only that, she can make them manifest. You can design new marvels providing you have the time and resources. You also begin the game with 7 Asset points for which you can purchase any item or items. For every 3 additional character points you spend, you may gain an additional 7 Asset points.

Asset point purchases are subject to Gamemaster approval and should be liberally interpreted (i.e. the Gamemaster can shave off a few sovereigns here and there in order to get the Asset Point cost where it needs to be for the engineer to purchase it). Asset points may be banked; an engineer can purchase this talent and spend 3 additional character points and use all of the Asset points to purchase a 14 Asset point item.

Journey Man (Mechanical Man Only, 5)

You are one of the original Mechanical Men. You've been around since at least the 1600s. Your personal recollection has faded a bit. Even if you have an Eidetic Memory, the early centuries are a blur. You've forgotten more history than anyone else will have lived. You gain +2 to your General Knowledge and History dice pools. Once per session, with the Gamemaster's approval, you can add +2 to any dice pool representing something you used to know (even if you lack the specialty), recalled for a brief moment, and then promptly forgot.

Mathematical Mind*

No arithmetic is too difficult for you. You can quickly solve arithmetic, geometric, and trigonometric equations in your head. You gain +1 dice pool modifier to any mathematics-related task, including Artillery and Cryptography rolls. You can take this talent up to three times for a maximum +3 bonus.

Mechanical Medium* (6 points)

You have one ability from the Mechanical Medium list, but you will need to buy the Mechanical Medium skill to make use of it. You can purchase the skill as you would any other specialty in character creation. If you select this talent more than once, you gain a further ability from the same list.

Nose for Quality

Your friends and associates are certain you locate the best quality tools and marvels by sniffing the air. You gain +1die to all Appraisal rolls dealing with items that fall under the purview of any Engineering specialisations you possess.

Steam-Bather

You are used to the heat when working with engines. You double your Fortitude dice when making a roll to resist the heat generated by an engine.

They Thought You Were Mad!

You have a habit of drawing the strangest conclusions from thin air. Even stranger, they tend to work, but only in the nick of time. When you're conducting an ad-hoc repair under stressful conditions, such as during the middle of a chase or in combat, you can add +2 dice to your roll.

Privileges

Artificer's Licence (upper/middle 2, 4)

You are fully licenced by the Guild to build and maintain objects and machines that are primarily run by magical means (the Guild decides what 'primarily' means on a case-to-case basis). Generally, only a Doctor of Thaumaturgy can receive an Artificer's Licence; in rare instances a non-sorcerer can be granted a licence if they can demonstrate their competence. An Artificer can only use the Dark Arts in his designs if he also has a Dark Arts licence. This privilege costs 2 points for sorcerers and 4 points for non-sorcerers.

Mathematical Society Membership (upper/middle 5, 8)

You're a member of an elite group of men and women who ponder the mathematical roots that underlie every aspect of life. The other members trust you implicitly and will help you out whenever they can. The society boasts an impressive library of obscure tomes and recently written
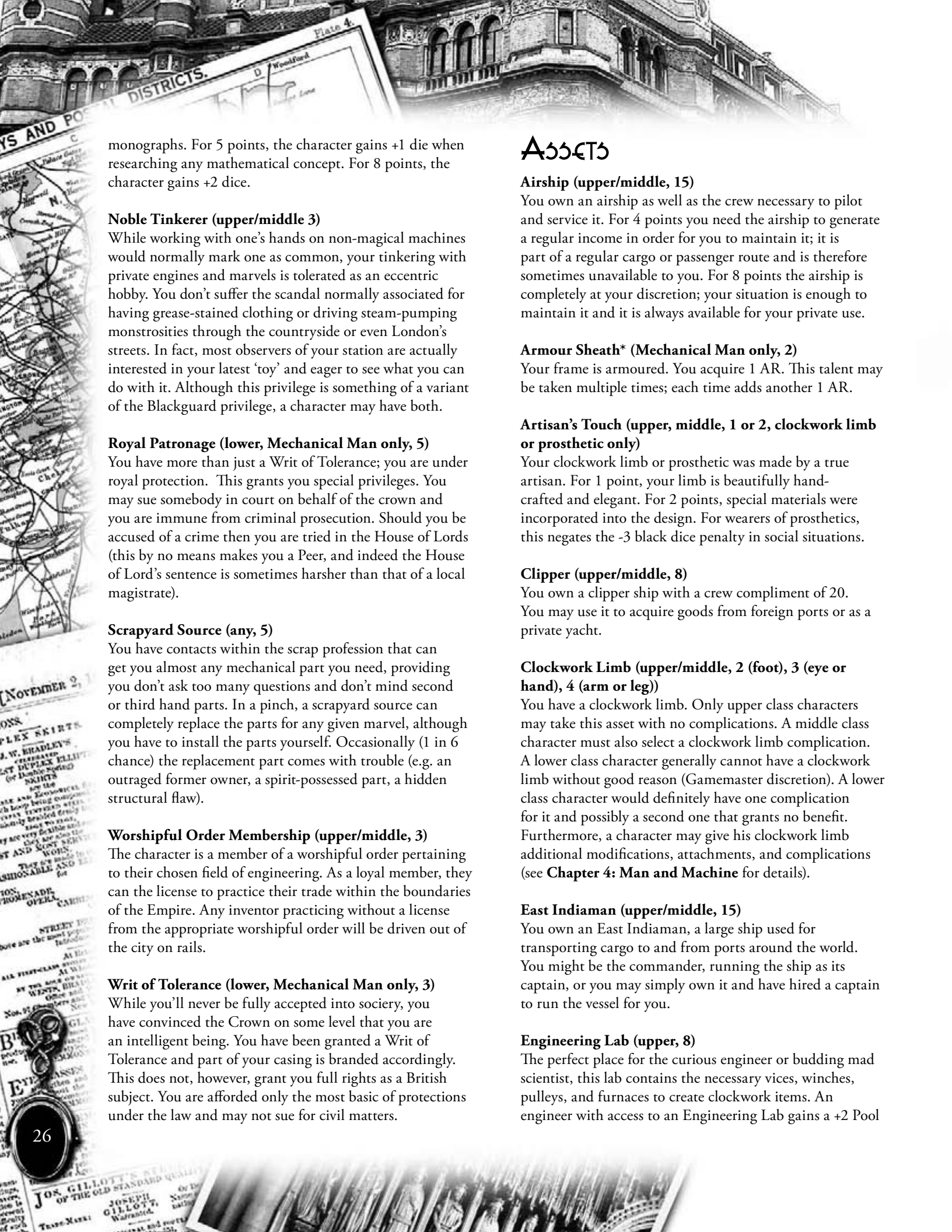
monographs. For 5 points, the character gains +1 die when researching any mathematical concept. For 8 points, the character gains +2 dice.

Noble Tinkerer (upper/middle 3)

While working with one's hands on non-magical machines would normally mark one as common, your tinkering with private engines and marvels is tolerated as an eccentric hobby. You don't suffer the scandal normally associated for having grease-stained clothing or driving steam-pumping monstrosities through the countryside or even London's streets. In fact, most observers of your station are actually interested in your latest 'toy' and eager to see what you can do with it. Although this privilege is something of a variant of the Blackguard privilege, a character may have both.

Royal Patronage (lower, Mechanical Man only, 5)

You have more than just a Writ of Tolerance; you are under royal protection. This grants you special privileges. You may sue somebody in court on behalf of the crown and you are immune from criminal prosecution. Should you be accused of a crime then you are tried in the House of Lords (this by no means makes you a Peer, and indeed the House of Lord's sentence is sometimes harsher than that of a local magistrate).

Scrapyard Source (any, 5)

You have contacts within the scrap profession that can get you almost any mechanical part you need, providing you don't ask too many questions and don't mind second or third hand parts. In a pinch, a scrapyard source can completely replace the parts for any given marvel, although you have to install the parts yourself. Occasionally (1 in 6 chance) the replacement part comes with trouble (e.g. an outraged former owner, a spirit-possessed part, a hidden structural flaw).

Worshipful Order Membership (upper/middle, 3)

The character is a member of a worshipful order pertaining to their chosen field of engineering. As a loyal member, they can the license to practice their trade within the boundaries of the Empire. Any inventor practicing without a license from the appropriate worshipful order will be driven out of the city on rails.

Writ of Tolerance (lower, Mechanical Man only, 3)

While you'll never be fully accepted into sociery, you have convinced the Crown on some level that you are an intelligent being. You have been granted a Writ of Tolerance and part of your casing is branded accordingly. This does not, however, grant you full rights as a British subject. You are afforded only the most basic of protections under the law and may not sue for civil matters.

Assets

Airship (upper/middle, 15)

You own an airship as well as the crew necessary to pilot and service it. For 4 points you need the airship to generate a regular income in order for you to maintain it; it is part of a regular cargo or passenger route and is therefore sometimes unavailable to you. For 8 points the airship is completely at your discretion; your situation is enough to maintain it and it is always available for your private use.

Armour Sheath* (Mechanical Man only, 2)

Your frame is armoured. You acquire 1 AR. This talent may be taken multiple times; each time adds another 1 AR.

Artisan's Touch (upper, middle, 1 or 2, clockwork limb or prosthetic only)

Your clockwork limb or prosthetic was made by a true artisan. For 1 point, your limb is beautifully hand-crafted and elegant. For 2 points, special materials were incorporated into the design. For wearers of prosthetics, this negates the -3 black dice penalty in social situations.

Clipper (upper/middle, 8)

You own a clipper ship with a crew compliment of 20. You may use it to acquire goods from foreign ports or as a private yacht.

Clockwork Limb (upper/middle, 2 (foot), 3 (eye or hand), 4 (arm or leg))

You have a clockwork limb. Only upper class characters may take this asset with no complications. A middle class character must also select a clockwork limb complication. A lower class character generally cannot have a clockwork limb without good reason (Gamemaster discretion). A lower class character would definitely have one complication for it and possibly a second one that grants no benefit. Furthermore, a character may give his clockwork limb additional modifications, attachments, and complications (see **Chapter 4: Man and Machine** for details).

East Indiaman (upper/middle, 15)

You own an East Indiaman, a large ship used for transporting cargo to and from ports around the world. You might be the commander, running the ship as its captain, or you may simply own it and have hired a captain to run the vessel for you.

Engineering Lab (upper, 8)

The perfect place for the curious engineer or budding mad scientist, this lab contains the necessary vices, winches, pulleys, and furnaces to create clockwork items. An engineer with access to an Engineering Lab gains a +2 Pool

Modifier on his Engineering rolls when using the lab's facilities.

Large Workshop (upper/middle, 8)
You rent a workshop large enough to build a multi-person vehicle or other construct.

Personal Automaton (upper, 10)
You have an automaton (not a Mechanical Man, unless your Gamemaster is feeling devious) who acts as your butler. He will carry out simple tasks, such as fetching your coat or standing in the way of bullets.

Prosthetic Limb (any, 1)
Sure, fancy clockwork limbs are available, but they cost too much! That said your prosthetic limb is a little better than most. The exact details are left up to you and your Gamemaster, but examples include:

Articulated Steel Arm: Similar to the articulated wooden arm, but made of steel. It's considerably more expensive than the wooden limb, has an AR 6 and an extra die of Health.. The articulated steel arm is a 3 dice weapon when used as a club.

Blade arm: This arm ends in a short blade instead of a hand or claw. The blade is of the purchaser's choice. Sword and axe blades are most common. It deals 6 dice damage. However, the wearer suffers a +3 black dice penalty to any non-violent skill check that involves interpersonal relations, such as Charm, Social Graces, or Teaching.

Jack Hathaway leg: The "Jack Hathaway" is a common wooden leg with a bendable knee. It's generally carved in the shape of a leg, but not overly detailed. Springs control the bending of the knee and ankle. Being of modest design, the springs wear out quickly, and the wood, if not cared for, will split or rot.

Hook Arm: The claw arm is made of wood or metal and ends in a metal hook-shaped grabber. To pick up an object, the wearer manipulates a lever with his other hand. A metal clamp attaches the arm to the wearer's flesh-and-blood upper arm.

Prosthetic eye: The basic prosthetic for a missing eye is an eye patch, but you're a bit more vain. Most prosthetic eyes are glass, although some very nice wood eyes are made on Cork Street. The average prosthetic eye doesn't help with vision.

Scrapyard (middle/lower, 6)
You have access to a sizeable amount of worthless junk and a few hidden gems. On a successful Very Difficult (6 black dice) Wits + Perception check you can find just the part you need. It'll take an hour to safely extract it from the mountain of iron, brass, and steel that it's under, but it's there. The scrapyard also provides a meager income. You begin each adventure with 1D6 shillings.

Purchasing Marvels as Assets

With the large number of new items in this book, players may be sorely tempted to own some of them at character generation. The easiest way to do this is to assign items an Asset point cost. The chart below offers a quick and dirty method to determine an asset point cost; the Gamemaster is free to adjust the cost (or ban the item entirely) due to legality, rarity, and availability. Social class can play a factor as well. If the character cannot purchase the item as an asset then she simply needs to wait until she has the resources to purchase it in-game.

As an option, Gamemasters may require that beginning characters choose their equipment based on their asset point values rather than the official 'pick 5' (which tends to skew toward an inordinate amount of lined soldier's coats, 12mm LeFraux revolvers, and Winchester rifles). Rather than pick 5 pieces of equipment, a beginning character gets 6 additional asset points with which to purchase items.

Item's Monetary Value	Asset / Character Point Cost
Up to £1	1
£2 to £5	2
£6 to £9	3
£10 to £49	4
£50 to £99	5
£100 to £149	8
£1050+	12
Dangerous, illegal or powerful item*	+2 to +6
Common, unimpressive, or 'flavour' item*	-1 to -5

*Dangerous and powerful items include weapons, magic items, marvels, and Wyverns. Flavour items are little use except they suit the character or make them more interesting, such as the Frendal Lizard.

Sculpted Frame (lower, mechanical man only, 3)
Your mechanical frame and appearance are sculpted to look as human (or Eldren, or Ogre) as possible. From a distance, you can be mistaken for a member of any race appropriate for your general size. You can add 2 dice to your Disguise rolls when trying to hide your true nature from a distance.
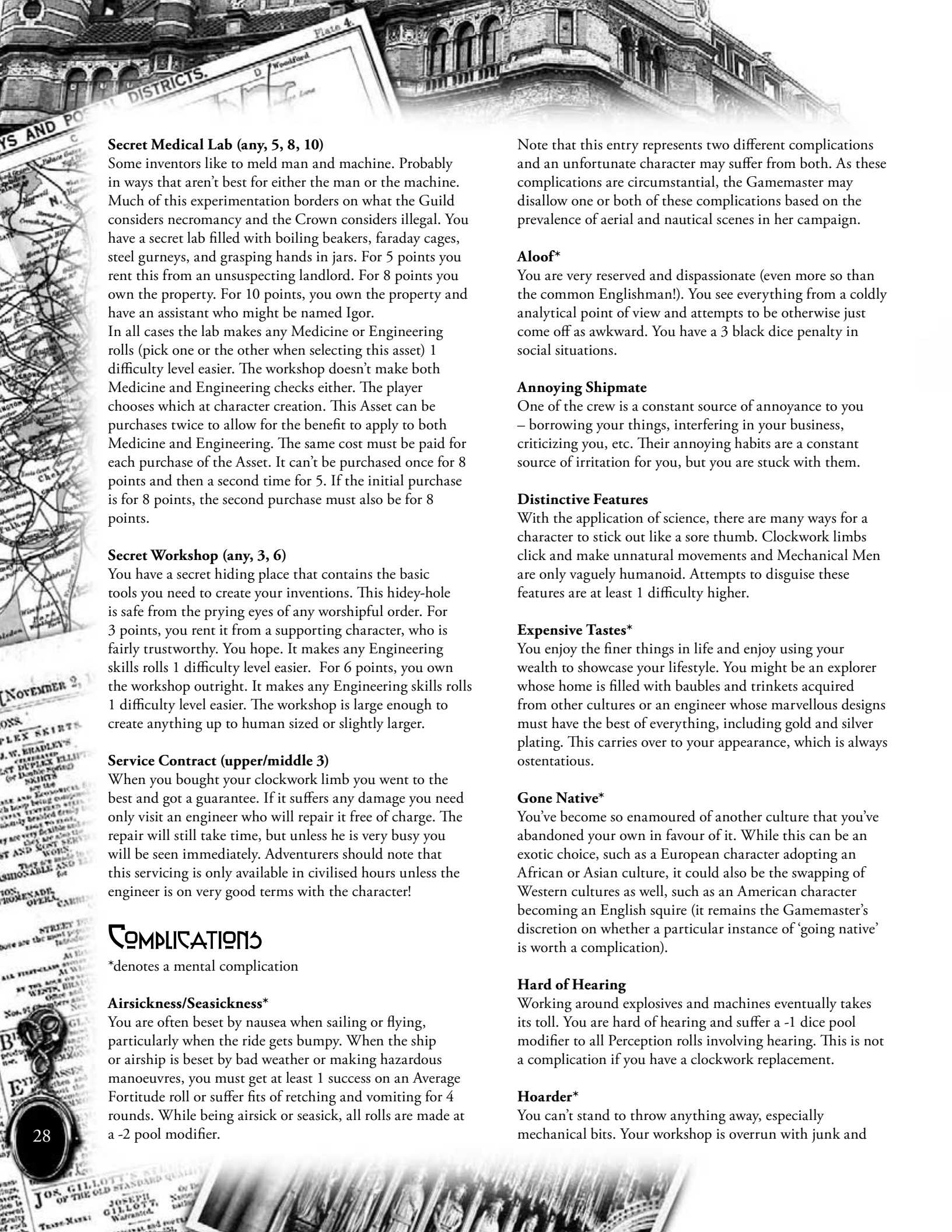
Secret Medical Lab (any, 5, 8, 10)

Some inventors like to meld man and machine. Probably in ways that aren't best for either the man or the machine. Much of this experimentation borders on what the Guild considers necromancy and the Crown considers illegal. You have a secret lab filled with boiling beakers, faraday cages, steel gurneys, and grasping hands in jars. For 5 points you rent this from an unsuspecting landlord. For 8 points you own the property. For 10 points, you own the property and have an assistant who might be named Igor.

In all cases the lab makes any Medicine or Engineering rolls (pick one or the other when selecting this asset) 1 difficulty level easier. The workshop doesn't make both Medicine and Engineering checks either. The player chooses which at character creation. This Asset can be purchases twice to allow for the benefit to apply to both Medicine and Engineering. The same cost must be paid for each purchase of the Asset. It can't be purchased once for 8 points and then a second time for 5. If the initial purchase is for 8 points, the second purchase must also be for 8 points.

Secret Workshop (any, 3, 6)

You have a secret hiding place that contains the basic tools you need to create your inventions. This hidey-hole is safe from the prying eyes of any worshipful order. For 3 points, you rent it from a supporting character, who is fairly trustworthy. You hope. It makes any Engineering skills rolls 1 difficulty level easier. For 6 points, you own the workshop outright. It makes any Engineering skills rolls 1 difficulty level easier. The workshop is large enough to create anything up to human sized or slightly larger.

Service Contract (upper/middle 3)

When you bought your clockwork limb you went to the best and got a guarantee. If it suffers any damage you need only visit an engineer who will repair it free of charge. The repair will still take time, but unless he is very busy you will be seen immediately. Adventurers should note that this servicing is only available in civilised hours unless the engineer is on very good terms with the character!

Complications

*denotes a mental complication

Airsickness/Seasickness*

You are often beset by nausea when sailing or flying, particularly when the ride gets bumpy. When the ship or airship is beset by bad weather or making hazardous manoeuvres, you must get at least 1 success on an Average Fortitude roll or suffer fits of retching and vomiting for 4 rounds. While being airsick or seasick, all rolls are made at a -2 pool modifier.

Note that this entry represents two different complications and an unfortunate character may suffer from both. As these complications are circumstantial, the Gamemaster may disallow one or both of these complications based on the prevalence of aerial and nautical scenes in her campaign.

Aloof*

You are very reserved and dispassionate (even more so than the common Englishman!). You see everything from a coldly analytical point of view and attempts to be otherwise just come off as awkward. You have a 3 black dice penalty in social situations.

Annoying Shipmate

One of the crew is a constant source of annoyance to you – borrowing your things, interfering in your business, criticizing you, etc. Their annoying habits are a constant source of irritation for you, but you are stuck with them.

Distinctive Features

With the application of science, there are many ways for a character to stick out like a sore thumb. Clockwork limbs click and make unnatural movements and Mechanical Men are only vaguely humanoid. Attempts to disguise these features are at least 1 difficulty higher.

Expensive Tastes*

You enjoy the finer things in life and enjoy using your wealth to showcase your lifestyle. You might be an explorer whose home is filled with baubles and trinkets acquired from other cultures or an engineer whose marvellous designs must have the best of everything, including gold and silver plating. This carries over to your appearance, which is always ostentatious.
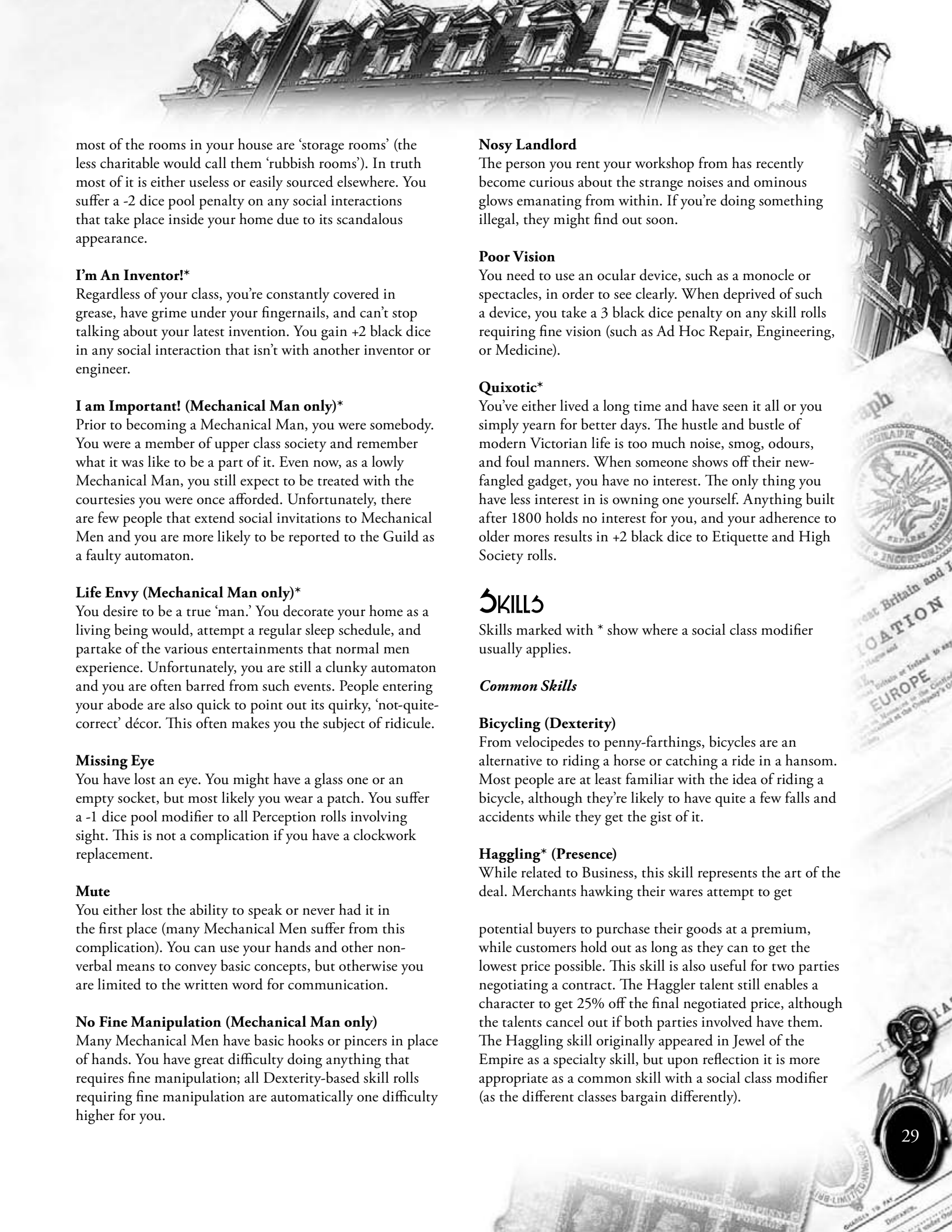
Gone Native*

You've become so enamoured of another culture that you've abandoned your own in favour of it. While this can be an exotic choice, such as a European character adopting an African or Asian culture, it could also be the swapping of Western cultures as well, such as an American character becoming an English squire (it remains the Gamemaster's discretion on whether a particular instance of 'going native' is worth a complication).

Hard of Hearing

Working around explosives and machines eventually takes its toll. You are hard of hearing and suffer a -1 dice pool modifier to all Perception rolls involving hearing. This is not a complication if you have a clockwork replacement.

Hoarder*

You can't stand to throw anything away, especially mechanical bits. Your workshop is overrun with junk and

most of the rooms in your house are 'storage rooms' (the less charitable would call them 'rubbish rooms'). In truth most of it is either useless or easily sourced elsewhere. You suffer a -2 dice pool penalty on any social interactions that take place inside your home due to its scandalous appearance.

I'm An Inventor!*
Regardless of your class, you're constantly covered in grease, have grime under your fingernails, and can't stop talking about your latest invention. You gain +2 black dice in any social interaction that isn't with another inventor or engineer.

I am Important! (Mechanical Man only)*
Prior to becoming a Mechanical Man, you were somebody. You were a member of upper class society and remember what it was like to be a part of it. Even now, as a lowly Mechanical Man, you still expect to be treated with the courtesies you were once afforded. Unfortunately, there are few people that extend social invitations to Mechanical Men and you are more likely to be reported to the Guild as a faulty automaton.

Life Envy (Mechanical Man only)*
You desire to be a true 'man.' You decorate your home as a living being would, attempt a regular sleep schedule, and partake of the various entertainments that normal men experience. Unfortunately, you are still a clunky automaton and you are often barred from such events. People entering your abode are also quick to point out its quirky, 'not-quite-correct' décor. This often makes you the subject of ridicule.

Missing Eye
You have lost an eye. You might have a glass one or an empty socket, but most likely you wear a patch. You suffer a -1 dice pool modifier to all Perception rolls involving sight. This is not a complication if you have a clockwork replacement.

Mute
You either lost the ability to speak or never had it in the first place (many Mechanical Men suffer from this complication). You can use your hands and other non-verbal means to convey basic concepts, but otherwise you are limited to the written word for communication.

No Fine Manipulation (Mechanical Man only)
Many Mechanical Men have basic hooks or pincers in place of hands. You have great difficulty doing anything that requires fine manipulation; all Dexterity-based skill rolls requiring fine manipulation are automatically one difficulty higher for you.

Nosy Landlord
The person you rent your workshop from has recently become curious about the strange noises and ominous glows emanating from within. If you're doing something illegal, they might find out soon.

Poor Vision
You need to use an ocular device, such as a monocle or spectacles, in order to see clearly. When deprived of such a device, you take a 3 black dice penalty on any skill rolls requiring fine vision (such as Ad Hoc Repair, Engineering, or Medicine).

Quixotic*
You've either lived a long time and have seen it all or you simply yearn for better days. The hustle and bustle of modern Victorian life is too much noise, smog, odours, and foul manners. When someone shows off their new-fangled gadget, you have no interest. The only thing you have less interest in is owning one yourself. Anything built after 1800 holds no interest for you, and your adherence to older mores results in +2 black dice to Etiquette and High Society rolls.

Skills

Skills marked with * show where a social class modifier usually applies.

### *Common Skills*

Bicycling (Dexterity)
From velocipedes to penny-farthings, bicycles are an alternative to riding a horse or catching a ride in a hansom. Most people are at least familiar with the idea of riding a bicycle, although they're likely to have quite a few falls and accidents while they get the gist of it.

Haggling* (Presence)
While related to Business, this skill represents the art of the deal. Merchants hawking their wares attempt to get

potential buyers to purchase their goods at a premium, while customers hold out as long as they can to get the lowest price possible. This skill is also useful for two parties negotiating a contract. The Haggler talent still enables a character to get 25% off the final negotiated price, although the talents cancel out if both parties involved have them. The Haggling skill originally appeared in Jewel of the Empire as a specialty skill, but upon reflection it is more appropriate as a common skill with a social class modifier (as the different classes bargain differently).
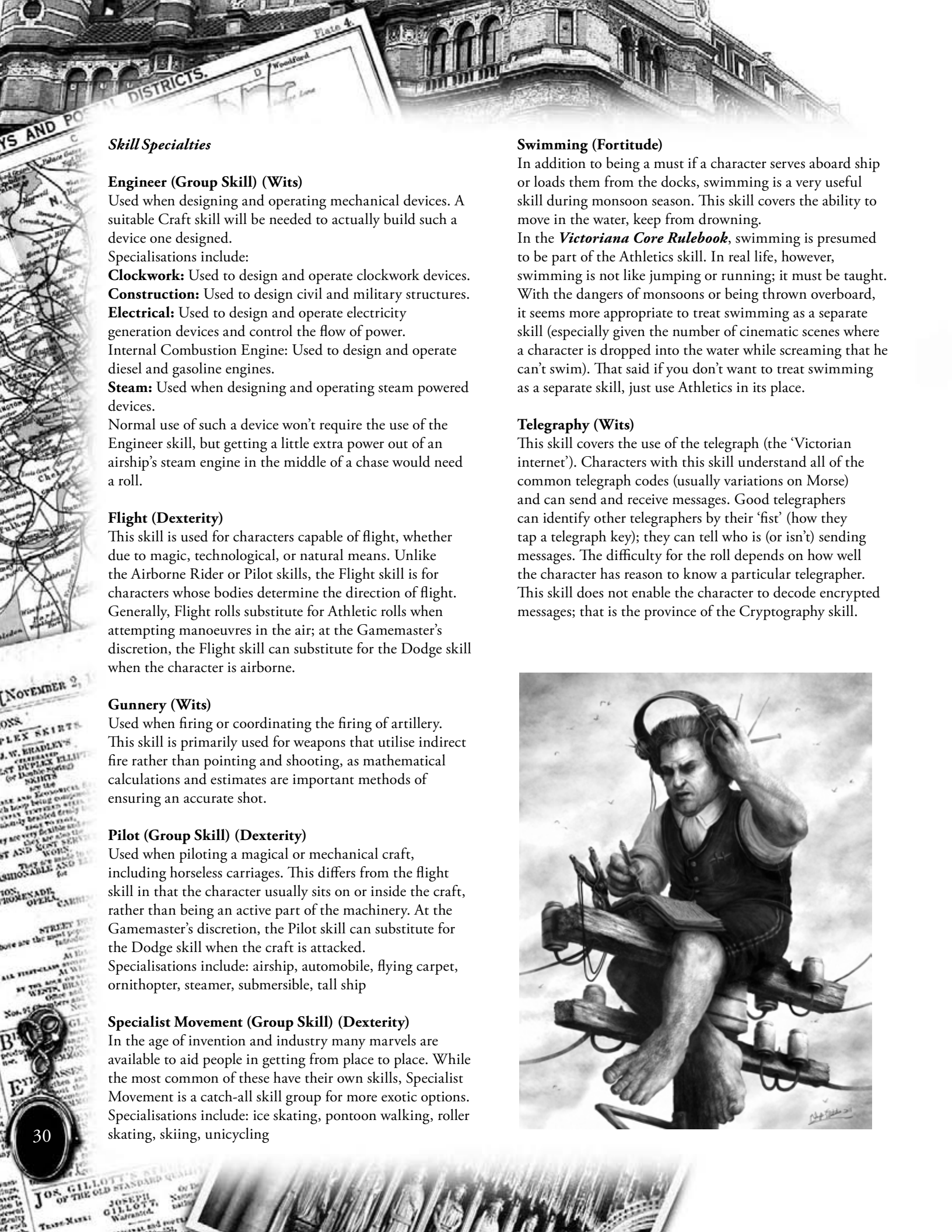
Engineer (Group Skill) (Wits)

Used when designing and operating mechanical devices. A suitable Craft skill will be needed to actually build such a device one designed.

Specialisations include:

Clockwork: Used to design and operate clockwork devices.
Construction: Used to design civil and military structures.
Electrical: Used to design and operate electricity generation devices and control the flow of power.
Internal Combustion Engine: Used to design and operate diesel and gasoline engines.
Steam: Used when designing and operating steam powered devices.

Normal use of such a device won't require the use of the Engineer skill, but getting a little extra power out of an airship's steam engine in the middle of a chase would need a roll.

Flight (Dexterity)

This skill is used for characters capable of flight, whether due to magic, technological, or natural means. Unlike the Airborne Rider or Pilot skills, the Flight skill is for characters whose bodies determine the direction of flight. Generally, Flight rolls substitute for Athletic rolls when attempting manoeuvres in the air; at the Gamemaster's discretion, the Flight skill can substitute for the Dodge skill when the character is airborne.

Gunnery (Wits)

Used when firing or coordinating the firing of artillery. This skill is primarily used for weapons that utilise indirect fire rather than pointing and shooting, as mathematical calculations and estimates are important methods of ensuring an accurate shot.

Pilot (Group Skill) (Dexterity)

Used when piloting a magical or mechanical craft, including horseless carriages. This differs from the flight skill in that the character usually sits on or inside the craft, rather than being an active part of the machinery. At the Gamemaster's discretion, the Pilot skill can substitute for the Dodge skill when the craft is attacked.

Specialisations include: airship, automobile, flying carpet, ornithopter, steamer, submersible, tall ship

Specialist Movement (Group Skill) (Dexterity)

In the age of invention and industry many marvels are available to aid people in getting from place to place. While the most common of these have their own skills, Specialist Movement is a catch-all skill group for more exotic options. Specialisations include: ice skating, pontoon walking, roller skating, skiing, unicycling

Swimming (Fortitude)

In addition to being a must if a character serves aboard ship or loads them from the docks, swimming is a very useful skill during monsoon season. This skill covers the ability to move in the water, keep from drowning.

In the *Victoriana Core Rulebook*, swimming is presumed to be part of the Athletics skill. In real life, however, swimming is not like jumping or running; it must be taught. With the dangers of monsoons or being thrown overboard, it seems more appropriate to treat swimming as a separate skill (especially given the number of cinematic scenes where a character is dropped into the water while screaming that he can't swim). That said if you don't want to treat swimming as a separate skill, just use Athletics in its place.

Telegraphy (Wits)

This skill covers the use of the telegraph (the 'Victorian internet'). Characters with this skill understand all of the common telegraph codes (usually variations on Morse) and can send and receive messages. Good telegraphers can identify other telegraphers by their 'fist' (how they tap a telegraph key); they can tell who is (or isn't) sending messages. The difficulty for the roll depends on how well the character has reason to know a particular telegrapher. This skill does not enable the character to decode encrypted messages; that is the province of the Cryptography skill.

Magical Skills

Haemomancy (Resolve)
This art concerns itself with the study of blood magic and the ability to draw power from a human sacrifice. This skill may also be used to understand the nature of Thuggee ceremonies and the worship of the darker aspects of Kali in general.

Mechanical Medium (Wits)
This skill governs the control a Mechanical Medium has over her powers. Mechanical mediums have an affinity for the complexities of machines and can push them to the limit, and a little more, beyond their design parameters. Unlike other mediumship abilities, mechanical mediums can't use this skill for machine knowledge; that is the province of their particular Engineering skills.

Combat

The combat rules in the *Victoriana Core Rulebook* are suitable for most conflicts. This section includes rules for attacking, damaging, and repairing automata (including Mechanical Men) and prosthetic limbs. A separate combat section for vehicles follows.

Attacking Prosthetics

Prosthetics straddle the line between being part of a character and being the equipment of said character. Normally, all damage is assumed to injure the opponent, rather than his prosthetics. If a character wishes to target a clockwork limb specifically, then he must target that limb.

Targeting a prosthetic or clockwork limb imposes a dice pool modifier. The modifier depends on the size of the limb:

Prosthetic Part	Dice Pool Modifier
Arm or Leg	-2
Hand or Foot	-4
Eye or Ear	-6

Note that this chart can also be used for targeting flesh-and-blood body parts for getting around armour, if you desire such complexity.

Damaging Prosthetics

If the clockwork limb is hit, then it suffers damage. This damage is treated separately from the owner's Health dice; a prosthetic part is essentially an object.

Generally, personal armour does not protect prosthetics. Prosthetics are usually too bulky to easily fit inside regular clothing, and most owners of prosthetics have their clothing tailored to keep the prosthetics exposed. Prosthetics can have their own armour, which only protects the prosthetic part itself.

Prosthetics are sensitive machines; they either work or they do not. Once a prosthetic's Health pips reach 0, the prosthetic part is inert until it is repaired. The prosthetic part can still take damage; these 'negative Health pips' must be replenished before the part becomes active again. A prosthetic part can only take as many negative Health pips as it had Health pips. Once the negative Health pip threshold is met (essentially taking double the amount of Health pips in damage) then the prosthetic is completely destroyed; no amount of Ad Hoc Repair will fix it (although at the Gamemaster's discretion it may still be repaired in a workshop).

After a prosthetic part is destroyed then any remaining damage is automatically transferred to the prosthetics operator's Health pips. This transferred damage is not reduced by armour, as it represents the flesh being torn where it meets the prosthetic as well as other internal damage.

Once the prosthetic part is incapacitated, the owner gains the appropriate Complication (usually Missing Eye or Missing Limb) until the affected prosthetic regains at least one Health pip. See Machine Repair below.

Area Attacks

If the character gets hit with something all over, such as a dynamite explosion or rushing water, then all prosthetics take the damage equally and separately. The only difference is that extra damage left over from a prosthetic does not carry over to the owner; he's suffering enough!

Damaging Mechanical Men

Mechanical Men are treated differently than prosthetics, as their Health pips are tied into their entire being. Mechanical Men are also less fragile than prosthetics, as a body built as a mechanical whole is stronger and has more redundancies than a machine

Stray shots to Prosthetics

Faulkner's Millinery and Miscellanea offers alternative rules for damaging prosthetics. While we feel that the rules presented in Marvels are more streamlined, especially when facing opponents with multiple prosthetics, Faulkner's rules can be combined with those here for a little more excitement.

If a character takes 2 dice of damage from a single attack, then the shock may damage the limb. Roll 1D6 for each limb. On a 6 it fails, becomes useless and requires a clockwork mechanic to fix it. If the character takes another 2 dice of damage in a single attack, they roll again for each limb but this time it fails on a 5 or 6. The next time the roll is a 4,5 or 6 etc. In addition, if the character rolls a foul failure when making a roll that involves use of the limb, such as combat, Dodge or Athletics rolls the limb locks up.

When using these rules to substitute for the main rules, certain clockwork options become useless (as the clockwork modifications Armour and Reinforced Limb are rendered moot); make sure your players are aware of this! When using this rule in tandem with the prosthetics rules presented in this chapter, a shock that renders a limb useless essentially takes its Health pips to 0.

designed to interface with flesh and blood.

For simplicity's sake, a Mechanical Man takes damage just like any other sapient race; when he is hit he ticks the appropriate number of Health pips, and when he reaches a certain level he starts taking penalties to his dice pools. Unlike a person of flesh and blood, however, Mechanical Men do not heal, no matter how long they rest. Like any other machine, they must be repaired.

Repairing Machines

Repairing a machine, whether it is a clockwork limb, automaton, or vehicle, is very similar to healing a flesh and blood being. Anyone can attempt to hold a machine together with a Wits + Ad Hoc Repair roll at a 3 black dice penalty; each success restores one Health pip to the machine. With a Foul Failure, the attempted repairs cause even more damage, equal to the number of successes rolled on the black dice. Once a machine is operational (has at l Health pip), then no further Ad Hoc Repairs can be made. Holding machines together with what's at hand can only go so far.

If there is time to make more complete repairs, such as after combat, a character with an appropriate Engineering skill can make a Wits + Engineering roll. Each success returns one Health pip. The repair takes 10 minutes per

point of Health restored, and can be repeated every ten minutes until repair is complete. The Difficulty of the roll depends on what equipment is available:

Type of Healing	Difficulty Level
Fully-equipped workshop	Very Easy (no black dice, +5 to dice pool)
With toolkit	Easy (no black dice)
Using improvised tools and materials	Difficult (3 black dice)

If the repairer does not have the necessary spare parts then she can make do, but can never repair more than half the machine's total Health pips. If the repairer gets a Foul Failure on a repair roll using improvised tools and materials, no further repairs can be made in that way. The repairer must source the proper tools and materials before more repairs can take place (for gutter runners, this probably means a trip to the scrapyard).

Crew help in repairs: The person making the repairs can get together a damage control party. For each crew member (up to a maximum of 10), he can add a die for each crew member to his jury rig repair roll.

Vehicle Chases and Combat

While the combat rules in the *Victoriana Core Rulebook* work well for characters on foot, the addition of vehicular marvels in this book makes it more likely that player characters will face obstacles and villains while inside a vehicle. These rules expand and clarify those presented in the *Victoriana Core Rulebook* to make vehicular combat more dynamic and interesting.

Rather than attempt an in-depth combat simulator, these rules are designed to allow for fast-paced chases and combat that emphasise story. The Gamemaster should feel free to improvise (even if it means ignoring rules here and there) where necessary to keep up the pace and provide the players with an enjoyable experience.

How it Works
Vehicle combat is divided into three phases:

1. Sighting
2. Chase
3. Combat

Not all of these phases are used in every instance. Once two vehicles spot each other, one side or the other decide if they are ignoring each other, running, or fighting. If both sides wish to fight, then there is no chase; and things move directly to Combat. If one side decides to run and the other to give chase, the action is played out in a

Special Rule for Airships and Nautical Vessels

In the case of airships and nautical vessels, a special rule applies. Airships and sea-going vessels can often see each other even though they're miles apart and spend hours catching up with each other. If both sides spot each other, have both pilots make a Dexterity + Pilot roll, adding the vessel's Handling dice pool and the crew's Mental Competence to the roll.

• If the hostile party wins, they spend the next 1-4 hours catching up with their opponent and then move to the Chase phase at Extreme Range.
• If the fleeing party wins, they spend the next 1-4 hours fleeing their opponent and then escape – disappearing over the horizon, getting into cloud cover, reaching a safe port, or whatever.

number of "Chase Rounds" that will end with either the chased escaping or the pursuer catching up their quarry, leading to combat.

Sometimes the line blurs between phases. During chase rounds, for example, vehicles can be firing at each other if they are within range.

Sighting

The Sighting Phase occurs when the participants of one or both sides have a chance to see the other. The two sides make a Wits + Perception check:

• If both sides succeed, the Gamemaster will decide on range and begin a chase.
• If the hostile party succeeds, and the party wishing to flee fails, move to combat, with the hostile party getting a surprise attack on the other.
• If the fleeing party succeeds, but the potentially hostile party fails, the fleeing party gets to escape to cover, and the hostile party don't even know they were there.

Chase

The chase rules are somewhat abstract to speed play along. The distance between the pursuer and their prey is measured in range increments, and these ranges vary in size based on the size craft or animals involved in the chase.

Decide Starting Range

Before the chase begins, the Gamemaster should decide how far apart the chaser and chased are. This obviously affects the length of the chase and the chances of the chaser catching the chased.

Scale Differences

If vehicles with different scale increments are chasing each other (e.g. a bicycle and a steam carriage), the smaller vehicle gets a 3 black dice penalty to Handling for every step of difference, and you should use the range scale for the larger vehicle.

Size of Range Increment	Type of vehicles involved
2 yards	People, bicycles etc.
10 yards	Carriages, locomotives, uber-beasts
20 yards	Biplanes, triplanes
100 yards	Airships

There are five Range Increments, and it is up to the Gamemaster to decide how far apart the vehicles are at the beginning of the combat.

Distance Increments	Distance apart in Range
Rolling in the Dirt	1
Side by Side	2
Close By	3
Far Ahead	4
Lost'em	5

Example: Two steam carriages chasing each other at Close By range would be roughly 20 yards apart; whereas two airships chasing each other at Close By range would be 200 yards. This gives the players some indication as to whether their opponent is within range of their guns – between the steam carriages, handguns and rifles would certainly be in range, whereas on the airships, rifles might be in range, but pistols would not.

Chase Rounds

As with the range increments, Chase Rounds are relative to the size of the participants. For a steam tractor or beast chases, they might be ten seconds, for airships or naval engagements, five minutes.

No matter the range, characters using weapons only get to roll once per round. With all the jostling around in a chase, it is assumed a single Dexterity + Firearms roll is meant to simulate a flurry of shots from a moving vehicle at a moving target. This roll uses three times the usual ammunition; so keep track of your rounds!

Initiative

During a chase, everyone involved, including the person in charge of the vehicle and any passengers, may get involved in combat, and if they do, should roll for Initiative.

In each chase round, the following things happen:

• The person in charge of each vehicle makes an opposed roll of Wits + vehicle control skill + Vehicle Handling. (The skill used is either Drive, Ride or Pilot, depending on the vehicle involved. If the "vehicle" is a wild beast of some sort and not being controlled by a rider, it will be a Mental + Physical + Handling roll instead). If the person controlling the vehicle wants to fire a weapon as well as controlling the vehicle, his dice pools for each action are divided, as described in the Multiple Opponents section of the **Victoriana Core Rulebook** (p.201). Though vehicle control rolls are always made at the beginning of the chase round, the driver's weapon skill roll will come at the appropriate point in the combat phase, based on his Initiative roll. Other characters who are present may be able to add bonus dice to the dice pool for this roll – see Everyone Joins In!, below.

• The winner of the roll gets to move one Range Increment. So if the vehicle being chased succeeds in the roll, they will be one Range Increment further away from the chaser. If the vehicle chasing succeeds, they will be one Range Increment closer to the vehicle fleeing. If the vehicles end up more than 5 Range Increments apart, the vehicle fleeing has escaped and the chase is over. If the vehicles end up 0 Range Increments apart, they are close enough together to initiate Combat.

• If there is a Hazard, those controlling the vehicles should make a Wits + vehicle control skill roll to avoid it. (See Hazards below).

• If the vehicles are still chasing each other and the Range Increment indicates that the people in the vehicles are within range of their opponent, they may each fire as in a normal combat round. Plus see **How Do I Know What I've Hit?** below. It is important to remember that vehicles can only fire weapons that are actually pointing toward their target. An airship with 40 guns along each side of the ship cannot bring them to bear on a ship directly in front or behind. Anyone who's already used a skill to help the person in control can't fire as well, unless they split their dice pools for each action.

Everyone Joins In!

If the vehicle has crew or passengers other than the controlling character present (whether it be an elephant with a few people in a howdah on its back, a steam automotive with a passenger riding shotgun, or an naval cruiser with a full crew), these other characters can make a Complementary skill roll to add to the dice roll of the person in control. They may also suggest skills they could use to help the operator/pilot. The Gamemaster should

Multiple Actions and Black Dice

Utilising the Multiple Actions rules in the *Victoriana Core Rulebook* can be a bit of a headache (but only a bit!) as dice pools are halved, thirded, or quartered based on the number of actions a character is trying to take. This can certainly make the cinematic tradition of driving and shooting rather tedious as both sides, unless high-ranking characters, are likely going to run out of ammunition before they hit anything.

As an optional rule, you can simply impose a 3 black dice penalty per action on all actions that a character takes in a single round. The character is still limited to a maximum number of actions equal to his Dexterity attribute + 1.

For example: Jacob Lusk wants to drive a carriage and shoot his pistol, he makes his rolls as normal, but there is a 6 black dice penalty on both rolls.

Heave To and Prepare to Be Boarded! (or Giving Up the Chase)

At the beginning of each chase round, either side can decide to give up the chase. The pursuer may give up because he doesn't think he'll catch up, or because his passengers are injured, or whatever reason, at which point the one being chased automatically escapes. If the pursued decides to stop running, this will automatically initiate combat, as the vehicle in front slows to face their enemy.

Characters in charge of vehicles should declare their intention at the beginning of the round, in reverse Initiative order, so that the others get a chance to change their tactics appropriately.

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encourage imaginative skill use, save those that aren't sufficiently justified. Anyone who comes up with a good suggestion can roll dice for the applicable Skill (but not the Attribute) and add the successes to those gained by the lead character. Here are a few examples:

• A character in the passenger seat of a carriage could roll Perception to keep an eye out for potholes and warn the driver, thus allowing him to avoid them and go faster.

• A character on a horse's back could roll Animal Handling to keep the animal calm and more manageable.

• A mechanic on a train could make an Engineering roll to get more power out of the engine.

• An officer on a steamship could make a Leadership roll to get the crew working better together.

Hazards

The fun of a chase isn't so much in the race, but in the obstacles that they have to dodge at the same time! The gamemaster should feel free to put hazards into a chase. This could be rough terrain – bad cobblestoned streets or crowded marketplaces; rain or snow, or other bad weather; that bridge you didn't know was closed because it had been washed out the other day, or that toddler in the middle of the road. Decide what the participants have to negotiate, the difficulty to avoid, and how much damage the vehicle and/or its occupants could sustain.

The driver, rider or pilot should make a Wits + vehicle control skill roll (Drive, Ride or Pilot); uncontrolled beasts make a Physical + Mental roll. If they have more than one success, they avoid the obstacle and the chase continues; a simple success and the vehicle loses a range increment.

On a failure, the vehicle and passenger take the appropriate damage and lose two range increments. The operator must make a Wits+vehicle control skill to regain control of the craft. If they fail, the craft is stopped and the chase over – either the pursued is caught, or if the pursuer failed, their quarry has escaped.

Intensity of Hazard	Damage Dice (vehicle / occupants)	Difficulty of avoidance	Examples
Minor	1-2 / 0-1	Easy (+5 bonus dice)	Rough ground, pedestrians in the way, hard turns, rough seas or air.
Moderate	3-6 / 1-3	Average (no black dice)	Traffic in the way, wide spaced trees, icy roads, gulches or broken road.
Major	7-12 / 3-6	Difficult (3 black dice)	Small chasm to leap, closely spaced trees, thunderstorm with hail, heavy or unexpected traffic
Deadly	13+ / 7+	Very Difficult (6 black dice)	Unexpected cliff, dead end, etc.

The table on the preceding page gives some examples of Hazards that might get in the way of the character's vehicle.

How Do I Know What I've Hit?

Unless the characters in combat are aiming for a specific target or passenger of a craft, all the banging around in a chase makes the location of an attack a bit random. If they were shooting at the vehicle in general, damage is applied to the vessel or beast being ridden, not the passengers. To try and hit a specific part of a vehicle or animal, aiming penalties are incurred (normal aiming rules do apply):

Black dice penalty	Part aimed at
0	Vehicle or beast
1	Rider on horse, person in open-topped automobile
2	Rider on elephant, person in train car with windows, beast's head
3	Person in vehicle with window-slits, car wheel

A mount or vehicle hit somewhere vital (the head or a wheel) with damage not enough to reduce their Health Dice into the grey, requires the rider or driver make a control roll. If they fail, they crash or fall off, etc.

Contact!

Once the participants in the chase have caught up with each other (i.e. the Range Increment between them is 0), the chase ends and combat begins. A final opposed control roll is made and the winner gets to decide where the vehicles are relative to each other when combat begins. Both characters in control of a vehicle make a Wits + vehicle control skill + Handling roll, and may their Tactics skill to the dice pool. If the operator doesn't have Tactics, or has lower Tactics than another character who is present, the pilot can use the Tactics skill pool of the other character, however that character decides the position their vehicle.

Combat

Combat between vehicles occurs just as between individual characters, with the following differences:

Initiative

'Initiative' is rolled on the pilot/driver/rider/beast's Initiative + Vessel Handling.

Time in Combat Rounds

Combat rounds are not a fixed length but again vary dependent on the scale of the vehicles involved. Two carriages involved in combat will have combat rounds of 3 seconds, while airships or naval vessels attempting to fire broadsides will probably take five minutes for a round.

Characters in Vehicle Combat

Characters who want to take part in a vehicle combat (e.g. firing at people in the opposing vehicle) still only take one action per round, even if the round is ten minutes long. The test does not represent a single action but a combination of attacks from one moving vehicle to another over that combat period, only some of which may hit. Other actions may take place in the normal time frame of a combat round. (Running the gangway of an airship from the control car to a gunnery position might only take 30 seconds, a quick bit of first aid a minute or two…all this can be done between the combat tests. Whatever seems reasonable).

Weapon Skills

Characters using a single mounted weapon on a vehicle (e.g. a Gatling gun positioned in a train door) use their normal Firearms skill. Characters controlling the firing of a battery of weapons on a naval cruiser would use Wits + Gunnery, and gain a die bonus for their gunnery crew.

Example: Lieutenant Collins takes command of the starboard battery of guns aboard HMS Wasp. He has a Wits of 2 and a Gunnery of 3, for a total of five dice. He has four gun crews, each adding a die to his test.

 If none of the characters on an airship have Gunnery skill, the Mental Rating of the crew is used instead.

Example: Midshipman Andrews takes command of the portside battery of HMS Wasp. He's never run a gun crew before and does not have the gunnery skill. His gun crew have a Mental Competence of 2. This is unlikely to go well…

Everyone Joins In!

As in a chase, characters can use suitable Complementary skills in Combat.

Example: Mrs Collins assists the ship's boatswain with passing on orders to the gun deck, using her Charm of 3 to aid Andrews' gun crew.

Ramming Speed!

Sometimes vehicles will collide. Maybe it's an attempt to run another carriage off the road by sideswiping it, or maybe it's an armoured cruiser ramming a villain's surfaced submarine, at some point vehicles are going to hit each other. If an operator is intentionally attempting a collision,

they make an opposed vehicle control test. The victor does 10 dice of damage, modified for the size of the vehicle:

Size of Vehicle	Damage modifier
Bicycles, other personal vehicle	-5
Motorcycles, hoopcycles	0
Carriages, carts, small boats	+5
Bus, lorry, airplane, most boats	+10
Airships, ships	+15

Smaller vehicles gain a -5 penalty to their damage for each level of size difference. Larger vehicles attacking a smaller one gain +5 to their damage per level.

Example: McDuggins is trying to force a larger horse-drawn lorry off the road with his steam-powered surrey. The surry is will have a 0 damage modifier to hurt the lorry (+5 damage for size, reduced -5 for the lorry being a size larger.)

Both vehicle operators must make a vehicle control test to maintain their vehicle. The vehicle being rammed has a number of black dice penalty equal to the number of dice damage done. A failure requires another control test and any other actions taken split their dice pool as usual. A failure sends the vehicle into a crash.

Grappling

If two vehicles are in combat range and they have the equipment, one vehicle can attempt to grapple the other. This could be a cowboy attempting to lasso a runaway horse, airships firing grappling guns at each other, or naval vessel throwing boarding nets and grapples across to an enemy ship.

The attacker must make an opposed test versus the opposing vehicle's combat roll for that round. With a success, the two vehicles are joined together, and at this point, the game switches into normal combat rounds as the characters and crews board the others' craft and fight it out.

Vehicle Damage

In most combats a vehicle, and possibly its occupants, are going to take damage. Like people, the more damage a vehicle takes reduces its function, and a vehicle can be repaired during combat to keep it from falling apart.

Collisions

Should a vehicle impact a stationary object, it will take a number of dice of damage equal to its Handling + Size Modifier minus Armour Points. Two vehicles colliding head-on incurs the Handling and Size Modifiers of both vehicles, which are added together and applied to each vehicle, minus their respective Armour Points.

Grey Dice

As with characters, once vehicles are reduced to grey dice, penalties are applied to all control tests of the vehicle, as parts fall off or systems fail. Once all the vehicle's pips are used up, it is destroyed. (Special rules apply for airship damage).

Damage to Passengers

Characters aboard a vehicle that has been successfully rammed by another must make a Dexterity + Wits roll to see if they were braced for impact. If successful, they each take a quarter of the damage taken by the vehicle; a failure and they take half the damage taken by the vehicle.

Vehicle Repairs

During combat, it is possible for characters to conduct ad hoc repairs, or "jury rigging" – temporary repairs that return a pip of Health per success to the craft until it is damaged again. This is only possible in combat or chase rounds taking several minutes and the repairs incur a 3 black dice penalty to the roll. With a Foul Failure, the attempted repairs cause even more damage, equal to the number of successes rolled on the black dice.

After the chase or combat is over, a repair roll will return lost Health to a damaged vehicle – each success returns one Health, as per Medicine for humans. Each roll takes an hour of work, and the repairer can carry on working on the vehicle for as long as it takes. However, this only applies if the repairer has the necessary spare parts; if not, the repairer can make do, but can never repair more than half the vehicle's total Health.

Crew help in repairs: The person making the repairs can get together a damage control party. For each crew member (up to a maximum of 10), he can add a die for each crew member to his jury rig repair roll.

Airship and Naval Combat

Airships and large ships fight on a different level than people or small vehicles. Additional rules for such large vessels are provided here.

Broadsides

When firing a cannon broadside, the damage dice of all the cannons fired in the volley are added together in a single dice pool. This can make for daunting dice pools, but there is a way around this. When firing a volley of cannons, divide the number of damage dice by the number of guns, roll that number of dice, add up the successes together with the successes from your Wits + Firearms roll, then subtract the Armour Points of the ship. Next, take that number and multiply the number of points of damage that got through by number of guns to calculate the amount of damage the ship sustained. (As the armour of the ship is not taking the whole broadside damage in one spot, but spread along the whole length of the ship, it is not divided by number of guns).

Example: HMS Wasp fires her four broadside mounted cannons at the Barbary pirates they have encountered. The cannons each do five dice damage for 20 dice. Divided by the number of guns (4), the cannons do five dice damage plus Collins' gun crew's three successes for hitting hit the pirate sloop for a total of 8 dice. The dice are rolled and the HMS Wasp gets 4 successes. The armour of the sloop is only one; 3 points get through to the innards of the enemy ship, where they are multiplied by the four guns – 12 pips of damage are done to the sloop.

When two ships go at it with cannons, side by side, remember that the combat round represents a period of manoeuvring for advantage. The ship with the initiative will be in the better position to cause damage, and will get its broadside in first, causing the other airship to shake and swing in the air and putting off its aim. It doesn't mean that the second airship hasn't fired a broadside, but that the cannonballs whistled harmlessly through the opponent's rigging, maybe took out a wooden railing or went right through the ship without hitting anyone or causing any serious damage. At the end of a combat in which an airship has not taken any damage, the Gamemaster may rule that it has actually taken 1D6 damage, but without any effect on crew, to represent the holes and broken woodwork that need to be repaired.

Crew Casualties

For every Health Die of damage that an airship or naval vessel takes, three crew members are put injured and unable to aid in the control of the vehicle. During combat, a character with Medicine skill may make a test each round to get crewmembers back on the line. With each success, a crewmember is made well enough to continue the fight. This is resolved last during the round, and before the next round begins.

Player Character Casualties

During airship or naval combat, the player characters can be in one of three situations:

Exposed: The character is on deck and in a prominent position -- commanding men, sniping at enemy officers, etc. If the ship is hit by enemy fire, he or she takes damage equal to that applied to the ship after armour is factored in but before it is multiplied by the number of guns.

Example: Corsair Kane is standing on the deck of the ship that just took a broadside from the HMS Wasp in the preceding example. 3 points got through after armour was deducted. Corsair Kane takes 3 dice of damage.

Sheltered: If a character is involved in the operations of the vessel but has a reasonable amount of cover, he or she takes damage equal to half the damage the ship takes after armour but before it is multiplied by the number of guns (round down).

Example: Corsair Seth is below deck, barking orders at his men from the staircase when the HMS Wasp strikes. Seven dice got through after armour was deducted, so Corsair Seth takes 1 die of damage.

Hidden: If the character seeks cover rather than take part in the combat, they can find a well-protected compartment, and takes only 1 point of damage for every 10 points of damage the airship takes after armour but before it is multiplied by the number of guns (round down). A hidden character may not use any skills to help the combat in any way without breaking out of the hiding place. They are also usually in very inconvenient locations if they need to abandon ship.

Example: Lady Callandra is sitting in the brig when the ship is hit by the HMS Wasp's cannons. 3 points of damage get through the armour. As this is less than 10 points, Lady Callandra is uninjured.
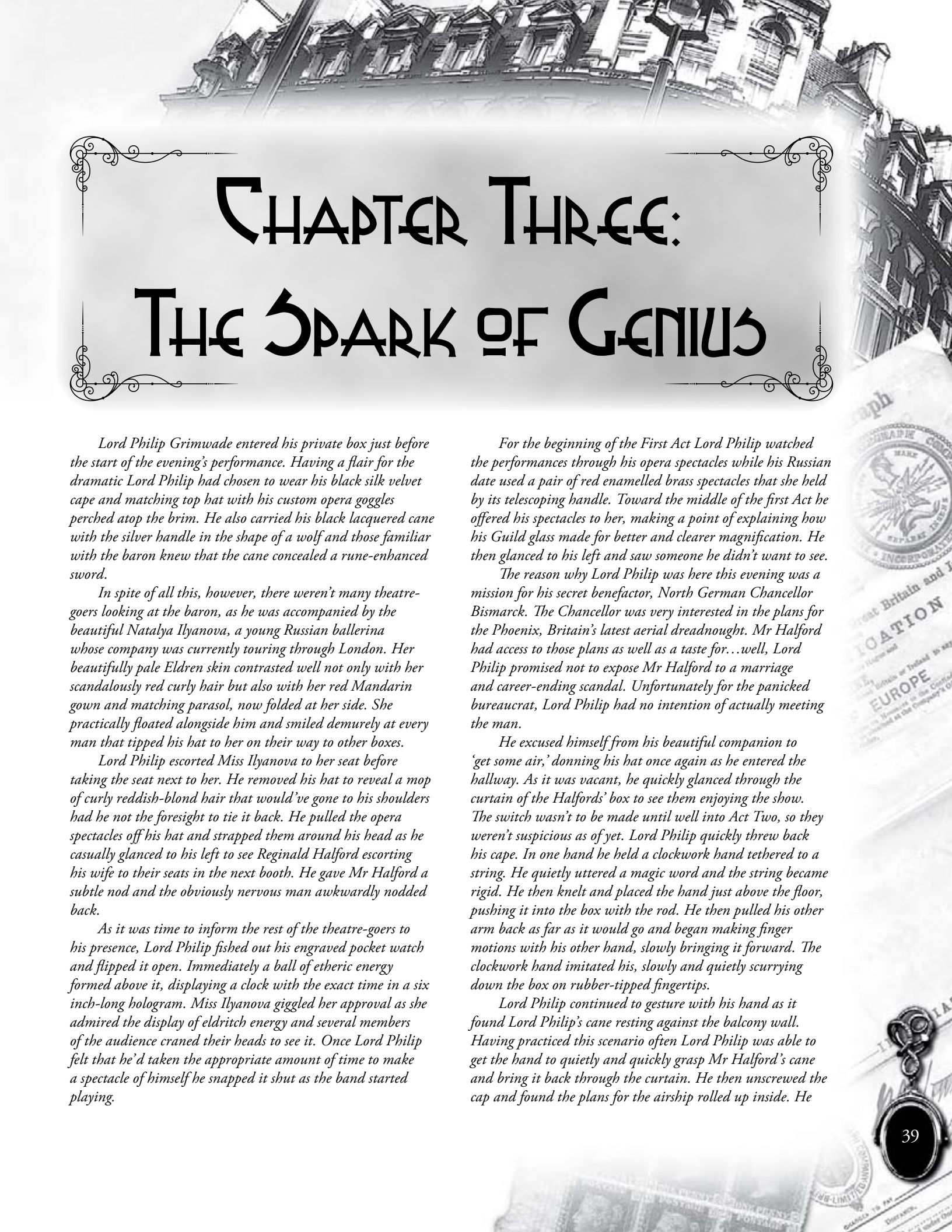
Airship Damage

Airships take damage as a normal vehicle; however, once an airship reaches its grey dice, it begins losing altitude at a rate equal to twice the dice penalty in yards per combat round.

Example: an airship which has lost pips on its first grey die will begin falling at 2 yards per round, if it has lost pips on its second grey die it will be falling at 4 yards per round, and so on...)

Once an airship's last grey die has been filled in, it is assumed that all of the gasbags are completely destroyed and the airship plummets from the sky –calculate damage to any characters based on the airship's initial height.

Chapter Three:
The Spark of Genius

Lord Philip Grimwade entered his private box just before the start of the evening's performance. Having a flair for the dramatic Lord Philip had chosen to wear his black silk velvet cape and matching top hat with his custom opera goggles perched atop the brim. He also carried his black lacquered cane with the silver handle in the shape of a wolf and those familiar with the baron knew that the cane concealed a rune-enhanced sword.

In spite of all this, however, there weren't many theatre-goers looking at the baron, as he was accompanied by the beautiful Natalya Ilyanova, a young Russian ballerina whose company was currently touring through London. Her beautifully pale Eldren skin contrasted well not only with her scandalously red curly hair but also with her red Mandarin gown and matching parasol, now folded at her side. She practically floated alongside him and smiled demurely at every man that tipped his hat to her on their way to other boxes.

Lord Philip escorted Miss Ilyanova to her seat before taking the seat next to her. He removed his hat to reveal a mop of curly reddish-blond hair that would've gone to his shoulders had he not the foresight to tie it back. He pulled the opera spectacles off his hat and strapped them around his head as he casually glanced to his left to see Reginald Halford escorting his wife to their seats in the next booth. He gave Mr Halford a subtle nod and the obviously nervous man awkwardly nodded back.

As it was time to inform the rest of the theatre-goers to his presence, Lord Philip fished out his engraved pocket watch and flipped it open. Immediately a ball of etheric energy formed above it, displaying a clock with the exact time in a six inch-long hologram. Miss Ilyanova giggled her approval as she admired the display of eldritch energy and several members of the audience craned their heads to see it. Once Lord Philip felt that he'd taken the appropriate amount of time to make a spectacle of himself he snapped it shut as the band started playing.

For the beginning of the First Act Lord Philip watched the performances through his opera spectacles while his Russian date used a pair of red enamelled brass spectacles that she held by its telescoping handle. Toward the middle of the first Act he offered his spectacles to her, making a point of explaining how his Guild glass made for better and clearer magnification. He then glanced to his left and saw someone he didn't want to see.

The reason why Lord Philip was here this evening was a mission for his secret benefactor, North German Chancellor Bismarck. The Chancellor was very interested in the plans for the Phoenix, Britain's latest aerial dreadnought. Mr Halford had access to those plans as well as a taste for…well, Lord Philip promised not to expose Mr Halford to a marriage and career-ending scandal. Unfortunately for the panicked bureaucrat, Lord Philip had no intention of actually meeting the man.

He excused himself from his beautiful companion to 'get some air,' donning his hat once again as he entered the hallway. As it was vacant, he quickly glanced through the curtain of the Halfords' box to see them enjoying the show. The switch wasn't to be made until well into Act Two, so they weren't suspicious as of yet. Lord Philip quickly threw back his cape. In one hand he held a clockwork hand tethered to a string. He quietly uttered a magic word and the string became rigid. He then knelt and placed the hand just above the floor, pushing it into the box with the rod. He then pulled his other arm back as far as it would go and began making finger motions with his other hand, slowly bringing it forward. The clockwork hand imitated his, slowly and quietly scurrying down the box on rubber-tipped fingertips.

Lord Philip continued to gesture with his hand as it found Lord Philip's cane resting against the balcony wall. Having practiced this scenario often Lord Philip was able to get the hand to quietly and quickly grasp Mr Halford's cane and bring it back through the curtain. He then unscrewed the cap and found the plans for the airship rolled up inside. He
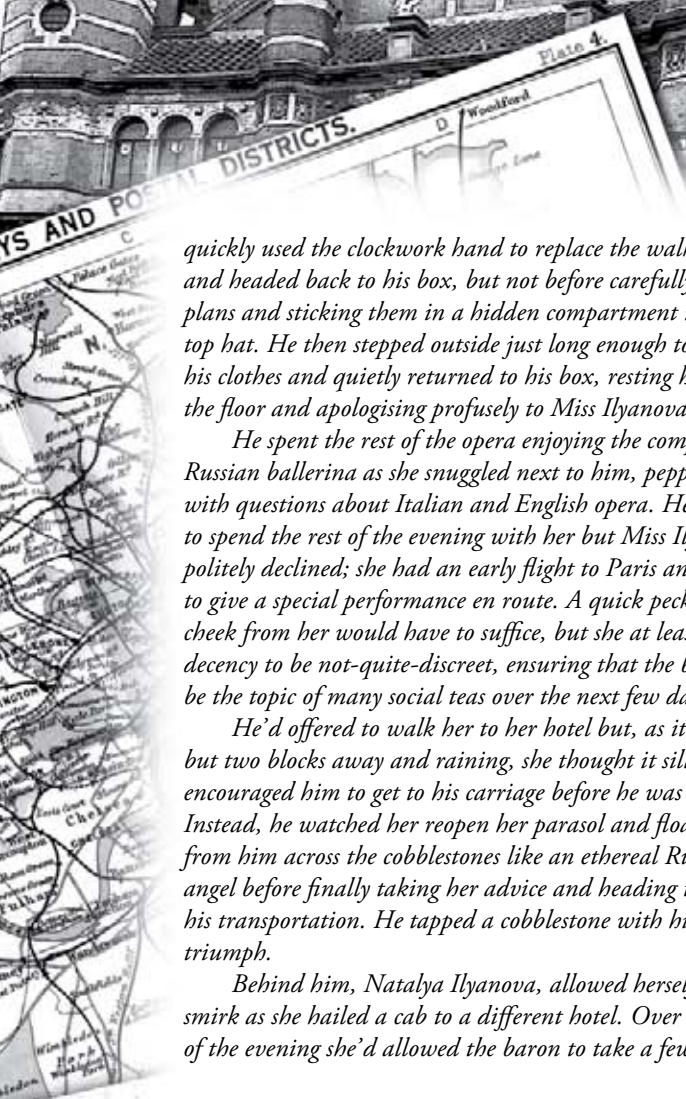
quickly used the clockwork hand to replace the walking stick and headed back to his box, but not before carefully folding the plans and sticking them in a hidden compartment inside his top hat. He then stepped outside just long enough to re-dampen his clothes and quietly returned to his box, resting his hat on the floor and apologising profusely to Miss Ilyanova.

He spent the rest of the opera enjoying the company of the Russian ballerina as she snuggled next to him, peppering him with questions about Italian and English opera. He had hoped to spend the rest of the evening with her but Miss Ilyanova politely declined; she had an early flight to Paris and was due to give a special performance en route. A quick peck on the cheek from her would have to suffice, but she at least had the decency to be not-quite-discreet, ensuring that the baron would be the topic of many social teas over the next few days.

He'd offered to walk her to her hotel but, as it was but two blocks away and raining, she thought it silly and encouraged him to get to his carriage before he was soaked. Instead, he watched her reopen her parasol and float away from him across the cobblestones like an ethereal Russian angel before finally taking her advice and heading towards his transportation. He tapped a cobblestone with his cane in triumph.

Behind him, Natalya Ilyanova, allowed herself a sinister smirk as she hailed a cab to a different hotel. Over the course of the evening she'd allowed the baron to take a few harmless liberties, but not enough to notice the clockwork hand beneath her skirt. She folded her parasol, which now held the Phoenix plans inside its stem, and entered the carriage. By morning, those plans would safely be in the Czarina's hands.

Someone has to invent the fabulous contraptions that power everyday life in **Victoriana**'s England. Some inventors work in their basement shops using cobbled together tools. Others rent a warehouse or shop to build the creations that overrun their minds. There are even those who work for the government, with massive laboratories and workshops under the Thames inventing items of war and consumerism for the Crown.

This chapter details the basic guidelines for creating new marvels. Automata and vehicles are special cases and modifications to basic design and construction can be found in **Chapter 4** and **Chapter 5**.

The Worshipful Order of Horologists

The Worshipful Order or Horologists introduced in *Faces in the Smoke Volume Two – Shadows and Steel* control all legitimate clockwork construction in England. Without their approval, a clockworker is operating outside the law. Think of it as the Guild for inventors. There are strict membership requirements and expected behaviour from its members. There's also harsh punishment for non-members who try to set up shop.

If a Gamemaster is using the Horologists in her campaign, the character should have the option of joining the Worshipful Order or going it alone. The ritual for induction in the Order is detailed in Faces. Working for the Order provides a character with a cadre of like-minded individuals to bounce ideas off of, borrow tools from, and help bringing a design to fruition. On the other hand, some members of the Order are roped into works for hire, producing what he's told to produce, not what he wants. Going it alone has its risks, if the character's found out, he'll be run out of town on a rail. When facing down an angry group of clockworkers, that rail might just be steam powered and very, very fast. However, working outside the Order's structure provides a freedom to create what he needs when he needs it.

Either going it alone or joining the Order should provide many story hooks for the Gamemaster to pull from.

CREATING NEW MARVELS

To be one of the few who create the wondrous marvels of the Victorian age, the character has to have at least one speciality from the engineering skill. That speciality, be it clockwork, mechanical, or electrical engineering determines what types of items he can design and build. It is possible for a character to cobble his way through without the appropriate specialty (presuming he has a different specialty in the same group) but this imposes a 3-6 black dice modifier using the guidelines in the *Victoriana Core Rulebook*.

Engineers can be formerly trained or self-educated; it doesn't matter as far as the rules are concerned. Many of the brightest inventors of *Victoriana* taught themselves, usually through trial and error, with the occasional singed eyebrows or gear-chewed dress.

Assuming the inventor has a place to work, the proper tools, and a way to acquire the necessary parts, he's almost ready to start. The preferred way to get the parts, at least from a gentleman's point of view, is to buy them from a reputable dealer. It might not be as exciting as breaking into a Royal weapons lab and liberating five pounds of the finest gears, though.

Once the equipment has been sussed out, the next step in creating a new invention is to design it. At this point, the character has several questions to answer. Has he built something like this before? What size it is going to be? What materials is he going to use? Is he building something bespoke, or merely modifying what's already there? How reliable does it need to be? How quickly does it need to be done?

By answering these questions, the engineer determines the number of black dice, or difficulty, he must overcome to design and construct his invention.

ORIGINALITY

Is this invention being designed whole-cloth or a modification of an existing form? How extensive are the modifications going to be? Originality determines the base difficulty for the task.

Base Difficulty	Description
Easy (+5 to pool)	Existing design with available parts (e.g. building a music box from music box parts)
Average	Modifying an invention (e.g. taking a music box and adding a derringer)
Difficult (3 black dice)	Designing and building an improved version of the invention (e.g. designing a phonograph from scratch)
Very Difficult (6 black dice)	Designing a new invention with new advances in technology (e.g. building an internal combustion engine)
Extremely Difficult (12 black dice)	Designing a completely new invention for a new environment (e.g. building an automaton that can explore the ocean depths)

IT PAYS TO BE A MEMBER

Membership in the Worshipful Order of Horologists, another engineering society, or even a mathematical society gives the inventor access to mentors, associates, schematics, and manuals. This membership can mitigate not having a needed speciality. If a character needs to access to an Engineering speciality he doesn't already possess, he has several options.

Learn from a Mentor

The character can take time to learn the speciality from a mentor. The mentor might, or might not, request compensation from the character for his time and effort. If the character spends one month studying with the mentor to the exclusion of all other engineering work, he attempts a Difficult Wits test. If he succeeds, then the character can immediately spend 5 experience points to gain 1 rank in the new speciality. This allows the character to spend his experience points during a session for advancement instead of either before or after.

Use an Associate

In this case, the character asks an inventor help for assistance. The associate provides the requisite skills and rolls the dice. This associate usually charges for his services, but because they're both members of the same organization, he cuts the character a break on the price.

Manuals and Schematics

If a character can get access to manuals and schematics relevant to the speciality he's trying to use, but lacks training in, the penalty for not having the specialty is reduced to 1-3 black dice.

Example: Dr Horace Pennington is a pacifist at heart but understands the need to defend oneself. He decides to make a cape lined with magnets so that, when assaulted, Dr Pennington can strip off his cape and wrap it around his attacker. The magnets lock the cape in place, thus enveloping and neutralising the threat.

Pennington's player decides that, since the cape is an existing item and adding magnets to it is simply a modification, then the item should be at an Average Base Difficulty. The Gamemaster disagrees, noting that simple magnets would more likely snag Pennington in his own cape rather than be useful against a foe. Pennington's invention sounds like it should involve electromagnetism, which is a Very Difficult Base Difficulty. However, given the relative ease of design the Gamemaster rules that the 'enveloping cape' has a Difficult Base Difficulty.

Familiarity

While familiarity might breed contempt, it also makes tasks easier to do. If the engineer has built similar items before, then he has an edge on designing the new item. In order for a previous object to be 'familiar,' there must be a reasonable amount of design parallels.

Number Previously Built	Black Dice
3 or more	0
1-2	1
0	2

Example: Pennington has never created a cape before but he had previously invented a magnetic locking mechanism for the door to his workshop. The Gamemaster rules that, since magnetism is the primary force in this invention, that Pennington may receive 1 black die rather than 2 for his enveloping cape.

Size

Size is both relative and ambiguous. Essentially, this is how large the finished product would be. Small items are difficult to make because of the detail work needed to combine everything into a miniscule form factor. Large items are difficult to make because they require scaffolding, pulleys, and an eye for the big picture just to hang together.

'Average Size' is a bit of a catch-all, as it includes items that are relatively easy to make (i.e. no overly complex parts), no matter what the size of the final product.

Size	Black Dice	Sample Item
Very small	2	Anything smaller than a pistol
Small	1	Pistol to cat (includes clock-work limbs)
Average	0	Dog to wardrobe size (including humanoid automatons)
Large	1	Wardrobe to automobile
Very large	2	Larger than an automobile

Example: Pennington's cape straddles the line between Small and Average. While he does need to position his magnets properly and ensure that the wires carrying the electric current running through the cape are properly set, Pennington's enveloping cape doesn't seem all that complex. The Gamemaster points out that the electric current needs a motor and battery and, for the cape to be easy to wear as well as be ready to turn on at a moment's notice, there is some complexity involved. She rules that the enveloping cape has 1 black die.

Refer to pp 320-321 in the *Victoriana Core Rulebook* for more details on rank.

Material

The first step in designing an item is deciding on the material used in its construction. Some materials are more difficult to work in than others. Of course, certain items can only be made out of certain materials. For simplicities sake, metals are not broken out in different kinds of metal.

Material	Black Dice
Glass/Canvas	1
Wood	2
Metal	3
Magical Substance	4

Most inventions are made of multiple materials. In the case of such an item, such as a Faraday gun, which has a metal barrel and charging posts, but the grip is wood, the inventor must use the black dice equal to the most difficult substance. In the case of the Faraday gun, it would be 3 black dice for working with metal.

Example: While it includes a small motor, battery, wires, and magnets, the enveloping cape is still primarily cotton. The Gamemaster rules that Pennington's enveloping cape has 1 black die for being made of canvas-like material.

Duration

Duration is the length of time that a marvel can be continuously used before needing a recharge.

Duration	Black Dice
Less than 15 minutes	0
Up to 30 minutes	1
Up to 1 hour	2
Up to 2 hours	3
Up to 4 hours	4
Up to 12 hours	5
Up to 24 hours	6
Up to 2 days	7
Up to a week	8
Up to a month	9
Up to 3 months	10
Up to 6 months	11
A year or more	12

Duration is also affected by Design Flaws – similar to Flaws in characters. When an inventor takes a design flaw for their machine, it reduces the difficulty black dice by a certain number (listed with the flaw) when designing the craft.

Example: Pennington plans to wear the cape on a daily basis, but decides that 4 hours a day is about the average time he'd use it in a single day. He'd like to only have to replace the battery every 4 weeks (or 28 days). 4 x 28 = 112 hours, or 4.67 days. This puts the Duration at 'Up to 2 days,' or 7 black dice. Deciding that 7 black dice is too much, Pennington drops it to 'Up to 12 hours,' or three days of ordinary use, to reduce his penalty to 5 black dice.

Time

In real life, inventions can take quite some time to design and build; even with all of our modern tools available it often takes years to go from concept to creation. *Victoriana*, however, is a steampunk setting where inventors often need their new marvels yesterday. Thus, the best of them can build extraordinary things in short periods of time. The less time an inventor takes on designing and building a marvel, the larger the black dice penalty.

Time is measured in increments, such as 'hours' or 'months.' The actual number is based on the total number of black dice (i.e. if the roll requires 11 black dice and there's an 'hours' time increment then it takes 11 hours to build the marvel). Increments can be reduced by taking an extra black die for each increment (reducing 11 hours to 7 hours adds an additional 4 black dice).

As in every other instance, the Gamemaster has the final say on what time increments are possible. Even in the most cinematic campaigns, airships can't be built in minutes!

Time Increment	Black Dice
Months	0
Weeks	1
Days	2
Hours	4
Minutes	6

Example: Pennington wants his cape ready for a social ball in three days, so he adds an 'hours' time increment. This brings his black dice total to 15. This means he can build the cape in two days if he keeps to a reasonable schedule, or a single day if he burns candles late into the night.

Additional Modifiers

There's always the possibility that the Gamemaster may want to tack on additional black dice. Perhaps the new marvel is overly complex or ground-breaking, or perhaps the inventor is working under less than ideal conditions. This is a catch-all category for any other obstacles an inventor faces when designing and building a marvel.

Modifier	Number of black dice to add
Lacking specialisation	+2 (only 1 if he has manuals/schematics)
Lack of proper workshop	+1
Lack of proper tools	+1
Lack of proper staff	-3 for large or -6 for very large items

Construction Test

Once everything has been fixed, the inventor gets to make an extended test against the difficulty (total black dice) of the marvel. While this is a Wits + Engineering roll by default, an inventor can actually make several rolls using different skills and adding the successes together. If magic is involved, then the inventor can also use the appropriate magic skill as a complementary roll.

An Engineer may only use a number of skills on a single invention equal to his Wits attribute. The Gamemaster has the final say on what skills must be used.

If the inventor has assistants, they may make complementary skill rolls to any or all of the inventor's rolls.

Each complementary skill added to the total roll incurs an additional 3 black dice (so if one assistant complements two skills, then the inventor adds 6 black dice to the roll. If the inventor incurs a foul failure then he not only does not build the marvel but also any subsequent attempts are raised another level of difficulty. If the inventor's total successes still fall short then he may try again normally.

If the inventor succeeds, then he now has his marvel!

Example: Pennington now adds up his modifiers. He starts with a Difficult (3 black dice) Base Difficulty, and adds 12 black dice, for 15 black dice total. Pennington has 3 dice for Wits , Science (electricity) 4, Engineering (electrical) 4, Craft (tailor) 1, and 2 dice for Eye for Weakness talent for a total of 20 dice (Pennington would have rather used his Engineering (mechanical) skill in place of Craft (tailor), but the Gamemaster insisted that Craft (tailor) be one of the necessary skills).

Feeling a little short on the Craft roll, Pennington employs a tailor to help. The tailor has a 5 Craft (tailor) skill, which brings the total to 25 dice. Unfortunately, the tailor's employ raises the black dice total to 18.

Pennington rolls his 25 dice and gets 14 successes. The Gamemaster rolls 18 black dice and gets 7 successes.

Pennington has his magnetic cape in time for the social ball.

Paying For It All

One of the big differences between magic and science is that scientific marvels often require capital in order to build them. This alone can often bankrupt an engineer; many a would-be inventor keeps his parlour looking respectable in the hopes that his guests don't tour the rest of his rather Spartan home due to the amount of valuables he's had to liquidate. Some engineers attempt to recoup their investment by selling their inventions.

Project Cost

During the design phase, the engineer not only putting together a plan, he's assembling the cost list. Nothing worth having in the Empire is free, especially the parts the engineer needs to do his job. To calculate the base cost, total the black dice used in the design phase, subtract the number of successes the inventor made on his construction test, and multiply by £10. This figure represents the money the engineer needs to see the project through to the end as well as the corners he was able to cut through frugal design choices.

If legal magic is involved, the cost doubles. If illegal magic is involved, the price quadruples and the engineer is responsible for sourcing any unsavoury requirements.

The engineer doesn't have to have all the money up front. He can pay as he goes. However, that figure is an abstract number that is the same whether he buys all his items from legitimate vendors or steals them. In the case of the latter, the figure represents the resources spent in the pursuit of larceny. Also, the Gamemaster should feel free to reduce the cost if the inventor has access to needed resources.

Selling

Determining the sale price of any invention is difficult. The amount of blood, sweat, and tears poured into creating just one item is astronomical. If a character wants to sell an item he crafted, he can ask for any sum he wants. However, other inventors will sell their items for twice what it cost the inventor to make it, so the character should take that in mind. This figure can also be used by Gamemasters who want to unleash some of their own inventions on the world, but want the characters to pay for them.

Contraptions of Convenience

Besides title, one thing that separates the middle and upper classes is the accessibility of magic. Only the truly wealthy can afford all of the luxuries that magic allows; middle class professionals that aspire to live the aristocratic lifestyle simply don't have the means to purchase Guild-licenced products or to keep a mage on staff. Fortunately, many of the luxuries magic provides can also be produced by science, albeit in an often dirtier and noisier manner. While the use of such items tends to mark one as "common," many of these technological marvels are coveted by the upper class as well.

Analytical Engine (no price)

Contrary to popular belief, Charles Babbage's current 'difference engine' project that is due to be revealed in 1868 is not a calculation engine but an analytical engine (or what we in the modern world would call a 'computer'). The analytical engine takes instruction from punched cards and has memory storage. In spite of Babbage's secrecy, there are a number of engineers and Guild artificers creating analytical engines on their own and the Royal Navy has a few experimental analytical engines deployed (see Chapter 5).

Guild artificers working with Mr Babbage are hoping that the analytical engine will be able to catalogue spell matrices, enabling a sorcerer to simply select an appropriate spell, channel mana through the analytical engine, and activate the spell. Some more conservative members of the Guild warn that such an engine, if given an independent mana source, could give sorcery to the masses.

Automated Revolving Hat Stand (£10+)

Designed by Professor Victor Holden at the musing of his valet, the automated revolving hat stand rotates in order to allow the user full functionality while allowing it to hew closely to a wall or corner. Small automated hat stands are

of dubious benefit (as the base usually takes up more space than a regular hat stand and a "muscle-driven" revolving hat stand is quite adequate. An automated hat stand is a showpiece and many are built with amusements such as music boxes or zoetropes to entertain guests as they hang or retrieve their coats.

Two more expensive versions of the automated revolving hat stand have not caught on. The automated wall dressing closet, which is built inside a wall and rotates hanging articles via conveyer belt, was prone to having hats and other loose articles fall while inside, causing all sorts of trouble for the owner. The second is the clockwork revolving hat stand, which incorporated clockwork appendages into the design so that the hat stand could help the user don a hat or put on a coat without assistance. A demonstration of the prototype caused quite a sensation at the Great Exposition until Lord Blackthorne famously remarked 'I fail to see the point of this contraption. What gentleman wouldn't have a servant to assist him?' With those words a potential status symbol became a mark of poverty.

Automatic Fan £15

The automatic fan is a steam-driven fan that cools the user and clears smoke away from an area. Unfortunately, steam-driven fans are noisy and, depending on the fuel, can generate more smoke than it dissipates. These fans are also made of brass and can injure (8 dice damage) anyone that sticks a body part into the moving blades. Accessible fans (those not built into a ceiling or other hard to reach area) are often put inside a cage. Unfortunately, the cages have to be porous enough for the fan to work, enabling curious children or dim-witted adults to work their hands inside them.

Autopiano £10

Invented by German Yehudite Schmuley Goldstein to play music on the Sabbath, the autopiano is quickly spreading across Europe and into America. Autopianos are generally operated pneumatically, with the operator using foot pedals to introduce air into the valves. Unfortunately for Mr Goldstein, he has yet to design an autopiano that has met with rabbinical approval for the Sabbath.

Ballpoint Pen 6s

The latest innovation in pen design, the ballpoint pen, like its predecessor the fountain pen, has an internal ink cartridge. Unlike the fountain pen, which has a hard tip that doesn't write well on rough surfaces, the ballpoint pen has a small ball built into the tip that gets coated with ink and can write on most solid surfaces. Currently, commercial ballpoint pens are imprecise and don't distribute ink evenly when they are used, making them good for rough marks but not long messages. Several craftsmen claim to have

solved the problem; their pens go for up to five times as much as a fountain pen.

Binoculars £6.4

Binoculars have been around for a century but are really coming into their own with the ever-increasing range of weapons. Currently upper end binoculars have an 8x magnification (you can see 56 feet as if it was 7 feet away) but they are getting better all the time. Some pilots have the binoculars permanently attached to their helmets, raising them above the brim when not in use.

Blow-dryer £40

This steam-driven contraption blows hot air over damp hair in order to dry it more quickly. Currently, there are no portable blowdryers; a blowdryer is a freestanding device that stands behind a chair and has an apparatus that partially covers the user's head. Currently blowdryers are steam-driven; their noise makes them unsuitable for the upper class (which prefers the Groom spell) and middle class users prefer to go to salons rather than keep one in the home. Blowdryer manufacturers are looking for ways to change this; at least one engineer in the Italian states is developing an electric model.

Burglar Alarm £35

A necessity for engineers that want to keep their hard work away from thieving hands, the burglar alarm, invented by American Edwin Holmes, is a tripwire system that makes noise when tripped. Most burglar alarms are installed in doors or windows that are tripped when the door or window is cracked open.

Calculation Engine £100+

Inspired by Charles Babbage's first 'difference engine,' a number of engineers have designed automatic calculators that can perform simple maths and polynomial equations. Almost every major power in Europe can claim to own one such device. Most calculation engines are the size of large pianos and aren't easily moved.

Most uses of a calculation engine are left up to the Gamemaster. They usually provide bonuses to mathematics rolls and decrease the time necessary when working out complex maths. When using a calculation engine to design a vehicle, subtract 2 black dice from the roll.

Cipher Machine £34

A cipher machine uses polyalphabetic substitution ciphers (a fancy way of saying 'more than one letter can substitute for a single letter) to encrypt and decrypt messages. If someone else has the same model cipher machine and knows how to set the rotors, he can easily decode an encrypted message. Professional spies often lay another cipher on top of the first just in case they are compromised.

Clockwork Puppet Eye £50

Given the success of the clockwork puppet hand, it was only a matter of time when an artificer would develop a version that used an eye instead of a hand. The clockwork eye has the same limitations as the hand and the user must have both eyes closed in order to use it. Most clockwork puppet eyes are built into the grip of an ornate cane, although other creative designs are available.

Clockwork Puppet Hand £60

This ingenious infusion of magic and technology is a fully articulated hand that, when magically connected to the owner, allows him to move the clockwork hand simply by moving his own. Originally created by a Guild mage that wanted to scratch his back, enterprising vendors have found an almost unlimited use for the remote hand.

A clockwork puppet hand acts like an actual hand and replicates any and all movements made by the hand with which it is magically bonded. The hand still needs to be physically attached to the user, usually through the use of a small pole. The clockwork puppet hand loses its power beyond a distance of 30 feet. A clockwork hand cannot move on its own beyond the ability of the user to mimic it (thus it is reduced to the pole's range as well as the length of the owner's arm).

Collapsible Parasol/Umbrella 6s

This parasol or umbrella has articulated ribs that collapse when closed, enabling a traveller to easily tuck it inside a travel bag or purse. The collapsed umbrella remains in its small state until the bottom spring is pressed, releasing the runner. The ribs unfold automatically when the runner is manually pushed up the tube (a top spring holds it in place).

Contained Breathing Apparatus £4

A step further than the gas mask, a contained breathing apparatus enables the wearer to draw oxygen from an independent supply, enabling him to go into places where it is difficult or impossible to breathe. Most contained breathing apparatus models come with a face mask and tube attached to a cylinder strapped to one's back. The current popular model is of German design and uses two metal tanks strapped to one's back. It contains enough air for one hour's use. Contained breathing apparati are often combined with deep sea suits, granting the diver independence.

Deep Sea Suit £15

Gnomish inventor Phillip Taylor designed the first practical 'diving suit' in 1847. The earliest models needed magical assistance to waterproof the suit and alleviate some of the weight, but Taylor overcame these issues by the late 1850s. Oxygen is usually pumped to the suit through a line tethered to the launching boat, but recent models can be equipped with a contained breathing apparatus. Taylor's current diving suit, the Aegir V, is fully functional and requires no magic to use. Taylor offers a money back guarantee when using the Aegir V down to a depth of 250 feet.

Disappearing Ink £1 per flask and solution

A favourite tool of those involved in the Great Game, disappearing ink enables one to write a message that disappears and, with the proper solution, can be made to reappear. A common trick is to write the message on a handbill or on one of the pages inside a book. Those who use this product still encrypt their messages so that the revealed message still needs to be decoded to be of any use.

While there have been magical versions of disappearing ink, both enchanted and sorcerous, magicians desiring coded messages prefer the scientific version. This is because mediums can easily determine that a message is coded with 'invisibility ink' with the Magic Sense ability.

Duplicating Typewriter £200

Duplicating typewriters come in sets of two, bonded together by Guild sorcery. Whatever is typed on one typewriter is immediately typed on the other, provided that there is ink and paper in the machine. This connection seems to hold no matter how far away the typewriters are from each other, and persons using duplicating typewriters often create a standard operating procedure (such as waiting 5 minutes to type on a second page) to ensure that messages are copied exactly. Thus far it has proven impossible to connect more than two typewriters in the same 'network.'

English Key £2

A fully adjustable spanner (or wrench), no engineer's tool set is complete without one. The English key may be adjusted for size and locked into position.

Etheric Pocket Watch £50

Popular amongst gentlemen that wish to show they have coin to spend (or, as a less forgiving critic might say, to waste), an etheric pocket watch broadcasts the time in a large (6 inch diameter) etheric globe a few inches above the watch. Anyone looking at the globe, from any direction, can see the exact time as if a clock face were directly in front of her.

A lesser known but equally useful quality is that, if several etheric pocket watches are within a few feet of an etheric globe broadcasting the time, then opening the other pocket watches automatically synchronises with it. This can be very useful for gutter runners whose plans rely on perfect timing.

Gas Mask £10

With the advances in technology come the soot and smoke of industry. Engineers working in especially hazardous conditions have designed gas masks to filter the dust and smoke from the air they breathe. Such gas masks work well against gaseous poisons and disease as well. The potency of any poison or disease is reduced by 2 if one is wearing a gas mask. In addition, if the wearer rolls a Good success (3+ more than the potency) then she suffers no ill effects at all.

Goggles £10/£15

No self-respecting engineer is without a pair of goggles to protect the eyes from foreign substances as well as allow the wearer to see in front of him at high speeds. By far the most recognised brand is from Logrim's Spectacles in Hexham; they offer several varieties, including those with runes inscribed in them.

• **De-misting Goggles:** These goggles with light blue lenses reduce rain and fog penalties by 3 black dice.

• **Nocturnal Goggles:** These goggles with light red lenses reduce darkness penalties by 3 black dice.

• **Tell Goggles:** Named for the legendary William Tell, these goggles add +1 to any ranged attack roll.

Logrim offers each of these goggles at £10 each. Each also has a corresponding spectacles version sold at £15 each. Needless to say the spectacles are more popular amongst London gentlemen.

Gramophone n/a

Not yet commercially available, several prototypes of sound-recording and replaying machines have been built by enterprising engineers. Supporters of the gramophone see it as a way to bring entertainment and news to the masses; some artists fear that they'll be jobless if prospective patrons can hear their music for free.

Grappling Gun £20

This device enables the user to fire a grappling hook and use it to climb sheer surfaces. While technically not a 'weapon,' the use of a grappling gun is about the size of a shotgun and requires the Firearms skill. The user must make a Dexterity + Firearms roll to fire the gun and catch something with the hook (the Gamemaster sets the difficulty based on where the hook lands – most rolls will be Difficult (3 black dice)). Once the hook is caught the user may scale the wall. Using a grappling gun reduces the Difficulty of scaling the wall by two levels (so a Hard Difficulty becomes Easy).

There are many variations on the grappling gun. Most have a range of about 50 feet and the user can attach different lengths of rope based on need (it is also easier to have a spare then recover a fired hook when time is of the essence). Some models have a crank to recover the rope; some of these cranks can be used while climbing. The most advanced models have a magical crank or even a steam-driven crank, although steam-powered hooks are either very bulky or attached to a separate engine.

Guild Glass £24

This magically-enhanced magnifying glass made with pure quartz. It has a 6x magnification (so objects 18 feet away look like they are 3 feet away). While some engineers scoff at using a Guild artefact in their work, there is nothing inherently magical about Guild glass (the magic is in the creation). As with a regular magnifying glass, some engineers build them into headbands or hats.

Guild Steam Boiler £100

These magically enhanced boilers only require half the fuel of regular boilers but put out two or three times as much power. The mana is stronger in smaller boilers (3 times as much) while it's only twice as strong in the larger boilers. When adding a Guild steam boiler to a vehicular marvel, the Range is tripled for small vehicles or personal harnesses and doubled for all other vehicles.

Hair Iron £36

Popular amongst ladies that wish to look their best for the social season, hair irons are steam-driven and require at least two servants to safely operate. Depending on the desired outcome, different irons can crimp, curl, or straighten hair at varying degrees. Most hair iron machines come with a broad set of irons and more can be purchased individually.
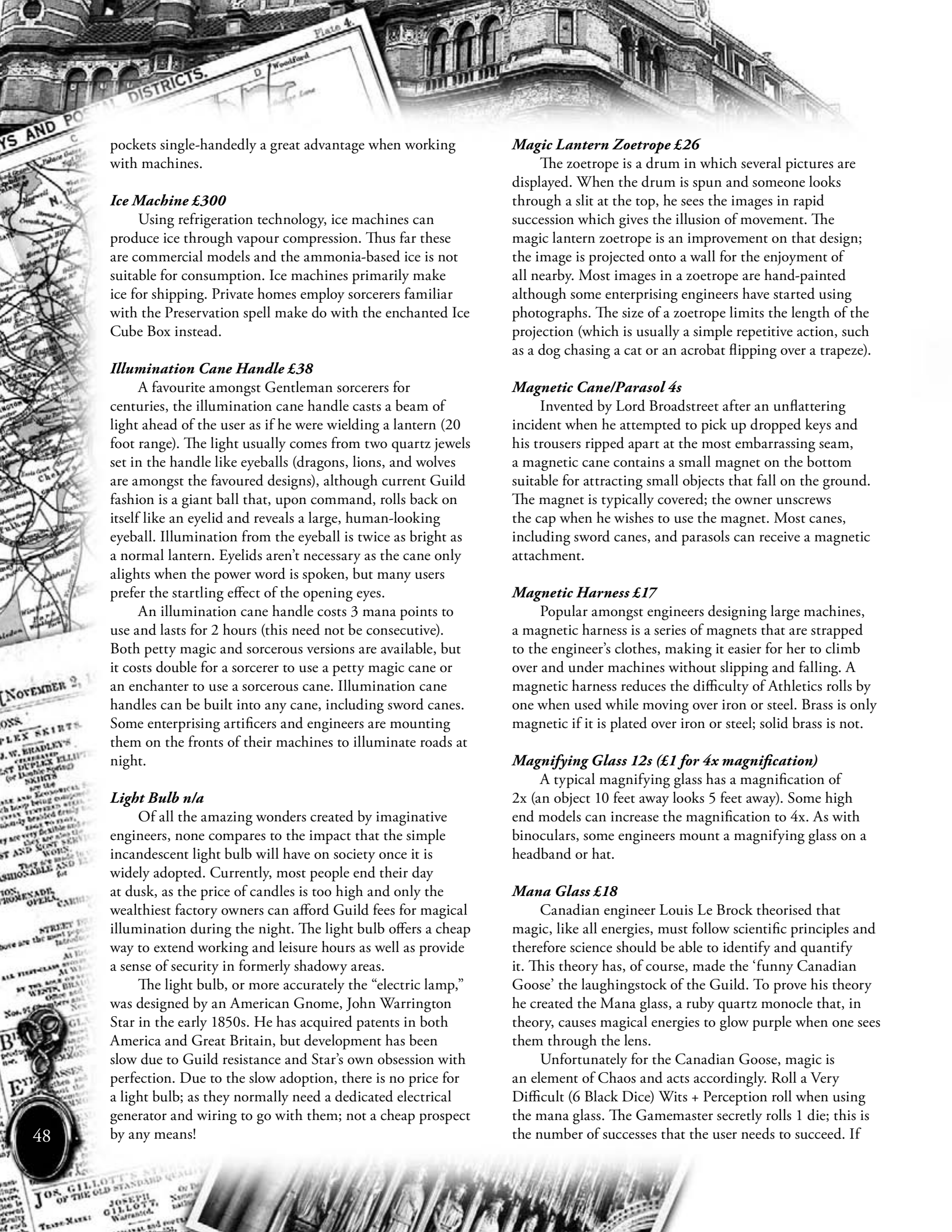
Heliograph £3

The heliograph is a freestanding mirror that reflects sunlight. An operator can make it flash by either turning the mirror or, more commonly, by opening and closing a shutter. Most flash signals are broadcast using Morse code (the Prussians and Russians have separate conventional code languages) although secret codes may also be transmitted so long as the observer understands the code.

Howell Fastener (10s per row)

Inspired by his work on sewing machines, American Dwarf inventor Edgar Howell has recently turned his attention to button-less fasteners. Howell fasteners are designed to replace buttons with a fastener attached to two rows of teeth (or what we would call a 'zipper' in our world). Thus far, Howell fasteners have yet to find acceptance in everyday use; the lower class can't afford the extra expense and the middle and upper classes believe that wearing clothes with Howell fasteners projects the wrong image (i.e. one can't afford enough servants to handle the buttoning). Howell fasteners are extremely popular amongst engineers, who find an easy way to open and close

pockets single-handedly a great advantage when working with machines.

Ice Machine £300

Using refrigeration technology, ice machines can produce ice through vapour compression. Thus far these are commercial models and the ammonia-based ice is not suitable for consumption. Ice machines primarily make ice for shipping. Private homes employ sorcerers familiar with the Preservation spell make do with the enchanted Ice Cube Box instead.

Illumination Cane Handle £38

A favourite amongst Gentleman sorcerers for centuries, the illumination cane handle casts a beam of light ahead of the user as if he were wielding a lantern (20 foot range). The light usually comes from two quartz jewels set in the handle like eyeballs (dragons, lions, and wolves are amongst the favoured designs), although current Guild fashion is a giant ball that, upon command, rolls back on itself like an eyelid and reveals a large, human-looking eyeball. Illumination from the eyeball is twice as bright as a normal lantern. Eyelids aren't necessary as the cane only alights when the power word is spoken, but many users prefer the startling effect of the opening eyes.

An illumination cane handle costs 3 mana points to use and lasts for 2 hours (this need not be consecutive). Both petty magic and sorcerous versions are available, but it costs double for a sorcerer to use a petty magic cane or an enchanter to use a sorcerous cane. Illumination cane handles can be built into any cane, including sword canes. Some enterprising artificers and engineers are mounting them on the fronts of their machines to illuminate roads at night.

Light Bulb n/a

Of all the amazing wonders created by imaginative engineers, none compares to the impact that the simple incandescent light bulb will have on society once it is widely adopted. Currently, most people end their day at dusk, as the price of candles is too high and only the wealthiest factory owners can afford Guild fees for magical illumination during the night. The light bulb offers a cheap way to extend working and leisure hours as well as provide a sense of security in formerly shadowy areas.

The light bulb, or more accurately the "electric lamp," was designed by an American Gnome, John Warrington Star in the early 1850s. He has acquired patents in both America and Great Britain, but development has been slow due to Guild resistance and Star's own obsession with perfection. Due to the slow adoption, there is no price for a light bulb; as they normally need a dedicated electrical generator and wiring to go with them; not a cheap prospect by any means!

Magic Lantern Zoetrope £26

The zoetrope is a drum in which several pictures are displayed. When the drum is spun and someone looks through a slit at the top, he sees the images in rapid succession which gives the illusion of movement. The magic lantern zoetrope is an improvement on that design; the image is projected onto a wall for the enjoyment of all nearby. Most images in a zoetrope are hand-painted although some enterprising engineers have started using photographs. The size of a zoetrope limits the length of the projection (which is usually a simple repetitive action, such as a dog chasing a cat or an acrobat flipping over a trapeze).

Magnetic Cane/Parasol 4s

Invented by Lord Broadstreet after an unflattering incident when he attempted to pick up dropped keys and his trousers ripped apart at the most embarrassing seam, a magnetic cane contains a small magnet on the bottom suitable for attracting small objects that fall on the ground. The magnet is typically covered; the owner unscrews the cap when he wishes to use the magnet. Most canes, including sword canes, and parasols can receive a magnetic attachment.

Magnetic Harness £17

Popular amongst engineers designing large machines, a magnetic harness is a series of magnets that are strapped to the engineer's clothes, making it easier for her to climb over and under machines without slipping and falling. A magnetic harness reduces the difficulty of Athletics rolls by one when used while moving over iron or steel. Brass is only magnetic if it is plated over iron or steel; solid brass is not.
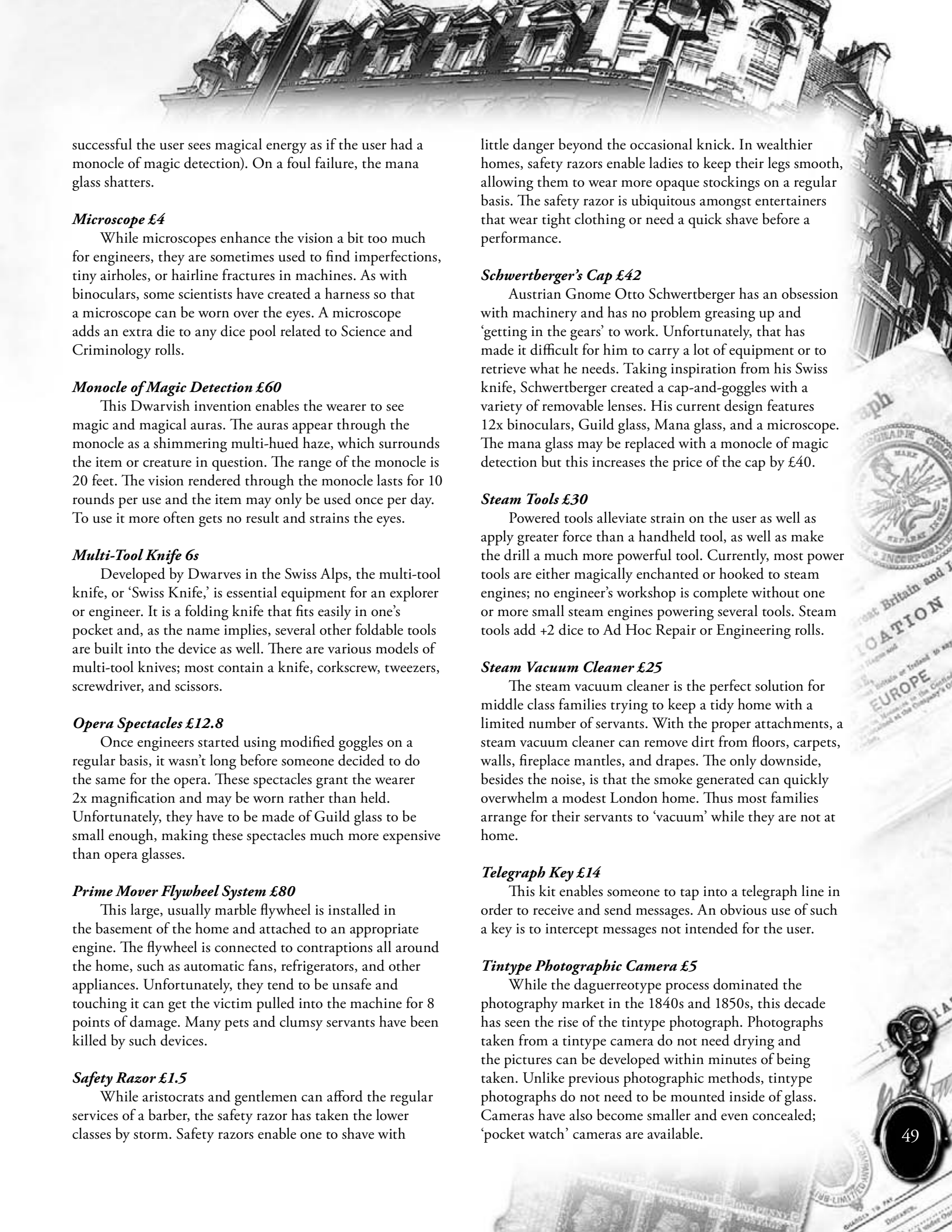
Magnifying Glass 12s (£1 for 4x magnification)

A typical magnifying glass has a magnification of 2x (an object 10 feet away looks 5 feet away). Some high end models can increase the magnification to 4x. As with binoculars, some engineers mount a magnifying glass on a headband or hat.

Mana Glass £18

Canadian engineer Louis Le Brock theorised that magic, like all energies, must follow scientific principles and therefore science should be able to identify and quantify it. This theory has, of course, made the 'funny Canadian Goose' the laughingstock of the Guild. To prove his theory he created the Mana glass, a ruby quartz monocle that, in theory, causes magical energies to glow purple when one sees them through the lens.

Unfortunately for the Canadian Goose, magic is an element of Chaos and acts accordingly. Roll a Very Difficult (6 Black Dice) Wits + Perception roll when using the mana glass. The Gamemaster secretly rolls 1 die; this is the number of successes that the user needs to succeed. If

successful the user sees magical energy as if the user had a monocle of magic detection). On a foul failure, the mana glass shatters.

Microscope £4

While microscopes enhance the vision a bit too much for engineers, they are sometimes used to find imperfections, tiny airholes, or hairline fractures in machines. As with binoculars, some scientists have created a harness so that a microscope can be worn over the eyes. A microscope adds an extra die to any dice pool related to Science and Criminology rolls.

Monocle of Magic Detection £60

This Dwarvish invention enables the wearer to see magic and magical auras. The auras appear through the monocle as a shimmering multi-hued haze, which surrounds the item or creature in question. The range of the monocle is 20 feet. The vision rendered through the monocle lasts for 10 rounds per use and the item may only be used once per day. To use it more often gets no result and strains the eyes.

Multi-Tool Knife 6s

Developed by Dwarves in the Swiss Alps, the multi-tool knife, or 'Swiss Knife,' is essential equipment for an explorer or engineer. It is a folding knife that fits easily in one's pocket and, as the name implies, several other foldable tools are built into the device as well. There are various models of multi-tool knives; most contain a knife, corkscrew, tweezers, screwdriver, and scissors.

Opera Spectacles £12.8

Once engineers started using modified goggles on a regular basis, it wasn't long before someone decided to do the same for the opera. These spectacles grant the wearer 2x magnification and may be worn rather than held. Unfortunately, they have to be made of Guild glass to be small enough, making these spectacles much more expensive than opera glasses.

Prime Mover Flywheel System £80

This large, usually marble flywheel is installed in the basement of the home and attached to an appropriate engine. The flywheel is connected to contraptions all around the home, such as automatic fans, refrigerators, and other appliances. Unfortunately, they tend to be unsafe and touching it can get the victim pulled into the machine for 8 points of damage. Many pets and clumsy servants have been killed by such devices.

Safety Razor £1.5

While aristocrats and gentlemen can afford the regular services of a barber, the safety razor has taken the lower classes by storm. Safety razors enable one to shave with little danger beyond the occasional knick. In wealthier homes, safety razors enable ladies to keep their legs smooth, allowing them to wear more opaque stockings on a regular basis. The safety razor is ubiquitous amongst entertainers that wear tight clothing or need a quick shave before a performance.

Schwertberger's Cap £42

Austrian Gnome Otto Schwertberger has an obsession with machinery and has no problem greasing up and 'getting in the gears' to work. Unfortunately, that has made it difficult for him to carry a lot of equipment or to retrieve what he needs. Taking inspiration from his Swiss knife, Schwertberger created a cap-and-goggles with a variety of removable lenses. His current design features 12x binoculars, Guild glass, Mana glass, and a microscope. The mana glass may be replaced with a monocle of magic detection but this increases the price of the cap by £40.

Steam Tools £30

Powered tools alleviate strain on the user as well as apply greater force than a handheld tool, as well as make the drill a much more powerful tool. Currently, most power tools are either magically enchanted or hooked to steam engines; no engineer's workshop is complete without one or more small steam engines powering several tools. Steam tools add +2 dice to Ad Hoc Repair or Engineering rolls.

Steam Vacuum Cleaner £25

The steam vacuum cleaner is the perfect solution for middle class families trying to keep a tidy home with a limited number of servants. With the proper attachments, a steam vacuum cleaner can remove dirt from floors, carpets, walls, fireplace mantles, and drapes. The only downside, besides the noise, is that the smoke generated can quickly overwhelm a modest London home. Thus most families arrange for their servants to 'vacuum' while they are not at home.

Telegraph Key £14

This kit enables someone to tap into a telegraph line in order to receive and send messages. An obvious use of such a key is to intercept messages not intended for the user.

Tintype Photographic Camera £5

While the daguerreotype process dominated the photography market in the 1840s and 1850s, this decade has seen the rise of the tintype photograph. Photographs taken from a tintype camera do not need drying and the pictures can be developed within minutes of being taken. Unlike previous photographic methods, tintype photographs do not need to be mounted inside of glass. Cameras have also become smaller and even concealed; 'pocket watch' cameras are available.

Typewriter £15

The success of Danish Aluminat priest Rasmus Malling-Hansen's Writing Ball has led to many imitators. While Aluminat and Guild offices prefer Malling-Hansen's original "ball-shaped" design, the more practical 'keyboard' design dominates the market.

Vienna Glove £85

Perfected in the Guild headquarters in Vienna, a Guild glove is a magical marvel that has tool bits on the finger tips. When the tip is applied to a surface and the appropriate power word spoken, it acts as if the user were using the appropriate tool. Several configurations of a Vienna glove exist and most are custom-made. The most common configuration is nail puller (thumb), hammer (index finger), drill (middle finger) screwdriver (ring finger), and 6 inch saw (little finger). When used as a weapon, the Vienna glove adds 3 dice damage.

Personal Weaponry

It should come as no surprise that most scientific (and sorcerous) marvels purchased by the average adventure-seeker are of the personal variety. Airships and steam carriages are fine vehicles, but most lower and middle class characters can hardly afford to own them. Instead, they judiciously spend their shillings on self-defence. Artificers and engineers are constantly finding new ways to enable clients to protect themselves while also improving protective gear so they are not seriously harmed.

Several new weapons and armour are presented in this chapter. A few previously published items are included as well, either because they are iconic of the steampunk genre or simply too noteworthy not to be included amongst these items. For more weapons, cost and type of ammunition, and other weapon accessories, see *Faulkner's Millinery and Miscellanea*.

Melee

While ranged weapons are becoming increasingly popular there are many occasions when a gentleman can't carry a pistol or an ambush makes ranged weaponry unsuitable. Here is a collection of some of the latest fashionable melee weapons amongst *Victoriana* artificers and engineers.

Clockwork Chainsaw

Invented by Prussian Guild mage and medical doctor Bernd Hess in order to saw cleanly through bone, this mana-powered clockwork tool has also proven to be a deadly weapon. When not operational the saw does damage as a club (2 dice), but 4 mana channelled into the weapon

(7 for petty mages) makes it operational. The power lasts for 3 rounds. If used to parry, the clockwork chainsaw does damage to the weapon used.

Steam-powered versions of the clockwork chainsaw do exist but as they require a steam engine they are of little use to the average gutter runner that isn't fortunate enough to be attacked while trimming he is trimming his hedges. 'Portable' clockwork chainsaws must be mounted on a harness or vehicle.

Collapsible Baton

Created for the Metropolitan police (but not authorised due to the less-costly truncheon, the collapsible baton is a small weapon that becomes a club with a flick of the wrist. It can be easily concealed, making it an attractive option for ladies and the smaller races.

Collapsible Sword

This intriguing weapon collapses like a telescope into its hilt. With a flick of the wrist transforms this ten inch steel rod into a three foot pointed weapon The "blade" is really more of a short spear, pointed but not edged for cutting. Also, they don't always lock into position well; on a foul failure the blade will collapse on impact doing no damage. If struck against something enough to dent the weapon, it will not be able to collapse on itself.

Pacifist Cane

A magical improvement on Broadbent's magnetic cane, the magnet on a Pacifist cane has been enhanced by Guild magic. When the bearer utters the magic word and points the magnet at an object normally affected by magnets, such as a pistol or sword, a strong, focussed, magnetic field attempts to pull the object to the cane. Unfortunately, as a few less-educated men have learned too late, fired bullets are not magnetic.

When used against an object, the person holding it must make a Very Difficult (6 black dice) Strength + Might roll in order to keep hold of the weapon; otherwise the weapon is wrenched from his hand and flies toward the cane. The pacifist cane user can utter another magic word to release items stuck to the cane; these fall harmlessly to the ground.

Mace Cane

The mace cane has a bit more heft than most and is a bit thicker than an average cane. It is weighted for combat, but is a bit more dangerous than a regular cane. The cane is segmented one-third down. When the cane is twisted, sharp spikes pop out from the bulbous handle, turning the cane into a mace. While certainly considered un-gentlemanly, the mace cane is popular with the lower classes.

Meecham's Razor Hat

Created by Halfling inventor Nathaniel Meecham upon his return from India, the razor hat is essentially a chakram (Sikh throwing disc) built into the lining of the hat brim. The brim is designed to be easily torn off (taking the same time as it would to draw a weapon), revealing the sharp-edged weapon. The hat requires the Specialist Weapon (chakram) skill to use but has less range than the chakram due to the added weight of the hat.

The cost of Meecham's Razor Hat includes only the blade and the labour in fitting a hat to it. The hat must be purchased separately. Bowlers are usually used for the lower classes, while gentlemen and aristocrats prefer top hats.

Sword Cane

A popular means of concealed defence, the sword cane is opened by grasping the body of the cane in one hand, and the head in the other then twisting the head sharply. The scabbard can be pulled off revealing a serviceable blade similar to a rapier.

Rifle Cane

These gentlemen canes have a barrel running the length of the cane with a breech at the base of the handle, which accepts a single round. They are notoriously difficult to aim, the concealed trigger is easy to lose track of, reloading is time consuming, and misfires can be caused by dirt blocking the open end of the barrel.

Revolver Cane

These gentleman canes have revolving barrels built just below the handle. While offering more defensive power than a single-shot model, the revolver cane practically advertises its capabilities. The barrel is small and only holds four shots in an attempt to better blend in with the handle (as well as keep the weight manageable), but anyone giving the cane more than a cursory glance can identify it as a revolver cane.

Shock Cane

Available through Guild sorcerers, the shock cane is a popular means of non-lethal defence. The user simply speaks the awaken word and jabs the target with the ground end of the stick to give them a tremendous shock of energy.

Pistols

Pistols are an area where firearms science has rapidly advanced since Samuel Colt's tremendous revolver was first produced in the 1840s. Presented here are some of the more typical weapons of the *Victoriana* setting. More examples can be found in *Faulkner's Millinery and Miscellanea*.

Derringer .22 Rimfire Double

Made by the Derringer Company of Philadelphia, these derringers have two over and under barrels,

with a lever lock that allows the barrels to be flipped up for easy loading and unloading (a similar configuration to an over and under shotgun, but on a smaller scale). It uses the .22 calibre rimfire brass cartridge by Remington.

Parlour Pistol; £1.12

Mostly made in the German states, these fancy handguns are designed to practice shooting indoors. They use a 5mm, 6mm, or .22 BB that is propelled by a small cap that propels the rounds at slow speeds. They are single-shot, usually breech loaded using the trigger guard as the mechanism to swing the bolt open. The majority of these are made from standardized parts by various manufacturers, and as they are not considered weapons, they do not require the manufacturers mark; rather the only information is the powder weight and type (for instance 0,15 NGP M/71) and bullet weight and type (21 gr BI). Although a .22 short round could be used in the weapon, it would be dangerous and not recommended. (The damage, however, would be 2 dice and the range lengthened to 10 yards).

Remington Double .41 Derringer
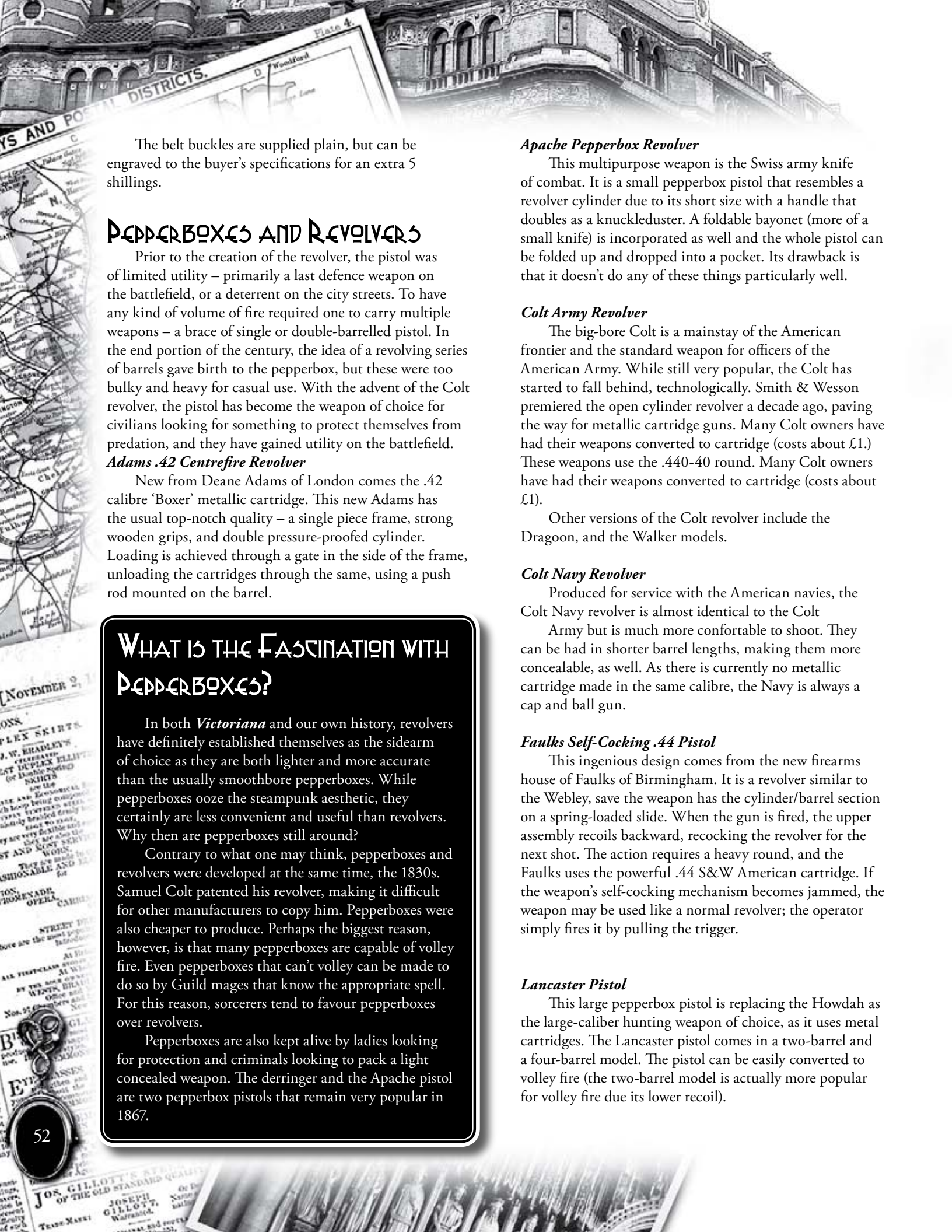
Some find the tiny .22 derringer too small for adequate self-defence, leading Remington to fill the demand for a small but powerful belly gun with their .41 derringer. They can be had single or double barrelled configuration and use a breech-loading system pioneered by Derringer. Unlike the .22 version, the .41 derringer has a gargantuan recoil that makes it difficult to gain a follow-up shot with.

Remington .50 Pistol

Using the .50 calibre metal cartridge, this Remington is a fine and powerful weapon for small game hunting. It can be supplied fitted with the Remington telescopic sight for an extra 3 shillings. A popular back-up weapon for big-game hunters (and anyone else who may find themselves facing enraged wildlife as part of their regular activities), the Remington is not well suited to urban self-defence: The recoil is very stout. This makes these pistols uncomfortable to fire with any accuracy, but they do tend to transmit their user's intentions with power.

Belt Buckle Derringer

A novel invention from Chadwick's of Illinois, this weapon utilises the breech mechanism of a .32 calibre derringer, mounted in a belt buckle and fired by application of the thumbs to each end of the belt buckle. It is aimed by pointing the body towards the enemy. Because of the lack of barrel, the range is extremely short and accuracy is almost impossible even for the best shooters.

The belt buckles are supplied plain, but can be engraved to the buyer's specifications for an extra 5 shillings.

Pepperboxes and Revolvers

Prior to the creation of the revolver, the pistol was of limited utility – primarily a last defence weapon on the battlefield, or a deterrent on the city streets. To have any kind of volume of fire required one to carry multiple weapons – a brace of single or double-barrelled pistol. In the end portion of the century, the idea of a revolving series of barrels gave birth to the pepperbox, but these were too bulky and heavy for casual use. With the advent of the Colt revolver, the pistol has become the weapon of choice for civilians looking for something to protect themselves from predation, and they have gained utility on the battlefield.

Adams .42 Centrefire Revolver

New from Deane Adams of London comes the .42 calibre 'Boxer' metallic cartridge. This new Adams has the usual top-notch quality – a single piece frame, strong wooden grips, and double pressure-proofed cylinder. Loading is achieved through a gate in the side of the frame, unloading the cartridges through the same, using a push rod mounted on the barrel.

What is the Fascination with Pepperboxes?

In both *Victoriana* and our own history, revolvers have definitely established themselves as the sidearm of choice as they are both lighter and more accurate than the usually smoothbore pepperboxes. While pepperboxes ooze the steampunk aesthetic, they certainly are less convenient and useful than revolvers. Why then are pepperboxes still around?

Contrary to what one may think, pepperboxes and revolvers were developed at the same time, the 1830s. Samuel Colt patented his revolver, making it difficult for other manufacturers to copy him. Pepperboxes were also cheaper to produce. Perhaps the biggest reason, however, is that many pepperboxes are capable of volley fire. Even pepperboxes that can't volley can be made to do so by Guild mages that know the appropriate spell. For this reason, sorcerers tend to favour pepperboxes over revolvers.

Pepperboxes are also kept alive by ladies looking for protection and criminals looking to pack a light concealed weapon. The derringer and the Apache pistol are two pepperbox pistols that remain very popular in 1867.

Apache Pepperbox Revolver

This multipurpose weapon is the Swiss army knife of combat. It is a small pepperbox pistol that resembles a revolver cylinder due to its short size with a handle that doubles as a knuckleduster. A foldable bayonet (more of a small knife) is incorporated as well and the whole pistol can be folded up and dropped into a pocket. Its drawback is that it doesn't do any of these things particularly well.

Colt Army Revolver

The big-bore Colt is a mainstay of the American frontier and the standard weapon for officers of the American Army. While still very popular, the Colt has started to fall behind, technologically. Smith & Wesson premiered the open cylinder revolver a decade ago, paving the way for metallic cartridge guns. Many Colt owners have had their weapons converted to cartridge (costs about £1.) These weapons use the .440-40 round. Many Colt owners have had their weapons converted to cartridge (costs about £1).

Other versions of the Colt revolver include the Dragoon, and the Walker models.

Colt Navy Revolver

Produced for service with the American navies, the Colt Navy revolver is almost identical to the Colt Army but is much more confortable to shoot. They can be had in shorter barrel lengths, making them more concealable, as well. As there is currently no metallic cartridge made in the same calibre, the Navy is always a cap and ball gun.

Faulks Self-Cocking .44 Pistol

This ingenious design comes from the new firearms house of Faulks of Birmingham. It is a revolver similar to the Webley, save the weapon has the cylinder/barrel section on a spring-loaded slide. When the gun is fired, the upper assembly recoils backward, recocking the revolver for the next shot. The action requires a heavy round, and the Faulks uses the powerful .44 S&W American cartridge. If the weapon's self-cocking mechanism becomes jammed, the weapon may be used like a normal revolver; the operator simply fires it by pulling the trigger.

Lancaster Pistol

This large pepperbox pistol is replacing the Howdah as the large-caliber hunting weapon of choice, as it uses metal cartridges. The Lancaster pistol comes in a two-barrel and a four-barrel model. The pistol can be easily converted to volley fire (the two-barrel model is actually more popular for volley fire due its lower recoil).

Le Mat Grapeshot Revolver

The invention of Dr. Jean Alexandre LeMat of New Orleans, the Le Mat consists of a 9-shot cylinder and a separate central 20-gauge shotgun barrel. You select whether to fire from the cylinder or the smoothbore barrel by flipping a lever on the end of the hammer. [This takes one standard action.]

Merkel Clockwork Revolver

The Merkel revolver is the invention of a Bavarian engineer, the clockwork gun is a bulky weapon that fires eight .32 calibre bullets and is powered by a mainspring that is wound using the lanyard ring on the bottom of the grip. This allows the user to simple keep their finger down on the trigger and have the gun fire until it is empty. It is produced by Manhurin of France and by Marks of Birminghan.

Marks Clockwork Pistol

Based on the Merkel revolver, the Marks uses a unique "strip clip" that holds 10 .32 Boxer metallic cartridges together, just forward of the trigger guard. When the pistol is wound, the strip is pulled up to chamber the next round after each shot. The Marks is difficult to conceal thanks to the ammo strip, and the strip can be bend and rendered inoperative.

Remington New Model Army Revolver/ Remington .46 Rimfire Conversion

A favourite sidearm of the Texas Rangers, the Remington New Model Army is a .44 calibre, long barrel revolver. It is widely regarded as a sturdy and reliable weapon due to the top strap over the barrel and its distinctive octagonal barrel. The Remington New Model Army can be loaded through the barrel or by removing the cylinder and loading it separately. Many soldiers preferred to carry a second, pre-loaded cylinder. Additional cylinders and a loading stand can be purchased separately.

However, Remington began offering a cartridge conversion of the New Model Army in 1866, having paid Smith & Wesson patent royalties. The new weapon is the .46 Rimfire, but private conversions typically use the .44 Smith & Wesson round.

Smith & Wesson No. 1/No. 2 Revolver

The second edition of the noted No 1 revolver from Smith & Wesson of Massachusetts, chambered for the .32 rimfire cartridge. A shorter barrel than the Colt and Remington firearms and rather underpowered compared with them, but it has the advantage of the new smokeless cartridges. They are very reliable, less affected by moisture, and the quality is extraordinary! The Smith & Wesson is loaded from behind the cylinder, rather than down the barrel.

Smith & Wesson followed up the No. 1 with the Model Number 2 in the new .44 S&W. As with the No. 1, the cylinders are removed by pulling the pin under the barrel, then swapping poking out the empty shells with the pin, or simply swapping cylinders.

Smith & Wesson Tip-Up Revolver

The Tip-Up revolver is the latest addition to the Smith & Wesson stable of metallic cartridge weapons. Using their .22 rimfire round, the Tip-Up is small and comfortable for everyday wear. The seven-round cylinder provides a wealth of protection for the policeman on duty or the gentleman about town, and the tip-up action (activated by a switch on the underside of the receiver) allows ease of cartridge extraction and reloading.

Tranter Pocket Arm

The Tranter pocket revolver has a dual trigger mechanism, allowing it to be fired in single-action or double-action mode. A second trigger projects from the bottom of the trigger guard and can be operated by the firer's middle finger. Operating both triggers at once produces the double-action mode. The Tranter pocket revolver is small and lightweight, and uses the new .32 Boxer centrefire metallic cartridge.

Tranter Centrefire .44 Revolver

The Centrefire .44 is has quickly gained popularity with the cavalry of Her Majesty's army thanks to the use of the metallic .44 Boxer cartridge, which protects the powder from moisture, increases power an makes loading and unloading a good deal simpler. It also has a "double-action" feature, where the revolver does not need to be cocked to fire.

Tramps Terror Pistol

The Tramps Terror is a double-action .41 pistol with an integral knife blade bayonet. This makes it rather longer than other derringers and pocket guns, but allows the wielder to follow through their shot, if required, without having to first drop the gun. Because of the blade, it is difficult to draw if holstered and is commonly carried in a coat pocket. However, the small but sturdy blade can be removed and carried separately. The blade won't fit on any weapon without the fixings for it, but is no more bother than a normal bayonet.

Webley Revolver

In use with the Royal Irish Constabulary, the Webley can shoot as fast as the equivalent Colt revolvers and is at least as fast to reload. The latter is accomplished through a flip-down gate on the recoil shield behind the cylinder.

Webley Bulldog Revolver

This model was rushed into production when the British East India Company offered to purchase mass quantities for their Gnome civilians. While the bulldog revolver is a good pocket weapon, it is preferred amongst the smaller races as a standard sidearm.

Whitworth .45 Revolver

While the Whitworth rifle isn't selling as well as the manufacturer has hoped, at least one hunting enthusiast, Lord Terrence Ramsford, was so impressed with his rifle that he commissioned a custom revolver from them. As the viscount is popular in hunting circles demand for the revolver became great enough for Whitworth to put a few on the market.

Whitworth Pocket Revolver

The increased accuracy and range of the hexagonal-shaped bullets and barrels of Whitworth firearms are a boon to the smaller races and a snub-nosed version is proving popular with middle class Dwarves and Gnomes. They are also popular with the criminal class, as they are easily concealed. Only its relatively high cost has kept the Whitworth pocket revolver from overtaking the Webley Bulldog revolver in the market.

My Friend Revolver

A double-action .41 revolver with knuckle dusters built into the pistol grip. This allows the wielder to engage in fisticuffs, if required, without first dropping the gun.

Rifles

Rifles, and their short-barrelled cousins, the "carbine", have replaced the "rifled musket" of the early century. Most modern rifles are either breech-loaded or some form of "repeater" – usually lever or revolver action. Most repeaters are of American manufacture and typically use pistol cartridges for the convenience of the user' they can interchange ammunition between their rifles and pistols. More rifles can be found in the Faulkner's Millinery and Miscellanea.

Chassepot Rifle

Recently adopted by the French army as their basic infantry rifle. The bolt-action Chassepot 11mm rifle is an accurate and reliable weapons for the hunter or soldier.

Colt Revolving Carbine

The Colt revolving carbine is a development of the Army revolver, with a shoulder stock and a 16" barrel. The Colt revolving carbine is loaded just like the revolver pistol, with each chamber being loaded individually with black powder and bullet and tamped down with the loading ram. These were briefly popular before being overshadowed by the repeaters of Henry and Winchester.

George Gibbs Target Rifle

Mr. Gibbs has made the finest hunting rifles for the past two decades, and this latest rifle is no different.
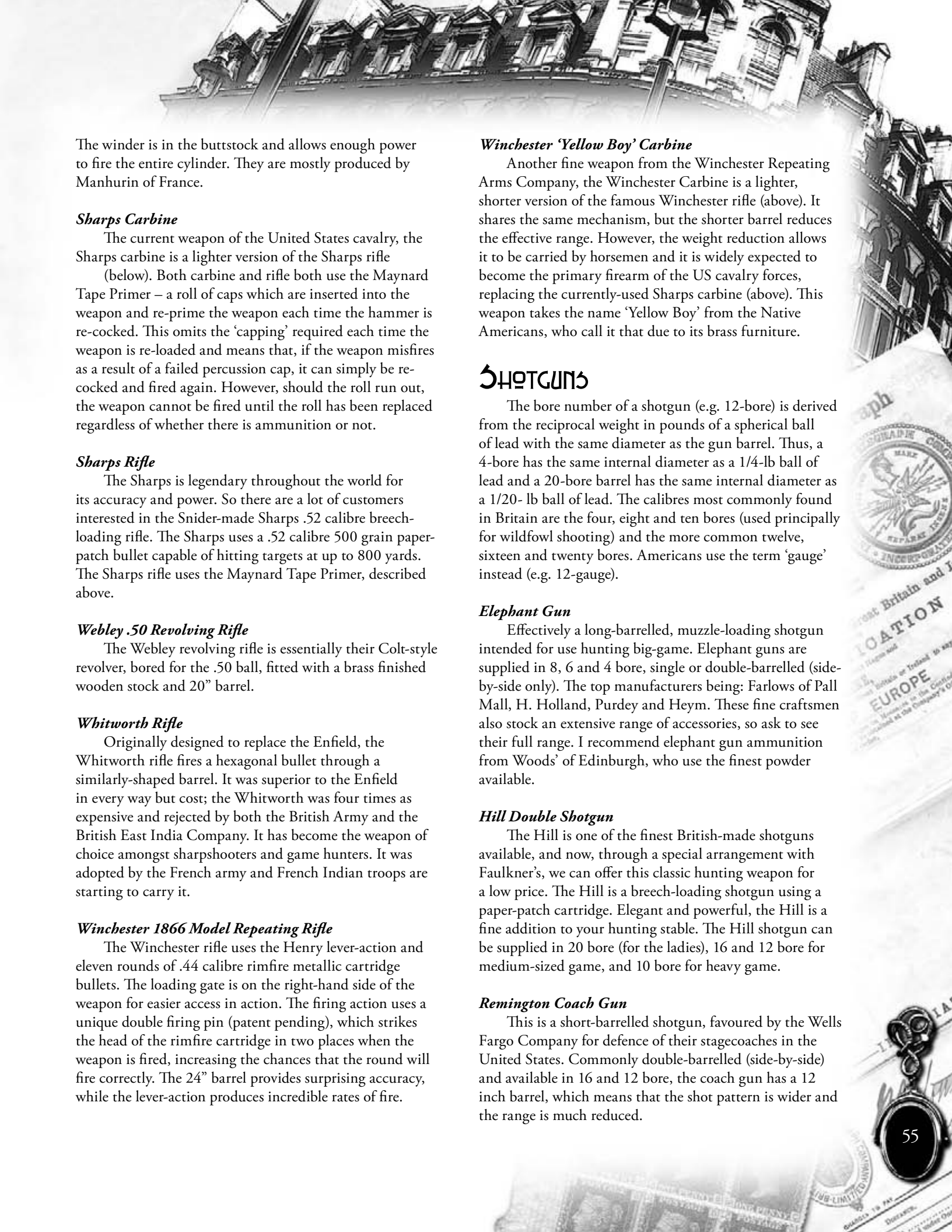
This fine breech-loading rifle is capable of hitting a target out to 1000 yards! This amazing statisticwas proven by master marksman and rifle maker William Evans Farquarson, who used a Gibbs in his 1866 championship win. The Gibbs uses a 550 grain .46 calibre paper-patch cartridge with 90 grains of powder. The Gibbs has taken game all around the world and has successfully dropped a South African water buffalo at full charge! Every Gibbs is supplied fitted with a Vernier sight and 32" barrel.

Le Mat Revolving Rifle

A development of the Le Mat Grapeshot Revolver, the LeMat rifle has a 16" barrel and shoulderstock added to the usual LeMat revolver pistol.

Merkel Clockwork Rifle

A rifle version of the clockwork pistol, the Merkel rifle uses a large cylinder with 14 11mm metallic rifle cartridges.

The winder is in the buttstock and allows enough power to fire the entire cylinder. They are mostly produced by Manhurin of France.

Sharps Carbine

The current weapon of the United States cavalry, the Sharps carbine is a lighter version of the Sharps rifle (below). Both carbine and rifle both use the Maynard Tape Primer – a roll of caps which are inserted into the weapon and re-prime the weapon each time the hammer is re-cocked. This omits the 'capping' required each time the weapon is re-loaded and means that, if the weapon misfires as a result of a failed percussion cap, it can simply be re-cocked and fired again. However, should the roll run out, the weapon cannot be fired until the roll has been replaced regardless of whether there is ammunition or not.

Sharps Rifle

The Sharps is legendary throughout the world for its accuracy and power. So there are a lot of customers interested in the Snider-made Sharps .52 calibre breech-loading rifle. The Sharps uses a .52 calibre 500 grain paper-patch bullet capable of hitting targets at up to 800 yards. The Sharps rifle uses the Maynard Tape Primer, described above.

Webley .50 Revolving Rifle

The Webley revolving rifle is essentially their Colt-style revolver, bored for the .50 ball, fitted with a brass finished wooden stock and 20" barrel.

Whitworth Rifle

Originally designed to replace the Enfield, the Whitworth rifle fires a hexagonal bullet through a similarly-shaped barrel. It was superior to the Enfield in every way but cost; the Whitworth was four times as expensive and rejected by both the British Army and the British East India Company. It has become the weapon of choice amongst sharpshooters and game hunters. It was adopted by the French army and French Indian troops are starting to carry it.

Winchester 1866 Model Repeating Rifle

The Winchester rifle uses the Henry lever-action and eleven rounds of .44 calibre rimfire metallic cartridge bullets. The loading gate is on the right-hand side of the weapon for easier access in action. The firing action uses a unique double firing pin (patent pending), which strikes the head of the rimfire cartridge in two places when the weapon is fired, increasing the chances that the round will fire correctly. The 24" barrel provides surprising accuracy, while the lever-action produces incredible rates of fire.

Winchester 'Yellow Boy' Carbine

Another fine weapon from the Winchester Repeating Arms Company, the Winchester Carbine is a lighter, shorter version of the famous Winchester rifle (above). It shares the same mechanism, but the shorter barrel reduces the effective range. However, the weight reduction allows it to be carried by horsemen and it is widely expected to become the primary firearm of the US cavalry forces, replacing the currently-used Sharps carbine (above). This weapon takes the name 'Yellow Boy' from the Native Americans, who call it that due to its brass furniture.

Shotguns

The bore number of a shotgun (e.g. 12-bore) is derived from the reciprocal weight in pounds of a spherical ball of lead with the same diameter as the gun barrel. Thus, a 4-bore has the same internal diameter as a 1/4-lb ball of lead and a 20-bore barrel has the same internal diameter as a 1/20- lb ball of lead. The calibres most commonly found in Britain are the four, eight and ten bores (used principally for wildfowl shooting) and the more common twelve, sixteen and twenty bores. Americans use the term 'gauge' instead (e.g. 12-gauge).

Elephant Gun

Effectively a long-barrelled, muzzle-loading shotgun intended for use hunting big-game. Elephant guns are supplied in 8, 6 and 4 bore, single or double-barrelled (side-by-side only). The top manufacturers being: Farlows of Pall Mall, H. Holland, Purdey and Heym. These fine craftsmen also stock an extensive range of accessories, so ask to see their full range. I recommend elephant gun ammunition from Woods' of Edinburgh, who use the finest powder available.

Hill Double Shotgun

The Hill is one of the finest British-made shotguns available, and now, through a special arrangement with Faulkner's, we can offer this classic hunting weapon for a low price. The Hill is a breech-loading shotgun using a paper-patch cartridge. Elegant and powerful, the Hill is a fine addition to your hunting stable. The Hill shotgun can be supplied in 20 bore (for the ladies), 16 and 12 bore for medium-sized game, and 10 bore for heavy game.

Remington Coach Gun

This is a short-barrelled shotgun, favoured by the Wells Fargo Company for defence of their stagecoaches in the United States. Commonly double-barrelled (side-by-side) and available in 16 and 12 bore, the coach gun has a 12 inch barrel, which means that the shot pattern is wider and the range is much reduced.

Melee Weapons	Damage Dice	Rate of Fire	Shots	Reload Time	Range	Cost
Apache Pepperbox 　*Bayonet* 　*Knuckleduster*	4 dice (swordplay) +1 (Fisticuffs)					£3.10
Clockwork Chainsaw	10 (specialist)		3	1		£4.5
Collapsible Baton	2 (blunt)					£1.4
Collapsible Sword	4 (swordplay)					2/6
Mace Cane, Normal 　*Spikes out*	4 (blunt) 6 (blunt)					£2.10
Meecham's Razor Hat	5 (specialist)				30 yds	15s
My Friend Pistol	2 (melee)					£3
Pacifist Cane	2 (blunt)					£8
Shock Cane	6 (blunt)					£40
Sword Cane	4 (swordplay)					£2
Tramps Terror Pistol	2 (swordplay)					£1.2

Pistols	Damage Dice	Rate of Fire	Shots	Reload Time	Range	Cost
Derringer .22	2	1	2	5	15 yds	12s
Parlour Pistol	1	1	1	2	3 yds	£1.12
Remington .44 Derringer	3	1	1 or 2	2	15 yds	16/6
Remington .50 Single	4	-	1	4	90 yds	19s
Belt Buckle Derringer	2	1	1	10	8 yds	£1.10

Pepperboxes and Revolvers	Damage Dice	Rate of Fire	Shots	Reload Time	Range	Cost
Adams .42 Centrefire	9	3	6	5	60 yds	£6 8s
Apache Pistol	7	2	6	6	20 yds	£3.10
Colt Army .44	10	2	6	6	60 yds	£5.10
Colt Navy .36	8	3	6	6	30 yds	£6
Lancaster Pistol, 2 barrel	11	1	2	1	20 yds	£6
Lancaster Pistol, 4 barrel	11	1	4	3	20 yds	£9
LeMat 11mm 　*Shotgun Barrel*	10 12	2 1	9 1	5 2	50 yds 20 yds	£8
Faulks Self-Cocking	9	3	6	5	60 yds	£10
Merkel Clockwork Pistol	8	6	6	5	60 yds	£12
Marks Clockwork Pistol	8	6	6	5	60 yds	£6
Remington New Army .44	10	2	6	6	60 yds	£6
Remington .46 Conversion	10	2	6	6	60 yds	£6
Smith & Wesson No. 1	8	2	5	4	30 yds	£6
Smith & Wesson No. 2	10	2	5	4	60 yds	£6.2
Smith & Wesson Tip Up	3	2	7	6	60 yds	£5.4
Tramps Terror Pistol	4	1	1	4	15 yds	£1.2
Tranter Pocket .32	8	2	5	5	30 yds	£5.5
Tranter .44 Centrefire	10	3	6	5	60 yds	£8.6
Webley .44	10	2	6	5	60 yds	£8
Webley Bulldog	10	2	5	4	20 yds	£8
Whitworth .45	11	2	6	6	80 yds	£13.7
Whitworth Pocket	11	2	6	6	40 yds	£15
My Friend .41	9	2	4	5	20 yds	£3

Rifles	Damage Dice	Rate of Fire	Shots	Reload Time	Range	Cost
Chassepot 11mm	13	1	1	1	300 yds	£9
Colt Revolving Carbine	10	2	5	6	100 yds	£6.5
Gibbs Target Rifle	13	-	1	1	400 yds	£6.8
LeMat Rev. Rifle	10	2	9	5	150 yds	£9
LeMat Shotgun Barrel	12	1	1	1	40 yds	
Merkel Clockwork Rifle	12	7	14	6	300 yds	£12
Sharps .42 Carbine	10	1	1	2	150 yds	£5
Sharps .52 Rifle	13	1	1	2	255 yds	£6
Webley .50 Rifle	12	2	6	5	150 yds	£12
Whitworth Rifle	13	1	1	1	500 yds	£14
Winchester 1866 Rep.	10	4	11	5	150 yds	£7.2
Winchester Yellow Boy	10	2	12	5	100 yds	£6.5

Shotguns	Damage Dice	Rate of Fire	Shots	Reload Time	Range	Cost
Elephant Gun, 8 bore	14 (volley)	2	2	5	150 yds	£18
Elephant Gun, 6 bore	15 (volley)	1	1	5	150 yds	£12
Elephant Gun 4 bore	16 (volley)	1	1	5	150 yds	£15
Hill 12 bore Double	12 (volley)	2	2	5	50 yds	£5
Remington 12 bore Coach	10 (volley)	2	2	5	30 yds	£3.16

Unusual / Hybrid Weapons	Damage Dice	Rate of Fire	Shots	Reload Time	Range	Cost
Ætheric Energy Pistol	9	2	10	special	60 yds	£100
Ætheric Energy Rifle	9	2	10	special	400 yds	£120
Aluminium Bow	10	1	1	1	250 yds	£20
Bomb Dart	1, explode	1	1	3	30 yds	£45
Bomb Lance	2, explode	1	1	3	30 yds	£30
Charles & Williams Reciprocator	10	4	8	5	40 yds	£15
Cunning Man's Net Gun	Special	1	1	2	20 yds	£50
Dragon's Fire Cane	10	1	10	special	25 yds	£150

Eldritch Derringer
   2-barrel
   4-barrel
	
	6
	6
		
		1
		1
			
			2
			4
				
				special
				special
					
					80 yds
					80 yds
						
						£90
						£100

Eldritch Flintlock	6	1	1	special	80 yds	£80

Eldritch Pepperbox Pistol
   4-barrel
   6-barrel
	
	6 (12 volley)
	6 (12 volley)
		
		1
		1
			
			4
			6
				
				special
				special
					
					80 yds
					80 yds
						
						£100
						£120

Flammenwerfer	12	3	1	3	20 yds	£200
Flechette Pistol	3 (8)	1	30	2	15 yds	£20
Flechette Rifle	4 (12)	1	50	2	120 yds	£30
Guardian Umbrella	6	2	4	4	30 yds	£30
Revolver Cane	6	2	4	4	30 yds	£8.6
Rifle Cane	8	1	1	1	30 yds	£2.15

Destructive Devices	Damage Dice	Rate of Fire	Shots	Reload Time	Range	Cost
Gunpowder 6 lb Keg	16	1	1	-	area	£24
Gunpowder 1 lb. Keg	3	1	1	-	area	£3.3
Dynamite 1 stick	12	1	1	-	10 yd area, fire	10/6
Nitroglycerin	8	1	1	-	10 yd area, fire	12s
Psychokinetic Grenade	12	1	1	-	10 yd area	£60

Unusual Ranged Weapons

The follow comprise ranged weapons that don't fit into any of the traditional definitions of firearms.

Ætheric Energy Pistol

A marvel born of the combination science and magic, the ætheric gun launches a vicious psychoelectrical blast of energy at the target. The weapon uses Guild batteries to work; each of the batteries can only be recharged by a guild artificer (at a personal cost of 7 mana) who charges a premium (around £10 a battery). Each battery provides an astounding 10 shots. The weapon is very recognizable for its strange egg-shaped body and ringed barrel.

Ætheric Energy Pistol

Complementary to the æther pistol is the energy rifle, which uses the same batteries for 10 shots, but which allows the energy to focus longer for greater range (but the same damage.)

Aluminium Bow

Named for the type of arrow it uses, the aluminium bow uses cables and pulleys to increase the accuracy, distance, and velocity of the aluminium arrow (for all intents and purposes this is what we in the real world would call a 'compound bow').

Bomb Dart

A smaller but more accurate version of the bomb lance, this weapon fires a large dart (more accurately a bolt) into the target, whereupon the tip of the dart explodes. The secondary explosive damage cannot be resisted, nor will armour protect against it. As with the bomb lance, the dart must do at least one point of damage in order for the bomb to explode. The explosion does 3 dice damage.

Bomb Lance

This whaling weapon is similar to a harpoon gun but carries an explosive charge with about 2 lbs of gunpowder. When the harpoon sinks into the target (ostensibly a whale) the force of the whale yanking on the cord releases a vial and the bomb explodes inside the whale, causing massive internal damage (whales are big enough for an area effect to do more damage). An engineer can easily configure a model that does not require a cord so that the explosion occurs immediately after the harpoon penetrates the hide.

The secondary explosive damage is automatic and Armour does not protect against it. In order for this to happen, though, the harpoon must do at least one point of damage to the victim. The explosion does 4 dice area damage.

Charles & Williams Reciprocating Pistol

Expensive and temperamental, the "reciprocator", as it is known, was only possible thanks to the invention of the metallic cartridge. The weapon uses a levering bolt that is propelled by the recoil energies of the fired round to cycle out the spent cartridge and chamber a new one. This gives the pistol a much faster rate of fire, but the dirt from the gasses quickly causes the pistol to become unreliable.

To arm the pistol, the user ratchets the lever on the top of the weapon back and forth. The spent shells eject from the top and the weapon uses a proprietary .40 calibre short box metallic cartridge.

Cunning Man's Net Gun

Mysterious adventuress Lady Noir wanted a non-lethal means of keeping ruffians at bay and found her solution in the Old Ways. For centuries cunning men and women have helped capture creatures without killing them (largely because the cursed creatures had relatives in the villages) using a special net. Lady Noir adapted the net into a pistol design. When fired, the net spreads out until it hits a victim, upon which the enchanted weights on the edges of the net activate and come together, entangling the victim in a web.
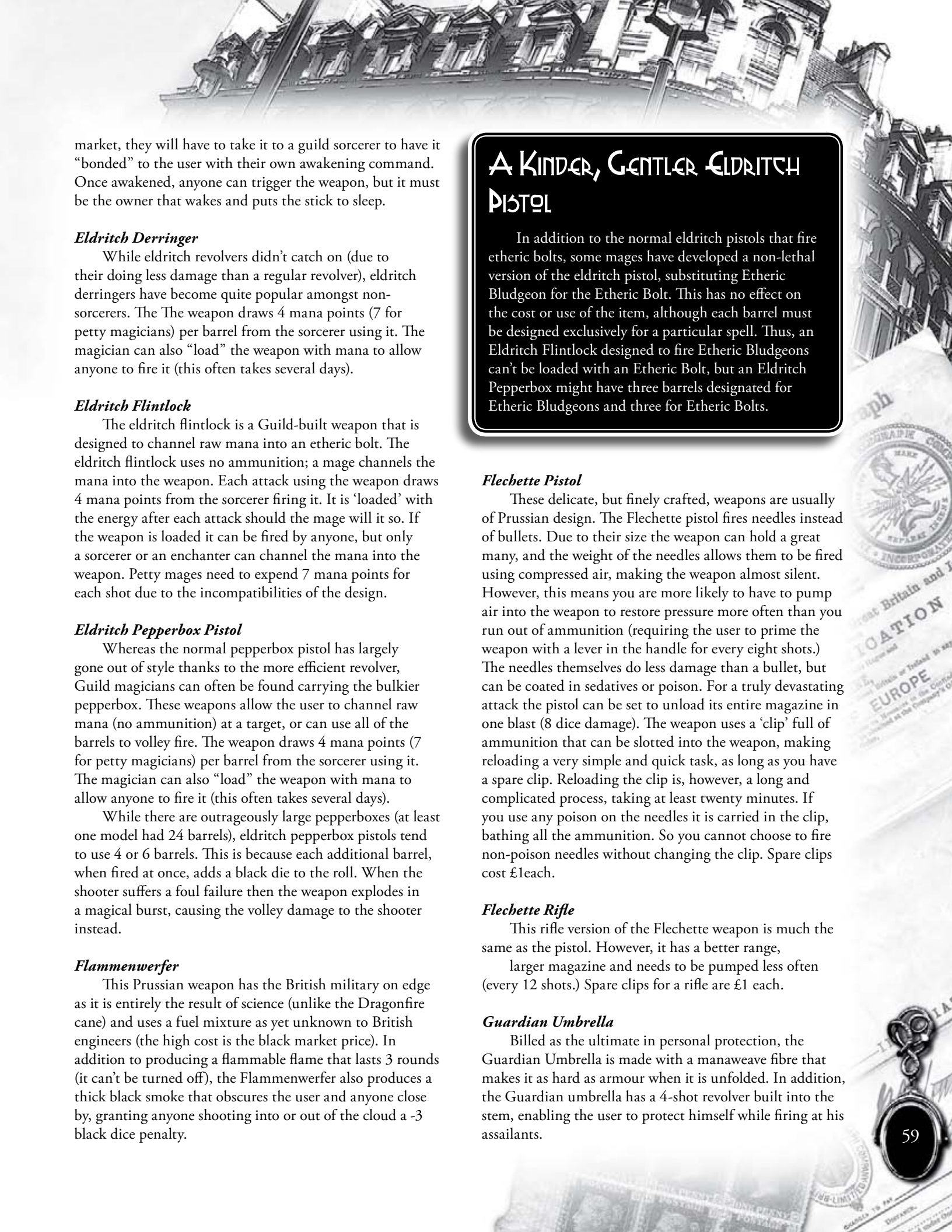
While the net has a relatively short range it cannot be parried (indeed, parrying only activates the weights) and envelops the victim in a net. Breaking free by separating the weights requires a Very Difficult (6 black dice) Strength + Might roll. It is easier to cut oneself free, this is treated as a Difficult (3 black dice) extended test. Once 6 successes have been achieved the victim is freed from the net. Such an attempt requires a bladed weapon and if the victim isn't holding one then he can only draw it by making a Difficult (3 black dice) Dexterity + Swordplay check. The magic in the weights is good for 1 hour, after which it loses 1 black die for every 10 minutes thereafter.

The net gun only holds one net at a time. The cost of the net includes the enchantment.

Dragon's Fire Cane

As with all cane weapons this appears to be a normal walking stick, if a bit ornate. The length of the ironwood is lightly engraved with a scaled pattern and the ground end brass fitting has a dragon's head stamped into it. When pointed toward a target and the awakening word is spoken, the engraving glows in gold, green, and red and with a flick of the trigger, the stick will belch a 25' tongue of dragon's fire. The fire lasts for a total of 10 rounds, although it may be stopped and started for lesser bursts. In addition to the fire damage, the flame sets flammable items ablaze.

These are rare devices, originally only of Chinese manufacture, and can only be acquired and reloaded (requires the use of 10 mana) though a Guild-approved magician. Even if one finds a dragon's fire cane on the open

market, they will have to take it to a guild sorcerer to have it "bonded" to the user with their own awakening command. Once awakened, anyone can trigger the weapon, but it must be the owner that wakes and puts the stick to sleep.

Eldritch Derringer

While eldritch revolvers didn't catch on (due to their doing less damage than a regular revolver), eldritch derringers have become quite popular amongst non-sorcerers. The The weapon draws 4 mana points (7 for petty magicians) per barrel from the sorcerer using it. The magician can also "load" the weapon with mana to allow anyone to fire it (this often takes several days).

Eldritch Flintlock

The eldritch flintlock is a Guild-built weapon that is designed to channel raw mana into an etheric bolt. The eldritch flintlock uses no ammunition; a mage channels the mana into the weapon. Each attack using the weapon draws 4 mana points from the sorcerer firing it. It is 'loaded' with the energy after each attack should the mage will it so. If the weapon is loaded it can be fired by anyone, but only a sorcerer or an enchanter can channel the mana into the weapon. Petty mages need to expend 7 mana points for each shot due to the incompatibilities of the design.

Eldritch Pepperbox Pistol

Whereas the normal pepperbox pistol has largely gone out of style thanks to the more efficient revolver, Guild magicians can often be found carrying the bulkier pepperbox. These weapons allow the user to channel raw mana (no ammunition) at a target, or can use all of the barrels to volley fire. The weapon draws 4 mana points (7 for petty magicians) per barrel from the sorcerer using it. The magician can also "load" the weapon with mana to allow anyone to fire it (this often takes several days).

While there are outrageously large pepperboxes (at least one model had 24 barrels), eldritch pepperbox pistols tend to use 4 or 6 barrels. This is because each additional barrel, when fired at once, adds a black die to the roll. When the shooter suffers a foul failure then the weapon explodes in a magical burst, causing the volley damage to the shooter instead.

Flammenwerfer

This Prussian weapon has the British military on edge as it is entirely the result of science (unlike the Dragonfire cane) and uses a fuel mixture as yet unknown to British engineers (the high cost is the black market price). In addition to producing a flammable flame that lasts 3 rounds (it can't be turned off), the Flammenwerfer also produces a thick black smoke that obscures the user and anyone close by, granting anyone shooting into or out of the cloud a -3 black dice penalty.

A Kinder, Gentler Eldritch Pistol

In addition to the normal eldritch pistols that fire etheric bolts, some mages have developed a non-lethal version of the eldritch pistol, substituting Etheric Bludgeon for the Etheric Bolt. This has no effect on the cost or use of the item, although each barrel must be designed exclusively for a particular spell. Thus, an Eldritch Flintlock designed to fire Etheric Bludgeons can't be loaded with an Etheric Bolt, but an Eldritch Pepperbox might have three barrels designated for Etheric Bludgeons and three for Etheric Bolts.

Flechette Pistol

These delicate, but finely crafted, weapons are usually of Prussian design. The Flechette pistol fires needles instead of bullets. Due to their size the weapon can hold a great many, and the weight of the needles allows them to be fired using compressed air, making the weapon almost silent. However, this means you are more likely to have to pump air into the weapon to restore pressure more often than you run out of ammunition (requiring the user to prime the weapon with a lever in the handle for every eight shots.) The needles themselves do less damage than a bullet, but can be coated in sedatives or poison. For a truly devastating attack the pistol can be set to unload its entire magazine in one blast (8 dice damage). The weapon uses a 'clip' full of ammunition that can be slotted into the weapon, making reloading a very simple and quick task, as long as you have a spare clip. Reloading the clip is, however, a long and complicated process, taking at least twenty minutes. If you use any poison on the needles it is carried in the clip, bathing all the ammunition. So you cannot choose to fire non-poison needles without changing the clip. Spare clips cost £1each.
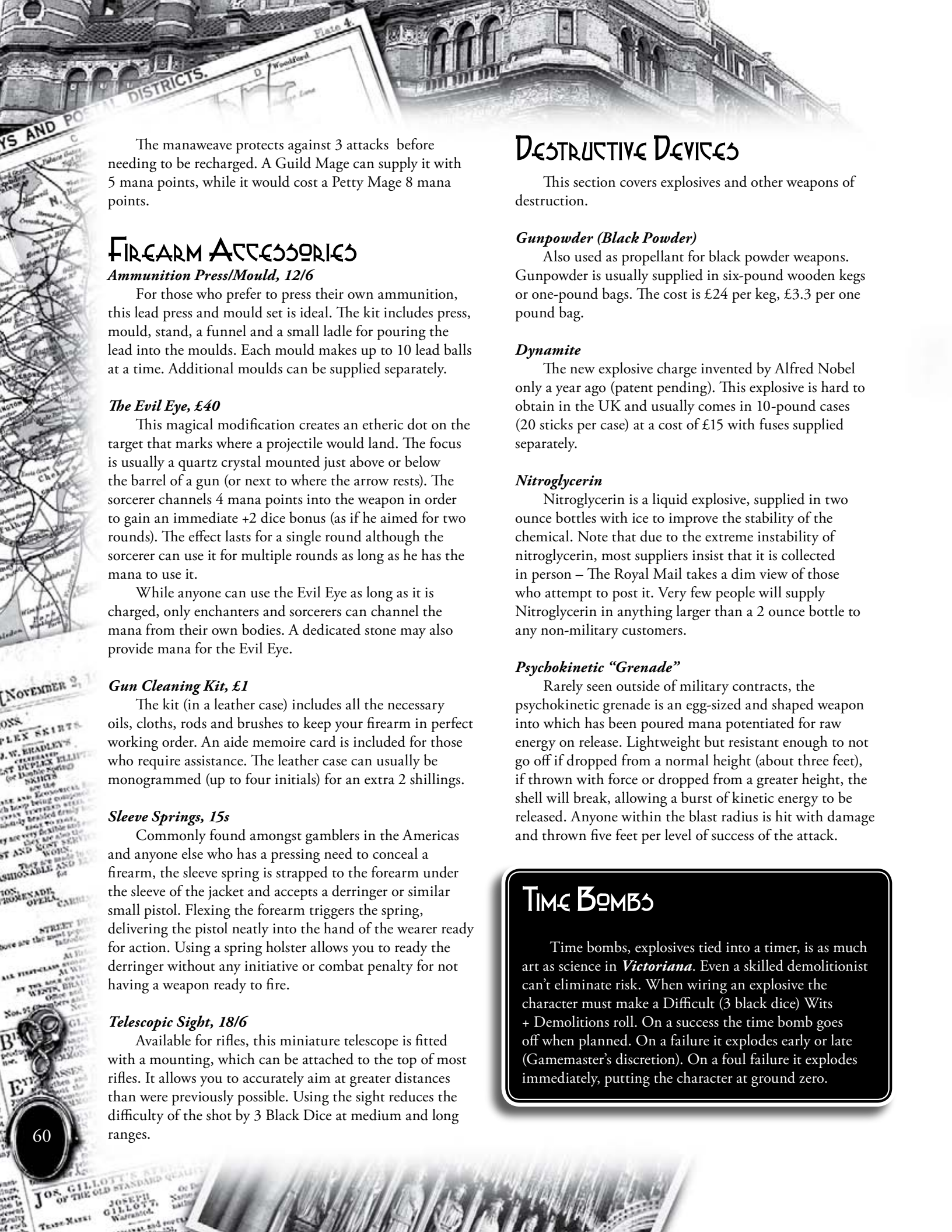
Flechette Rifle

This rifle version of the Flechette weapon is much the same as the pistol. However, it has a better range, larger magazine and needs to be pumped less often (every 12 shots.) Spare clips for a rifle are £1 each.

Guardian Umbrella

Billed as the ultimate in personal protection, the Guardian Umbrella is made with a manaweave fibre that makes it as hard as armour when it is unfolded. In addition, the Guardian umbrella has a 4-shot revolver built into the stem, enabling the user to protect himself while firing at his assailants.

The manaweave protects against 3 attacks before needing to be recharged. A Guild Mage can supply it with 5 mana points, while it would cost a Petty Mage 8 mana points.

Firearm Accessories

Ammunition Press/Mould, 12/6

For those who prefer to press their own ammunition, this lead press and mould set is ideal. The kit includes press, mould, stand, a funnel and a small ladle for pouring the lead into the moulds. Each mould makes up to 10 lead balls at a time. Additional moulds can be supplied separately.

The Evil Eye, £40

This magical modification creates an etheric dot on the target that marks where a projectile would land. The focus is usually a quartz crystal mounted just above or below the barrel of a gun (or next to where the arrow rests). The sorcerer channels 4 mana points into the weapon in order to gain an immediate +2 dice bonus (as if he aimed for two rounds). The effect lasts for a single round although the sorcerer can use it for multiple rounds as long as he has the mana to use it.

While anyone can use the Evil Eye as long as it is charged, only enchanters and sorcerers can channel the mana from their own bodies. A dedicated stone may also provide mana for the Evil Eye.

Gun Cleaning Kit, £1

The kit (in a leather case) includes all the necessary oils, cloths, rods and brushes to keep your firearm in perfect working order. An aide memoire card is included for those who require assistance. The leather case can usually be monogrammed (up to four initials) for an extra 2 shillings.

Sleeve Springs, 15s

Commonly found amongst gamblers in the Americas and anyone else who has a pressing need to conceal a firearm, the sleeve spring is strapped to the forearm under the sleeve of the jacket and accepts a derringer or similar small pistol. Flexing the forearm triggers the spring, delivering the pistol neatly into the hand of the wearer ready for action. Using a spring holster allows you to ready the derringer without any initiative or combat penalty for not having a weapon ready to fire.

Telescopic Sight, 18/6

Available for rifles, this miniature telescope is fitted with a mounting, which can be attached to the top of most rifles. It allows you to accurately aim at greater distances than were previously possible. Using the sight reduces the difficulty of the shot by 3 Black Dice at medium and long ranges.

Destructive Devices

This section covers explosives and other weapons of destruction.

Gunpowder (Black Powder)

Also used as propellant for black powder weapons. Gunpowder is usually supplied in six-pound wooden kegs or one-pound bags. The cost is £24 per keg, £3.3 per one pound bag.

Dynamite

The new explosive charge invented by Alfred Nobel only a year ago (patent pending). This explosive is hard to obtain in the UK and usually comes in 10-pound cases (20 sticks per case) at a cost of £15 with fuses supplied separately.

Nitroglycerin

Nitroglycerin is a liquid explosive, supplied in two ounce bottles with ice to improve the stability of the chemical. Note that due to the extreme instability of nitroglycerin, most suppliers insist that it is collected in person – The Royal Mail takes a dim view of those who attempt to post it. Very few people will supply Nitroglycerin in anything larger than a 2 ounce bottle to any non-military customers.

Psychokinetic "Grenade"

Rarely seen outside of military contracts, the psychokinetic grenade is an egg-sized and shaped weapon into which has been poured mana potentiated for raw energy on release. Lightweight but resistant enough to not go off if dropped from a normal height (about three feet), if thrown with force or dropped from a greater height, the shell will break, allowing a burst of kinetic energy to be released. Anyone within the blast radius is hit with damage and thrown five feet per level of success of the attack.

Time Bombs

Time bombs, explosives tied into a timer, is as much art as science in *Victoriana*. Even a skilled demolitionist can't eliminate risk. When wiring an explosive the character must make a Difficult (3 black dice) Wits + Demolitions roll. On a success the time bomb goes off when planned. On a failure it explodes early or late (Gamemaster's discretion). On a foul failure it explodes immediately, putting the character at ground zero.

Armour

Throughout history, there has been a race of sorts between weapons and armour designers. For the weapons creator, arour is a problem that can often be overcome with more energy, or more directed energy – a bigger cannon might punch through a thicker hull or wall, but for a personal weapon there is the issue of usability. A weapon too large or heavy t be carried, or with too strong a recoil to manage is not going to be effective. It is better to focus the energy – arrows and rapiers were excellent against chainmail, so plate mail became all the rage…just in time for the firearm to strike it down.

Armour inventors have a harder time of it. They have to balance the effectiveness of the protection against the weight. A suit of armour that will stop bullets entirely is more than possible, but it is too heavy for most creatures to be able to move effectively, if at all, in it. Guild artificers have been able to improve armour by hardening lighter materials, but even their abilities must bend to the cold, hard realities of physics.

Here is a selection of the armour most likely to be encountered in

, there are a few more presented on page 247 of Faulkner's Millinery and Miscellanea, but the statistics are presented here for simplicity sake.

Armour Shield

Made of layered steel plating and backed with a padding to protect the user's arm against impact, the armoured shield is wide enough to protect the torso of an average-sized man, long enough to guard the head down to the upper legs. There is usually a small slit in the shield so that the person using it can see ahead without risking themselves too much. It affords 10 points of protection.

Ballistic Cloak

These leather cloaks have a series of overlapping plates sewn into them that prove 5 points of armour, but they are very heavy, terribly uncomfortable, and do not flex particularly well. When worn it protects the torso down to the knee region.

Chain Armour

A holdover from an early time, chain armour is quite good protection against slashing and many stabbing weapons, but is typically useless again bullets. Chainmail typically covers the shoulder down to the groin region with 6 armour points.

Recently, a new form of chainmail has hit the market through Guild-approved merchants that has been ensorcelled to resist puncture damage – like that of a bullet or rapier – and to have lighter weight (about the same encumbrance as a greatcoat.) These provide 8 armour points for all attacks to the areas covered, but are quite expensive.

Cuirass Armour

Typically found in cavalry and guardsman military uniforms, the cuirass is another term for breastplate. Shiny, often embossed, the front (chest) and rear (back) steel plates connect by leather straps. They look good and do provide a fair bit of protection against blades, blows, and arrows…but most modern pistol cartridges will gloss right through them. They provide 8 armour points.

Dragon Scale Armour

These very rare suits of armour resemble the scales of a lizard and have an oily iridescence to them. Lightweight, very tough, and capable of deflecting even rifle bullets, most of the dragon scale that has been encountered in the market has come from China and is highly expensive. It provides 10 armour to any attack.

Invisibility Cloak

While it provides no more protection than a normal lined cloak, these Guild cloaks allow the user to move about unseen. When worn and remaining still, it takes a Very Difficult Wits + Perception test to locate the person. If moving, the sound can give them away more easily with a Difficult test. The Guild has rules about selling to non-governmental persons (although people of the upper crust do seem to be able to get them from time to time…)

Leather Armour

Leather jerkins are usually a softer leather than covers the torso and arms, but hardened breastplates can also be gotten. Leather clothing (soft leather, as per page 247, *Victoriana Core Rulebook*) provides one armour point; breastplates three.

Manaweave

Manaweave is a magically-treated fibre that protects the wearer from attack. Manaweave can be applied to any clothes or armour. On regular clothes, it protects with an AR 4. On armour, it provides a +4 bonus. Because of its magical energies, manaweave only protects against 3 attacks before it needs a recharge. A Guild Mage can supply it with 5 mana points, while it would cost a Petty Mage 8 mana points.

Parasol Shield

Another invention of enchanters, the parasol shield is what happens when one crosses the Stone Cloth spell with a parasol or umbrella. The stem is usually made of brass or iron and the inside of the parasol treated with the dust (so as to minimise the effect of rain). Use of a parasol shield requires one hand and offers less protection than if used on clothes, as an opponent can manoeuvre around it. It is, however, possible to use a parasol shield in tandem with

clothes treated with Stone Cloth. The cost is for purchasing it from a petty mage; enchanters can enchant a regular umbrella.

Plate Steel Armour

A few industrious criminals in the United States and Australia have come up with similar ideas on how to protect themselves from the law: armoured suits made from thick plate steel – usually from steam boilers – and padded against shock, fashioned into a suit with helmet. They have so far proved ineffective at eluding capture – while the armour undoubtedly stops many types of bullets fired at them, they have proven to heavy and hot to move effectively, and the wearer's ability to hear or see is badly compromised. (Add a "difficult" [3 black dice] to any tests made in the suit.) They do provide 20 points of armour and have to be fashioned to the user (see invention rules.) If one can find a blacksmith to do the job, it will easily cost £20+ to custom fit and make.

Armour	Protection	Cost
Armour Shield	10	£5.10
Ballistic Cloak	5	£17
Chain Armour	6	£16
Corset	1	18s
Cuirass	8	£20+
Dragon Scale Armour	10	£90+
Greatcoat	1	£1.12
Guardian Umbrella	4	£80
Guild Chain Armour	8	£20+
Hard Leather Breastplate	3	£2
Invisibility Cloak	1	£30+
Lined Cloak	4	£12
Lined Coat	4	£10
Lined Corset	2	£4
Lined Soldiers Coat	5	£12
Lined Waistcoat	2	£6
Manaweave	+4	£75
Parasol Shield	4	£60
Plate Steel Armour Suit	20	see description
Soft Leather Clothing	1	£1
Soldiers Coat	2	£1.12 - £5

Chapter Four: Man and Machine

Captain Donald Fowler awoke with a start.

'Jacobson! Richards! Hold the line! Wait! Scatter, here comes a…by the Host, where am I?'

'I can tell you where you aren't,' a tanned Naacal in a surgeon's smock said as he hopped up on a stepping stool and tried to ease the Captain back down on the operating table. 'You aren't in the Crimea anymore.'

Just then, a loud voice began a melodic repetition of a phrase in Arabic. Captain Fowler looked at his surgeon with his one good eye widened in surprise. The Naacal, Dr Norbert Kahu, patted the Captain's shoulder.

'Do not worry. That is simply the Nithami call to prayer. We're in Constantinople. The Sultan apparently enjoys using that new-fangled 'voice amplifier' that his artificers built. I think the call can be heard from anywhere in the city and the surrounding countryside.'

The Captain was not concerned with religion or technology at the moment; he had more immediate concerns. 'I can't see out of my left eye, nor can I feel my left arm or leg. What happened to me?'

'You were hit by an etheric bolt, I'm afraid, and a powerful one.' Dr Kahu sighed. 'You have friends in high places, Captain Fowler. I have been tasked with putting you back together, but unfortunately I had to make do with what I had. Ottoman medicine is not always compatible with our own so I had to make several adjustments. Your eye will have to wait. We'll make do with the patch for now.'

Lady Flora, Captain Fowler thought to himself, though he dare not utter her name. 'What did you do to me?'

'I saved your life, dear boy,' Dr Kahu answered, not at all pleased with Fowler's accusatory tone. 'You're only limp on one side because I haven't given you the spark yet.'
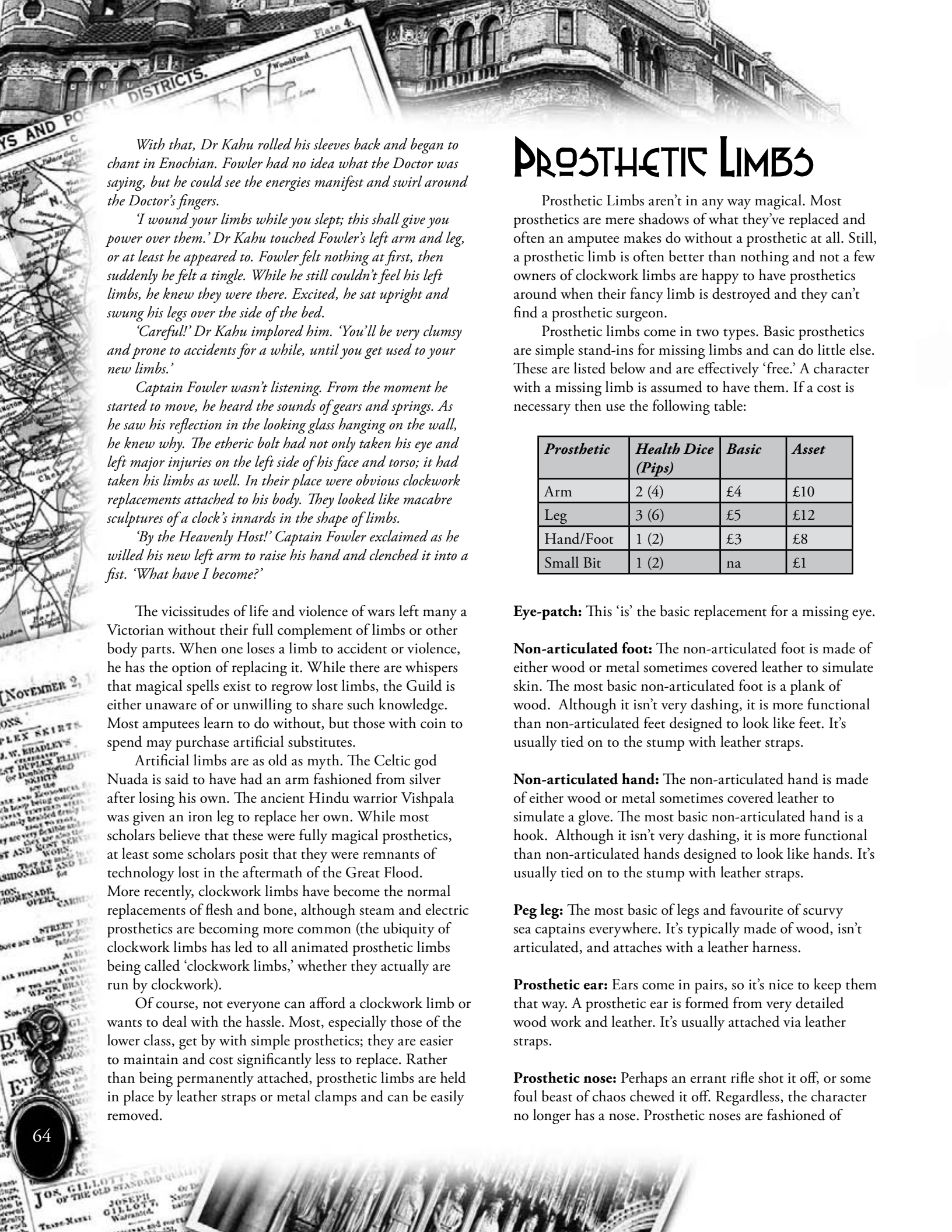
With that, Dr Kahu rolled his sleeves back and began to chant in Enochian. Fowler had no idea what the Doctor was saying, but he could see the energies manifest and swirl around the Doctor's fingers.

'I wound your limbs while you slept; this shall give you power over them.' Dr Kahu touched Fowler's left arm and leg, or at least he appeared to. Fowler felt nothing at first, then suddenly he felt a tingle. While he still couldn't feel his left limbs, he knew they were there. Excited, he sat upright and swung his legs over the side of the bed.

'Careful!' Dr Kahu implored him. 'You'll be very clumsy and prone to accidents for a while, until you get used to your new limbs.'

Captain Fowler wasn't listening. From the moment he started to move, he heard the sounds of gears and springs. As he saw his reflection in the looking glass hanging on the wall, he knew why. The etheric bolt had not only taken his eye and left major injuries on the left side of his face and torso; it had taken his limbs as well. In their place were obvious clockwork replacements attached to his body. They looked like macabre sculptures of a clock's innards in the shape of limbs.

'By the Heavenly Host!' Captain Fowler exclaimed as he willed his new left arm to raise his hand and clenched it into a fist. 'What have I become?'

The vicissitudes of life and violence of wars left many a Victorian without their full complement of limbs or other body parts. When one loses a limb to accident or violence, he has the option of replacing it. While there are whispers that magical spells exist to regrow lost limbs, the Guild is either unaware of or unwilling to share such knowledge. Most amputees learn to do without, but those with coin to spend may purchase artificial substitutes.

Artificial limbs are as old as myth. The Celtic god Nuada is said to have had an arm fashioned from silver after losing his own. The ancient Hindu warrior Vishpala was given an iron leg to replace her own. While most scholars believe that these were fully magical prosthetics, at least some scholars posit that they were remnants of technology lost in the aftermath of the Great Flood. More recently, clockwork limbs have become the normal replacements of flesh and bone, although steam and electric prosthetics are becoming more common (the ubiquity of clockwork limbs has led to all animated prosthetic limbs being called 'clockwork limbs,' whether they actually are run by clockwork).

Of course, not everyone can afford a clockwork limb or wants to deal with the hassle. Most, especially those of the lower class, get by with simple prosthetics; they are easier to maintain and cost significantly less to replace. Rather than being permanently attached, prosthetic limbs are held in place by leather straps or metal clamps and can be easily removed.

Prosthetic Limbs

Prosthetic Limbs aren't in any way magical. Most prosthetics are mere shadows of what they've replaced and often an amputee makes do without a prosthetic at all. Still, a prosthetic limb is often better than nothing and not a few owners of clockwork limbs are happy to have prosthetics around when their fancy limb is destroyed and they can't find a prosthetic surgeon.

Prosthetic limbs come in two types. Basic prosthetics are simple stand-ins for missing limbs and can do little else. These are listed below and are effectively 'free.' A character with a missing limb is assumed to have them. If a cost is necessary then use the following table:

Prosthetic	Health Dice (Pips)	Basic	Asset
Arm	2 (4)	£4	£10
Leg	3 (6)	£5	£12
Hand/Foot	1 (2)	£3	£8
Small Bit	1 (2)	na	£1

Eye-patch: This 'is' the basic replacement for a missing eye.

Non-articulated foot: The non-articulated foot is made of either wood or metal sometimes covered leather to simulate skin. The most basic non-articulated foot is a plank of wood. Although it isn't very dashing, it is more functional than non-articulated feet designed to look like feet. It's usually tied on to the stump with leather straps.

Non-articulated hand: The non-articulated hand is made of either wood or metal sometimes covered leather to simulate a glove. The most basic non-articulated hand is a hook. Although it isn't very dashing, it is more functional than non-articulated hands designed to look like hands. It's usually tied on to the stump with leather straps.

Peg leg: The most basic of legs and favourite of scurvy sea captains everywhere. It's typically made of wood, isn't articulated, and attaches with a leather harness.

Prosthetic ear: Ears come in pairs, so it's nice to keep them that way. A prosthetic ear is formed from very detailed wood work and leather. It's usually attached via leather straps.

Prosthetic nose: Perhaps an errant rifle shot it off, or some foul beast of chaos chewed it off. Regardless, the character no longer has a nose. Prosthetic noses are fashioned of

leather and either attached with straps or bolted on. The average prosthetic nose doesn't help with smelling.

Wooden arm: Both the arm and hand are carved from a single block of wood. Designed to fill out a suit coat, it attaches to the body via a leather harness. It is not movable.

It is an unfortunate aspect of society that a person with a missing limb, even a war veteran, does not get equal treatment if he sports a prosthetic rather than an 'acceptable' clockwork replacement. He suffers a +3 black dice penalty to social interactions (it is the Gamemaster's call whether an eye-patch draws such a penalty).

More advanced prosthetics are available. These are available as Assets (see **Chapter 2**).

Prosthetic Limbs in Combat

Prosthetics are weaker than clockwork limbs and can sustain less damage. Because they are so cheaply made, prosthetics are rarely upgraded by their wearers. At the Gamemaster's discretion, a character may armour a prosthetic up to AR 6 (solid steel). Prosthetics can be repaired the same way as clockwork limbs as noted in **Chapter 2**.

I May Need These Later!

The Heresy Engine is designed to be abstract, allowing players and Gamemasters to interpret results as best fits the story being told at the table. Unfortunately, the lack of a hard critical hits system (foul failures notwithstanding) makes it unlikely that a player character will ever need one, save those that wish to willingly sacrifice perfectly good originals.

One way to get around this is to offer any sufficiently injured player character an opportunity to permanently lose a body part in exchange for 5 XP. The affected character immediately gains the appropriate Complication and his or her prosthetic or clockwork replacements must be purchased normally.

Clockwork Limbs

Clockwork limbs are clearly superior to prosthetics, as sorcery allows the wearer to feel and control his artificial limb. Clockwork limbs also have several advantages of their own in addition to returning functionality to their wearers. That said, clockwork limbs often have several disadvantages above and beyond their high cost (prosthetic surgeons generally charge upwards of £100 for the surgery).

A clockwork limb is anything but lifelike. Arms consist of metal plating that surround a combination of gears and pulleys that actuate to bend the arm at the elbow and move the digits that form the fingers. Fine detail work is almost impossible. Someone with a clockwork arm/hand suffers a 3 Black Dice penalty for any action requiring real dexterity and fine manipulation (such as repair work, writing or even firing a handgun accurately). However, any melee attacks damage causes an additional +2 lethal damage because the clockwork in the arm amplifies the force of a normal swing (and is made of metal!).

A clockwork leg bears a resemblance to the arm in the fact that it is gears and pulleys wreathed in hammered metal. The leg barely bends at the knee and doesn't actuate at the ankle. Generally, movement is fine, but character with a clockwork leg has his running speed halved.

Clockwork eyes take time to focus. A character with a clockwork eye suffers a -3 Initiative penalty when trying to use the eye in combat. Multiple of the same clockwork eyes don't confer multiple bonuses. Multiple eyes do, however, confer a total of -6 to initiative.
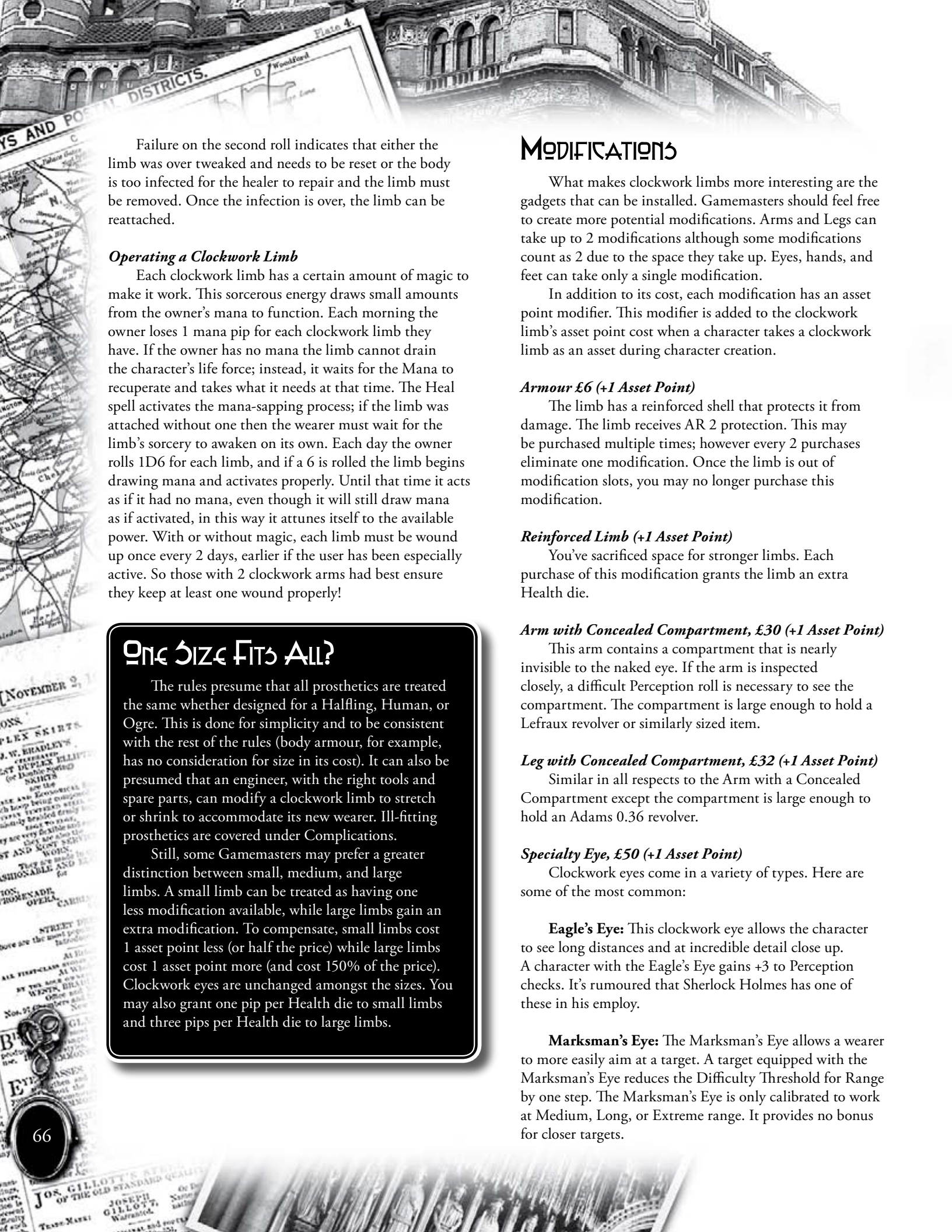
Limb	Health Dice (Pips)	Cost
Basic Arm	3 (6)	£40
Basic Hand	2 (4)	£25
Basic Leg	4 (8)	£50
Basic Foot	2 (4)	£30
Basic Eye	1 (2)	£75

Attaching a Clockwork Limb

Two successive 'Very Difficult' (6 Black Dice) Dexterity + Medicine rolls are necessary to attach the limb and get it working properly. A foul failure on either roll ruins the limb, which must be repurchased before attaching can continue.

Failure on the first roll means the limb was not attached properly and the doctor will have to attempt the attachment again. Once the limb is successfully attached then the second check occurs two weeks later after the limb is tweaked and any signs of infection are dealt with by a Guild healer or an unlicensed mage using the Heal spell.

Failure on the second roll indicates that either the limb was over tweaked and needs to be reset or the body is too infected for the healer to repair and the limb must be removed. Once the infection is over, the limb can be reattached.

Operating a Clockwork Limb

Each clockwork limb has a certain amount of magic to make it work. This sorcerous energy draws small amounts from the owner's mana to function. Each morning the owner loses 1 mana pip for each clockwork limb they have. If the owner has no mana the limb cannot drain the character's life force; instead, it waits for the Mana to recuperate and takes what it needs at that time. The Heal spell activates the mana-sapping process; if the limb was attached without one then the wearer must wait for the limb's sorcery to awaken on its own. Each day the owner rolls 1D6 for each limb, and if a 6 is rolled the limb begins drawing mana and activates properly. Until that time it acts as if it had no mana, even though it will still draw mana as if activated, in this way it attunes itself to the available power. With or without magic, each limb must be wound up once every 2 days, earlier if the user has been especially active. So those with 2 clockwork arms had best ensure they keep at least one wound properly!

One Size Fits All?

The rules presume that all prosthetics are treated the same whether designed for a Halfling, Human, or Ogre. This is done for simplicity and to be consistent with the rest of the rules (body armour, for example, has no consideration for size in its cost). It can also be presumed that an engineer, with the right tools and spare parts, can modify a clockwork limb to stretch or shrink to accommodate its new wearer. Ill-fitting prosthetics are covered under Complications.

Still, some Gamemasters may prefer a greater distinction between small, medium, and large limbs. A small limb can be treated as having one less modification available, while large limbs gain an extra modification. To compensate, small limbs cost 1 asset point less (or half the price) while large limbs cost 1 asset point more (and cost 150% of the price). Clockwork eyes are unchanged amongst the sizes. You may also grant one pip per Health die to small limbs and three pips per Health die to large limbs.

Modifications

What makes clockwork limbs more interesting are the gadgets that can be installed. Gamemasters should feel free to create more potential modifications. Arms and Legs can take up to 2 modifications although some modifications count as 2 due to the space they take up. Eyes, hands, and feet can take only a single modification.

In addition to its cost, each modification has an asset point modifier. This modifier is added to the clockwork limb's asset point cost when a character takes a clockwork limb as an asset during character creation.

Armour £6 (+1 Asset Point)

The limb has a reinforced shell that protects it from damage. The limb receives AR 2 protection. This may be purchased multiple times; however every 2 purchases eliminate one modification. Once the limb is out of modification slots, you may no longer purchase this modification.

Reinforced Limb (+1 Asset Point)

You've sacrificed space for stronger limbs. Each purchase of this modification grants the limb an extra Health die.

Arm with Concealed Compartment, £30 (+1 Asset Point)

This arm contains a compartment that is nearly invisible to the naked eye. If the arm is inspected closely, a difficult Perception roll is necessary to see the compartment. The compartment is large enough to hold a Lefraux revolver or similarly sized item.

Leg with Concealed Compartment, £32 (+1 Asset Point)

Similar in all respects to the Arm with a Concealed Compartment except the compartment is large enough to hold an Adams 0.36 revolver.

Specialty Eye, £50 (+1 Asset Point)

Clockwork eyes come in a variety of types. Here are some of the most common:

Eagle's Eye: This clockwork eye allows the character to see long distances and at incredible detail close up. A character with the Eagle's Eye gains +3 to Perception checks. It's rumoured that Sherlock Holmes has one of these in his employ.

Marksman's Eye: The Marksman's Eye allows a wearer to more easily aim at a target. A target equipped with the Marksman's Eye reduces the Difficulty Threshold for Range by one step. The Marksman's Eye is only calibrated to work at Medium, Long, or Extreme range. It provides no bonus for closer targets.

For example, a character with the Marksman's Eye is lining up a long range shot with a pistol. Instead of it being an Extremely Difficult shot, it is merely a Difficult shot.

Mesmerist's Eye: The purpose of this eye is to entrance people who see it. The visible parts of the eye are highly polished and painted in alternating white and black. When the wearer uses the eye, the colours spin in a hypnotic pattern. It gives a +1 bonus to Charm, Interrogation, and Sleight of Hand because it keeps the viewer's attention focused on the eye instead of what's going on around them.

Owl's Eye: The Owl's Eye contains a complex set of mirrors that amplify the available light. A character with an Owl's eye can see just as well at dusk as he can at noon, and just as well at the dark of the night as he can at dusk.

Veristic: The veristic eye looks like a real eyeball. They are available in any colour the purchaser requires. For an extra fee, the wearer can change the colour of the iris at his whim.

Vulcan's Eye: A character with Vulcan's eye sees in the infrared spectrum as well as the visible light spectrum. It can detect heat on the other side obstacles 6' or less in thickness.

Thaumically Compressed Actuator, £15 (+2 Asset Points)

Combining a tight gear ratio, several pistons and the power of the Power of Steam spell, this limb has greater power than the basic model. As this limb is put through its paces, it hisses steam and often belches smoke under pressure. The modification is too big to fit into a hand or foot. An arm with a Thaumically Compressed Actuator has +1 Strength, adding to melee damage and lifting ability. A leg with a Thaumically Compressed Actuator gives its user a +1 to the character's base movement, increasing running speed and vertical or horizontal jumping etc. The user also no longer suffers the reduction in running speed for an unmodified leg. If the character has 2 clockwork legs with this modification he can add their bonuses together. However, the same cannot be said for the strength bonus for arms. The Gamemaster might allow half of the bonus to be added from a second modified arm if the character is lifting a large item that requires 2 hands. This modification can be placed in a limb twice, making the bonus +2, but this counts as a second modification. This modification is complicated and difficult and is usually built into the limb during construction. If added to an existing limb the cost is doubled.

Retractable Dagger, £12 (+2 Asset Points)

Spring blades can be fitted to the elbows or knee of an arm or leg, or to spring out of a hand or foot. The blades might be designed to help cut bonds but are usually used as a weapon. The knife is wielded using Fisticuffs rather than Swordplay unless it extends from the hand (in which case either skill can be used). The knife does the same damage as a Bayonet. As it is drawn very quickly, readying it during combat suffers only a -1 penalty to initiative and -1 to combat pool instead of the usual modifiers when drawn.

Allen 0.36 Special, £28.3 (+2 Asset Points)

The hand on this arm flips down, revealing a modified version of the Allen 0.36 revolver. This pistol uses the same statistics as the Adams 0.36 on page 249 of the *Victoriana Core Rulebook*, except it takes twice as long to reload because an access hatch must be opened on the arm before the cylinder can be accessed. As a catch must be released the weapon is no quicker to draw than any other. A cruel Gamemaster might cause the catch to open if the hand takes a lot of damage. The hand can still work about half as well when hanging open. Some owners of this modification like to grab an opponent by the neck with the hand and then open the clip, to force the gun in their face.

Mariette Surprise, £30 (+2 Asset Points)

Made for those situations where one barrel won't do, this arm contains a modified Mariette 0.36 pepperbox in the forearm. When the hand is flipped open, the barrels are

an opponent (by grabbing them and reeling them in) they need at least 2 more successes than the opponent gets on their combat or dodge roll. If the target is successfully ensnared, he can be reeled in if he weighs less than 200lbs. However, he can attempt to pull his attacker towards him by matching their strengths. If he can cut the steel cable he can escape, but that needs something pretty sharp! This modification counts as two modifications given the space it requires.

Sword Arm, £28 (+2 Asset Points)

With this modification the hand folds back and a short sabre springs out, extending from the opening. This sword has the same characteristics as the sabre in the *Victoriana Core Rulebook* (page 248), except it deals the additional damage for being wielded by a clockwork limb. For obvious reasons the wielder cannot drop the sword or be disarmed. The Sabre springs out so quickly the wielder suffers only a -1 penalty to initiative and -1 to combat pool instead of the usual modifiers when drawn. If already at point blank the weapon can be sprung out as a surprise attack, actually gaining +3 to initiative and +2 to the combat roll for the first attack.

Lighting Power Sword Arm, £34 (+3 Asset Points)

This version of the Sword Arm described above has an additional feature. It can draw on additional Mana energy to carry an electrical charge along the blade. Anyone touching the blade takes 4 additional dice of electrical damage. This counts when they are struck with the weapon, but also if they touch it with something conductive (such as another sword). The lighting crackles across the blade when activated and costs 2 Mana points each round to keep active. However, the sword cannot drain the user's life force and shuts down when Mana is no longer available. This modification counts as 2 modifications.

Mana store, £40 (+2 Asset Points)
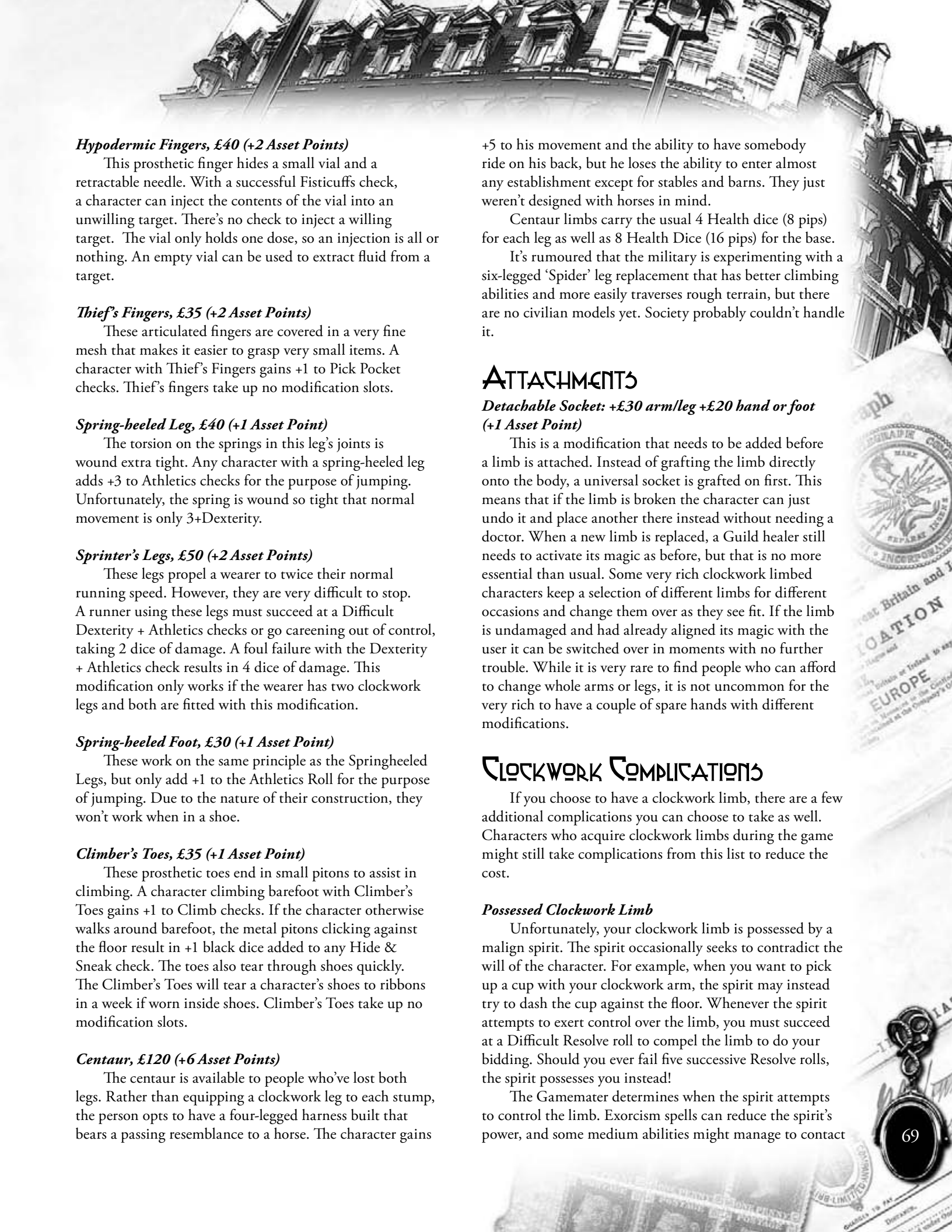
Your limb is fitted with a magical matrix that can store Mana points. The modification can be fitted twice and each modification can store one full Mana dice (6 pips). The sorcerer can decide to use either his own Mana or what is stored in the limb, or even both when casting a spell. The Mana in the matrix does not replenish itself and must be placed there from the sorcerer's own store. However, once the matrix is full the wizard regains Mana as normal.

Fine detail modification, £50 (+3 Asset Points)

This modification is expensive but well worth it. Extra pistons and finer gears are used in the construction to give the user better dexterity in the hand. It means the hand no longer suffers the 2 Black Dice penalty for detailed work inherent in the basic limb.

exposed, allowing the gun to be fired. This pistol uses the same statistics as the Marriette 0.36 pepperbox on page 249 of the *Victoriana Core Rulebook*, except it takes twice as long to reload because an access hatch must be opened on the arm before the gun can be reloaded. Apart from the gun being different, this modification works the same as the Allen 0.36 modification above.

Climbing Arm, £28.4 (+3 Asset Points)

This hand on this arm can be fired out with a percussion cap to grasp like a small grappling hook. Coiled tightly in the arm is 20' of thin steel cable and a small winch able to lift up to 200lbs. The steel cable carries power to the hand, allowing the user to open and close it at will. The hand can grab at any reasonable handhold and lock in to create a firm hold. For an additional £10 the hand can be fitted with spikes that fire out as it is released to allow it to jam into sheer surfaces like a piton or crampon. Firing the hand requires a Dexterity + Firearms roll to hit the place you were after.

Enterprising characters may use this as a weapon. As a weapon, it has an accuracy modifier of -1 and does 4 dice of lethal damage (and has a maximum range of 20ft for obvious reasons). If a character is attempting to snare

Hypodermic Fingers, £40 (+2 Asset Points)

This prosthetic finger hides a small vial and a retractable needle. With a successful Fisticuffs check, a character can inject the contents of the vial into an unwilling target. There's no check to inject a willing target. The vial only holds one dose, so an injection is all or nothing. An empty vial can be used to extract fluid from a target.

Thief's Fingers, £35 (+2 Asset Points)

These articulated fingers are covered in a very fine mesh that makes it easier to grasp very small items. A character with Thief's Fingers gains +1 to Pick Pocket checks. Thief's fingers take up no modification slots.

Spring-heeled Leg, £40 (+1 Asset Point)

The torsion on the springs in this leg's joints is wound extra tight. Any character with a spring-heeled leg adds +3 to Athletics checks for the purpose of jumping. Unfortunately, the spring is wound so tight that normal movement is only 3+Dexterity.

Sprinter's Legs, £50 (+2 Asset Points)

These legs propel a wearer to twice their normal running speed. However, they are very difficult to stop. A runner using these legs must succeed at a Difficult Dexterity + Athletics checks or go careening out of control, taking 2 dice of damage. A foul failure with the Dexterity + Athletics check results in 4 dice of damage. This modification only works if the wearer has two clockwork legs and both are fitted with this modification.

Spring-heeled Foot, £30 (+1 Asset Point)

These work on the same principle as the Springheeled Legs, but only add +1 to the Athletics Roll for the purpose of jumping. Due to the nature of their construction, they won't work when in a shoe.

Climber's Toes, £35 (+1 Asset Point)

These prosthetic toes end in small pitons to assist in climbing. A character climbing barefoot with Climber's Toes gains +1 to Climb checks. If the character otherwise walks around barefoot, the metal pitons clicking against the floor result in +1 black dice added to any Hide & Sneak check. The toes also tear through shoes quickly. The Climber's Toes will tear a character's shoes to ribbons in a week if worn inside shoes. Climber's Toes take up no modification slots.

Centaur, £120 (+6 Asset Points)

The centaur is available to people who've lost both legs. Rather than equipping a clockwork leg to each stump, the person opts to have a four-legged harness built that bears a passing resemblance to a horse. The character gains +5 to his movement and the ability to have somebody ride on his back, but he loses the ability to enter almost any establishment except for stables and barns. They just weren't designed with horses in mind.

Centaur limbs carry the usual 4 Health dice (8 pips) for each leg as well as 8 Health Dice (16 pips) for the base.

It's rumoured that the military is experimenting with a six-legged 'Spider' leg replacement that has better climbing abilities and more easily traverses rough terrain, but there are no civilian models yet. Society probably couldn't handle it.

Attachments

Detachable Socket: +£30 arm/leg +£20 hand or foot (+1 Asset Point)

This is a modification that needs to be added before a limb is attached. Instead of grafting the limb directly onto the body, a universal socket is grafted on first. This means that if the limb is broken the character can just undo it and place another there instead without needing a doctor. When a new limb is replaced, a Guild healer still needs to activate its magic as before, but that is no more essential than usual. Some very rich clockwork limbed characters keep a selection of different limbs for different occasions and change them over as they see fit. If the limb is undamaged and had already aligned its magic with the user it can be switched over in moments with no further trouble. While it is very rare to find people who can afford to change whole arms or legs, it is not uncommon for the very rich to have a couple of spare hands with different modifications.

Clockwork Complications

If you choose to have a clockwork limb, there are a few additional complications you can choose to take as well. Characters who acquire clockwork limbs during the game might still take complications from this list to reduce the cost.

Possessed Clockwork Limb

Unfortunately, your clockwork limb is possessed by a malign spirit. The spirit occasionally seeks to contradict the will of the character. For example, when you want to pick up a cup with your clockwork arm, the spirit may instead try to dash the cup against the floor. Whenever the spirit attempts to exert control over the limb, you must succeed at a Difficult Resolve roll to compel the limb to do your bidding. Should you ever fail five successive Resolve rolls, the spirit possesses you instead!

The Gamemater determines when the spirit attempts to control the limb. Exorcism spells can reduce the spirit's power, and some medium abilities might manage to contact
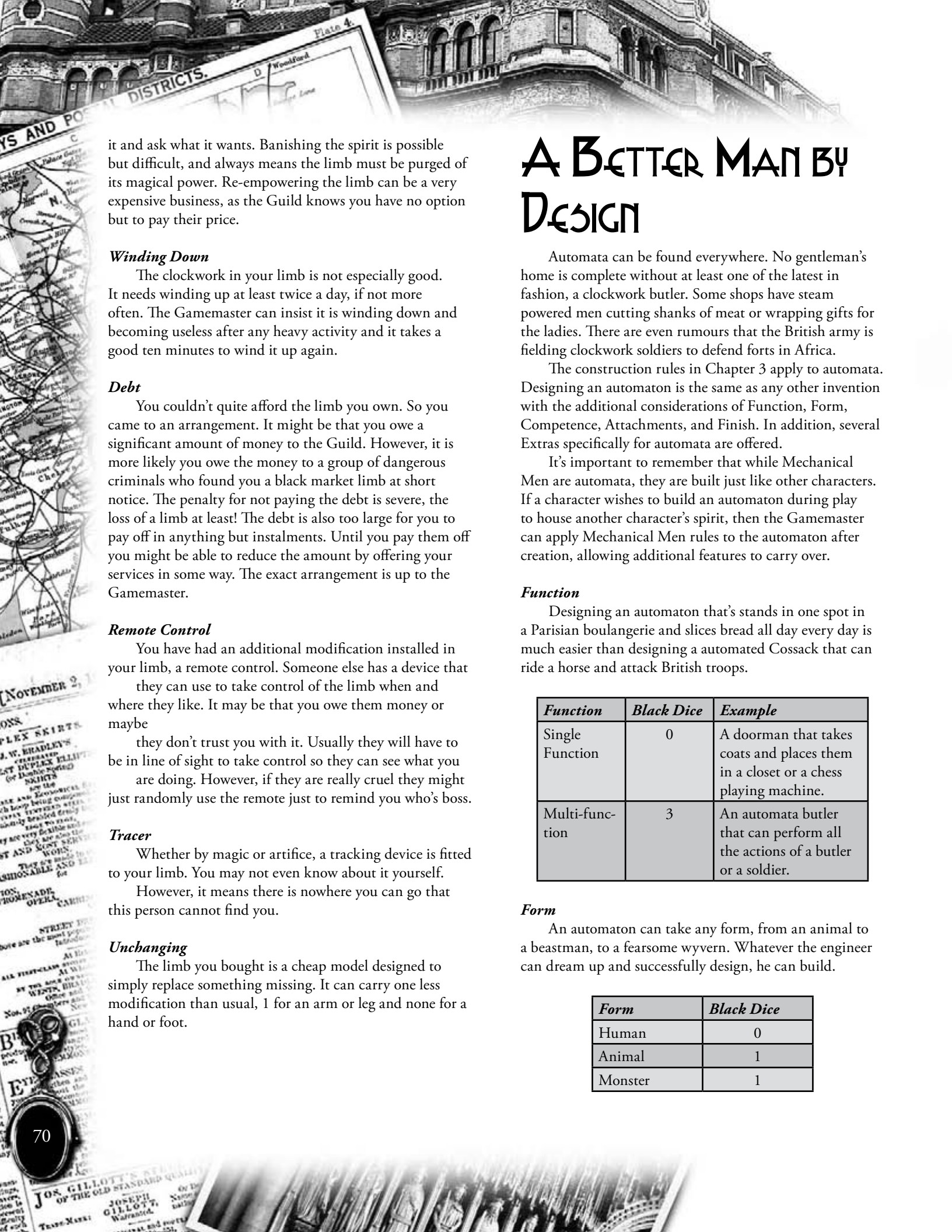
it and ask what it wants. Banishing the spirit is possible but difficult, and always means the limb must be purged of its magical power. Re-empowering the limb can be a very expensive business, as the Guild knows you have no option but to pay their price.

Winding Down

The clockwork in your limb is not especially good. It needs winding up at least twice a day, if not more often. The Gamemaster can insist it is winding down and becoming useless after any heavy activity and it takes a good ten minutes to wind it up again.

Debt

You couldn't quite afford the limb you own. So you came to an arrangement. It might be that you owe a significant amount of money to the Guild. However, it is more likely you owe the money to a group of dangerous criminals who found you a black market limb at short notice. The penalty for not paying the debt is severe, the loss of a limb at least! The debt is also too large for you to pay off in anything but instalments. Until you pay them off you might be able to reduce the amount by offering your services in some way. The exact arrangement is up to the Gamemaster.

Remote Control

You have had an additional modification installed in your limb, a remote control. Someone else has a device that

they can use to take control of the limb when and where they like. It may be that you owe them money or maybe

they don't trust you with it. Usually they will have to be in line of sight to take control so they can see what you

are doing. However, if they are really cruel they might just randomly use the remote just to remind you who's boss.

Tracer

Whether by magic or artifice, a tracking device is fitted to your limb. You may not even know about it yourself.

However, it means there is nowhere you can go that this person cannot find you.

Unchanging

The limb you bought is a cheap model designed to simply replace something missing. It can carry one less modification than usual, 1 for an arm or leg and none for a hand or foot.

A Better Man by Design

Automata can be found everywhere. No gentleman's home is complete without at least one of the latest in fashion, a clockwork butler. Some shops have steam powered men cutting shanks of meat or wrapping gifts for the ladies. There are even rumours that the British army is fielding clockwork soldiers to defend forts in Africa.

The construction rules in Chapter 3 apply to automata. Designing an automaton is the same as any other invention with the additional considerations of Function, Form, Competence, Attachments, and Finish. In addition, several Extras specifically for automata are offered.

It's important to remember that while Mechanical Men are automata, they are built just like other characters. If a character wishes to build an automaton during play to house another character's spirit, then the Gamemaster can apply Mechanical Men rules to the automaton after creation, allowing additional features to carry over.

Function

Designing an automaton that's stands in one spot in a Parisian boulangerie and slices bread all day every day is much easier than designing a automated Cossack that can ride a horse and attack British troops.

Function	Black Dice	Example
Single Function	0	A doorman that takes coats and places them in a closet or a chess playing machine.
Multi-function	3	An automata butler that can perform all the actions of a butler or a soldier.

Form

An automaton can take any form, from an animal to a beastman, to a fearsome wyvern. Whatever the engineer can dream up and successfully design, he can build.

Form	Black Dice
Human	0
Animal	1
Monster	1

Each limb type adds 1 black die to the pool. Adding one leg and one arm would add 2 black dice to the pool. Adding two arms only adds 1 black die. Two legs and one arm add 2 black dice.

Finish

It's not necessary that an automaton that spends all day loading coal deep in the mines of Lancashire look pretty, or even human. However, it a gentleman is going to have an automaton juggle for his guests at a ball, it had better look decent. Naturally, it's easier to build an automaton that's roughly formed as opposed to one that is the height of couture.

State of Finish	Black Dice Modifier	Example
Rough	+0	Hands might be little more than claws, legs might not move, or face might be a blank sheet of metal.
Acceptable	+1	Looks generally like its intended target. Gears will be visible or steam will belch forth periodically.
Passable	+3	Looks very close to its intended target. Even if covered in paint, it still looks slightly off.

Competence

All automata are considered to have a +6 Physical Competence and a +0 Mental Competence. If the designer wants to increase either competence, it's at a 1 to 1 ratio with the number of black dice added. If the engineer wants to decrease either competence, it's at a 1 to 1 ratio with the number of black dice added. If Rank is also used to define the automaton, consult the table on page 324 of the Core book to determine the final competences.

For example: Reginald Fortworthy is designing a single function automaton. He wants it to have a +4 Physical Competence and a +3 Mental Competence. Reginald's player removes 2 black dice because the Physical Competence is decreasing from +6 to +4. At the same time, he adds +3 black dice to his pool because the Mental Competence went from +0 to +3

Attachments

The basic design created so far assumes the automaton will have the normal complement of limbs, and that the limbs do what their human counterpart would do. The engineer can design or purchase clockwork limbs to attach to his automaton. In this way, the automata can be truly customized.
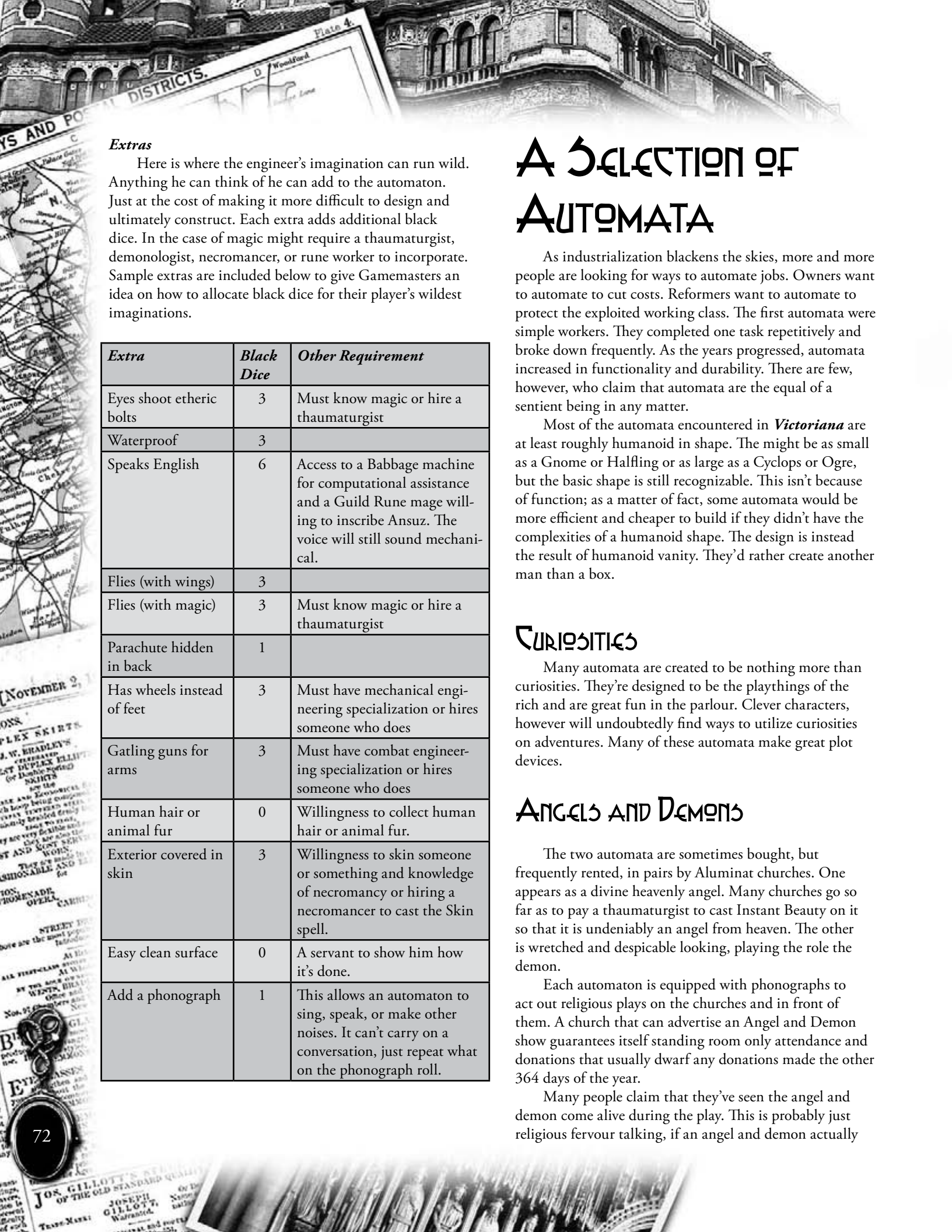
Extras

Here is where the engineer's imagination can run wild. Anything he can think of he can add to the automaton. Just at the cost of making it more difficult to design and ultimately construct. Each extra adds additional black dice. In the case of magic might require a thaumaturgist, demonologist, necromancer, or rune worker to incorporate. Sample extras are included below to give Gamemasters an idea on how to allocate black dice for their player's wildest imaginations.

Extra	Black Dice	Other Requirement
Eyes shoot etheric bolts	3	Must know magic or hire a thaumaturgist
Waterproof	3	
Speaks English	6	Access to a Babbage machine for computational assistance and a Guild Rune mage willing to inscribe Ansuz. The voice will still sound mechanical.
Flies (with wings)	3	
Flies (with magic)	3	Must know magic or hire a thaumaturgist
Parachute hidden in back	1	
Has wheels instead of feet	3	Must have mechanical engineering specialization or hires someone who does
Gatling guns for arms	3	Must have combat engineering specialization or hires someone who does
Human hair or animal fur	0	Willingness to collect human hair or animal fur.
Exterior covered in skin	3	Willingness to skin someone or something and knowledge of necromancy or hiring a necromancer to cast the Skin spell.
Easy clean surface	0	A servant to show him how it's done.
Add a phonograph	1	This allows an automaton to sing, speak, or make other noises. It can't carry on a conversation, just repeat what on the phonograph roll.

A Selection of Automata

As industrialization blackens the skies, more and more people are looking for ways to automate jobs. Owners want to automate to cut costs. Reformers want to automate to protect the exploited working class. The first automata were simple workers. They completed one task repetitively and broke down frequently. As the years progressed, automata increased in functionality and durability. There are few, however, who claim that automata are the equal of a sentient being in any matter.

Most of the automata encountered in **Victoriana** are at least roughly humanoid in shape. The might be as small as a Gnome or Halfling or as large as a Cyclops or Ogre, but the basic shape is still recognizable. This isn't because of function; as a matter of fact, some automata would be more efficient and cheaper to build if they didn't have the complexities of a humanoid shape. The design is instead the result of humanoid vanity. They'd rather create another man than a box.

Curiosities

Many automata are created to be nothing more than curiosities. They're designed to be the playthings of the rich and are great fun in the parlour. Clever characters, however will undoubtedly find ways to utilize curiosities on adventures. Many of these automata make great plot devices.

Angels and Demons

The two automata are sometimes bought, but frequently rented, in pairs by Aluminat churches. One appears as a divine heavenly angel. Many churches go so far as to pay a thaumaturgist to cast Instant Beauty on it so that it is undeniably an angel from heaven. The other is wretched and despicable looking, playing the role the demon.

Each automaton is equipped with phonographs to act out religious plays on the churches and in front of them. A church that can advertise an Angel and Demon show guarantees itself standing room only attendance and donations that usually dwarf any donations made the other 364 days of the year.

Many people claim that they've seen the angel and demon come alive during the play. This is probably just religious fervour talking, if an angel and demon actually

appeared in close proximity to each other, the church and surrounding building couldn't stand the damage.

One thing the designers of Angels and Demons didn't take into consideration is that some might consider these representations of heavenly and demonic creatures to be blasphemy. Every show has its detractors who rail against the idolatry the people are engaging in. What's worse, though, is that the magic employed in them, coupled with the potential effrontery to the Aluminat faith, could attract the attention of a Servitor of the Void.

Angels and Demons

Rank 5 Focused
Initiative: 4 dice
Physical Competence: +6
Mental Competence: +2
Health: 3 Dice (6 pips)
Mana: 0
Signature Skills: None
Traits: None
Special Abilities: Armour 4
Combat Abilities: Arms as large clubs
Damage: Arms as large clubs at base physical competence (9 dice)

Infernal Device

The infernal device is a fortune teller. No one knows how it works, but it's a huge hit at society occasions. Most infernal devices are built to look like seated men or women. They aren't well defined and people can see numerous exposed gears and levers. It's a single-function device designed to tell the future of whoever places a pound sterling in its palm. It pulls the pound into a slot in its chest, the levers and gears whir for several minutes, and the hand pulls a fortune from its chest and presents it to its customer.

Most infernal devices produce rote fortunes that could mean anything to anyone. Common fortunes include, 'You will find happiness,' 'You will meet an important person,' 'You should move to India,' and 'Be careful crossing the street.' A few, however, have the Glimpse ability and can predict a person's actual future. Some claim that mediums ensorcelled these few to confound the wealthy. Others hint that necromancers captured the spirits of murdered mediums and trapped them within these automata and that the spirit only wants to be free again.

Infernal Device

Rank 8 Focused
Initiative: 5 dice
Physical Competence: +6
Mental Competence: +13
Health: 5 Dice (10 pips)
Mana: 8 Dice (16 pips)*
Signature Skills: Charm +2, Channelling Medium +4 Dice
Traits: None
Special Abilities: Glimpse, Armour 4
Combat Abilities: None
Damage: None
*If the automaton has the glimpse ability. 0 Mana otherwise.

Once Man

The Once Man is an automaton designed to look like an actual human being. Up close, it's obvious that the flesh is just paint. It's a multi-function automaton designed to approximate human behaviour. Through the use of Guild magic, it has mannerisms similar to the race it's modelled after and can even carry on basic conversations. Its movements are still jerky, however and it can't carry on deep discourse.

Once Men are used by the wealthy to entertain their similarly wealthy guests. When not engaged in conversation, it can be found walking the grounds of the estate or serving tennis balls to the ladies of the house.

Once Man

Rank 10 Generalist
Initiative: 6 dice
Physical Competence: +10
Mental Competence: +11
Health: 7 Dice (14 pips)
Mana: 7 Dice (14 pips)
Signature Skills: Charm +2, Conversation +6, Etiquette +4, High Society +4
Traits: None
Special Abilities: Armour 4
Combat Abilities: Arms as clubs
Damage: Arms as large clubs at base physical competence (9 dice)

Supposedly, a Russian necromancer living in London has created his own Once Men, ripping spirits from recently departed children and forcing them into automata to serve as his own family. He's purportedly gone as far as covering the exterior in flayed flesh.

Puppeteer

The puppeteer was built to entertain children, but adults find it equally enjoyable. The puppeteer was build from the waist up to appear human. It has a phonograph built into its chest. A puppeteer is usually set up on a street or in a playhouse.

A single function automaton, the puppeteer holds the strings for marionettes in its hands. While the phonograph plays the words to the performance, the puppeteer makes the puppets dance and act out the play. The most popular performances are Punch and Judy shows, but more ambitious production houses use several puppeteers with carefully timed phonograph recordings to stage Shakespearean dramas.

The London papers have recently issued a warning regarding one puppeteer show. The article claims that a demonologist is using a puppeteer show to abduct children to use for his summoning rituals. The puppeteer shows up on a street corner, plays its barker music, and performs a quick show. By the time the show is over, one or two children have gone missing from the crowd.

Puppeteer

Rank 8 Focused
Initiative: 5 dice
Physical Competence: +13
Mental Competence: +6
Health: 12 Dice (24 pips)
Mana: 5 Dice (10 pips)
Signature Skills: Charm +4
Traits: Puppetry +8
Special Abilities: Armour 4
Combat Abilities: Entangle
Damage: Entangle with marionettes

Turkish Sultan

This type of automata has been around for at least a century. It was one of the first built. When engineers decided to build artificial men, did they build one to work in factories or mines and better the lives of the lower classes? No. They built an automaton that can play chess. Turkish Sultans are invariable designed to look like a man with a thick beard wearing a turban and a voluminous. Robe. A single function automaton, it plays chess. It plays chess very well.

The average Turkish Sultan has been programmed with popular chess strategies and randomly chooses one at the start of the game. It has a Gaming skill of 8 and a Mental Competence of 3.

There are rumours that the Turkish Sultan really isn't an automaton, but that a Halfling hides inside operating the machine through levers.

Another story that precedes the Turkish Sultan is that if someone beats the original machine at a fair game of chess, it will open up the reveal a map to the lost kingdom of Prester John and all its riches. Whether or not the kingdom is still populated or only a collection of ruins deep in the desert is a matter of scholarly debate. Speke's 1860 expedition was to have settled the matter of Prester John's kingdom once and for all, but failed to find any evidence.

Turkish Sultan

Rank 6 Specialist
Initiative: 5 dice
Physical Competence: +3
Mental Competence: +12
Health: 2 Dice (4 pips)
Mana: 8 Dice (16 pips)
Signature Skills: None
Traits: Gaming +6
Special Abilities: Armour 4
Combat Abilities: None
Damage: None

Rank 12 Specialist: The Original Turkish Sultan
Initiative: 7 dice
Physical Competence: +5
Mental Competence: +20
Health: 4 Dice (8 pips)
Mana: 12 Dice (24 pips)
Signature Skills: Throw +4, Gambling +8
Traits: Gaming +10
Special Abilities: Armour 4
Combat Abilities: Throw chess pieces at a high velocity
Damage: Throw chess pieces at base physical competence (2 dice)

Servants

Automaton servants work around the house or estate, providing functions usually performed by butlers, maids, gardeners, and stable hands. A growing segment of British household staff are coming to resent automata replacing them. More so than industrial automata, servants are designed to look relatively finished. For one, they're interacting with people, so their creators want them to blend in. For another, they're being bought by the wealthy who don't mind paying for the nicer things in life.

Some servants are multi-function; others are single function, depending on what the purchaser wants.

Butler

A butler serves the man of the house. In the morning, its chest compartment warms the shaving cream and holds a nice selection ties. In the evening, the same compartment, it holds a snifter of brandy and several glasses.

A butler is capable of opening a door when guests arrive, taking their coats, and leading them to the sitting room. They don't talk, however.

During the day, butlers do double duty as maids, cleaning and polishing the house. There's no need to pay both a butler and a maid when a single automaton can do the work of both without complaining.

Butlers are usually painted to look like they're wearing nice suits.

Some wealthy adventurers and adventuresses have taken their butlers on holiday with them. The butler makes an excellent coolie, able to carry the supplies that normally it would take three porters to carry. They also make nice gifts to buy off an Orc warlord in case he captures the party. They just have to make sure they're cleaned and oiled every night; otherwise they might rust in the humidity.

The papers recently reported on a butler that delivered a bomb in its chest compartment. Disgruntled human servants angered at being replaced by an unthinking, uncaring machine, devised an explosive and set the butler to deliver it. Not being expert demolitionists, the bomb exploded in the garden, digging a large crater but not hurting anyone. Now, the gentry are weary that their own butlers will turn against them.

Gardener

The gardener is an interesting automaton and truly a masterpiece of engineering. Very few engineers could successfully design and build something of this complexity. Instead of humanoid legs, it has four spindly spider-like legs. Initial designs had the traditional two human-like legs, but the weight of the automata ended up causing more damage to the landscaping than the gardener was able to repair. The four spider-like legs and an improved internal harness distribute the automata's 600 pound weight more evenly and only leaves small divots in the lawn.

The gardener also has three arms. One arm ends in a three-finger claw for picking up and planting, the second arm ends in shovel for digging, and the third arm ends in a rake. A further piece of design brilliance, the automata has an attachable wheelbarrow. Someone must attach and detach the wheelbarrow, but once attached the gardener uses it to haul supplies and waste.

Gardener

Rank 8 Specialist
Initiative: 5 dice
Physical Competence: +13
Mental Competence: +3
Health: 8 Dice (16 pips)
Mana: 3 Dice (6 pips)
Signature Skills:
Traits: Gardening +6
Special Abilities: Armour 4
Combat Abilities: Claw arm, rake, shovel, kick
Damage: Claw arm (6 dice) at base physical competence, rake (7 dice) at base physical competence, shovel (9 dice) at base physical competence, kick (9 dice) at base physical competence

Butler

Rank 4 Generalist
Initiative: 4 dice
Physical Competence: +10
Mental Competence: +5
Health: 7 Dice (14 pips)
Mana: 4 Dice (8 pips)
Signature Skills: Etiquette +6
Traits:
Special Abilities: Armour 4
Combat Abilities: Arms as clubs, kitchen knife
Damage: Arms as large clubs (9 dice) at base physical competence, kitchen knife (6 dice) at base physical competence

Scribe

The scribe is popular among wealthy ladies and the burgeoning letter writing industry. The scribe is created to look like a 16th century Renaissance scholar. Through the use of Guild magic, it is able to perfectly copy the handwriting in one letter onto another sheet of paper. Once the paper is full, a small claw extends from the wrist to turn the page to a new one, at which point it resumes writing.

Devious forgers are using stolen Scribes to create perfect copies of legal documents to help them in their scams. To counteract this, old scribes are being recalled and new scribes that watermark the paper with a 'printed by Scribe' seal are being shipped free to everyone who purchased an original scribe. Now, the original scribes are in high demand by the criminal underworld and police and government agents are actively searching for the few remaining original models.

Scribe

Rank 6 Focused
Initiative: 5 dice
Physical Competence: +9
Mental Competence: +12
Health: 6 Dice (12 pips)
Mana: X Dice (X pips)
Signature Skills: None
Traits: Writing +6
Special Abilities: Armour 4
Combat Abilities: Stab with pen, arms as large clubs
Damage: Stab with pen at base physical competence (3 dice), arms as large clubs (9 dice) at base physical competence

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Battlefield Automata

No place is the decision to deploy automata more hotly debated than the battlefield. The War Office pushes for more automata on the front lines and in exploratory capacities. Generals, however, don't want to lose the freedom that having thinking men on the front lines, able to adapt and react to continual chaos, provide them.

All military automata are roughly human in shape, stand about 6 foot 6 inches tall and weigh about 800 pounds. The British army wants their automata constructed of the sturdiest material possible to be able to withstand the shock of warfare.

Because the automata must fight, walk, and react to changes in the environment around them, they are all multi-function automata. Because of the difficulty in constructing them, transporting them, and fielding them, the British army has no more than 100 automata in the field at any given moment.

All automata fight in segregated units, humanoids and automata don't mix on the battlefield. Automata units are controlled by a humanoid field commander assisted by a Clockwork Engineer from the Worship Order of Horologists who programs the soldiers and a Guild thaumaturge who tries to prevent Russian sorceresses from taking control of the troops and turning them against the British.

Aerial Assault

When the first airships appeared over a battlefield, generals immediately began determining if soldiers could drop from the airships onto the battle field. Parachutes worked, but the slow-moving troops proved to be too soft of targets for enemy troops and heavily armoured jumpers dropped to the ground too quickly to be mobile once they landed.

Aerial assault automata are man of the line automata with reinforced lower limbs. They are still being tested in small numbers in the Crimea where airships fly over the Russian lines and crew chiefs push the automata out of the hold. Those aerial assaults that don't break on impact with the ground begin firing on the Russian troops.

Aerial assaults, like all military grade automata are multi-function. Through the use of Guild magic, they are able to discern friend from foe, maintain a formation, and attack.

Russian sorceresses have dissected damaged aerial assaults in the hopes of creating similar machines loyal to the Tsarina. Their first attempt met with foul failure, three sorceresses were killed before the Russian automata could be destroyed.

Aerial Assault

Rank 10 Focused
Initiative: 6 dice
Physical Competence: +20
Mental Competence: +3
Health: 12 dice (24 pips)
Mana: 3 Dice (6 pips)
Signature Skills: Athletics +4, Firearms +4, Fisticuffs +4
Traits: None
Special Abilities: Armour 10
Combat Abilities: Enfield Rifled Musket, Fisticuffs
Damage: Enfield Rifled Musket (12 dice), Fisticuffs (9 dice)

Cavalry

A horse couldn't support an automaton, but an autuomaton built like a horse could. Loud, clanking, and very slow, the automata cavalry is mainly used for ceremonial purposes. Their first attempt at deployment in the mud around Sebastopol resulted in British engineers having to dig the cavalry out and haul it back behind the lines.

On solid ground, however, the cavalry, which are actually one automata, not two, are a terrifying sight to behold. A line of 2,000 pound automata firing Enfield Rifled Muskets slowly advancing across open ground has caused more than one Russian unit to break, especially when Russian bullets usually only bounced off the armoured skin. The Russians have learned that the gyroscopes in the cavalry have trouble dealing with sudden changes in orientation so knocking over a cavalry is a good way to take one out of the action. It can't rise back to its feet. In close combat, the automata use their rifles as clubs.

Grenadier

Grenadiers are special purpose troops. They're highly experimental, the Guild has equipped with an Etheric thrower than can be fired twice a day before it needs to recharge. One of the grenadier's arms has been replaced with the thrower, allowing it to point and shoot.

Grenadiers haven't been sent to the Crimea yet. The generals are warehousing them in London until field trials are complete. Some scuttlebutt is that the generals are delaying shipping the grenadiers because somebody stole them. Soldiers have been kicking down doors in Southwark looking for the missing troops. Intelligence points to the Agents of the Queen as the perpetrators. What they plan on doing with 5 mechanical etheric throwers is anybody's guess.

Cavalry

Rank 8 Specialist
Initiative: 5 dice
Physical Competence: +15
Mental Competence: +3
Health: 9 Dice (18 pips)
Mana: 3 Dice (6 pips)
Signature Skills: Firearms +4, Improvised Weapon +4
Traits: None
Special Abilities: Armour 8
Combat Abilities: Enfield Rifled Musket, Rifle as club, Stomp
Damage: Enfield Rifled Musket (12 Dice), Rifle as club (9 Dice), Stomp (15 Dice)

Grenadier

Rank 10 Specialist
Initiative: 6 dice
Physical Competence: +11
Mental Competence: +10
Health: 7 Dice (14 pips)
Mana: 7 Dice (14 pips)
Signature Skills: Fisticuffs +4, Thaumaturgy +4
Traits:
Special Abilities: Armour 8
Combat Abilities: Etheric Bolt, Arm as large club
Damage: Arm as large club (9 Dice), Etheric Bolt (6 Dice)

Guardsman

Guardsmen protect royal personages. Multi-function automata, they protect their charges to the bitter end. They are sculpted to look like they wear the distinctive uniforms of the Queen's Foot Guards. Each is equipped with an Enfield Rifled Musket and a sabre to fend off threats.

So far, four guardsmen have been deployed in London. They are always accompanied by at least two human Guardsmen, in case the automata malfunction or are compromised. One very real risk is that a throng of well-wishers or even a reasonably behaved group of rioters could be mistaken for a threat.

Man of the Line

The man of the line is the average soldierly automata. Guild magic ensures that it detects friend from foe, maintains formation, and shoots straight. Each is equipped with gatling gun as its primary weapon, so standard British troops don't try to get too close.

They are crafted to look roughly like a humanoid wearing a British army uniform. The military thought human troops would take to them better if they looked similar.

Workers

Workers are automata that fulfill industrial and agricultural roles. They are slowly becoming more popular, but most industrialists find it cheaper to employ child labour. After all, if a child breaks down, it's cheaper to replace than an automaton. Needless to say, worker automata are often Luddite targets.

Coal Tender

The coal tender is used both at wealthy estates and on trains. A single function automaton, it stands next to boilers, hearths, and other fires to shovel in coal as necessary. The speed, power, and frequency of the shovelling is all controlled through modifying levers that jut from the tender's back.

The average tender bears little resemblance to a man. It is little more than a block of iron with two arms permanently holding a shovel. It has a Might of 8 and a Throwing of 10. Properly set, it can throw a twenty pound object 100 yards.

Guardsman

Rank 6 Specialist
Initiative: 5 dice
Physical Competence: +13
Mental Competence: +5
Health: 8 Dice (16 pips)
Mana: 4 Dice (8 pips)
Signature Skills: Firearms +4, Swordplay +4
Traits: None
Special Abilities: Armour 8
Combat Abilities: Enfield Rifled Musket, Sword
Damage: Enfield Rifled Musket (12 Dice), Military Sword (8 Dice)

Man of the Line

Rank 6 Specialist
Initiative: 5 dice
Physical Competence: +13
Mental Competence: +4
Health: 8 Dice (16 pips)
Mana: 4 Dice (4 pips)
Signature Skills: Firearms +4, Swordplay +4
Traits: None
Special Abilities: Armour 8
Combat Abilities: Enfield Rifled Musket, Military Sword
Damage: Enfield Rifled Musket (12 Dice), Military Sword (8 Dice)

Coal Tender

Rank 4 Generalist
Initiative: 4 dice
Physical Competence: +10
Mental Competence: +3
Health: 7 Dice (14 pips)
Mana: 3 Dice (6 pips)
Signature Skills: Might +8, Throwing +10
Traits: None
Special Abilities: Armour 4
Combat Abilities: Shovel as sharpened club
Damage: Shovel at base physical competence (10 Dice)

Lineman

The lineman is a single function automaton that performs one repetitive act in a factory over and over. However, each automata is capable of performing several different functions, it can only perform one at a time. Engineers in the employ of factory owners can reprogram the lineman to perform another of its tasks by flipping some switches under the torso.

Linemen are roughly finished. The factory owners don't want to pay for the refinements seen in automata used by the upper class. Linemen are there to work and withstand the toils of working in factories and foundries.

Miner

Miners work in the mines that dot the British countryside. They are excellent burrowers and many have large bore drills instead of hands, allowing them to move through the earth faster. Guild magic allows the miner to detect when it's found a potentially valuable substance, be that coal, silver, tin, or whatever substance the mine was dug for. Once it detects something, it pauses and waits for a humanoid to verify its find. If it did find something valuable, humanoid miners take over at that point to maximize the retrieval.

The British army is considering using miners as sappers in the Crimea but haven't deployed any yet.

A story goes around the Cornwall countryside about a miner that accidentally uncovered a demon of the Pale that was trapped in the earth centuries ago. Once freed, the demon possessed the automata, slaughtered all the humanoids, and currently stalks the landscape looking for more prey.

LINEMAN

Rank 2 Generalist
Initiative: 3 dice
Physical Competence: +9
Mental Competence: +2
Health: 6 Dice (12 pips)
Mana: 3 Dice (6 pips)
Signature Skills: None
Traits: None
Special Abilities: None
Combat Abilities: Arms as clubs
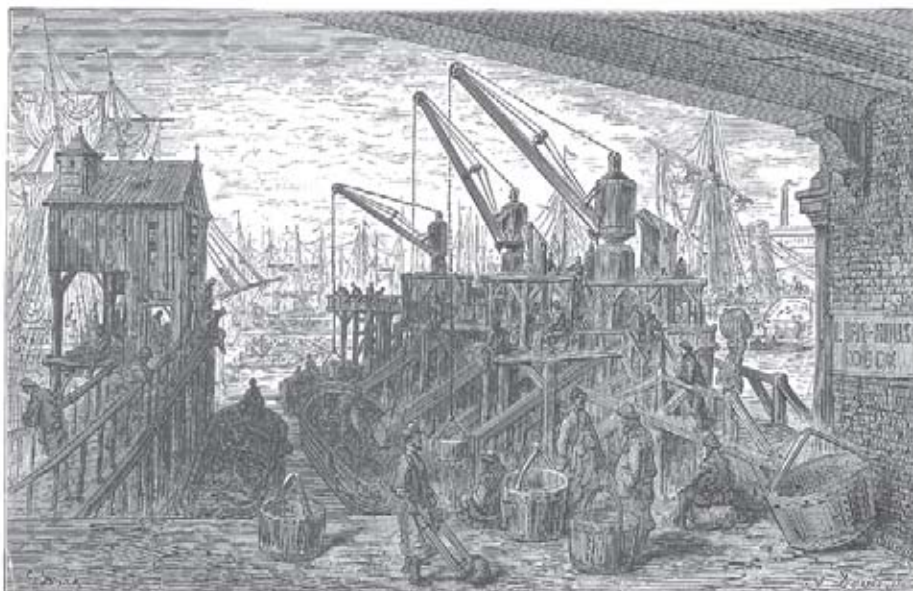Damage: Arms as large clubs at base physical competence (9 Dice)
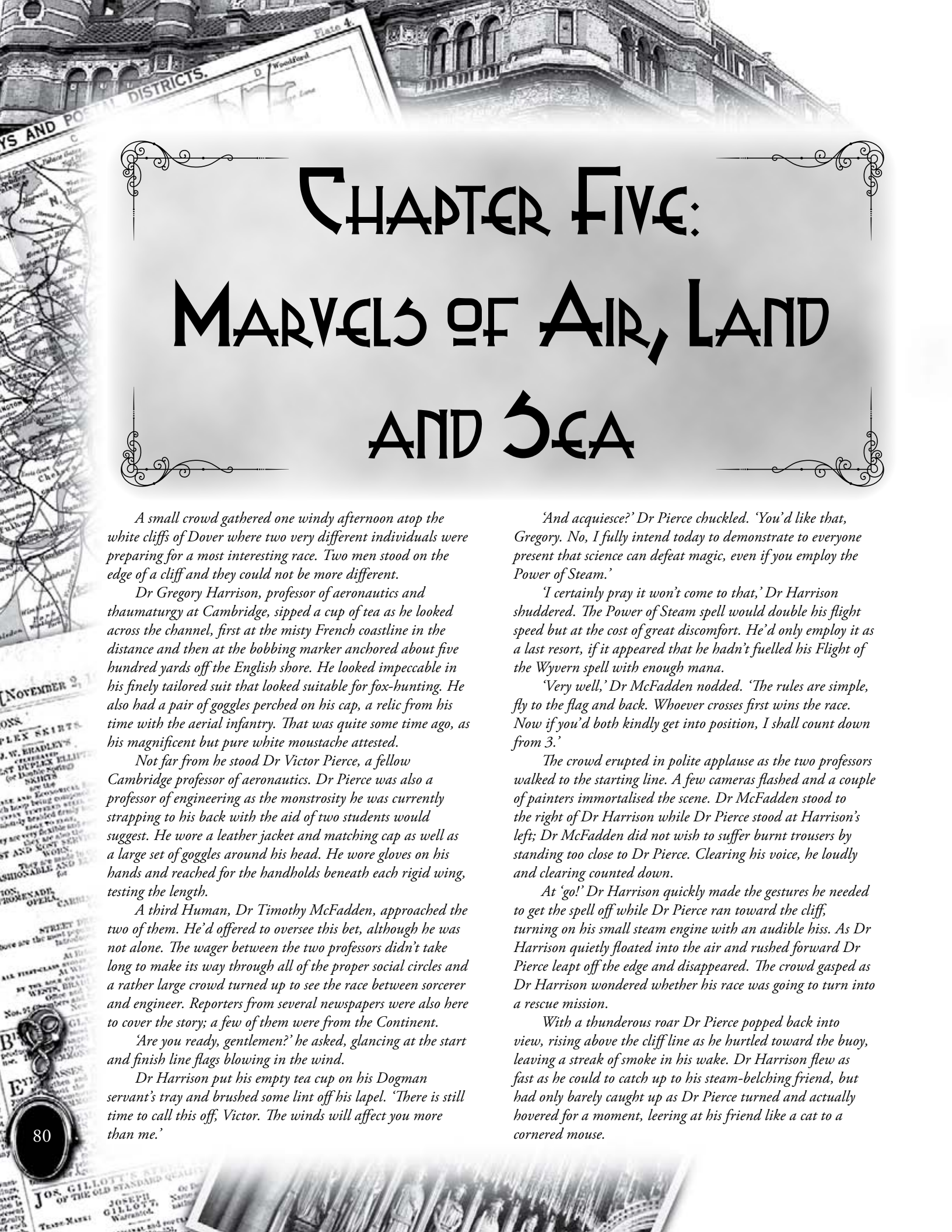
MINER

Rank 5 Specialist
Initiative: 4 dice
Physical Competence: +12
Mental Competence: +2
Health: 8 Dice (16 pips)
Mana: 3 Dice (6 pips)
Signature Skills: Improvised Weapon +6
Traits: Burrow +4
Special Abilities: Armour 4
Combat Abilities: Drill arms as Improvised Weapon
Damage: Drill arms (10 Dice)

Chapter Five: Marvels of Air, Land and Sea

A small crowd gathered one windy afternoon atop the white cliffs of Dover where two very different individuals were preparing for a most interesting race. Two men stood on the edge of a cliff and they could not be more different.

Dr Gregory Harrison, professor of aeronautics and thaumaturgy at Cambridge, sipped a cup of tea as he looked across the channel, first at the misty French coastline in the distance and then at the bobbing marker anchored about five hundred yards off the English shore. He looked impeccable in his finely tailored suit that looked suitable for fox-hunting. He also had a pair of goggles perched on his cap, a relic from his time with the aerial infantry. That was quite some time ago, as his magnificent but pure white moustache attested.

Not far from he stood Dr Victor Pierce, a fellow Cambridge professor of aeronautics. Dr Pierce was also a professor of engineering as the monstrosity he was currently strapping to his back with the aid of two students would suggest. He wore a leather jacket and matching cap as well as a large set of goggles around his head. He wore gloves on his hands and reached for the handholds beneath each rigid wing, testing the length.

A third Human, Dr Timothy McFadden, approached the two of them. He'd offered to oversee this bet, although he was not alone. The wager between the two professors didn't take long to make its way through all of the proper social circles and a rather large crowd turned up to see the race between sorcerer and engineer. Reporters from several newspapers were also here to cover the story; a few of them were from the Continent.

'Are you ready, gentlemen?' he asked, glancing at the start and finish line flags blowing in the wind.

Dr Harrison put his empty tea cup on his Dogman servant's tray and brushed some lint off his lapel. 'There is still time to call this off, Victor. The winds will affect you more than me.'

'And acquiesce?' Dr Pierce chuckled. 'You'd like that, Gregory. No, I fully intend today to demonstrate to everyone present that science can defeat magic, even if you employ the Power of Steam.'

'I certainly pray it won't come to that,' Dr Harrison shuddered. The Power of Steam spell would double his flight speed but at the cost of great discomfort. He'd only employ it as a last resort, if it appeared that he hadn't fuelled his Flight of the Wyvern spell with enough mana.
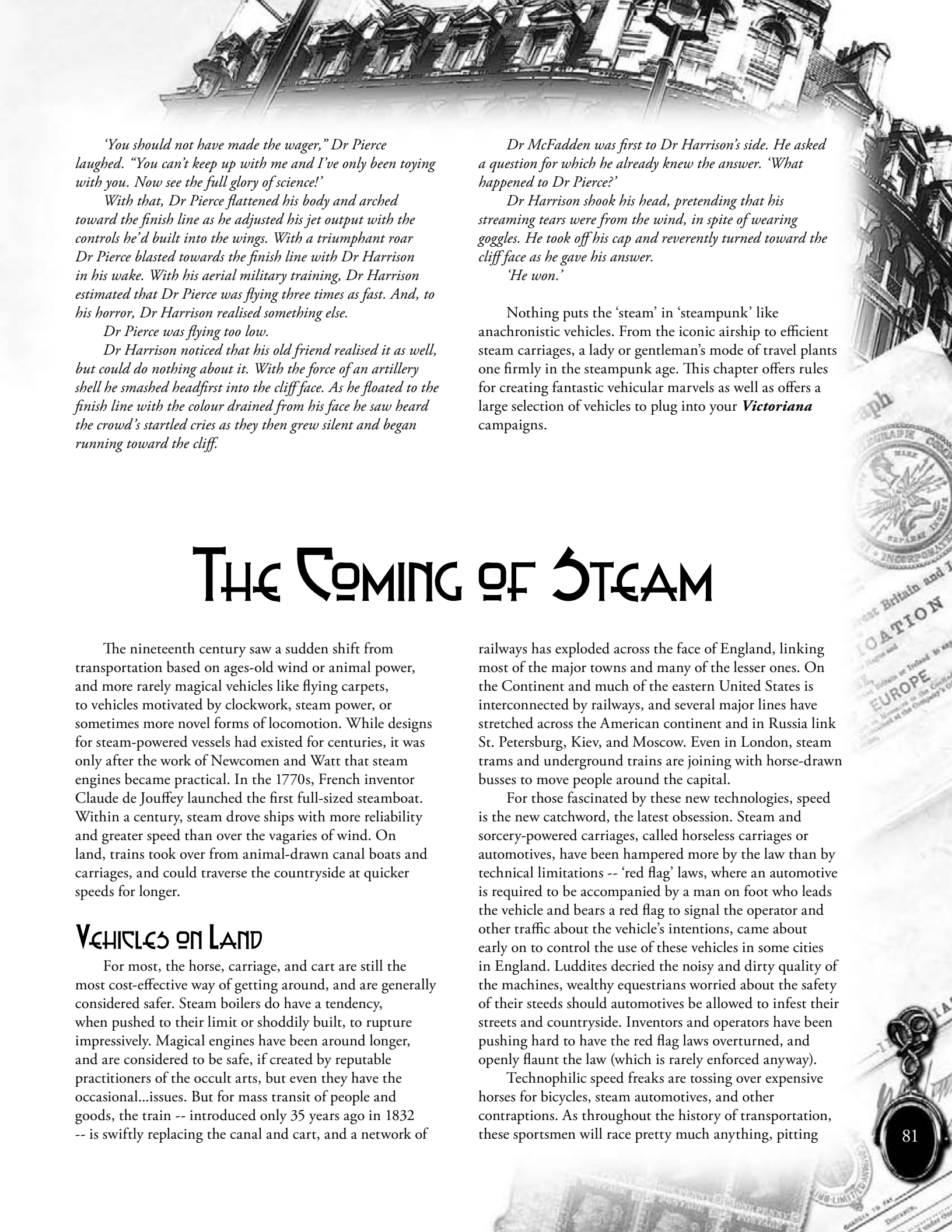
'Very well,' Dr McFadden nodded. 'The rules are simple, fly to the flag and back. Whoever crosses first wins the race. Now if you'd both kindly get into position, I shall count down from 3.'

The crowd erupted in polite applause as the two professors walked to the starting line. A few cameras flashed and a couple of painters immortalised the scene. Dr McFadden stood to the right of Dr Harrison while Dr Pierce stood at Harrison's left; Dr McFadden did not wish to suffer burnt trousers by standing too close to Dr Pierce. Clearing his voice, he loudly and clearing counted down.

At 'go!' Dr Harrison quickly made the gestures he needed to get the spell off while Dr Pierce ran toward the cliff, turning on his small steam engine with an audible hiss. As Dr Harrison quietly floated into the air and rushed forward Dr Pierce leapt off the edge and disappeared. The crowd gasped as Dr Harrison wondered whether his race was going to turn into a rescue mission.

With a thunderous roar Dr Pierce popped back into view, rising above the cliff line as he hurtled toward the buoy, leaving a streak of smoke in his wake. Dr Harrison flew as fast as he could to catch up to his steam-belching friend, but had only barely caught up as Dr Pierce turned and actually hovered for a moment, leering at his friend like a cat to a cornered mouse.

'You should not have made the wager," Dr Pierce laughed. "You can't keep up with me and I've only been toying with you. Now see the full glory of science!'

With that, Dr Pierce flattened his body and arched toward the finish line as he adjusted his jet output with the controls he'd built into the wings. With a triumphant roar Dr Pierce blasted towards the finish line with Dr Harrison in his wake. With his aerial military training, Dr Harrison estimated that Dr Pierce was flying three times as fast. And, to his horror, Dr Harrison realised something else.

Dr Pierce was flying too low.

Dr Harrison noticed that his old friend realised it as well, but could do nothing about it. With the force of an artillery shell he smashed headfirst into the cliff face. As he floated to the finish line with the colour drained from his face he saw heard the crowd's startled cries as they then grew silent and began running toward the cliff.

Dr McFadden was first to Dr Harrison's side. He asked a question for which he already knew the answer. 'What happened to Dr Pierce?'

Dr Harrison shook his head, pretending that his streaming tears were from the wind, in spite of wearing goggles. He took off his cap and reverently turned toward the cliff face as he gave his answer.

'He won.'

Nothing puts the 'steam' in 'steampunk' like anachronistic vehicles. From the iconic airship to efficient steam carriages, a lady or gentleman's mode of travel plants one firmly in the steampunk age. This chapter offers rules for creating fantastic vehicular marvels as well as offers a large selection of vehicles to plug into your *Victoriana* campaigns.

The Coming of Steam

The nineteenth century saw a sudden shift from transportation based on ages-old wind or animal power, and more rarely magical vehicles like flying carpets, to vehicles motivated by clockwork, steam power, or sometimes more novel forms of locomotion. While designs for steam-powered vessels had existed for centuries, it was only after the work of Newcomen and Watt that steam engines became practical. In the 1770s, French inventor Claude de Jouffey launched the first full-sized steamboat. Within a century, steam drove ships with more reliability and greater speed than over the vagaries of wind. On land, trains took over from animal-drawn canal boats and carriages, and could traverse the countryside at quicker speeds for longer.

Vehicles on Land

For most, the horse, carriage, and cart are still the most cost-effective way of getting around, and are generally considered safer. Steam boilers do have a tendency, when pushed to their limit or shoddily built, to rupture impressively. Magical engines have been around longer, and are considered to be safe, if created by reputable practitioners of the occult arts, but even they have the occasional...issues. But for mass transit of people and goods, the train -- introduced only 35 years ago in 1832 -- is swiftly replacing the canal and cart, and a network of

railways has exploded across the face of England, linking most of the major towns and many of the lesser ones. On the Continent and much of the eastern United States is interconnected by railways, and several major lines have stretched across the American continent and in Russia link St. Petersburg, Kiev, and Moscow. Even in London, steam trams and underground trains are joining with horse-drawn busses to move people around the capital.

For those fascinated by these new technologies, speed is the new catchword, the latest obsession. Steam and sorcery-powered carriages, called horseless carriages or automotives, have been hampered more by the law than by technical limitations -- 'red flag' laws, where an automotive is required to be accompanied by a man on foot who leads the vehicle and bears a red flag to signal the operator and other traffic about the vehicle's intentions, came about early on to control the use of these vehicles in some cities in England. Luddites decried the noisy and dirty quality of the machines, wealthy equestrians worried about the safety of their steeds should automotives be allowed to infest their streets and countryside. Inventors and operators have been pushing hard to have the red flag laws overturned, and openly flaunt the law (which is rarely enforced anyway).

Technophilic speed freaks are tossing over expensive horses for bicycles, steam automotives, and other contraptions. As throughout the history of transportation, these sportsmen will race pretty much anything, pitting

their inventions and skills against each other. Bicycle racing is still in its infancy but is already attracting riders and spectators. Bicycle races are usually had at velodromes -- circular wooden tracks that are cambered to account for centrifugal forces. Pick-up races on the street and on park paths are also popular, and endurance races have been cropping up. Automotive races are harder to plan for, as they require more space and paved roads, and (when legal) approval of the local councils. The few inventors that create these machines will often flaunt the red flags laws and meet at night or early morning to tear through the streets, testing themselves and their machines. The underground nature of these racers has created a strange, classless environment in which all races, classes, and sometimes even sexes mix over their love of speed and machines.

Vehicles on the Sea

Sail still rules the sea. Clipper ships, with the right winds, are faster than steamships, but steam is steadily gaining prominence. Still expensive and hard to maintain, steam engines are nevertheless turning up as auxiliary power for military vessels, and some passenger liners use it exclusively to guarantee their schedules are adhered to.

Most vessels are still wooden, but metal cladding of naval ships has been gaining popularity over the last decade or so. Steam-powered, metal-hulled vessels were proven feasible by the launch of Great Eastern -- the brainchild of the Dwarven engineer Isambard Kingdom Brunel in 1858. Even more astonishing to the nautical community, Great Eastern proved to be more economical and efficient than sailing vessels for the transatlantic runs. The vessel ran the Transatlantic Cable in 1866 and was the first vessel through the Suez Canal – which was built to accommodate her massive hull. While a great technical success, her fate is currently in question due to financing issues, Great Eastern has opened the door for other steamers.

Another technical marvel of the modern age sails under the waves. For hundreds of years, the diving bell has been a means of exploring in shallow waters -- essentially providing a refuge for divers that was tethered to a master vessel. There have been a few experiments to create ensorcelled diving bells or bathyspheres that would provide greater oxygen supply and protection for the operators.

The first known submersible vessel was Turtle, constructed for the American Rebellion, but the human-powered vehicle proven highly dangerous. Magic is often the preferred method for powering submersibles. Steam and electrical power have serious disadvantages in that the exhaust from the first and the volatile nature of the batteries for the second can often cause a deadly environment for the submersiblers. Magic was the method used by a submersible pirate that was threatening shipping in recent years.

Vehicles in the Air

As horses ruled transportation on land, wyverns commanded the sky. Naturalists and engineers who have attempted to replicate -- with various levels of success -- winged flight by studying these creatures' method of mobility carefully. The result is the ornithopter -- a flying machine that mimics bird or wyvern flight by flapping its wings. Power for these varies from pedal-powered (the least effective means), to small sorcerous or steam engines. Other heavier-than-air vehicles have been invented, but most have been at best humorous, at worst tragic, failures.

Hot air balloons were the other (relatively) mature aerial technology until the advent of the airship in the late 1850s. These airships use hydrogen in gas cells to stay aloft; others use a combination of lifting gas and magic to operate. One of the first designs was by an Dwarven American, Solomon Anders, who -- in addition to being a medical doctor, the port collector and three times mayor of Perth Amboy, and a postmaster, was very prolific father and inventor who built that city's sewer system, created a sewing machine, a barrel making machine, fumigators, forging presses, a kitchen range, a gas lamp, a nicotine-filtering pipe, a padlock used by the US Post Office since 1842, and lastly and most recently, a self-propelled aerial ship that was lifted by hydrogen and propelled by 'gravitation' -- actually the difference in specific density between the vessel's lifting gas and the atmosphere outside.

Other airship designs have proven to be much more expensive than Anders' design, but that vessel -- dubbed Aereon -- has proven to be difficult to operate. Magically levitated and motivated airships are the most reliable, but they also are prohibitively expense experiments for the world's militaries. Passenger vessels are usually short range and can only carry a dozen at best. Still, the beautifully and impressively sized vehicles have a devoted following among technophiles.

CREATING NEW VEHICLES

Inventors are one of those great archetypes of the Victorian period -- the lone scientist, the gentleman tinkerer, the brilliant mechanic...these are the men that are creating a new world that is challenging the supremacy of the Aluminat church and the sorcerer. So it is only reasonable to expect that one of your players will want to take up the role of the inventor, be they an artificer (one who uses magic to create their vehicle) or an engineer (who uses the new sciences).

The creation of vehicles will require the Engineering skill, primarily the mechanics and clockwork specialties, but the electrical specialty could be important if the vehicle uses that method of propulsion. For vehicles using magical propulsion, Thaumaturgy (or for those darker characters, Demonology or Necromancy) will be necessary.

As mentioned in **Chapter 3**, these construction rules are guidelines for the player and the Gamemaster to have a common framework for deciding what is and isn't possible to build in an inventor's workshop. Common sense and 'the rule of fun' should always prevail, and Gamemasters should feel free to disallow any marvels (or parts of marvels) that would take away from the fun of the campaign.

There are a few things the inventor needs to put together their vehicle: a place to work, tools, money or access to materials, and time. Assuming they can cobble all of this together, they can get on to the business of creating their machine.

Before they start working on their vehicle, there are a few important questions to ask themselves: Is there something like what they want to build? If there is, will the start with the original machine and improve on it, or are they working from scratch? (This will affect the difficulty and time of construction, as well as cost. Are they buying materials or scavenging? (This will affect the cost). How quickly is it being built? Do they have help? (This will help determine the difficulty).

BUILDING MARVELLOUS VEHICLES

Since most vehicles are going to be alterations of existing vehicles, a different design scheme is used than the general one presented in **Chapter 3**. The inventor simply picks out her vehicle attributes and adds the appropriate number of black dice to her roll. Vehicle attributes apply to both mechanical and animal mounts – be they horses, wyvern, or automobiles and airships. Vehicles have attributes that are different from characters.

If the design is relatively new (say, a fixed-wing heavier-than-air aeroplane), then the Gamemaster may apply black dice penalties for Originality, Familiarity, and Complexity as detailed in **Chapter 3**.

In spite of the different categories, the construction test is the same. The inventor uses his total black dice as the difficulty and rolls his appropriate skills against it, adding the successes together.

Engine

The engine is what drives the vehicle and determines the Engineering skill used to create it. We don't want to get bogged down in too many rules in *Victoriana*, so it's generally assumed that the driving force behind an engine can keep it running throughout a scene (subject to Range, of course).

Here are the particular benefits and detriments to using different types of engines:

External: These vehicles rely on an independent and separate power source for mobility. A horse-drawn carriage is the iconic example; velocipedes and rickshaws also fall into this category. Vehicles with external power sources do not have a range, as they are reliant on the external force to move them.

Thaumaturgical: The primary benefit of a thaumaturgical engine is its ability to keep running so long as it is fed mana. This is also its primary detriment; without a large pool of mana, it can be taxing on an artificer to keep the marvel running. This is usually accomplished through the Animate or Mana Charge spells, although Power of Steam gives short boosts of motive power. A foul failure ruins the engine, requiring a new Construction roll to make it operational again.

Elemental: Elemental engines are perhaps the most sought-after engines, as they are self-sustaining and therefore have unlimited range. Elemental engines do require the trapping of an elemental and the imprisoned creature does have an obsession with escaping its prison, potentially causing a lot of damage in the process.

Clockwork: Clockwork engines require wound springs to set the vehicle in motion. Clockwork engines require at least 10 minutes to wind; larger vehicles can take upwards of an hour.

Engines and Start-up Times

It is assumed in *Victoriana* that vehicles are ready for immediate use, as wasting time to wind them up or wait for the steam to boil is hardly cinematic! Most operators leave the engine running once started so that they do not have to go through the start-up process more than once or twice a day. That said there may be times where the start-up time can be a critical plot element. Here are some guidelines on using the different types of engines:

It can be assumed that thaumaturgical, elemental, and electric engines are always ready and move as soon as the engine is started.

Clockwork engines require turning a large key to wind the motor. This can take anywhere from no time at all (the key must be turned constantly while the engine is in use) up to 30 minutes (with a crankspring). In both cases an Easy (+5 to pool) Dexterity + Drive roll is made with 1 black die. On a foul failure, the vehicle is ruined, either because the constant turning of the key wasn't done at the appropriate rate or the mainspring snapped. The affected sections must be taken apart and repaired (likely requiring several hours) to fix the vehicle). Clockwork engines that require constant key-turning actually remove 3 black dice, but require that someone in the vehicle is dedicated to turning the key. Clockwork engines by default take 30 minutes to wind; this can be reduced to 20 minutes or 10 minutes by taking one or two black dice, respectively. Adding 10 minutes to the winding removes a black die (this can be taken up to 3 times).

Internal combustion engines require a hand crank to spark the motor. This can take as little as one round but the character must make a Dexterity + Drive roll with two black dice in order to start the car. Failure means he has to crank it again next round. On a foul failure, the car backfires or kicks back, going into reverse and causing 5 dice damage to the vehicle. The character doing the cranking also must make a Difficult (3 black dice) Dexterity + Athletics roll. If the character fails he takes 2 dice damage from a wounded wrist (as the crank spins backwards). On a foul failure his wrist is broken, giving him the Missing Hand complication until he can get medical attention.

Steam engines generally take half an hour to an hour to heat up before the pressure is enough to run an engine. To simulate this, assume all steam-driven vehicles require an hour to start. This can be reduced to half an hour by adding 1 black dice to the Design roll.

Steam: The default favourite of engineers, steam engines require heat to boil water in order to produce the steam that powers the engine. The benefit of steam engines is that the components, fuel to burn and water, are easily available. The detriment is that a cold engine can take a half hour or more to build the pressure it needs to start.

Electricity: Electric engines are very desirable amongst engineers and owners; unlike steam engines they start immediately and, unlike an internal combustion engine, they don't require a manual crank to start. In spite of these advantages, an electric engine has one major fault; it needs several hours to recharge the battery. This limits the vehicle's range to a comfortable distance from its recharging source (usually the owner's home), although some enterprising engineers have considered the possibility of swapping out batteries so that the electric engine is always charged. Because of this recharging need, all electric vehicles should have the Hanger Queen complication.

Internal Combustion: This petrol-based engine is starting to gain popularity. It's still highly experimental and petrol is only made in limited quantities (most current internal combustion engines use coal-gas), requiring the Scarce Fuel complication. Internal combustion engines are loud, requiring the Noisy complication.

Handling

Handling is a rating of manoeuvrability and speed in vehicle chases or combat. It is calculated by dividing the top speed of the craft by ten, then adding or subtracting up to 2 to represent its manoeuvrability. Handling is added to the pilot character's Wits + Pilot when determining initiative in combat.

Adding dice to handling adds to the black dice for designing the craft, subtracting handling dice detracts from the number of black dice. (If the number of black dice tips into the negative, that is the number of dice added to the inventor's dice pool).

Movement

This is the maximum speed of the vehicle measured in miles per hour. The inventor determines the desired speed and divides it by 10. This is the number of black dice added to their difficulty.

Health

Vehicle Health works the same as that for a person or beast, but they generally have a lot more pips. As with a person, Health pips will eventually reach the grey dice, when penalties to the vehicle/beast's Handling (as well as any other rolls in the case of a beast) will be applied. The number of pips per Health die depends on the scale of the

craft. For instance, airships have 6 pips per Health die rather than the usual 2.

Health Dice

Vehicle Scale	Example	Pips/Die
Small	Person, bicycle	2
Medium	Horse, carriage	3
Large	Bus, airplane	4
Huge!	Airship	6

The cost in black dice is the number of dice they choose for their craft.

Armour Points

This is the amount of armour the vehicle has. Add a die to the difficulty pool for every two points of armour.

Crew

Crew are rated by the two numbers – the first is the standard crew complement, the second the minimum to handle the craft effectively. If the total crew drops below this minimum, the vessel takes a 2 black dice penalty to Handling and any skill rolls involving crew (e.g. Engineering for repairs, or Gunnery).

Range

Range is rated in hours. To calculate the distance, multiply the range in time by the movement. Vehicles at are driven by wind have unlimited range, and animal's range is fixed. Pushing a beast beyond its range requires a Difficult Presence + Riding test for every hour the animal is pushed beyond its limit.

Range Rating	Operating Times	Range Rating	Operating Times
-3	Less than 15 minutes	4	Up to 2 days
-2	Up to 30 minutes	5	Up to a week
-1	Up to 1 hour	6	Up to a month
0	Up to 2 hours	7	Up to 3 months
1	Up to 4 hours	8	Up to 6 months
2	Up to 12 hours	9	A year or more
3	Up to 24 hours		

Time

The time it takes to build a vehicle is the same as outlined in **Chapter 3**. For vehicles, this is where having a construction crew is handy. A Gamemaster might rule that it'd take a single inventor months to build a steam carriage himself, but he could reduce it to weeks or days if he employs a carriage factory.

Time Increment	Black Dice
Months	0
Weeks	1
Days	2
Hours	4
Minutes	6

Adding Traits and Quirks

Not all vehicles are the same, even mass-produced ones. Over time – sometimes immediately – they start to show character: a strange quirk of steering here, an odd tendency to shake, a squeak that will not stop. Sometimes these quirks rise to the level of traits, and have an impact on the vehicle themselves. An inventor can purposefully add some of these traits and flaws presented here (and should not be considered a comprehensive list – feel free to make up your own!) The cost for building in these traits adds (for beneficial traits) or subtracts (in the case of flaws) from the black dice pool when constructing the machine.

The dice costs are the modification to the black dice pool on creation:

Allure (+1 dice)

The vehicle is particularly attractive and can add a die to social tests where the vehicle is a factor (impressing the locals, negotiating a price for the craft, etc).
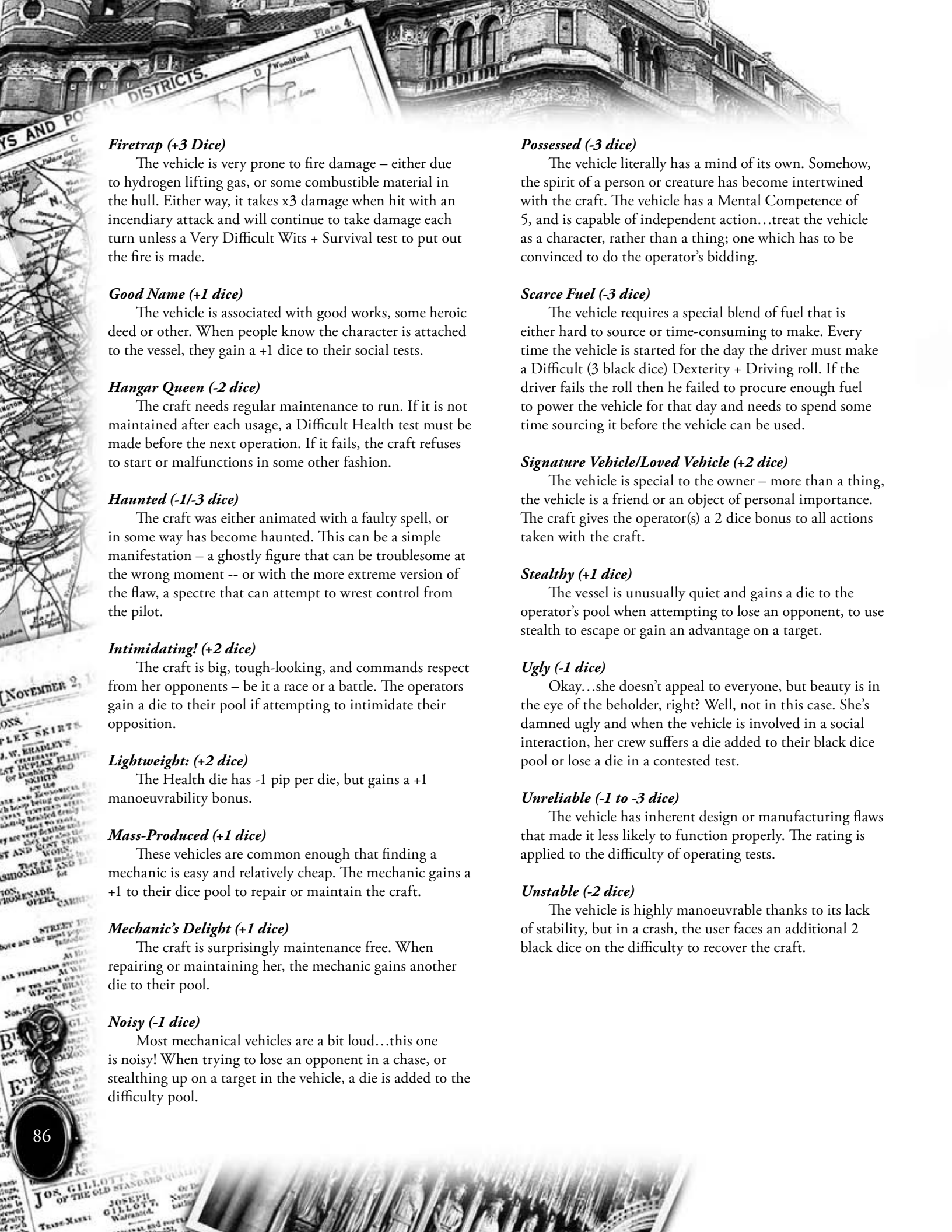
Bad Name (-1 dice)

The vehicle has a reputation attached to it. Perhaps it has been used to nefarious purposes and people know its name or appearance, perhaps it was responsible for a death or some other unfortunate incident. Whatever the reason, it adds a die to the difficulty of social tests where the vehicle is a factor.

Bat Outta Hell (+1/+3 dice)

The vehicle is particularly fast off the mark, accelerating quicker than most. In a chase sequence, the vehicle gains a +1 or +3 to its first dice pool to represent this quick acceleration.

Blessed/Lucky (+1 dice)

The vehicle is lucky, or has been blessed in some way. It adds a +1 to the operator's tests when trying to recover from a loss of control.

Firetrap (+3 Dice)

The vehicle is very prone to fire damage – either due to hydrogen lifting gas, or some combustible material in the hull. Either way, it takes x3 damage when hit with an incendiary attack and will continue to take damage each turn unless a Very Difficult Wits + Survival test to put out the fire is made.

Good Name (+1 dice)

The vehicle is associated with good works, some heroic deed or other. When people know the character is attached to the vessel, they gain a +1 dice to their social tests.

Hangar Queen (-2 dice)

The craft needs regular maintenance to run. If it is not maintained after each usage, a Difficult Health test must be made before the next operation. If it fails, the craft refuses to start or malfunctions in some other fashion.

Haunted (-1/-3 dice)

The craft was either animated with a faulty spell, or in some way has become haunted. This can be a simple manifestation – a ghostly figure that can be troublesome at the wrong moment -- or with the more extreme version of the flaw, a spectre that can attempt to wrest control from the pilot.

Intimidating! (+2 dice)

The craft is big, tough-looking, and commands respect from her opponents – be it a race or a battle. The operators gain a die to their pool if attempting to intimidate their opposition.

Lightweight: (+2 dice)

The Health die has -1 pip per die, but gains a +1 manoeuvrability bonus.

Mass-Produced (+1 dice)

These vehicles are common enough that finding a mechanic is easy and relatively cheap. The mechanic gains a +1 to their dice pool to repair or maintain the craft.

Mechanic's Delight (+1 dice)

The craft is surprisingly maintenance free. When repairing or maintaining her, the mechanic gains another die to their pool.

Noisy (-1 dice)

Most mechanical vehicles are a bit loud…this one is noisy! When trying to lose an opponent in a chase, or stealthing up on a target in the vehicle, a die is added to the difficulty pool.

Possessed (-3 dice)

The vehicle literally has a mind of its own. Somehow, the spirit of a person or creature has become intertwined with the craft. The vehicle has a Mental Competence of 5, and is capable of independent action…treat the vehicle as a character, rather than a thing; one which has to be convinced to do the operator's bidding.

Scarce Fuel (-3 dice)

The vehicle requires a special blend of fuel that is either hard to source or time-consuming to make. Every time the vehicle is started for the day the driver must make a Difficult (3 black dice) Dexterity + Driving roll. If the driver fails the roll then he failed to procure enough fuel to power the vehicle for that day and needs to spend some time sourcing it before the vehicle can be used.

Signature Vehicle/Loved Vehicle (+2 dice)

The vehicle is special to the owner – more than a thing, the vehicle is a friend or an object of personal importance. The craft gives the operator(s) a 2 dice bonus to all actions taken with the craft.

Stealthy (+1 dice)

The vessel is unusually quiet and gains a die to the operator's pool when attempting to lose an opponent, to use stealth to escape or gain an advantage on a target.

Ugly (-1 dice)

Okay…she doesn't appeal to everyone, but beauty is in the eye of the beholder, right? Well, not in this case. She's damned ugly and when the vehicle is involved in a social interaction, her crew suffers a die added to their black dice pool or lose a die in a contested test.

Unreliable (-1 to -3 dice)

The vehicle has inherent design or manufacturing flaws that made it less likely to function properly. The rating is applied to the difficulty of operating tests.

Unstable (-2 dice)

The vehicle is highly manoeuvrable thanks to its lack of stability, but in a crash, the user faces an additional 2 black dice on the difficulty to recover the craft.

A Tour of Vehicles in Victoriana

The following is a selection of vehicles that can be found in *Victoriana*. Engineers can purchase these marvels with their asset points.

Personal Transportation Aides

Personal transportation aides are forms of conveyance that are worn by the operator and often powered by them.

Personal Wing Set; £2.10

Icarus didn't have the power of Science! Behind him when he tried to fly, but modern folks do. The personal wing set is an advanced design that straps to the torso of the user, and has two articulated wings that are made from a doped canvas over a wooden or aluminium skeleton. They provide little to no upward thrust, but they do allow gliding with a high level of manoeuvrability.

Handling: 4   Movement: 40mph   Scale: Small
Health: 1 die   Armour: 0   Passengers: 1   Range: varies

Pontoon Shoes (boating); £1.2

Small wooden pontoon boats that are worn as shoes with either a clockwork or small steam boiler to power them. These shoes allow the wearer to traverse calm water with ease. They are not recommended for the ocean.

Handling: 2   Movement: 10mph   Scale: Small
Health: 1 die   Armour: 0   Passenger: 1   Range: -2

Roller Skates; 15s

These wonderful devices allow the user to zip along with the greatest of ease. They consist of a set of wheels – either four, like a carriage, each, or two in tandem, like a bicycle. They are usually powered by the user, who must push off to gain momentum, but there are clockwork and steam powered versions, as well. The first rating is for the standard roller skate, the second for the powered variant. Powered skates usually have an operating period of about 15-30 minutes.

Standard: Handling: 2   Movement: Speedx2   Scale: Small   Health: 1 die   Armour: 0   Passenger: 1 Range: n/a

Powered: Handling 4   Movement: 20mph   Scale: Small Health: 1 die   Armour: 0   Passenger: 1   Range: -2

Spring-Heeled Jack

A character of recent legend, Spring-Heeled Jack was first sighted in 1837 who was known for his amazing ability to leap. He wore a peculiar outfit – high boots, tight trousers, and a oilskin jacket with skeletal ribs either embroidered, or sewn into the garment. Steel-clawed gloves and a cape he used to glide in some accounts, were rounded out by a devilish mask with horns or animal-like ears. Sightings started in London, but ranged as far as Scotland and most recently, Bohemia. Diabolically glowing red eyes, the ability to breathe fire, all of these were traits ascribed to Jack.

In actuality, the Spring-Heeled Jack costume is an elaborate set of devices that work together to allow the user to play some fearsome, devilish character. Spring-heeled boots have a pneumatic pump system that builds up pressure as the user walks or runs, and are 'fired' if the user hits the ground with their heels (the location of the triggers) together.

This allows the wearer to jump up to 15 feet vertically, and 40 feet horizontally. Once used they cannot be reused until the pressure is built up again – each round spent walking or running builds a charge that will lift the user 3' vertically or 8 feet horizontally.

The clawed gloves are a simple trick – metal pointed end-caps to the gloves provide +2 damage to Fisticuffs rolls.

The real trickery is the mask, which uses a special chemical compound in lenses to simulate glowing red eyes. A reservoir in the ears holds a flammable compound that bursts into blue-white flame on contact with the air. This is ejected through tubes on either side of the mask near the mouth when the wearer blows on a small air tube connected to the reservoirs. The range is limited – perhaps 10' – but provides a fire Intensity of 4 under fire damage. (See *Victoriana Core Rulebook* p. 219).

Skis; £1.8

Skis are two wooden boards that are strapped to the wearer's feet to allow them to traverse snowy terrain with ease. The user propels themselves on flat ground with spike-ended poles, which serve to aid in manoeuvrability when going downhill. It is downhill that skis shine, sliding the user along at increasing speed. When travelling

'cross-country', the speed of skis is equal to the walking speed of the user, but downhill, skis start with a 10mph speed, increasing each round the user does not arrest their acceleration to a maximum of 60mph!

Handling: 2+   Movement: (see above)   Scale: Small
Health Die: 1   Armour: 0   Passenger: 1   Range: n/a

Snow Shoes; 10s

Made from a wooden frame strung much like a tennis racket, snow shoes allow the wearer to traverse deep snow fields without becoming bogged down. They allow the user to move at their normal speeds across snow, but provide a -1 to the Athletics tests to do so.

Winged Sandals/Shoes; £30

Objects of legend, winged sandals were one of the power items of Hermes – the messenger god – and the hero Perseus. A few of these magical devices have turned up in the Aluminat archives. They are semi-living things, which respond much like an animal to the wishes of their wearer. They do grow tired and need 15 minutes of rest for every four hours of use. Use requires a Wits + Athletics test.

Handling: 8   Movement: 60mph   Scale: Small
Health: 2   Armour: 0   Passenger: 1   Range: special
(see above)

Land Transportation

Aldershot Steam Soldier; £1000

The product of a small war engine research laboratory Her Majesty's Army commissioned at the Aldershot Range, the Steam Soldier is a twenty-foot tall war machine, shaped like a man. It used bipedal movement, driven by a complex series of motors powered by an A&F sorcerous boiler, and controlled from a suspended pilot's 'chair' in the chest, in which the operator stands. His movements are transmitted to the arms and legs of the steam soldier. The soldier is armed with a large gatling-style cannon that is electrically powered, and it is armed with an eight foot long sabre.

In trials, the steam soldiers have performed poorly, but the designer put this down to user error, rather than the inherent instability of a bipedal combat platform.

Handling: -2   Movement: 5mph   Scale: Large
Health: 4   Armour: 1   Crew: 1   Range: 3
Cost: too much   Traits: Intimidating!, Loud, Unstable
Armament: 1' Gatling Gun (electric powered) (Damage 30, Range 150 yards); Sabre (10 dice)

Bicycle; £4.8

A light metal frame, pedal-powered, and riding on two rubberized tires, the bicycle is quickly becoming a vehicle and exercise system for the masses.

Handling: 2   Movement: 20mph   Scale: Small
Health: 1   Armour: 0   Passengers: 2   Range: n/a

Bus; £35

Drawn by a team of horses, the bus is a long passenger carriage that seats 40. Most have a steel frame, but the rest of the bodywork and chassis are wooden. Busses are manned by a driver and a conductor – the latter are particularly known for their ill-temper and have the responsibility of making sure passengers pay their fare. There are double-decker versions that carry 60 passengers in select routes off of the Strand that are known for being very wobbly in turns.

Handling: 0   Movement: 15mph   Scale: Large
Health: 5   Armour: 0   Crew: 2/1   Passengers: 40 /60
Range: 1
Traits: Unstable (double-decked bus)

Carriage (Horse-Drawn)

There are a variety of chassis types for the horse-drawn carriage, from Broughams used for cabs, to the fancy four passenger berlin, to the open air four-in-hand, just to name a few.

Handling: 3   Movement: 30mph   Scale: Medium
Health: 3   Armour: 0   Crew: 1   Passengers: 2-4
Range: n/a
Traits: Mass Produced

Fire Truck (Horse-Drawn)

Starting with a heavily sprung cart, the fire engine is then equipped with a large water tank and steam-powered or crank-powered compressor to allow it to throw water up to an amazing four stories high! If there is a standpipe nearby, the water tank can be hooked up to it through a feeder hose to increase the length of operation (on its own about 30 minutes). It is drawn by four horses, and up to six men can ride along the sideboards.

Handling: -1   Movement: 20mph   Scale: Medium
Health: 20   Armour: 0   Crew: 7
Traits: Water Tank and compressor (adds 3 dice to fire-fighting efforts).
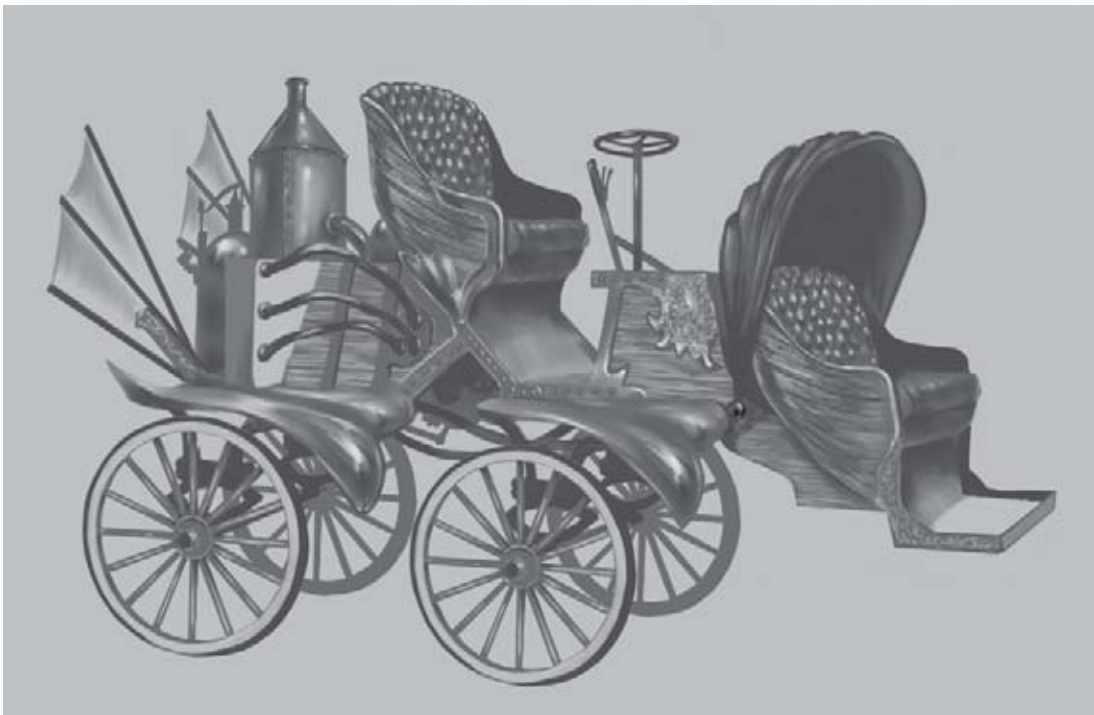
Hoopcycle/Monocycle; £30

This strange vehicle is a large wheel with the brake and drive elements positioned around the hub. The user sits inside the wheel of craft atop the motor and pilots it by a steering wheel or bicycle-like handlebars. The few made (they are particularly popular in the United States and Italy) are fast and nimble, but hard to handle and highly dangerous. The wheel is usually about 9' in diameter.

Handling: 7   Movement: 60mph   Scale: Medium
Health: 3   Armour: 0   Crew: 1   Range: 0   Cost:
Traits: Bat Outta Hell, Noisy, Unstable.

Webber & Kolsch Fabrikenwerks

A new venture, W&K was heavily financed by the various German principalities, and is central to Chancellor von Bismarck's desire to create a united Germany. W&K has built various devices of war – from clockwork firearms, to aiding in the Wurttemberg-based Luftchiffbau Zeppelin airship company of Colonel von Zeppelin, to the fearsome Landfestung, or Landfortress. Their crack team of dwarven engineers and Bavarian artificers have created a number of impressive prototypes for vast engines of war, but none have been fielded beyond trial operations.

Arbunoth and Fischer, Limited

Founded in 1740, Arbunoth and Fischer is well-known the world over for their well-made and innovative uses of magic in powering the machines of the Industrial Revolution. Founded by Rev. Hamish 'James' Arbunoth (later the Bishop of Strathmore) -- a Scottish loyalist, and member of the Aluminat Church, and Jacob Fischer, a Hanoverian artificer, the sorcery house quickly established itself for the aid it provided in countering the magical war machines of The Pretender in 1745. Since then, A&F has been the purveyor of sorcerous war machines and vehicles to the Crown and the military.

The company is also an example of how small things can have big consequences. Arbunoth & Fischer were denied contracts for some very powerful sorcerous war machines during the American Rebellion, mostly due to unfortunate statements made prior to the conflict by John Arbunoth, the son of the bishop and the head of the company at the time. His rebellious sentiments regarding the mercantilist system (which A&F benefitted from, it might be added), nearly put him in jail and led to the company being frozen out of government contracts until the Napoleonic War, when they returned to favour. Today, A&F is a large concern that is quasi-official. While it is sold and traded on the London Exchange, the majority stockholders of the company are the Church and the Crown, who appoint the chairman of the board (unfailingly a member of the aristocracy).

Landfortress (Landfestung); £5000+

This monstrous craft was built at the massive Webber & Kolsch Fabrikenwerks outside Koln in the Rhineland. This land-going battlecruiser runs on tracked wheels, and is propelled by twin steamship engines. Two stories high, 50 feet long, and weighing tens of tons, this land-going cruiser is armed with several light mountain guns and can carry 40 soldiers in addition to her 10 man crew.

Handling: -2   Movement: 10mph   Scale: Huge!
Health: 12   Armour: 3   Crew: 10/2   Range: 3
Traits: Hangar Queen, Intimidating!, Noisy
Armament: 4 1' Gatling Guns (Damage: 30, Range 150 yards); 4 4.7' Rifled Cannon (2 per broadside; Damage 12, Range 800 yards)

Locomotive; £2000

The engine for a train of rail cars, a locomotive is a wonder of modern science. Powered by a massive reciprocating forced-draught boiler, most locomotives can pull ten cars without effort. In game terms, the locomotive can carry the number of cars it has in health pips without penalty to their speed. For every car after that, they lose five miles off of their top speed.

Handling: 3   Movement: 60mph   Scale: Large
Health: 6   Armour: 2   Crew: 4/2   Range: 4
Traits: On Rails (it can't turn – only stop, slow, or speed up)

Mole Drill; £10,000

This strange little device is used for burrowing tunnels for underground rails, mine shafts, or other exploratory missions. It is, in essence, a locomotive converted with a giant boring drill on the front end, moving on tracked wheels that are articulated to allow small changes in attitude.

The Royal Geographical Society has a mole drill created for them by the venerable artificer shop of Arbunoth and Fischer, the minds behind several sorcerous-mechanical hybrid craft. It is rumoured that the infamous Professor Lister used a mole drill-like craft in his nearly successful attempt to rob the gold vault of the Bank of England.

Handling: 1   Movement: 30mph   Scale: Large
Health: 7   Armour: 2   Crew: 3/2   Range: 2
Traits: Hangar Queen, Intimidating!

Motorcycle; £15.10

This is a motorised bicycle, usually a small steam or electric motor. There is a growing business in bicycle shops modifying bicycles into motor-driven craft. The ratings presented here are for a typical small-displacement steam engine.

Handling: 6   Movement: 40mph   Scale: Small
Health: 2   Armour: 0   Crew: 1   Range: 0 (steam)'-2 (electric)

Rickshaw; £3

These human-powered vehicles are a staple of transport in many Asiatic cities. It is balanced so well that, once the two drag poles have been lifted, the rickshaw requires very little energy to pull along. Rickshaws can carry two passengers. They are rarely found in hilly terrain (so, for instance, they are used through Kowloon in Hong Kong colony, but not much beyond the few streets along the harbour on Victoria-side). Private rickshaws are easy to purchase and keep, as you only have to rent the rickshaw man as needed; public rickshaws are heavily regulated in Shanghai and Hong Kong, leading to intense corruption to gain one's licence to operate. In Shanghai, private rickshaws have to be painted yellow, public ones black. They travel as fast as the man pulling can run.

Handling: 0   Movement: Speed of the puller   Scale: Small   Health: 2   Armour: 0   Crew: 1   Passenger: 2
Traits: Human-Powered

On scale: yes bicycles and humans are on the same scale. Those old bikes weren't much faster than a person could run. On horses vs. wyverns -- my gut feeling is keep the scale the same, despite the speed of the wyvern -- they would open the distance to long quickly without having to tweak the scale; after all, to fight, wyverns would need to slow dramatically to make tighter turns.

Velocity Cycles

This is one of the more popular shops in the London area, providing new and highly imaginative designs of vehicles to the public. Owned by the lead designer, Martin 'Digger' McDuggins, Velocity primarily does a lot of one-off machines and is very involved in the 'night races' – those illegal challenges that keep the citizenry of London awake with their racket. However, their bread and butter is steam conversions of working carriages – lorries and buses, mostly. Their other main product is the 'booze bike' – an alcohol-fired internal combustion engine. These beasts have a 16 cubic inch dual-cylinder motor capable of pumping out stunning 17 brake horsepower.

Velocity 'Booze Bike'; £18
Handling: 8   Movement: 60mph   Scale: Small
Health: 2   Armour: 0   Crew: 1   Range: 0   Cost:
Trait: Bat Outta Hell

Spider Walker; £1000

The Spider Walker is the product of the evil genius of Professor Thomas Lister, a Scottish engineer and nihilist, who seeks to free the oppressed of the world by attacking the economic machine that keeps them slaves to the system. (Funnily enough, the money he steals never seems to get to the oppressed and poor…)

While not eight-legged, the spider walker has a frightening resemblance to the arachnid. Four spindly legs covered in pistons and articulators give the walker a spiky, dangerous look. The central, armoured body contains the drive engines and the sorcerous engine which drives the craft. The 'head of the craft contains the observation platform, slung under the machine and allowing the driver to see obstacles and to manoeuvre. It also has gunnery positions in the 'eyes' allowing the crew to fire their nordenfelt machineguns at ground targets, or from the central positions aerial targets.

The walker has an aft hatch and winch-aided repelling lines that allow the 'passengers' – Lister's henchmen – to scale to the ground and return, being quickly winched into the machine once more.

Handling: 0   Movement: 20 mph   Scale: Large
Health: 5   Armour: 1   Crew: 7/3   Range: 4
Passengers: 12
Armament: 2 Mitrailleuse Guns (Damage 20, Range 60 yards)

Steam Automotive (Racing); £26

This is a lightweight open-air carriage that has been crafted for racing.

Handling: 7   Movement: 60mph   Scale: Medium
Health: 3   Armour: 0   Crew: 1   Passengers: 1
Range: -1
Traits: Bat Outta Hell

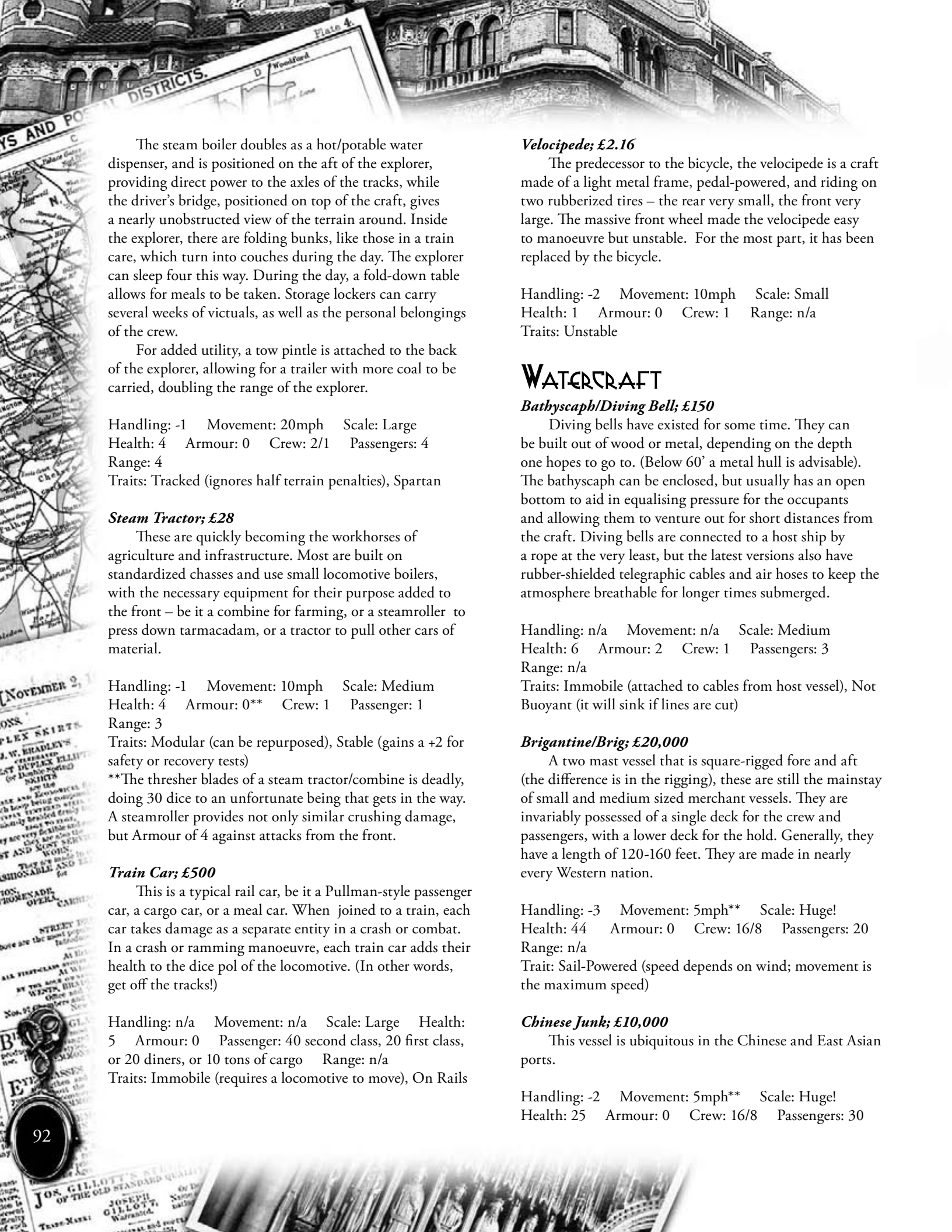### Steam Carriage (Passenger); £30

This is a typical horseless carriage that has been converted to steam power.

Handling: 4   Movement: 40 mph   Scale: Medium
Health: 3   Armour: 0   Crew: 1   Passengers: 2-4
Range: 0

Steam Explorer; £48.10

The latest 'must-have' for wilderness exploration, the Steam Explorer is a steam-powered caravan that runs on tracked wheels to provide better traction, stability, and motility in muddy, snowy, and other imperfect conditions. Fully tested in the marshes in Ireland and the snows of Norway, the Explorer is ready to traverse the wilds of every continent!

The steam boiler doubles as a hot/potable water dispenser, and is positioned on the aft of the explorer, providing direct power to the axles of the tracks, while the driver's bridge, positioned on top of the craft, gives a nearly unobstructed view of the terrain around. Inside the explorer, there are folding bunks, like those in a train care, which turn into couches during the day. The explorer can sleep four this way. During the day, a fold-down table allows for meals to be taken. Storage lockers can carry several weeks of victuals, as well as the personal belongings of the crew.

For added utility, a tow pintle is attached to the back of the explorer, allowing for a trailer with more coal to be carried, doubling the range of the explorer.

Handling: -1   Movement: 20mph   Scale: Large
Health: 4   Armour: 0   Crew: 2/1   Passengers: 4
Range: 4
Traits: Tracked (ignores half terrain penalties), Spartan

Steam Tractor; £28

These are quickly becoming the workhorses of agriculture and infrastructure. Most are built on standardized chasses and use small locomotive boilers, with the necessary equipment for their purpose added to the front – be it a combine for farming, or a steamroller to press down tarmacadam, or a tractor to pull other cars of material.

Handling: -1   Movement: 10mph   Scale: Medium
Health: 4   Armour: 0**   Crew: 1   Passenger: 1
Range: 3
Traits: Modular (can be repurposed), Stable (gains a +2 for safety or recovery tests)
**The thresher blades of a steam tractor/combine is deadly, doing 30 dice to an unfortunate being that gets in the way. A steamroller provides not only similar crushing damage, but Armour of 4 against attacks from the front.

Train Car; £500

This is a typical rail car, be it a Pullman-style passenger car, a cargo car, or a meal car. When joined to a train, each car takes damage as a separate entity in a crash or combat. In a crash or ramming manoeuvre, each train car adds their health to the dice pol of the locomotive. (In other words, get off the tracks!)

Handling: n/a   Movement: n/a   Scale: Large   Health: 5   Armour: 0   Passenger: 40 second class, 20 first class, or 20 diners, or 10 tons of cargo   Range: n/a
Traits: Immobile (requires a locomotive to move), On Rails

Velocipede; £2.16

The predecessor to the bicycle, the velocipede is a craft made of a light metal frame, pedal-powered, and riding on two rubberized tires – the rear very small, the front very large. The massive front wheel made the velocipede easy to manoeuvre but unstable. For the most part, it has been replaced by the bicycle.

Handling: -2   Movement: 10mph   Scale: Small
Health: 1   Armour: 0   Crew: 1   Range: n/a
Traits: Unstable

WATERCRAFT

Bathyscaph/Diving Bell; £150

Diving bells have existed for some time. They can be built out of wood or metal, depending on the depth one hopes to go to. (Below 60' a metal hull is advisable). The bathyscaph can be enclosed, but usually has an open bottom to aid in equalising pressure for the occupants and allowing them to venture out for short distances from the craft. Diving bells are connected to a host ship by a rope at the very least, but the latest versions also have rubber-shielded telegraphic cables and air hoses to keep the atmosphere breathable for longer times submerged.

Handling: n/a   Movement: n/a   Scale: Medium
Health: 6   Armour: 2   Crew: 1   Passengers: 3
Range: n/a
Traits: Immobile (attached to cables from host vessel), Not Buoyant (it will sink if lines are cut)

Brigantine/Brig; £20,000

A two mast vessel that is square-rigged fore and aft (the difference is in the rigging), these are still the mainstay of small and medium sized merchant vessels. They are invariably possessed of a single deck for the crew and passengers, with a lower deck for the hold. Generally, they have a length of 120-160 feet. They are made in nearly every Western nation.

Handling: -3   Movement: 5mph**   Scale: Huge!
Health: 44   Armour: 0   Crew: 16/8   Passengers: 20
Range: n/a
Trait: Sail-Powered (speed depends on wind; movement is the maximum speed)

Chinese Junk; £10,000

This vessel is ubiquitous in the Chinese and East Asian ports.

Handling: -2   Movement: 5mph**   Scale: Huge!
Health: 25   Armour: 0   Crew: 16/8   Passengers: 30

Range: n/a
Traits: Allure, Sail-Powered (speed depends on wind; movement is the maximum speed)

Clipper Ship; £35,000

The need for speed led to the development of a highly streamlined and sleek series of vessels for the China trade. These clipper ships have run at up to an astounding 16 knots, making them faster than most steam vessels, and they are capable of sailing tighter to the wind than their contemporaries, reducing the deficiencies of wind propulsion. The term 'clipper' comes from late 18th Century American vessels that these craft are descended from. Square rigged with three or more masts, these ships have sharp bows, are thin in their beams (usually 1/5 the length of the craft), light tonnage (rarely more than 1000 tons), and with surprisingly large holds.

The clipper trade, which started in the 1830s has led to fierce competition between the masters of these craft, with the times of their passages often making it into the American and some British papers. This culminated with the Great Tea Race of 1866, an unofficial race to see which vessel could return the first crop of tea for the year (the winner was Taeping, with Ariel close behind). The most famous currently in service are Sovereign of the Seas (which set the record for sailing vessels at 22 knots in 1854) and Flying Cloud (which twice made the New York to San Francisco passage in 89 days), both of them designed and built by Donald McKay of Boston.

Handling: -1   Movement: 15mph   Scale: Huge!
Health: 40   Armour: 0   Crew: 40/20   Passengers: 50
Range: n/a
Traits: Allure, Good Name, Sail-Powered (speed depends on wind; movement is the maximum speed)

Dhow; £20

These single masted, lanten-rigged boats have a shallow daught making them perfect for river and shallow ocean-going use. They are very common in East Africa, and are used everywhere from the Nile river to the Persian Gulf. They are even used for piracy by some brave souls of the Horn of Africa.

Handling: 1   Movement: 10mph **   Scale: Large
Health: 8   Armour: 0   Crew: 4/1   Passengers: 2
Range: n/a
Traits: Lightweight, Sail-Powered (speed depends on wind; movement is the maximum speed)

Dingy/Rowboat; £8

There are a plethora of small craft – from the ignoble rowboat or dungy, to the flat-bottomed punt, and other craft used on lakes, river, and the ocean shallows. Most are human-powered, or have a small sail to propel them, but they are generally similar in characteristics.

Handling: 1   Movement: 5 mph   Scale: Medium
Health: 3   Armour: 0   Crew: 1/1   Passengers: 2-3
Range: n/a
Traits: Mechanic's Delight

East Indiaman; £160,000

Rapidly falling by the wayside, the classic East Indiamen are frigates converted to merchant vessels. They possess large 'square holds' for goods being transported, and typically carry up to 28 cannon (usually smaller bore like the 24 or 32-pounder smoothbore) for protection. The older frigates, which had been in service since the late 1700s have been replaced by the 'Blackwall Frigate' – a three-masted full-rigged ship of roughly 900 tons that handle trade all through the Empire, even out to New Zealand and Australia. These ships have a more rounded hull, but are slim in beam and are nearly as fast as the famed clipper ships.

A few of the Blackwall frigates still carry weaponry, but for the most part they have traded the safety of cannon for the profit of increased cargo and passenger facilities. The first rating is for an older, armed merchantman, the second for the new Blackwall frigate.

The Mystery of Madagascar

The disappearance of the sailing ship *Madagascar* is one of the greatest maritime mysteries. The vessel was the second of the great Blackwall frigates and in 1853 headed to Australia with emigrants looking to take advantage of the Victorian Gold Rush. When she put into port, fourteen of her crew deserted for the gold diggings. In Melbourne, she took on new shiphands and loaded her cargo of wool and rice…and £240,000 (two tons) of gold, as well as 110 passengers. Prior to launch, however, four of her passengers were arrested as members of a gang that had robbed the Melbourne Private Escort of the gold they had been moving from the McIvor gold fields.

Madagascar launched…never to be seen again. There are many theories on what happened to her: that her cargo of wool caught fire, that she struck an iceberg (it was winter when she left Melbourne), to other members of the criminal gang that hit the McIvor gold shipment being among the passengers having taken the vessel. This last legend has recently gained more traction as a deathbed confession of a man or woman in London claimed they knew who had killed her captain.

Could the gold still be out there, waiting to be discovered?
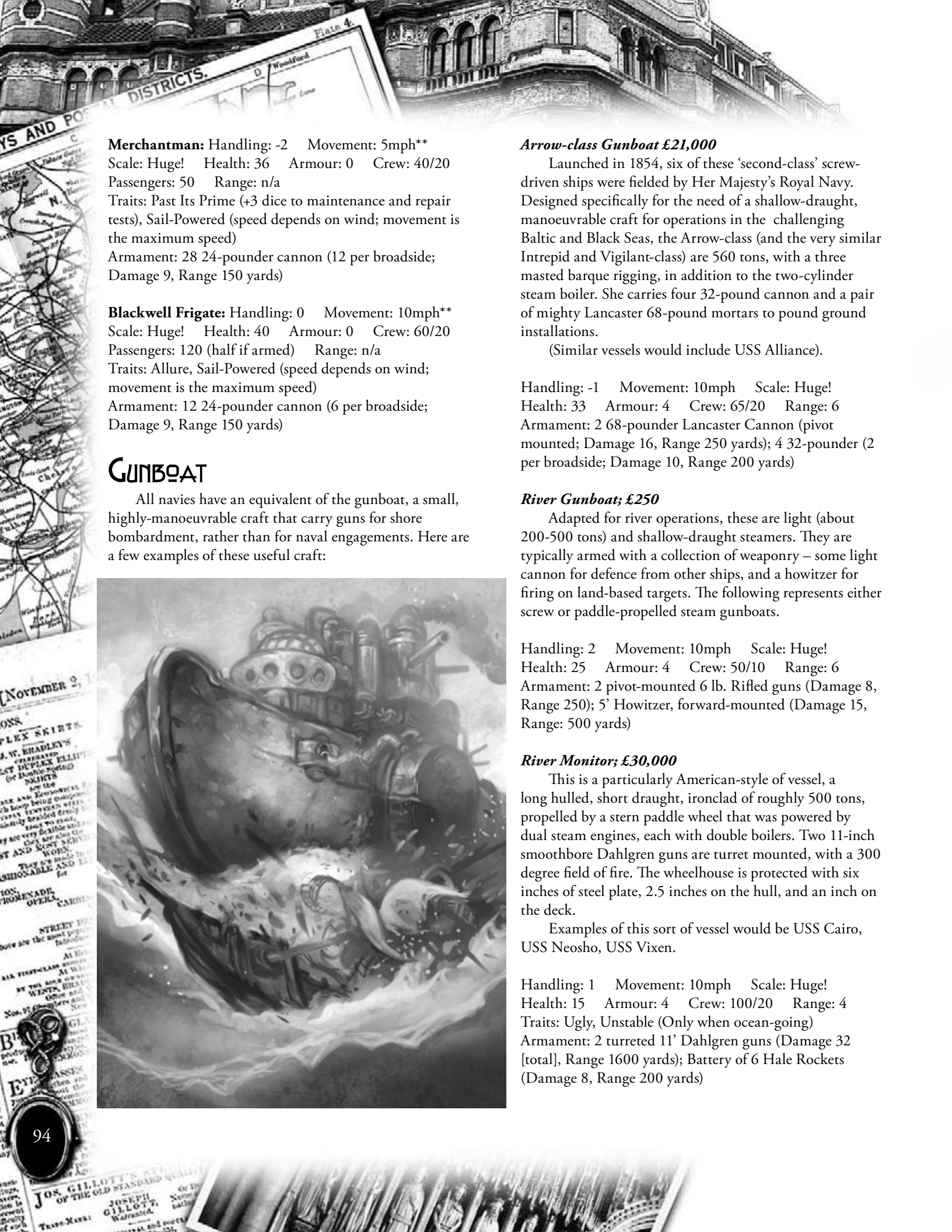
Merchantman: Handling: -2   Movement: 5mph**
Scale: Huge!   Health: 36   Armour: 0   Crew: 40/20
Passengers: 50   Range: n/a
Traits: Past Its Prime (+3 dice to maintenance and repair tests), Sail-Powered (speed depends on wind; movement is the maximum speed)
Armament: 28 24-pounder cannon (12 per broadside; Damage 9, Range 150 yards)

Blackwell Frigate: Handling: 0   Movement: 10mph**
Scale: Huge!   Health: 40   Armour: 0   Crew: 60/20
Passengers: 120 (half if armed)   Range: n/a
Traits: Allure, Sail-Powered (speed depends on wind; movement is the maximum speed)
Armament: 12 24-pounder cannon (6 per broadside; Damage 9, Range 150 yards)

GUNBOAT

All navies have an equivalent of the gunboat, a small, highly-manoeuvrable craft that carry guns for shore bombardment, rather than for naval engagements. Here are a few examples of these useful craft:

Arrow-class Gunboat £21,000

Launched in 1854, six of these 'second-class' screw-driven ships were fielded by Her Majesty's Royal Navy. Designed specifically for the need of a shallow-draught, manoeuvrable craft for operations in the challenging Baltic and Black Seas, the Arrow-class (and the very similar Intrepid and Vigilant-class) are 560 tons, with a three masted barque rigging, in addition to the two-cylinder steam boiler. She carries four 32-pound cannon and a pair of mighty Lancaster 68-pound mortars to pound ground installations.

(Similar vessels would include USS Alliance).

Handling: -1   Movement: 10mph   Scale: Huge!
Health: 33   Armour: 4   Crew: 65/20   Range: 6
Armament: 2 68-pounder Lancaster Cannon (pivot mounted; Damage 16, Range 250 yards); 4 32-pounder (2 per broadside; Damage 10, Range 200 yards)

River Gunboat; £250

Adapted for river operations, these are light (about 200-500 tons) and shallow-draught steamers. They are typically armed with a collection of weaponry – some light cannon for defence from other ships, and a howitzer for firing on land-based targets. The following represents either screw or paddle-propelled steam gunboats.

Handling: 2   Movement: 10mph   Scale: Huge!
Health: 25   Armour: 4   Crew: 50/10   Range: 6
Armament: 2 pivot-mounted 6 lb. Rifled guns (Damage 8, Range 250); 5' Howitzer, forward-mounted (Damage 15, Range: 500 yards)

River Monitor; £30,000

This is a particularly American-style of vessel, a long hulled, short draught, ironclad of roughly 500 tons, propelled by a stern paddle wheel that was powered by dual steam engines, each with double boilers. Two 11-inch smoothbore Dahlgren guns are turret mounted, with a 300 degree field of fire. The wheelhouse is protected with six inches of steel plate, 2.5 inches on the hull, and an inch on the deck.

Examples of this sort of vessel would be USS Cairo, USS Neosho, USS Vixen.

Handling: 1   Movement: 10mph   Scale: Huge!
Health: 15   Armour: 4   Crew: 100/20   Range: 4
Traits: Ugly, Unstable (Only when ocean-going)
Armament: 2 turreted 11' Dahlgren guns (Damage 32 [total], Range 1600 yards); Battery of 6 Hale Rockets (Damage 8, Range 200 yards)

Ironclad Cruiser; £250,000+

The 'ironclad' is another term for the armoured cruiser or battleship. In the 1830s, starting with HMS Gorgon, the Royal Navy began fielding a new type of warship – the steam-powered cruisers that used side paddlewheels (which hampered the ability to set up a broadside), then later screw-propellers. To catch up, the French Navy began converting some of their older warships to steam power, retrofitting ships of the line (more on this later). In 1859, the French raised the bar with the launch of La Gloire, the first warship to be armoured with steel plate. The British quickly followed suit, and today, nearly every navy has some variation on the armoured cruiser or battleship.

La Gloire £250,000

La Gloire is the first ocean-going ironclad warship (American ironclads were primarily coastal monitors or operated on the St. Lawrence and in the Great Lakes, or the Mississippi River). Her new Paixhans naval guns fire explosive shells – devastating to wooden hulled craft. She uses a heavy broadside of guns on a single deck, hidden behind 4.7' of iron plating that can resist 68 pound cannon strikes. Like most warships of this sort, her steam boilers are augmented with the traditional three masts of sail to conserve fuel or provide backup propulsion. The ship is armed with eight 239mm and six 193mm rifled cannon along her broadsides.

La Gloire and her sisters Invincible and Normandie are coming to the end of their useable lives and are scheduled to be decommissioned soon.

Handling: 0   Movement: 10mph   Scale: Huge!
Health: 43   Armour: 6   Crew: 570/100   Passengers: 50   Range: 6 on steam
Armament: 8 239mm Rifled guns (4 per broadside; Damage 18, Range 1300 yards); 6 193mm Rifled Guns (3 per broadside; Damage 15, Range 1200 yards)

HMS Warrior, £350,000

The Royal Navy's answer to La Gloire is Warrior and her sister HMS Black Prince. The ships took a different design route from their French competition: Warrior had a different design philosophy – with a timber shortage, the Admiralty decided to build the vessel of iron. Her 4.5' thick iron hull was backed by 18' of teak to absorb impact vibrations. She was also painted the traditional black with white band at the gun deck, making her one of the more beautiful ironclads of the period. In addition to her 1250hp steam engine, she has two small auxiliary motors and the traditional three square-rigged masts as a backup to her engines. At 418 feet, she is 100 feet longer than the largest warship at this time.

Due to her size and tonnage, Warrior is slow under sail, but under steam is capable of reaching speeds almost that of a clipper ship. Even under sail, her propeller is used to aid in manoeuvring; her nimbleness for her size surprised the Princess Alexandra of Denmark to London. Her complements 'Princess is much pleased' is inscribed in brass letters in the steering wheel of the quarterdeck. She is armed with 26 68-pound cannon, 10 rifled Armstrong 7' guns, and 4 rifled 8' guns.

Handling: 0   Movement: 15mph**   Scale: Huge!
Health: 80   Armour: 10   Crew: 705/ 120   Passengers: 160   Range: 6 under steam
Traits: Allure, **15mph is her speed under steam – otherwise it is 5mph and Sail-Powered (speed depends on wind; movement is the maximum speed)
Armament: 26 68-pounder cannon (13 per broadside; Damage 15, Range 150 yards), 10 Armstrong 7' Rifled Guns (5 per broadside; Damage 17, Range 1200 yards); 4 Armstrong 8' Rifled Guns (Damage 15, Range 1200)

Mississippi Riverboat; £50,000

The Americans took to the steamboat with alacrity, with passenger and cargo traffic along the major rivers of the young nation quickly becoming dominated by steamers. The most famous of these Yankee craft are the Mississippi paddle steamers. So important are these craft that they have been co-opted by various states as symbols.

The riverboat trade is a dangerous one, with almost 100 vessels lost and over twice that damaged by fire or explosions caused by their steam boilers, snags and shoals, or ice. One reason for the high incident of boiler failures is the harshness with which the riverboat captains treat their vessels. Races along the Mississippi and Missouri are common (the most famous being the recent race between *Natchez* and *Sultana* in 1870), and tight – often ludicrously short – schedules for deliveries are kept due to the low cost of transportation that the steamboat have created – averaging as low as $.30 per 100 pounds. (By comparison, wagon rates are closer to $1 to $1.50 for the same amount of cargo).

The typical river paddle steamer is between 80 and 140 feet in length with a beam of 10-20 feet. They are very shallow in draught with flat bottoms, which made them unstable in heavy weather. The heavy stresses that these vessels endure, plus the dangerous nature of the rivers they traverse means these ships often are retired after as little as five years. Their paddles and engines are either positioned amidships or to the stern, and vessels designed to carry passengers have an additional deck known as the 'Texas deck.' They typically run on wood-fired boilers and are very finely appointed, if the owner is well-off.

Natchez v. Sultana

The epic battle of the river steamers is still the source of controversy and conversation along the port towns of the Big Muddy. When Captain Thomas 'Old Push' Leathers was challenged to the race by Captain John Cannon, most placed their bets on *Natchez*, which had easily beaten the 1844 speed record of J.M. White. They would lose their money.

Cannon stripped Sultana down to her essentials, leaving the furnishings and accouterments behind, and carried no cargo. With only one stop for wood and water, Sultana won the race in 3 days, 8 hours and 14 minutes. *Natchez* was the real winner many say: she did a normal run, stopping at her regular ports of call and carried her usual load. Even with this handicap, she was only six hours behind Sultana.

Natchez, £45,000

The history of the river steamers named *Natchez* is a coloured and ignominious one. The current vessel carrying the name is the seventh craft; they average three years and none have survived to be sold off for scrap. This *Natchez* is monstrously big – one of the largest side-paddle steamers to run the Mississippi at 301 feet long. Launched in 1869 for her colourful and reckless owner and captain Thomas P. 'Old Push' Leathers, she had eight boilers and a 5500 cotton bale capacity (mostly strapped to the outside decks of the ship). It is said the captain's secret to the speed of his ship is the use of bacon and hog fat into the boilers, and whiskey to his crew.

Handling: 0   Movement: 10mph   Scale: Huge!
Health: 80   Armour: 0   Crew: 80/15   Passengers: 250
Trait: Allure, Firetrap, Good Name, Unstable

Sultana, £40,000

Nicknamed the 'Queen of the Mississippi', Sultana is a monster of a river steamer. Built in 1866 in Indiana, for owner and captain John Cannon, she came to national fame for beating the then-speed record holder, *Natchez*, in the 1870 race. She is one of the most finely appointed steamers to grace the Big Muddy, 61 cabins on the main deck, 24 more on the Texas deck. The carpeting in the main cabin is a single piece of Winton velvet, the furnishings rosewood, the cushions all done in crimson satin – the goal was to harken to Oriental splendour. The main cabin can seat 240 for dinner, and she can carry 5400 bales of cotton.

Her main ports of call are *Natchez*, Mississippi and New Orleans, Louisiana, but she has run cargo as far as St. Louis.

Handling: 0   Movement: 10mph   Scale: Huge!
Health: 60   Armour: 0   Crew: 60/10   Passengers: 240
Trait: Allure, Firetrap, Good Name, Unstable

Handling: 0   Movement: 10mph   Scale: Huge!
Health: 35   Armour: 0   Crew: 60/10
Passengers: 150   Range: 2
Traits: Allure, Firetrap, Unstable

River Launch; £30+

This is a small river steamer about 20'-30' in length. They are common along the Thames, Clyde, and other major rivers of Britain and the Continent.
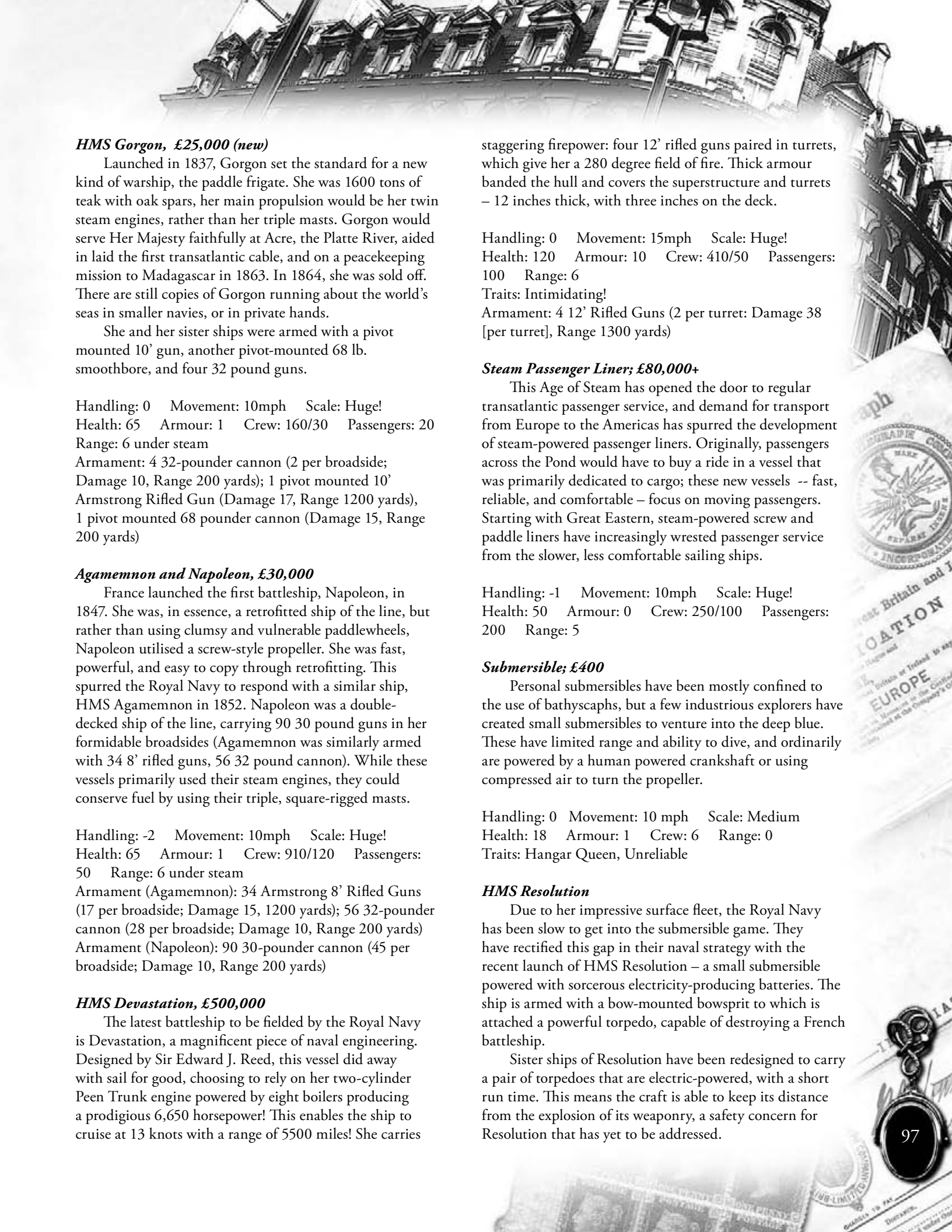
Handling: +1   Movement: 10mph   Scale: Large
Health: 7   Armour: 0   Crew: 2/1   Passengers: 6
Range: 1

Screw Ships-of-the-Line

Naval warfare – both the ships and weaponry – had changed little since before the American Revolution. Ships were still sail powered, still massed their weaponry along their length, still used the brute force of a cannonball to batter their targets…but all this changed with the introduction of the steam engine and its success in the merchant fleet. Combining the power of steam with the warship was, at first, started in the 1820s and 1830s, when the Royal Navy added steam powered side paddlewheels as the primary form of propulsion in a new breed of warship, the paddle frigate. Sticklers for tradition, however, the Admiralty mandated these ship have sail in reserve, or used to conserve fuel on long trips. The launch of Gorgon in 1837 set the standard for these new warships and she was widely copied by other navies. In France, the 28 vessels of the Sphinx-class were nearly indistinguishable from Gorgon and her sisters. The sheer size of the British mercantile empire allowed it to quickly transition to steam power, leaving the other European nations struggling to catch up.

In response, France premiered the first screw-propeller ship of the line, or battleship, named Napoleon in 1847. Essentially a retrofitted ship-of-the-line, Napoleon added steam for motivation, but also broke the mould for naval warfare by adding rifled Dahlgren guns, which fired explosive shells – devastating to wooden craft. The Royal Navy responded with Agamemnon, a similar vessel, and then raised the bar again with the creation of HMS Devastation – the first warship to forego sail and the broadside, moving to turreted guns.

Another feature of the modern warship is an ancient one – the ram. Many of the newer warships sport a ramming prow, a sharp protuberance that most navies were convinced were vital as a last ditch weapon. Together with rapidly modernizing weaponry and naval architecture, the battleship looks to be the wave of the future.

HMS Gorgon, £25,000 (new)

Launched in 1837, Gorgon set the standard for a new kind of warship, the paddle frigate. She was 1600 tons of teak with oak spars, her main propulsion would be her twin steam engines, rather than her triple masts. Gorgon would serve Her Majesty faithfully at Acre, the Platte River, aided in laid the first transatlantic cable, and on a peacekeeping mission to Madagascar in 1863. In 1864, she was sold off. There are still copies of Gorgon running about the world's seas in smaller navies, or in private hands.

She and her sister ships were armed with a pivot mounted 10' gun, another pivot-mounted 68 lb. smoothbore, and four 32 pound guns.

Handling: 0   Movement: 10mph   Scale: Huge!
Health: 65   Armour: 1   Crew: 160/30   Passengers: 20
Range: 6 under steam
Armament: 4 32-pounder cannon (2 per broadside; Damage 10, Range 200 yards); 1 pivot mounted 10' Armstrong Rifled Gun (Damage 17, Range 1200 yards), 1 pivot mounted 68 pounder cannon (Damage 15, Range 200 yards)

Agamemnon and Napoleon, £30,000

France launched the first battleship, Napoleon, in 1847. She was, in essence, a retrofitted ship of the line, but rather than using clumsy and vulnerable paddlewheels, Napoleon utilised a screw-style propeller. She was fast, powerful, and easy to copy through retrofitting. This spurred the Royal Navy to respond with a similar ship, HMS Agamemnon in 1852. Napoleon was a double-decked ship of the line, carrying 90 30 pound guns in her formidable broadsides (Agamemnon was similarly armed with 34 8' rifled guns, 56 32 pound cannon). While these vessels primarily used their steam engines, they could conserve fuel by using their triple, square-rigged masts.

Handling: -2   Movement: 10mph   Scale: Huge!
Health: 65   Armour: 1   Crew: 910/120   Passengers: 50   Range: 6 under steam
Armament (Agamemnon): 34 Armstrong 8' Rifled Guns (17 per broadside; Damage 15, 1200 yards); 56 32-pounder cannon (28 per broadside; Damage 10, Range 200 yards)
Armament (Napoleon): 90 30-pounder cannon (45 per broadside; Damage 10, Range 200 yards)

HMS Devastation, £500,000

The latest battleship to be fielded by the Royal Navy is Devastation, a magnificent piece of naval engineering. Designed by Sir Edward J. Reed, this vessel did away with sail for good, choosing to rely on her two-cylinder Peen Trunk engine powered by eight boilers producing a prodigious 6,650 horsepower! This enables the ship to cruise at 13 knots with a range of 5500 miles! She carries staggering firepower: four 12' rifled guns paired in turrets, which give her a 280 degree field of fire. Thick armour banded the hull and covers the superstructure and turrets – 12 inches thick, with three inches on the deck.

Handling: 0   Movement: 15mph   Scale: Huge!
Health: 120   Armour: 10   Crew: 410/50   Passengers: 100   Range: 6
Traits: Intimidating!
Armament: 4 12' Rifled Guns (2 per turret: Damage 38 [per turret], Range 1300 yards)

Steam Passenger Liner; £80,000+

This Age of Steam has opened the door to regular transatlantic passenger service, and demand for transport from Europe to the Americas has spurred the development of steam-powered passenger liners. Originally, passengers across the Pond would have to buy a ride in a vessel that was primarily dedicated to cargo; these new vessels -- fast, reliable, and comfortable – focus on moving passengers. Starting with Great Eastern, steam-powered screw and paddle liners have increasingly wrested passenger service from the slower, less comfortable sailing ships.

Handling: -1   Movement: 10mph   Scale: Huge!
Health: 50   Armour: 0   Crew: 250/100   Passengers: 200   Range: 5

Submersible; £400

Personal submersibles have been mostly confined to the use of bathyscaphs, but a few industrious explorers have created small submersibles to venture into the deep blue. These have limited range and ability to dive, and ordinarily are powered by a human powered crankshaft or using compressed air to turn the propeller.

Handling: 0   Movement: 10 mph   Scale: Medium
Health: 18   Armour: 1   Crew: 6   Range: 0
Traits: Hangar Queen, Unreliable

HMS Resolution

Due to her impressive surface fleet, the Royal Navy has been slow to get into the submersible game. They have rectified this gap in their naval strategy with the recent launch of HMS Resolution – a small submersible powered with sorcerous electricity-producing batteries. The ship is armed with a bow-mounted bowsprit to which is attached a powerful torpedo, capable of destroying a French battleship.

Sister ships of Resolution have been redesigned to carry a pair of torpedoes that are electric-powered, with a short run time. This means the craft is able to keep its distance from the explosion of its weaponry, a safety concern for Resolution that has yet to be addressed.

Nautilus

Borne from the criminal genius of an unknown captain, Nautilus is a pirate submersible that has plagued the sea lanes for the past year. Bearing a twisted shell design and sporting four retractable tentacles, the Nautilus looks like its namesake. The propulsion system is unknown (possibly magical), but is provides much faster propulsion and longer range than any steam vessel known. It is also very quiet and can usually surprise a ship with its tentacles before it is even spotted. In addition to these crushing tentacles that are the bane of any wooden vessel, Nautilus is also armed with a small-bore, short-barrelled deck gun that still has shown itself capable of sinking an ironclad gunboat.

The vessel has been raiding shipping connected to the Crimean War, either to damage the Allied efforts there, or perhaps to make a political statement. That is of no matter: Nautilus is the terror of the Mediterranean and Atlantic, and attempts to destroy her have so far been for nought.

Handling: 2   Movement: 25mph   Scale: Large
Health: 45   Armour: 4   Crew: unknown
Passengers: unknown   Range: at least 7   Cost: unknown
Traits: Allure, Intimidating!, Signature Vehicle
Armament: 1 pivot-mounted 4' Rifled Gun (Damage 11, Range 700 yards), 4 magically-operated clockwork tentacles with barbed edges (10 Strength, spear for 12 dice damage, can carry explosives)

Handling: 1   Movement: 10mph   Scale: Large
Health: 25   Armour: 1   Crew: 8/3   Range: 4
Traits: Cramped, Unreliable
Armament: 2 torpedoes (Damage 10, Range 1 mile)

Ictineo II

This ingenious design by Spaniard Narcis Monturiol i Estarriol utilised a clever combustion-driven engine and was built for the Spanish Navy by La Navegacion Submarina. Constructed from olive wood with oak bracings, it is 46 feet long, with a displacement of 46 tons, and three portholes with 4' thick glass. The engine is powered by a chemical reaction of zinc, manganese dioxide and potassium chlorate; in addition to creating power, the reaction creates oxygen for the passengers. This allows her to travel for several hours at up to five miles per hour! The craft can sink to a depth of 50 feet safely, and up to 80 feet. The vessel also has a special chemical reaction light that is amplified by Fresnel lenses, allowing the crew to see up to 12 feet from the craft.

Handling: 1   Movement: 5 mph   Scale : Medium
Health: 20   Armour: 1   Crew: 2   Passengers: 2
Traits: Hangar Queen

Plongeur

This craft was built in the early 1860s in Rochefort. She is 43 feet long, constructed of iron, and uses compressed air to travel and hour at up to four knots. Compressed air is also used to vent the ballast tanks and to fire a special spear torpedo. A small lifeboat is tied

to the deck to allow the twelve man crew to evacuate, if needed. Plongeur is followed by a support ship, Cachelot, which resupplies them with compressed air. She is capable of descending to 50 feet, but rarely goes lower than 18 feet.

Handling: 0   Movement: 7 mph   Scale: Medium
Health: 20   Armour: 2   Crew: 12
Traits: Hangar Queen
Armament: Spear Torpedo (Damage 10, Range 50 yards)

Aircraft

Airship, Small Passenger; £10,000

This is a small, non-rigid airship. The hydrogen-filled gasbag provides the life and structure of the vessel, with engine and gondolas slung underneath. These are between 250-350' long with a diameter of 30-40'. They can carry up to 6 passengers and about 2 tons of cargo. There are few airships in private hands, but more and more inventors are trying their hand at building them. Typically, they are powered by a small steam boiler fuelled with alcohol.

Handling: 0   Movement: 40mph   Scale: Huge!
Health: 17   Armour: 0   Crew: 3/2   Range: 2
Traits: Firetrap, Lightweight

Aereon; £5,000

Created by the prolific inventor Solomon Andrews of Perth Amboy, New Jersey, Aereon is a marvel of modern science. Unlike other airship designs, the ship uses a system called 'gravitation' -- difference of specific gravity between the balloon and the surrounding atmosphere could be converted by a system of inclined planes to create positive and negative buoyancy and steer the craft, without a motor. The "hull" is actually segmented into three cigar-shaped hulls, eighty feet long and linked together, with a gondola suspended below the lifting hull.

Handling: 0   Movement: 30mph   Scale: Large
Health: 4   Armour: 0   Crew: 1   Range: n/a
Traits: Firetrap, Unstable

A second ship, Aereon II, dispensed with the triple hull and was lemon shaped, with a series of lines that allowed the gas bag inside to be squeezed or released to shape the bag and create changes in lift capabilities to manoeuvre.

Handling: 0   Movement: 20mph   Scale: Large
Health: 6   Armour: 0   Crew: 3/1   Range: n/a
Traits: Firetrap, Lightweight

Airship, Large Passenger; £25,000

These are semi-rigid (they have a keel to hold the gas bags in place) or rigid framed vessels. They are typically between 350-600' in length, with a hull diameter of 60-90'. They can carry 20-30 passengers and about 10 tons of cargo. At present, only a handful of these craft exist worldwide, as they are prohibitively expensive to build. The Imperial Airship Programme has one that is about to start service to India, Empress of India, the Germans have the Luftschiff Zeppelin 1, and the Americans Columbia, created by the Vanderbilt Steamship Company.

All of the airships have roughly the same specifications, but Empress of India uses a sorcerous generator that provides electricity to her engine cars, LZ1 an innovative alcohol boiler, and Columbia a combination of small boiler-fired engines and 'gravitation' – a term the designer Solomon Anders uses to obfuscate the aeronautical principles that aid in her flight.

Handling: -2   Movement: 50mph   Scale: Huge!
Health: 33   Armour: 0   Crew: 50/12   Range: 4
Traits: Firetrap, Lightweight

Airship, Military; £46,000+

These are a militarized version of the larger passenger liners, armed with a Nordenfeldt or Gatling gun, and some kind of bomb room for attacking ground targets. They start at 600' in length and a few monstrous vessels have reached lengths of 90'. They can carry a crew of 60 or so and either 20 tons of cargo, of 5 tons of cargo and several light cannon or Gatling guns. Currently, only Germany is fielding a military airship using hydrogen gas lift – LZ5.

Handling: -2   Movement: 50 mph   Scale: Huge!
Health: 33   Armour: 0   Crew: 60/12   Range: 4
Traits: Firetrap, Hangar Queen, Lightweight
Armament: 4 1' Gatling Guns (Damage 30, Range150 yards) or 2 3' Rifled Guns (Damage 10, Range 500 yards); 20 10 lb. bombs (Damage 20)

HMAS Thunor, £600,000

The first military aircraft to be fielded, Thunor was conceived by a British Army observer of a demonstration of Solomon Anders' Aereon in New Jersey. With the aid of Thomas Ferguson, a naval engineer from the Clydeside shipyards and Arbunoth & Fischer for the propulsion, Her Majesty's Royal Navy achieved air superiority in the late 1860s.

Thunor has a ball-shaped hull under which is slung her keel – where her gun turrets, bridge, crew areas, and propulsion all reside. Inside the hull is a tremendous mystic engine which keeps the vessel aloft, and which requires a small team of sorcerers who have the job of maintaining the spell. Also in the lifting hull is the fuel for the six alcohol-fired sorcerous boilers, which increase the efficiency of the motors dramatically. Her four turrets face downward and have a pair of four inch rifled cannon.

Life on an Airship

Despite the nautical trappings in vocabulary, life on an airship is completely different from that in a sea-going vessel. For the crewmember, life on an airship is one of prestige balanced with long hours. The gas bags in a rigid or semi-rigid ship require constant attention for leaks, the hull for tears, problems with the control lines, leaks in the ballast. Inspections of the hull require a man to secure himself with a line and walk the hull, looking for damage. Even tethered, a fall can be disastrous. As with sea-going vessels, the crew sleep in hammocks or bunk beds in small compartments – often little more and a floor and canvas walls. Communications are made through either runners or calling tubes. On steam-powered craft, the engine and its boilers are crammed into tight pods slung under the hull, and the engineer works in a hot, crowded, dangerous environment.

The positions common to all airships are captain, navigator/weatherman, at least one helmsman and elevatorman (who handles the ballast and ailerons, and controls the climb and descent of the ship), a steward or two on passenger ships, a chief engineer. These are the officers of the ship. The ratings are an assistant engineer or engineer's mate per engine car, and a dozen or more of carpenters, riggers (they handle the lines), and sailmakers (who patch the gas bags and hull). On vessels with sorcerous engines, there is often a Guild magician whose job is to maintain the lift or motive spells.

One of the major concerns is weight – crew, passengers, and cargo are meticulously weighed prior to launch so that the balance of ballast and lifting gas can be maintained. Another is fire. While one of the worst dangers on a naval vessel, fire can be instantly deadly to a airship. All flame-producing materials are secured by the crew prior to launch, and the crew all have anti-static shoe covers to prevent static shocks that could ignite loose hydrogen. On the military vessels lifted by hydrogen, the gunnery and bomb rooms are made of aluminium to prevent fire from getting to any loose hydrogen in the hull.

Passenger airships tend to be small, at least in the passenger compartments, really nothing more than a rail car attached to the bottom of a gas bag. Passengers interact in a dining compartment/lounge, and sleep n small cabins roughly the size of a first class rail compartment. Bunk beds fold down to become couches, so that the occupant might have a quiet place to relax. It is fortunate that most airships only run short courses, a few hours at most, between a few towns.

The project was considered ridiculously expensive and patently unworkable, and schedule and cost overruns drew the ire of Parliament. So it was with tremendous surprise and adulation that the crowds greeted her launch, greeting her with wild applause her as she rose from her construction shed in Dumbarton, Scotland for her first trial runs around the Firth of Clyde. So much of an impact did the vessel have on the nation's psyche that two more, Avenger and Defiant, were put in the air with another three. King Arthur, Justice, and Excalibur have been commissioned and are under construction. The Guild is involved in the construction of Excalibur at the Thames construction facility; it is hoped that the massive Excalibur will be the new flagship of the Royal Aero Service.

Handling: 2   Movement: 50mph   Scale: Huge!
Health: 100   Armour: 6   Crew: 100/20   Range: 6
Traits: Intimidating!, Loved Vessel
Armament: 4 1' Gatling Guns (Damage 30, Range 150 yards); 4 3' Rifled Guns (Damage 10, Range 500 yards); 1 Armstrong 10' Rifled Gun (Damage 17, Range 1300 yards); 20 10 lbs. bomb (Damage 20)

Autogyro, £35

These are rotary wing vehicles with small propulsion motors that face to the rear. They are nimble and surprisingly reliable. One and two-person versions have been constructed by enterprising inventors in France and Italy. The autogyro is usually powered by a small steam boiler or guild boiler.

Handling: 7   Movement: 50 mph   Scale: Medium
Health: 5   Armour: 0   Crew: 1   Passengers: 1
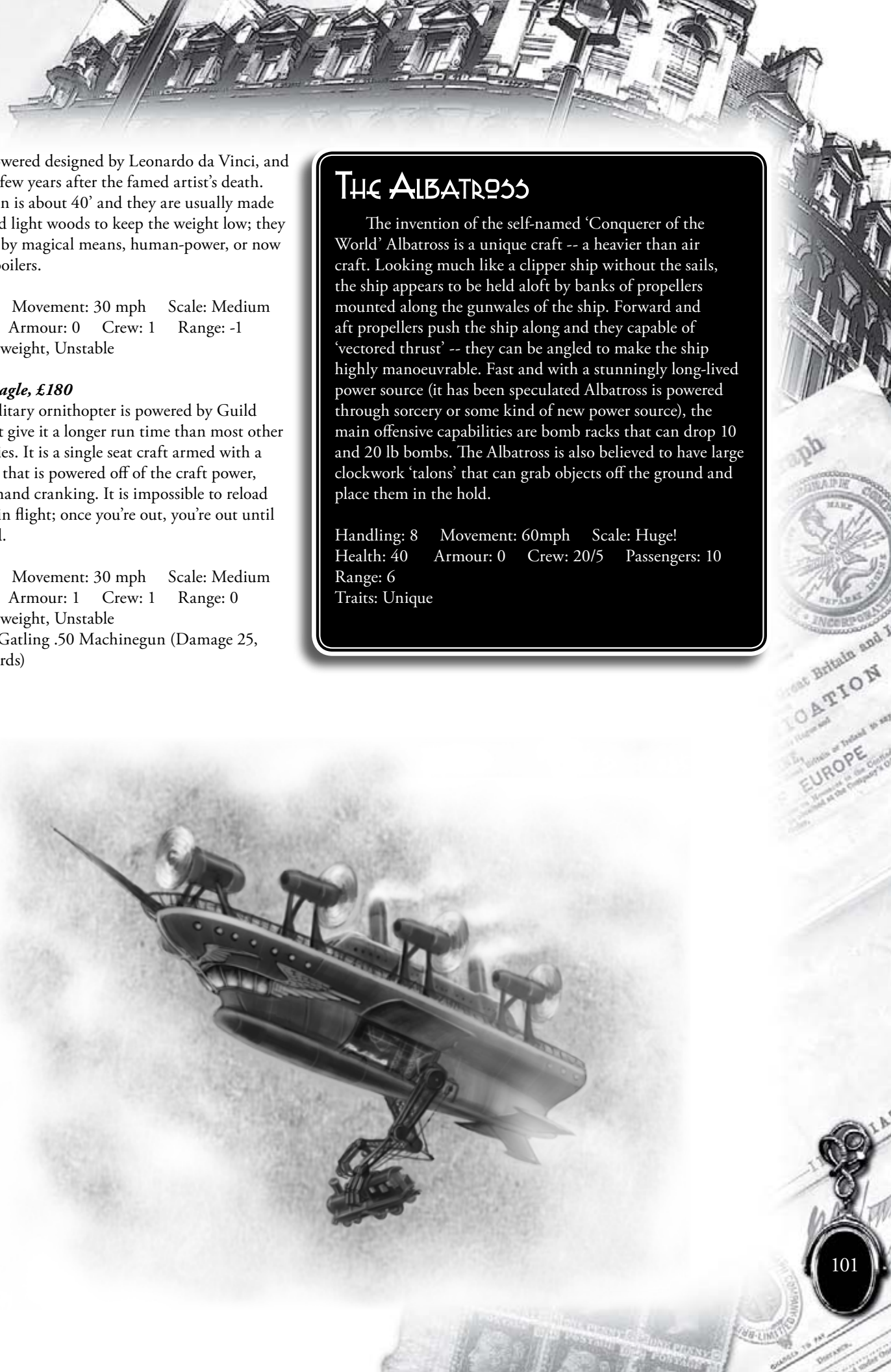Range: -1

Flying Carpet, £50

The original flying machine, the flying carpet is a magical artefact, generally of Middle Eastern or Indian origin, of great rarity. These objects are quasi-alive, possessed of rudimentary intelligence (about the same as a dog).

Handling: 7   Movement: 70 mph   Scale: Small
Health: 2   Armour: 0   Crew: 1   Passengers: 1
Range: n/a
Traits: Allure, Self-Aware (Mental 0)

Ornithopter, £50

Powered by various methods, the ornithopter is a one or two person vehicle that stays aloft by flapping its wings like a bird. The first recorded use of an ornithopter was a

sorcerous-powered designed by Leonardo da Vinci, and first flown a few years after the famed artist's death. The wingspan is about 40' and they are usually made of canvas and light woods to keep the weight low; they are powered by magical means, human-power, or now same guild boilers.

Handling: 1   Movement: 30 mph   Scale: Medium
Health: 15   Armour: 0   Crew: 1   Range: -1
Traits: Lightweight, Unstable

Highland Eagle, £180

This military ornithopter is powered by Guild batteries that give it a longer run time than most other power supplies. It is a single seat craft armed with a Gatling gun that is powered off of the craft power, rather than hand cranking. It is impossible to reload the weapon in flight; once you're out, you're out until you can land.

Handling: 1   Movement: 30 mph   Scale: Medium
Health: 15   Armour: 1   Crew: 1   Range: 0
Traits: Lightweight, Unstable
Armament: Gatling .50 Machinegun (Damage 25, Range 60 yards)

The Albatross

The invention of the self-named 'Conquerer of the World' Albatross is a unique craft -- a heavier than air craft. Looking much like a clipper ship without the sails, the ship appears to be held aloft by banks of propellers mounted along the gunwales of the ship. Forward and aft propellers push the ship along and they capable of 'vectored thrust' -- they can be angled to make the ship highly manoeuvrable. Fast and with a stunningly long-lived power source (it has been speculated Albatross is powered through sorcery or some kind of new power source), the main offensive capabilities are bomb racks that can drop 10 and 20 lb bombs. The Albatross is also believed to have large clockwork 'talons' that can grab objects off the ground and place them in the hold.

Handling: 8   Movement: 60mph   Scale: Huge!
Health: 40   Armour: 0   Crew: 20/5   Passengers: 10
Range: 6
Traits: Unique

Spaceships and Time Machines

Fans of Victorian literature and steampunk in general may notice the omission of two types of vehicles that are often part of the genre, spaceships and time machines. This omission is intentional, as no one in *Victoriana* has invented either of them, at least not yet. Nor has any known sorcerous spell, except perhaps a Dark Art, allowed someone to traverse outer space and time.

Still, Gamemasters that want to add such vehicles can still use the Vehicle Design and Construction rules to create them. First, you might want to add the Engineering specialties Space Vehicle and Time Machine, as both types of vehicle require design considerations beyond the average clockwork device or steam engine. Second,

Spaceships

To build a spacecraft is not terribly different from building any other vehicle. When traveling through space, the Movement rating of the vehicle gives the millions of miles traveled per day by the craft (in space... attempting those speeds in the atmosphere would be 'interesting', to say the least, and only for a very short time!) There are specific Traits necessary for the creation of a spacecraft:

Spaceworthy (+2 dice): The craft is airtight and designed to retain heat, as well, while flying through the vacuum of space.

Multiple Propulsion Methods (+1 die/method): The craft can operate in and out of the atmosphere by varying methods. This could be an æther propeller, a rocket motor, magic, etc. (Also note this can be used for other vehicles, as well -- a automobile that can be used on the water, for instance).

Time Machines

As with spacecraft, Time Machines can be built with the construction rules presented in this chapter. In this case, the vehicle transits time at a rate specified in the following chart:

Movement	Movement through Time
0	Up to 15 minutes
1	Up to an hour
2	Up to a day
3	Up to a week
4	Up to a month
5	Up to a year
6	Up to a decade
7	Up to a century
8	Millenia
9	Any time

A time machine requires a special Trait: **Time Machine (+2 dice).**

Battlefield Engines

The new century has seen an explosion in the development of the engines of war. Up until the end of the Napoleonic War, much of the accoutrements of battle were more or less the same as they had been at the start of the conflict. Most small arms were muskets and single-shot cap and ball pistols; ships were sail powered, wooden, and carried large broadsides of smoothbore cannon to knock apart the enemy's vessels. Artillery was the new thing – or the use of it, anyhow – and the French excelled in its use, while the British and Prussian armies still viewed the bayonet and charge as the height of tactical brilliance.

Since then, the Industrial Revolution has brought science, magic, and industry together to forge a new generation of vehicles and weaponry. On the ocean, rifled guns are replacing the old smoothbore and turrets aim the weapons at their target, rather than a random fusillade from a broadside, steam is displacing steel, and ships are now clad in iron. On the battlefields, mortars and breech loading rifled 'mountain guns' are taking over from their old muzzle-loaded ancestors, muskets are gone and replaced by the breech loading rifle, the lever action repeater, and the cap and ball saddle pistol by the Colt revolver. New techniques for artillery calculation include small hand-cranked difference engines to work out trajectory, experimental sighting systems on naval guns give the gunner a quick, visual reference for adjusting for range and wind-age.

Here are some of these new technologies for your perusal.

Cannons and Other Guns

Many of the guns presented here are beyond the fiscal reach of the average person, and in many places would be illegal to own – with Switzerland and the United States being the most obvious exceptions in the civilized world. The cost varies widely with the size and modernity of the weapon, but underground weapons traders can often find an older field piece for a buyer. Depending on the urgency and legality, the prices can range anywhere from 40% for a smoothbore cannon or mortar to 200% the original cost for a clapped out muzzleloader, if having one is against the law. In the later table of weapons, the cost of the respective pieces is presented.

Machineguns

One of the latest inventions to menace the field of war is the machinegun. One of the first of these contraptions was the Mitrailleuse gun, a French invention, but the machinegun has come into its own with the American Gatling gun, which can deliver stunning rates and fields of fire when properly manned and maintained. Even newer designs are forthcoming in the next few years.

Gatling Gun

a weapon that has six barrels centred on a shaft that rotate as a handle is cranked, with a timed action that fires loads and fires a paper (or for guns made after 1861 a metallic) cartridge (in .50, or 1' calibre), and then ejects the cartridge as the barrel moves out of position. They are normally transported on a lightweight artillery carriage, but some as mounted on a vehicle base. While a single man can operate the Gatling, at least two men are needed to use it effectively – one to aim and fire the weapon, one to handle loading the top-mounted magazines. Four man crews for a military carriage Gatling are standard.

Gatling gun mounts allow for the weapon to be aimed in a 140 degree arc, allowing for a wide field of fire. The gunner can take 25 dice of damage and divide it between their targets, or concentrate on a single target. For instance, if firing on five targets each would have five dice of damage applied to them, if hit. The targets make a Dexterity +Dodge versus the gunner's Dexterity + Firearms to avoid getting hit.

Mitrailleuse Gun

There are various manufacturers and actions of the Mitrailleuse, from the original needle-fired paper cartridge Fafschamps of 1851, to the Christophe-Montigny of the Belgian Army, to the latest Reffye gun. All have the same basic operations – they cluster barrels together to provide a volley of fire.

The older models used 11mm paper cartridges in 50 barrel, the modern ones 25 barrels in five rows of five shooting the 13mm metallic cartridge. The gunner loads a 'block' with the rounds into the breech and locks it with a crank handle, then a side crank is turned to fire the rounds in turn, leading to the French nickname for the gun 'coffee grinder' (moulin à café). The block is then taken off and a new one set in place. A skilled Mitrailleuse gunner can fire five volleys in a minute. The weapon is transported and fired from a wheeled artillery carriage, which requires three men, although one man is needed to load and fire the weapon.

The Mitrailleuse fires one round after another, much like the Gatling, but the nature of the crank makes this more of a volley fire weapon, blasting out 25 rounds in a
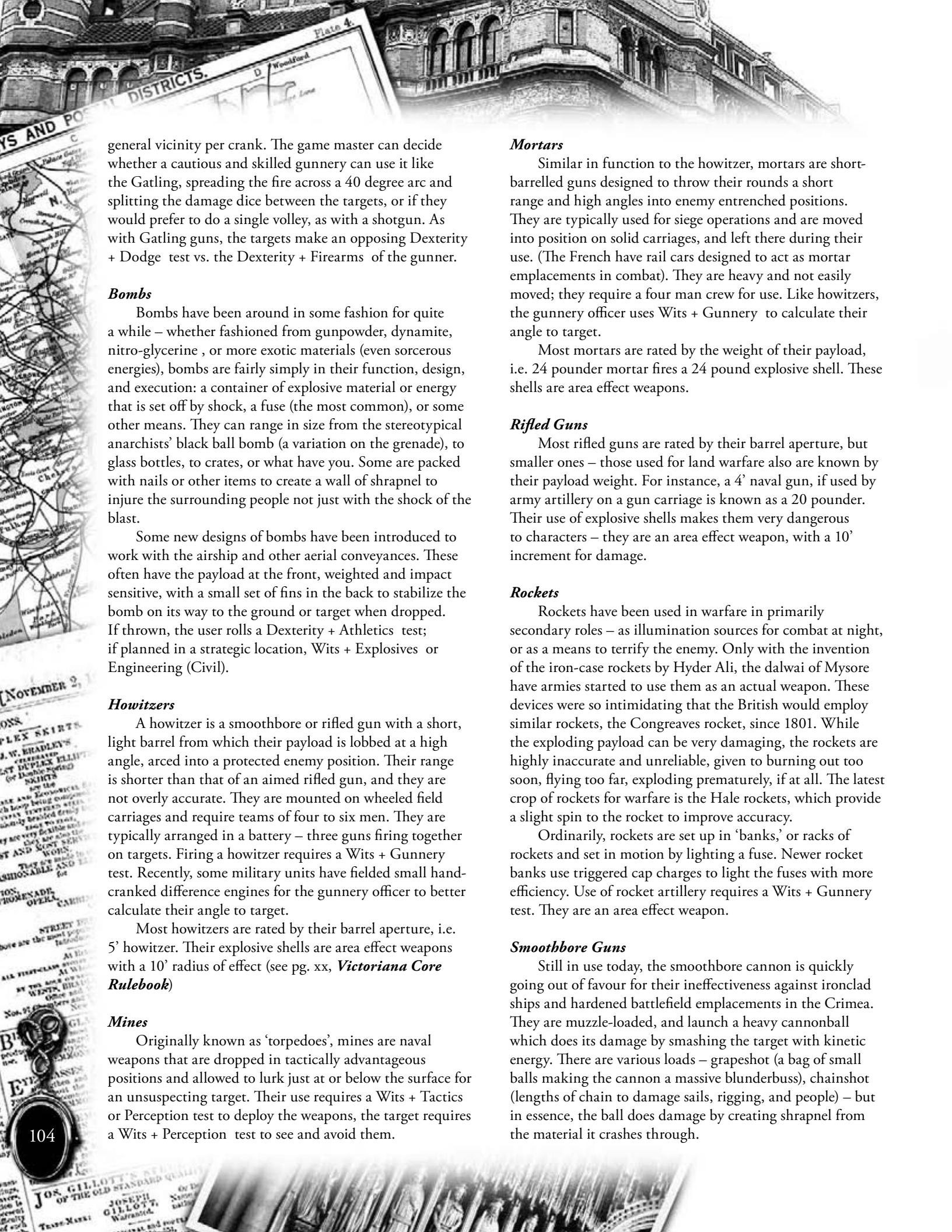
general vicinity per crank. The game master can decide whether a cautious and skilled gunnery can use it like the Gatling, spreading the fire across a 40 degree arc and splitting the damage dice between the targets, or if they would prefer to do a single volley, as with a shotgun. As with Gatling guns, the targets make an opposing Dexterity + Dodge test vs. the Dexterity + Firearms of the gunner.

Bombs

Bombs have been around in some fashion for quite a while – whether fashioned from gunpowder, dynamite, nitro-glycerine, or more exotic materials (even sorcerous energies), bombs are fairly simply in their function, design, and execution: a container of explosive material or energy that is set off by shock, a fuse (the most common), or some other means. They can range in size from the stereotypical anarchists' black ball bomb (a variation on the grenade), to glass bottles, to crates, or what have you. Some are packed with nails or other items to create a wall of shrapnel to injure the surrounding people not just with the shock of the blast.

Some new designs of bombs have been introduced to work with the airship and other aerial conveyances. These often have the payload at the front, weighted and impact sensitive, with a small set of fins in the back to stabilize the bomb on its way to the ground or target when dropped. If thrown, the user rolls a Dexterity + Athletics test; if planned in a strategic location, Wits + Explosives or Engineering (Civil).

Howitzers

A howitzer is a smoothbore or rifled gun with a short, light barrel from which their payload is lobbed at a high angle, arced into a protected enemy position. Their range is shorter than that of an aimed rifled gun, and they are not overly accurate. They are mounted on wheeled field carriages and require teams of four to six men. They are typically arranged in a battery – three guns firing together on targets. Firing a howitzer requires a Wits + Gunnery test. Recently, some military units have fielded small hand-cranked difference engines for the gunnery officer to better calculate their angle to target.

Most howitzers are rated by their barrel aperture, i.e. 5' howitzer. Their explosive shells are area effect weapons with a 10' radius of effect (see pg. xx, *Victoriana Core Rulebook*)

Mines

Originally known as 'torpedoes', mines are naval weapons that are dropped in tactically advantageous positions and allowed to lurk just at or below the surface for an unsuspecting target. Their use requires a Wits + Tactics or Perception test to deploy the weapons, the target requires a Wits + Perception test to see and avoid them.

Mortars

Similar in function to the howitzer, mortars are short-barrelled guns designed to throw their rounds a short range and high angles into enemy entrenched positions. They are typically used for siege operations and are moved into position on solid carriages, and left there during their use. (The French have rail cars designed to act as mortar emplacements in combat). They are heavy and not easily moved; they require a four man crew for use. Like howitzers, the gunnery officer uses Wits + Gunnery to calculate their angle to target.

Most mortars are rated by the weight of their payload, i.e. 24 pounder mortar fires a 24 pound explosive shell. These shells are area effect weapons.

Rifled Guns

Most rifled guns are rated by their barrel aperture, but smaller ones – those used for land warfare also are known by their payload weight. For instance, a 4' naval gun, if used by army artillery on a gun carriage is known as a 20 pounder. Their use of explosive shells makes them very dangerous to characters – they are an area effect weapon, with a 10' increment for damage.

Rockets

Rockets have been used in warfare in primarily secondary roles – as illumination sources for combat at night, or as a means to terrify the enemy. Only with the invention of the iron-case rockets by Hyder Ali, the dalwai of Mysore have armies started to use them as an actual weapon. These devices were so intimidating that the British would employ similar rockets, the Congreaves rocket, since 1801. While the exploding payload can be very damaging, the rockets are highly inaccurate and unreliable, given to burning out too soon, flying too far, exploding prematurely, if at all. The latest crop of rockets for warfare is the Hale rockets, which provide a slight spin to the rocket to improve accuracy.

Ordinarily, rockets are set up in 'banks,' or racks of rockets and set in motion by lighting a fuse. Newer rocket banks use triggered cap charges to light the fuses with more efficiency. Use of rocket artillery requires a Wits + Gunnery test. They are an area effect weapon.

Smoothbore Guns

Still in use today, the smoothbore cannon is quickly going out of favour for their ineffectiveness against ironclad ships and hardened battlefield emplacements in the Crimea. They are muzzle-loaded, and launch a heavy cannonball which does its damage by smashing the target with kinetic energy. There are various loads – grapeshot (a bag of small balls making the cannon a massive blunderbuss), chainshot (lengths of chain to damage sails, rigging, and people) – but in essence, the ball does damage by creating shrapnel from the material it crashes through.

Torpedoes

The latest weapon on the aquatic battlefield, the torpedo is considered something of a cheat. They can be dragged behind a vessel – essentially a tethered mine – with the hopes that an enemy ship will connect with it, or they can be self-propelled. The latter use compressed air three-cylinder engines with a contact switch at the nose of the torpedo or an 'horological trigger' (a timer). When the motor starts, the timer starts, as well. Torpedoes will run for up to one minute before they explode, and travel at 50mph. They cannot alter their course; once launched they travel in that direction (although they can be affected by currents).

They launched by several means: a steam-powered launcher that throws the torpedo into the water and also activated the propulsion system on the weapon, or they are dropped into the sea after their motor has been started.

Exotic Weaponry

The new science has been devising all manner of new and interesting means of attack for the modern militaries of the world. Here is a selection of some of the more interesting or useful.

Depth Charge

The depth bomb or depth charge is a non-buoyant sea mine with a mercury-pressure switch that sets off the weapon at an appropriate depth. They are still very new and their use is tricky. Esentially, they are primed, the depth chosen, and the charge pushed over the side of the craft. The gunner uses Wits+Gunnery to use the depth charge. Normally, their use is not for submersibles, but to clear mines by using the hydrostatic pressure wave to set them off.

Flame Cannon

This diabolical Prussian weapon uses compressed benzene and an igniter at the muzzle of the weapon. There have been some issues with the flow rates of the flame cannons that can cause the flame to back up into the gas supply with explosive results. It is capable of throwing a tongue of fire up to 50 yards and can be swept across targets. The use requires a Dexterity + Firearms test.

Grappling Hook Launcher

This device launches a grappling hook by means of compressed air and a coil of rope, which can be reeled tight with a winch through which the rope passes. It can send the hook up to 30 yards with a successful Dexterity + Firearms test.

Greek Fire

This phosphorus-based chemical is usually contained in a shell fired from a cannon or thrown into the ocean using a compressed air gun (like the grappling hook). On contact with water, it bursts into flame that cannot be put out until it burns itself down. If launched into the side of a vessel, the water causes a catastrophic, unquenchable fire (water makes it worse!) that will burn for six turns.

Harpoon

These large, weighted spears have been used against the mighty whales of the ocean for centuries, but are finding a new use in aerial combat against the whales of the sky – the airship. Primarily, they are used to tear open gasbags, canvas hulls, sever control lines to render the craft harder to control. If thrown, they require a Dexterity + Athletics test, if shot from a compressed air cannon (like a grappling hook gun) a Dexterity + Firearms test. Harpoons cost £3 each.

Heat Ray

Using a special of lenses to concentrate the sun's rays into a staggeringly powerful weapon, the heat ray can incinerate a man with a good shot, and set a wooden hulled ship or airship ablaze. The weapon is only useable during the day, although sorcerous versions of the heat ray have been rumoured to exist and would require a magician to

power them. They are short-ranged, unfortunately, due to the diffusion effect of the atmosphere.

Lightning Gun

Another marvel of science and magic, working together, the lightning gun uses guild batteries to fire a terrifying burst of electrical energy at a target. The range is limited as the charge dissipates through the air, but within its range, the effects are comparable to some of the most powerful rifled guns the Royal Navy has.

Steam Cannon

Instead of using gunpowder, the steam cannon utilizes a special boiler and pressure valve system to launch a shell at the target. These weapons have a distinctive (but still cannon-like) sound and a much more limited range than gunpowder. The lack of gunpowder with these weapons reduces the need for a magazine of ammunition which is susceptible to explosion (although detractors would point out a damage steam boiler is just as destructive).

Machineguns	Skill	Damage	Range	Cost
Gatling .50	Firearms	25, see description	60 yards	£80
Gatling 1'	Firearms	30, see description	150 yards	£100
Mitrailleuse	Firearms	20, volley	60 yards	£60

Bombs	Skill	Damage	Range	Cost
Bomb, 2lb	Athletics	4, area	-	£3
Bomb, 5 lb	Athletics	15, area	-	£20
Bomb, 10 lb	Athletics	20, area	-	£35

Howitzers	Skill	Damage	Range	Cost
7 pdr. Mountain Howitzer	Gunnery	15, area	300 yards	£200
5'	Gunnery	15, area	500 yards	£500
6'	Gunnery	15, area	500 yards	£675
7'	Gunnery	15, area	700 yards	£800

Mines	Skill	Damage	Range	Cost
Sea Mine	Wits+Tactics	20, area	n/a	£100

Mortars	Skill	Damage	Range	Cost
12 pdr.	Gunnery	12, area	400 yards	£300
24 pdr.	Gunnery	15, area	400 yards	£600
32 pdr.	Gunnery	18, area	400 yards	£1200
5'	Gunnery	15, area	600 yards	£2000
8'	Gunnery	18, area	600 yards	£3000
10'	Gunnery	20, area	800 yards	£3500
13'	Gunnery	22, area	800 yards	£5000
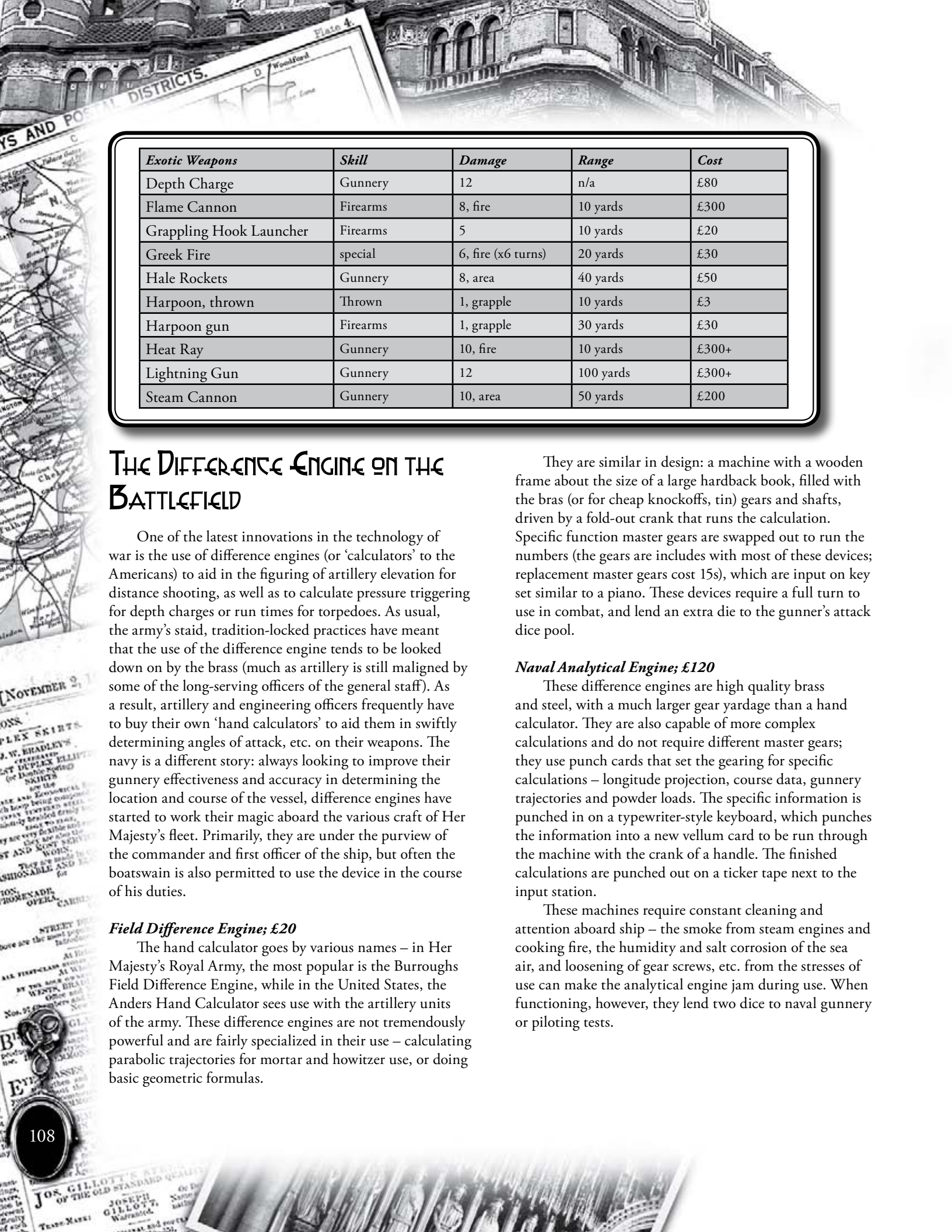
Rifled Guns	Skill	Damage	Range	Cost (add £50 for carriage)
6 lb	Gunnery	8, area	250 yards	£200
9 lb	Gunnery	9, area	300 yards	£250
3'	Gunnery	10, area	500 yards	£275
4'	Gunnery	11, area	700 yards	£300
4.7'	Gunnery	12, area	800 yards	£350
5'	Gunnery	12, area	1000 yards	£600
6'	Gunnery	13, area	1100 yards	£650
7'	Gunnery	14, area	1100 yards	£800
8'	Gunnery	15, area	1200 yards	£1000
9'	Gunnery	16, area	1200 yards	£2000
10'	Gunnery	17, area	1200 yards	£3000
11'	Gunnery	18, area	1300 yards	£5000
12'	Gunnery	19, area	1300 yards	£7000
13'	Gunnery	20, area	1400 yards	£10,000
14'	Gunnery	21, area	1400 yards	£13,000
15'	Gunnery	22, area	1500 yards	£15,000
16'	Gunnery	23, area	1600 yards	£20,000
17'	Gunnery	24, area	1600 yards	£25,000
18'	Gunnery	25, area	2000 yards	£30,000

Rockets	Skill	Damage	Range	Cost
Congreaves, 1 bank	Gunnery	8	100 yards	£50
Hale Rockets, 1 bank	Gunnery	8	200 yards	£50

Smoothbore Guns	Skill	Damage	Range	Cost
6 lb.	Gunnery	6	100 yards	£100
9 lb	Gunnery	7	100 yards	£200
12 lb	Gunnery	8	150 yards	£400
24 lb	Gunnery	9	150 yards	£600
32 lb	Gunnery	10	200 yards	£1000
9'	Gunnery	12	300 yards	£1000
68 lb	Gunnery	15	250 yards	£1500
10'	Gunnery	18	350 yards	£1200
11'	Gunnery	20	500 yards	£1500
15'	Gunnery	22	800 yards	£1600

Torpedoes	Skill	Damage	Range	Cost
Drag Torpedo	Tactics	10	n/a	£150
Self-Propelled	Gunnery	10	1 mile	£350

Exotic Weapons	Skill	Damage	Range	Cost
Depth Charge	Gunnery	12	n/a	£80
Flame Cannon	Firearms	8, fire	10 yards	£300
Grappling Hook Launcher	Firearms	5	10 yards	£20
Greek Fire	special	6, fire (x6 turns)	20 yards	£30
Hale Rockets	Gunnery	8, area	40 yards	£50
Harpoon, thrown	Thrown	1, grapple	10 yards	£3
Harpoon gun	Firearms	1, grapple	30 yards	£30
Heat Ray	Gunnery	10, fire	10 yards	£300+
Lightning Gun	Gunnery	12	100 yards	£300+
Steam Cannon	Gunnery	10, area	50 yards	£200

The Difference Engine on the Battlefield

One of the latest innovations in the technology of war is the use of difference engines (or 'calculators' to the Americans) to aid in the figuring of artillery elevation for distance shooting, as well as to calculate pressure triggering for depth charges or run times for torpedoes. As usual, the army's staid, tradition-locked practices have meant that the use of the difference engine tends to be looked down on by the brass (much as artillery is still maligned by some of the long-serving officers of the general staff). As a result, artillery and engineering officers frequently have to buy their own 'hand calculators' to aid them in swiftly determining angles of attack, etc. on their weapons. The navy is a different story: always looking to improve their gunnery effectiveness and accuracy in determining the location and course of the vessel, difference engines have started to work their magic aboard the various craft of Her Majesty's fleet. Primarily, they are under the purview of the commander and first officer of the ship, but often the boatswain is also permitted to use the device in the course of his duties.

Field Difference Engine; £20

The hand calculator goes by various names – in Her Majesty's Royal Army, the most popular is the Burroughs Field Difference Engine, while in the United States, the Anders Hand Calculator sees use with the artillery units of the army. These difference engines are not tremendously powerful and are fairly specialized in their use – calculating parabolic trajectories for mortar and howitzer use, or doing basic geometric formulas.

They are similar in design: a machine with a wooden frame about the size of a large hardback book, filled with the bras (or for cheap knockoffs, tin) gears and shafts, driven by a fold-out crank that runs the calculation. Specific function master gears are swapped out to run the numbers (the gears are includes with most of these devices; replacement master gears cost 15s), which are input on key set similar to a piano. These devices require a full turn to use in combat, and lend an extra die to the gunner's attack dice pool.

Naval Analytical Engine; £120

These difference engines are high quality brass and steel, with a much larger gear yardage than a hand calculator. They are also capable of more complex calculations and do not require different master gears; they use punch cards that set the gearing for specific calculations – longitude projection, course data, gunnery trajectories and powder loads. The specific information is punched in on a typewriter-style keyboard, which punches the information into a new vellum card to be run through the machine with the crank of a handle. The finished calculations are punched out on a ticker tape next to the input station.

These machines require constant cleaning and attention aboard ship – the smoke from steam engines and cooking fire, the humidity and salt corrosion of the sea air, and loosening of gear screws, etc. from the stresses of use can make the analytical engine jam during use. When functioning, however, they lend two dice to naval gunnery or piloting tests.

Other Scientific Aids on the Battlefield

Aldershot Automated Gun Carriage £150

Yet to be adopted by the Royal Army due to the usual hierarchical bias against modernity, the Aldershot Gun Carriage is the result of artillery officers workshopping with the latest devices. In this case, the automation is tied to a hand-cranked difference engine, similar to the hand calculators that gunnery officers have been using of late. The calculations are entered into the carriage's engine, and once the machine is done, the carriage automatically adjusts itself to the elevation and azimuth figured. It adds two dice to the gunnery test…when it is working.

One of the main complaints of the Horse Guard is that carriage engine is highly susceptible to the knocks and vibrations of the firing cannon. After a few shots, the engine parts have been loosened to the point the calculator will not function and the carriage must be adjusted by hand (losing all benefit of the difference engine). When using an Aldershot Carriage, any failure means the engine must be repaired with a Wits+Ad Hoc repair, Engineering, (Clockwork) or Craft (Jeweller) to repair with a base time of two combat rounds. If all ones are rolled, the engine is shaken to pieces and unusable.
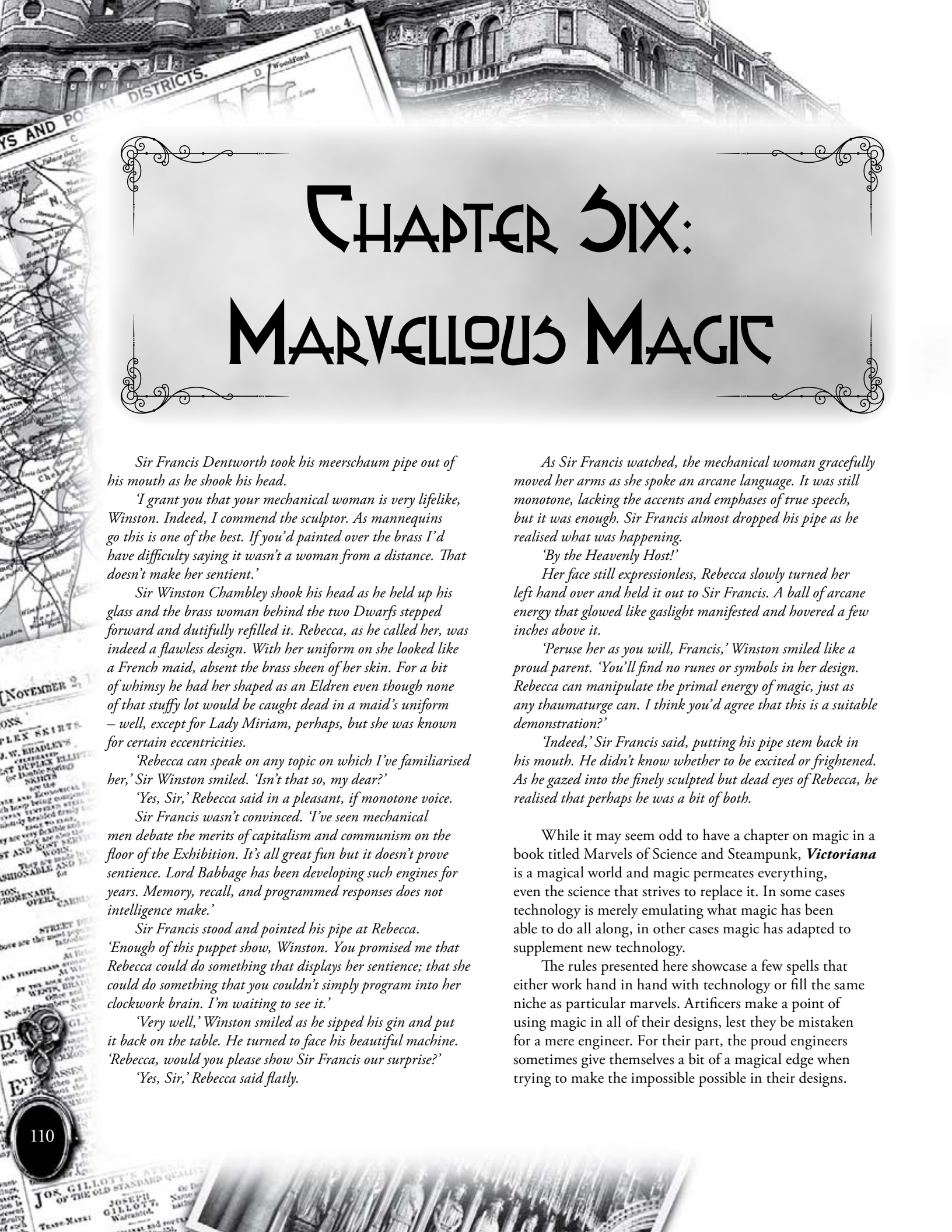
Heliograph; £3

Developed by Sir Henry Mance of the Army Signals Corps while stationed in India, the heliograph is a 'solar telegraph' – in essence, a mirror that has a shuttered interrupter that allows the user to communicate instantaneously with anyone within line of sight using Morse code. Naval versions also use lamp or limelight to operate during the night time. They are also referred to as signal lamps or semaphore lamps; the users are called 'flashers.'

Similarly, the heliotrope is a surveyor's instrument that concentrates a beam of light on a distant point that can be seen through a connected telescope; these are frequently uses as heliographs.

Chapter Six:
Marvellous Magic

Sir Francis Dentworth took his meerschaum pipe out of his mouth as he shook his head.

'I grant you that your mechanical woman is very lifelike, Winston. Indeed, I commend the sculptor. As mannequins go this is one of the best. If you'd painted over the brass I'd have difficulty saying it wasn't a woman from a distance. That doesn't make her sentient.'

Sir Winston Chambley shook his head as he held up his glass and the brass woman behind the two Dwarfs stepped forward and dutifully refilled it. Rebecca, as he called her, was indeed a flawless design. With her uniform on she looked like a French maid, absent the brass sheen of her skin. For a bit of whimsy he had her shaped as an Eldren even though none of that stuffy lot would be caught dead in a maid's uniform – well, except for Lady Miriam, perhaps, but she was known for certain eccentricities.

'Rebecca can speak on any topic on which I've familiarised her,' Sir Winston smiled. 'Isn't that so, my dear?'

'Yes, Sir,' Rebecca said in a pleasant, if monotone voice.

Sir Francis wasn't convinced. 'I've seen mechanical men debate the merits of capitalism and communism on the floor of the Exhibition. It's all great fun but it doesn't prove sentience. Lord Babbage has been developing such engines for years. Memory, recall, and programmed responses does not intelligence make.'

Sir Francis stood and pointed his pipe at Rebecca. 'Enough of this puppet show, Winston. You promised me that Rebecca could do something that displays her sentience; that she could do something that you couldn't simply program into her clockwork brain. I'm waiting to see it.'

'Very well,' Winston smiled as he sipped his gin and put it back on the table. He turned to face his beautiful machine. 'Rebecca, would you please show Sir Francis our surprise?'

'Yes, Sir,' Rebecca said flatly.

As Sir Francis watched, the mechanical woman gracefully moved her arms as she spoke an arcane language. It was still monotone, lacking the accents and emphases of true speech, but it was enough. Sir Francis almost dropped his pipe as he realised what was happening.

'By the Heavenly Host!'

Her face still expressionless, Rebecca slowly turned her left hand over and held it out to Sir Francis. A ball of arcane energy that glowed like gaslight manifested and hovered a few inches above it.

'Peruse her as you will, Francis,' Winston smiled like a proud parent. 'You'll find no runes or symbols in her design. Rebecca can manipulate the primal energy of magic, just as any thaumaturge can. I think you'd agree that this is a suitable demonstration?'

'Indeed,' Sir Francis said, putting his pipe stem back in his mouth. He didn't know whether to be excited or frightened. As he gazed into the finely sculpted but dead eyes of Rebecca, he realised that perhaps he was a bit of both.

While it may seem odd to have a chapter on magic in a book titled Marvels of Science and Steampunk, **Victoriana** is a magical world and magic permeates everything, even the science that strives to replace it. In some cases technology is merely emulating what magic has been able to do all along, in other cases magic has adapted to supplement new technology.

The rules presented here showcase a few spells that either work hand in hand with technology or fill the same niche as particular marvels. Artificers make a point of using magic in all of their designs, lest they be mistaken for a mere engineer. For their part, the proud engineers sometimes give themselves a bit of a magical edge when trying to make the impossible possible in their designs.

Mechanical Medium

Engineers pride themselves on not using magic in their designs so that anyone, with proper training, can operate and repair them. Guild scholars, however, correctly point out that history is full of 'engineers' that managed to produce mechanical marvels that were simply impossible to create given the science and technology of the time. While most engineers scoff at this notion, pointing out that history is also full of examples of fallen civilisations whose scientific and technological achievements may have been preserved in ancient scrolls and texts, most admit that some engineers just have a seemingly preternatural knack for machines.

In truth, there are some people born with a special affinity for mechanics. They can see designs where others cannot, they can fully operate an unfamiliar machine within moments of seeing it for the first time, and they can keep a machine operational even when its falling apart. Such individuals are known as mechanical mediums.

Unlike other types of medium, mechanical mediums have yet to be officially recognised as mediums; indeed, most people who observe mechanical medium abilities merely see the mechanical medium as being an excellent engineer or pilot. The majority of mechanical mediums don't even realise their own abilities for much the same reasons; they've just always been good with machines. Only rarely does a mechanical medium manifest other medium abilities or study magic; those that do are considered powerful artificers.

So why are there mechanical mediums? Aluminat scholars postulate that, as the Host of Heaven created Order from Chaos, some individuals are blessed with the ability to see Order in human creations. Thus mechanical mediums are a subset of faith medium. Guild scholars, noting the high percentage of Dwarves and Gnomes that seem to have mechanical medium abilities, believe that both races used to have a form of 'planar empathy' that granted mechanical medium abilities. Some have even gone so far as to postulate that Dwarves and Gnomes are both descendants of a 'root race,' possibly similar to the Eldren. Predictably all races involved generally find such a notion distasteful.

One notion that perhaps dispels the Aluminat theory is that mechanical medium abilities are not subject to the effects of shaken Faith. On the other hand, most engineers find the notion of a subconscious magical 'helping hand' aiding their efforts to be insulting at best. In the end, mechanical mediums are much like mechanical marvels, isolated, quirky, enigmatic individuals often misunderstood by those around them.

Can a Mechanical Man cast spells?

Can a Mechanical Man cast spells? In a word, 'yes.' As long as a Mechanical Man is operated by an intelligent spirit with a Mana rating, then there's no reason why a Mechanical Man couldn't cast spells or use mediumship abilities. Some spirits may have had such abilities in life or their original form, and there's nothing to stop an intelligence from learning them.

Also, a Mechanical Man could have heartstones, runes, and other enchantments built into its frame. This enables it to draw power from another source other than

Mechanical Medium Abilities

Mechanical mediums have a strong affinity with machinery. They intuitively understand the nature of the cogs and gears and how it all works together and can even manipulate it to some extent.

Conceptualise Machine
Difficulty: 6
Cost: Normal
A successful casting roll enables the medium to design an efficient machine even when the odds are stacked against her. Each success on the casting roll eliminates 1 black die from the Wits + Engineering roll when designing a machine.

Fuel Engine
Difficulty: 4
Cost: 2 + Normal
A successful casting roll enables the medium to start a machine with a cold engine or keep a machine working even when the fuel has run out. Each success on the casting roll grants a machine a minute of power. Mechanical mediums generally believe that they've squeezed the last few drops of power from an engine or simply 'forgot' that they started a boiler early.

Hold Together
Difficulty: 2
Cost: Normal
Mechanical mediums can get the most out of a machine even when it is falling apart. A successful casting roll eliminates any grey dice modifiers on rolls involving a damaged machine.

Instant Familiarity
Difficulty: 2
Cost: 1 + Normal
With a successful casting roll the medium can instantly understand how to operate the machine without the need for a Machine Familiarity roll and does not suffer any unfamiliarity penalties.

Intuit Weakness
Difficulty: 3
Cost: 2 + Normal
Mechanical mediums often know the best places to hit a machine in order to do maximum damage. Each success adds +2 dice to damage rolls against a particular machine for a number of rounds equal to the successes made on the casting roll.

Repair
Difficulty: 1
Cost: Normal
Mechanical mediums can make the most of ad hoc repairs during combat or other stressful situations. Simply by touching the affected area (it's the Gamemaster's discretion as to how long it takes and what skills are necessary to reach an affected area; in most cases a round or two will suffice), the mechanical medium can instantly restore Health pips. The medium chooses a number of black dice to add to her Wits + Mechanical Medium skill. The maximum number of Black Dice cannot exceed the medium's Mechanical Medium skill. If the roll is a success then 2 Health pips per black die rolled are restored to the machine.

Resist Heat
Difficulty: 1
Cost: Normal
Some technologies, especially steam power, generates a lot of heat, making standing near the engines or trying to repair them quite a chore. This ability enables a character to endure the heat. A successful casting roll enables a character to ignore the effects of fire and electricity for a number of rounds equal to the successes on the roll.

Enchantment Spells

Canvas of Shadows
Difficulty: 4
Ritual Cost: 3 + Normal
Ritual Length: 1 hour
Activation Range: Self
Activation cost: 2
Duration: Number of successes

Canvas of Shadows creates a cloud of darkness that surrounds the caster and extends outward with a radius equal to the caster's rank in yards. Anyone other than the caster attempting to move this cloud must succeed at a Very Difficult Wits + Perception roll to make any progress, otherwise, they wander aimlessly.

This spell is popular with military airship captains who will hire numerous Guild mages to cast this spell simultaneously in an attempt to disrupt enemy ornithopter pilots and wyvern riders.

The spell lasts for a number of rounds equal to the number of successes made when casting the spell.

Elemental Engine
Difficulty:3 + Rank
Ritual Cost: 5 + Normal
Ritual Length: 2 hours
Activation Range: Touch
Activation cost: 4
Duration: Months

Artificers use this spell to bind elementals to artificer engines used to power marvels. A special crafted engine must first be constructed with a Difficult Wits + Clockwork (Engineering) roll. The engine doesn't have to be built by the artificer who is trapping the elemental. The number of successes is important as it determines the strength of the binding.

When the artificer summons the elemental, she must decide on what rank elemental she is summoning. The rank determines the number of additional black pool dice added to her spell. An elemental engine lasts for a number of months equal to the rank of the elemental. At the end of that time, the elemental ceases to exist.

The elemental doesn't go willingly into the engine. The Guild doesn't consider elementals to be sentient, so they aren't overly concerned about the morality of the issue. Individual artificers, though, might have a conscience. The elemental can be freed from the engine at any time by dealing 6 pips of damage to the engine.

Each day that an elemental engine is in operation, the elemental (see Chapter 7 for an appropriate elemental) makes a Mental Competence roll with a number of Black Dice equal to the successes on this spell. If the elemental

loses, the vehicle operates as normal. If the elemental wins, then it is freed, automatically doing 6 pips of damage to the vehicle. Furthermore, the elemental spends 1d6 rounds attacking its former prison (and any operators) before dissolving back to its home plane.

Increase Efficiency
Difficulty: 4
Ritual Cost: 2 + Normal
Ritual Length: 2 hours
Activation Range: Touch
Activation cost: 3
Duration: Hours

This ritual increases the Physical Competence of an automaton by an amount equal to one half of the caster's rank, rounded up. It lasts for a number of hours equal to the number of successes achieved in the casting of the ritual. The enchanter must prepare a special mixture of herbs and oils and wipe the automaton down with it while intoning the ritual.

Miracles of Faith

The following miracle is found amongst the faith mediums of the Sons of David.

Animate Scrap Metal Golem
Difficulty: 5
Cost: 2+Normal

This miracle is available only to Yehudists. A rabbi must lay scrap metal in the rough image of a humanoid prior to performing this miracle. As the miracle is performed, he must scribe the word "emet" on paper and place it in the golem's mouth.

The golem is single minded. It will protect a one square mile area from all non-Yehudists with evil intent. It does not talk, it does not wander aimlessly. It protects.

A scrap metal golem will remain active for a number of weeks equal to the number of successes from performing the miracle. Anyone can willingly deactivate a scrap metal golem by placing a piece of paper scribes with "met" in the golem's mouth. Only a rabbi can do so without the creature fighting back.

If a scrap metal golem is destroyed before its allotted number of weeks, it will reform from any available scrap metal within four hours.

At the end of its allotted time, the scrap metal golem instantly falls to pieces. A rabbi can't prolong a scrap metal golem's existence with additional castings of this miracle.

An automaton can only be enhanced by one Increase Efficiency ritual at a time, even if it's cast by different enchanters at a time.

It works on both automata and Mechanical Men. In the case of Mechanical Men, the character's strength is increased by an amount equal to one half of the caster's rank, rounded up.

Instant Reload
Difficulty: 3
Ritual Cost: 2 + Normal
Ritual Length: 1 hour
Activation Range: Touch
Activation cost: 1
Duration: Instant

This ritual enables a caster to enchant ammunition so that it instantly appears in the weapon after it's been fired. Ammunition will only appear if there are available spaces for it.

Quiet Shot
Difficulty: 2
Ritual Cost: 1 + Normal
Ritual Length: 20 minutes
Activation Range: Touch
Activation Cost: 1
Duration: Instant

A favourite ritual of Thuggee and snipers, this ritual quiets the sound of a fired gun. The spell only works for one shot, so the caster will usually get himself into the most advantageous position possible to use it. Hearing a firearm being shot while using this spell requires a Very Difficult (6 black dice) Wits + Perception skill check.

The ritual for this spell involves wrapping a soft cloth around the barrel of the gun. When the cloth is removed, the spell will activate on the weapon's next shot.

Self-Repair
Difficulty: 5
Ritual Cost: 4 + Normal
Ritual Length: 2
Activation Range: Touch
Activation cost: 3
Duration: Hours

This ritual provides an automata or mechanical man with the ability to repair himself. Normally, it must visit a repair shop after combat for repair. When this ritual is cast, the enchanter rolls a number of dice equal to one half his rank (rounded up) and tallies the pips. This is the number of repair pips available to the chosen automata for the duration of the enchantment. During a span of hours equal to the number of successes gained when casting the spell, the automata automatically heals damage at the end of every round. The target has no choice of how many pips are allocated, it uses as many as necessary to get back to full health, or the full amount of the pool.

The healing stops when the number of pips initially rolled is reduced to zero or the spells duration expires. If the enchantment expires before all the pips are used up, they are lost.

If the recipient of the enchantment is reduced to zero or fewer health, it will still heal at the end of the round if there are pips available.

Semblance of Life
Difficulty: 6
Ritual Cost: 5 + Normal
Ritual Length: 12 hours
Activation Range: Touch
Activation cost: 4
Duration: See description

This ritual makes an automaton look like a member of a sentient race and anyone touching it believes that they are feeling real flesh and bone rather than gears and pistons. The automaton appears this way for a year and a day. If the automaton takes damage, the underlying mechanics will be visible.

Voice of the Nightingale
Difficulty: 4
Ritual Cost: 1 + Normal
Ritual Length: 3 hours
Activation Range: Touch
Activation cost: 3
Duration: see spell description

Most automata and Mechanical Men, if able to speak, sound cold, inhuman, and mechanical. This ritual enables the caster to imbue an automaton or Mechanical Man (or even a mute humanoid) with a pleasing organic voice capable of speaking eloquently and conveying emotion. The ritual involves the caster dipping a pearl in the sweat of a vocal performer (usually an actor or opera singer) while reciting poems with emotional weight. When the ritual is over, the pearl may be embedded in an automaton or worn like a choker or headband. For a year and a day, the wearer has a pleasing biological voice (gender is determined by the wearer) and gains +1 die to social rolls.

Thaumaturgy Spells

*The Power of Steam is amended from the version presented in the *Victoriana Core Rulebook*.

Animate
Difficulty: 3
Cost: 3 + Normal
Action Cost: 6
Range: Touch
Duration: Hours

This spell animates an object. Animate is a popular spell amongst artificers as it enables them to animate an axel so that a carriage or coach can move without horses. In addition to determining duration, each success in this spell adds 5 mph to the speed of the item/vehicle.

Boil
Difficulty: 2
Cost: 1 + Normal
Action Cost: 4
Range: Sight
Duration: Instant

This spell enables a steam boiler to boil water faster than normal. This enables a steam powered machine to add two to its physical competency and double its speed for a number of rounds equal to the number of successes rolled by the Thaumaturge when casting the spell. This spell also cancels the Cool Water Spell.

Cool Water
Difficulty: 2
Cost: 1 + Normal
Action Cost: 4
Range: Sight
Duration: Instant

This spell reduces the output of a steam boiler by half. A device powered by an affected steam boiler has its physical competency reduced by two and its speed halved for a number of rounds equal to the number of successes rolled by the Thaumaturge when casting the spell. This spell also cancels the Boil spell.

Cushion
Difficulty: 3
Cost: 2 + Normal
Action Cost: 6
Range: Sight
Duration: Instant

This spell creates a bubble of air that is placed in a vehicle's path in order to slow its progress. The vehicle's speed is reduced by a value equal to one half the rank of the caster.

Destroy Fuel
Difficulty: 4
Cost: 2 + Normal
Action Cost: 2
Range: Sight
Duration: Instant

This spell instantly drains the fuel from a vehicle. The fuel can be petrol, helium, or even water. Each success decreases the Range of the Vehicle by one (this is the adjusted range – a vehicle with a 2 Range that has already travelled 8 hours has an adjusted Range of 1). If this drops the Range Rating to below -3 then the vehicle slows to a grinding halt, its fuel spent.

Disable Machine
Difficulty: 4
Cost: 6 + Normal
Action Cost: 6
Range: Touch
Duration: Instant

This spell enables the caster to disable the moving part of a machine in order to stop it from functioning properly. An Ad-hoc Repair or proper Engineering Specialty roll using the number of successes rolled by the caster of Disable Machine as the number of black dice must be made to get the machine running again. The repairs can take hours or even days.

Ectoplasmic Hand
Difficulty: 3
Cost: 2 + Normal
Action Cost: 4
Range: Sight
Duration: Rounds

The caster creates an ectoplasmic hand that mimics what his own hand does. The hand can appear anywhere the caster can see. He can use it to pick up something from across the room and bring it to him or he can use it to reach inside a marvel to make repairs.

Etheric Rails
Difficulty: 2
Cost: 1 + Normal
Action Cost: 4
Range: Sight
Duration: Minutes

The caster can create temporary rails out of magical energy. These etheric rails are a shimmering blue and automatically attach to an existing rail line. Such is the magic that the caster can make the etheric rails take a train off the existing track or attach to twisted ends without damaging the existing rail lines. As magical constructs, the rails themselves are not subject to physics (so a caster can lay them over a chasm or form a small hill) but the train must (so if the etheric rails make too steep of a hill then the train cannot follow. Etheric rails can support any weight and ensure a smooth ride.

Helium Bubble
Difficulty: 3
Cost: 2 + Normal
Action Cost: 3
Range: Self
Duration: Rounds

The caster encompasses himself in a helium bubble that will slowly rise or descend at a rate equal to one half the caster's rank, rounded up. The bubble lasts for a number of rounds equal to the number of successes rolled when casting the spell. This bubble can slow the descent of an airship during the rounds it is effective.

Instant Wind
Difficulty: 2
Cost: 1 + Normal
Action Cost: 4
Range: 10 yards
Duration: Instant

This spell enables a sorcerer to instantly wind all clockwork devices within range. Such marvels are able to act normally the round after the spell is cast.

Magic Spectacles
Difficulty: 2
Cost: 1 + Normal
Action Cost: 4
Range: Self
Duration: Hours

This practical spell allows the caster to tint his spectacles in order to block the glare of the sun. The glass in the caster's spectacles turns a smoky grey that swirls through the glass. Mechanically, this spell has little practical value, but the Gamemaster may provide penalties when sun glare would be a factor. This spell would lessen or negate sun glare in those cases.

Mana Charge
Difficulty: 6
Cost: 5 + Normal
Action Cost: 6
Range: Touch
Duration: Hours

The casting of this spell enables a sorcerer to power a marvel in the absence of its engine. The device now has a Range equal to the number of successes made on the Mana Charge roll.

Patch
Difficulty: 2
Cost: 2 + Normal
Action Cost: 4
Range: Sight
Duration: Instant

This spell enables a sorcerer to patch a hole with ectoplasm. This spell is very useful on airships and water going vessels.

Pepperbox Volley
Difficulty: 2
Cost: 1 + Normal
Action Cost: 3
Range: Touch
Duration: Instant

An enterprising sorcerer in the Boston Guild house discovered that he could focus etheric energy into the barrels of his pepperbox, causing multiple barrels to fire at once. Unlike typical volley fire, the caster can select how many barrels he wishes to fire at once. Damage and penalties are as listed for typical volley shot.

Power of Steam*
Difficulty: 3
Cost: 3 + Normal
Action Cost: 5
Range: Touch
Duration: Minutes

The caster may confer the motive power of a steam train into a vehicle. When travelling in such a manner, multi-hued steam pours from the vehicle, often obscuring sight (+2 Black Dice to all driving rolls). Each success adds 10mph to the vehicle's speed.

If applied to a person, their running speed is doubled and they gain +2 Strength. However, they also go bright red as magical steam gushes from ears, mouth, nose, and through the seams of clothing. Living creatures take 2d6 of bruise damage each minute as a result of the unnatural exertions the body undergoes in this state.

Repair
Difficulty: see description
Cost: 4 + Normal
Action Cost: 6
Range: Touch
Duration: Instant

This spell functions like the skill Ad Hoc Repair. The number of black dice is determined by the difficulty of the repair. It can't be combined with someone else attempting Ad Hoc Repair on the same piece of machinery.

Runelore

The history of Runelore is shrouded in mystery. Guild scholars claim that it was invented as a secret language for the petty mages that fled the Roman Empire when the emperor accepted the Aluminat faith. Those of Dwarf and Gnome heritage claim that Runelore is much older and developed in the highlands and mountainous regions of Northern Europe. Whatever the case may be, Runelore has been an established magical tradition for centuries, breaking off from Enchantment and quite possibly sparking Thaumaturgy.

Since the Fall of Rome, Rune mages have been using magical runes and some have even learned to carve them into items. One of the earliest such items is Caliburn, the sword of the legendary King Arthur Pendragon. Soon runes were carved into other items, imbuing them with Runic power. This makes Rune mages similar to enchanters, and practitioners of both consider themselves 'artificers.' With the rise of machines, Rune mages began experimenting with how Runes might interact with machinery. They quickly learned that only the most skilled Rune mages, those with Resolve 3 or higher could inscribe a rune on metal.

As with all magic, Runelore is not an exact science (indeed, it isn't science at all) and the same rune can have different meanings when inscribed on an object. The fact that a Rune mage can only have one active Rune at a time limit how many runes can be used.

Since runes only last for a limited time, Rune mages haven't figured out how to use them to power machinery. The various engines must still provide the basis for any activity. The runes just provide additional features.

Because different rune mages think of the same runes in different ways, here are some samples of what the runes can mean when inscribed on machinery. A creative rune mage could create something very unique.

Uruz (Strength)
This rune adds 3 dice to Strength when using a prosthetic limb or 3 dice to damage if the item is a weapon (in effect, it gets a 3 dice Strength bonus, even if it isn't a muscle-powered weapon).

Eihwaz (Defence)
This rune adds 3 Armour Points to the item.

Algiz (Feelings)
This rune adds 3 dice to Initiative rolls when using the item. Alternatively, this rune could give an automaton +3 to Empathy for its duration.

Ehwaz (Horse)
This rune adds 3 to the speed of the item or its wielder.

Raido (Union)
For vehicles only; the character adds 3 dice to an appropriate skill used to operate the vehicle.

Isaz (Ice)
This rune adds 3 black dice to the Initiative rolls of any foe attacking the person with the item. This can only affect
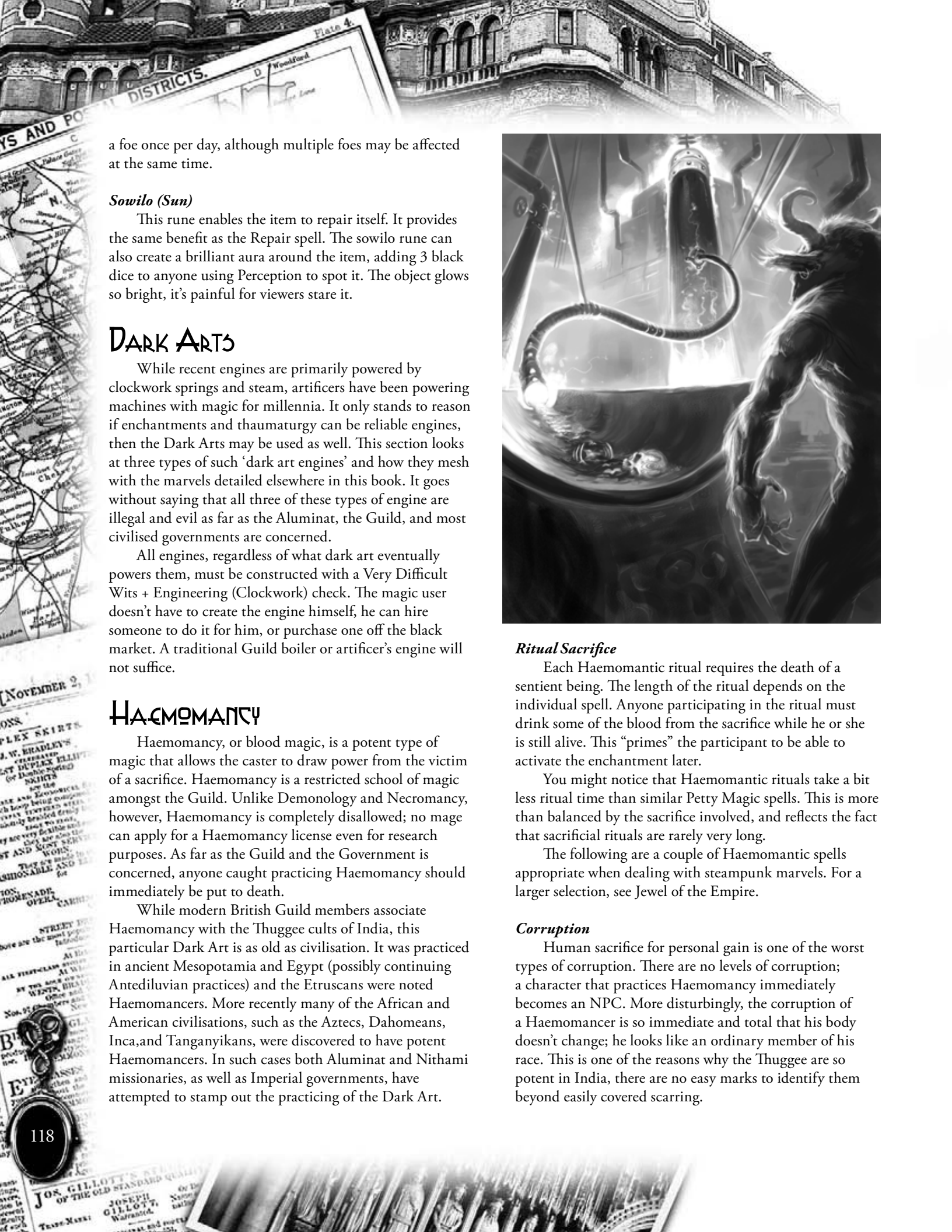
a foe once per day, although multiple foes may be affected at the same time.

Sowilo (Sun)

This rune enables the item to repair itself. It provides the same benefit as the Repair spell. The sowilo rune can also create a brilliant aura around the item, adding 3 black dice to anyone using Perception to spot it. The object glows so bright, it's painful for viewers stare it.

Dark Arts

While recent engines are primarily powered by clockwork springs and steam, artificers have been powering machines with magic for millennia. It only stands to reason if enchantments and thaumaturgy can be reliable engines, then the Dark Arts may be used as well. This section looks at three types of such 'dark art engines' and how they mesh with the marvels detailed elsewhere in this book. It goes without saying that all three of these types of engine are illegal and evil as far as the Aluminat, the Guild, and most civilised governments are concerned.

All engines, regardless of what dark art eventually powers them, must be constructed with a Very Difficult Wits + Engineering (Clockwork) check. The magic user doesn't have to create the engine himself, he can hire someone to do it for him, or purchase one off the black market. A traditional Guild boiler or artificer's engine will not suffice.

Haemomancy

Haemomancy, or blood magic, is a potent type of magic that allows the caster to draw power from the victim of a sacrifice. Haemomancy is a restricted school of magic amongst the Guild. Unlike Demonology and Necromancy, however, Haemomancy is completely disallowed; no mage can apply for a Haemomancy license even for research purposes. As far as the Guild and the Government is concerned, anyone caught practicing Haemomancy should immediately be put to death.

While modern British Guild members associate Haemomancy with the Thuggee cults of India, this particular Dark Art is as old as civilisation. It was practiced in ancient Mesopotamia and Egypt (possibly continuing Antediluvian practices) and the Etruscans were noted Haemomancers. More recently many of the African and American civilisations, such as the Aztecs, Dahomeans, Inca, and Tanganyikans, were discovered to have potent Haemomancers. In such cases both Aluminat and Nithami missionaries, as well as Imperial governments, have attempted to stamp out the practicing of the Dark Art.

Ritual Sacrifice

Each Haemomantic ritual requires the death of a sentient being. The length of the ritual depends on the individual spell. Anyone participating in the ritual must drink some of the blood from the sacrifice while he or she is still alive. This "primes" the participant to be able to activate the enchantment later.

You might notice that Haemomantic rituals take a bit less ritual time than similar Petty Magic spells. This is more than balanced by the sacrifice involved, and reflects the fact that sacrificial rituals are rarely very long.

The following are a couple of Haemomantic spells appropriate when dealing with steampunk marvels. For a larger selection, see Jewel of the Empire.

Corruption

Human sacrifice for personal gain is one of the worst types of corruption. There are no levels of corruption; a character that practices Haemomancy immediately becomes an NPC. More disturbingly, the corruption of a Haemomancer is so immediate and total that his body doesn't change; he looks like an ordinary member of his race. This is one of the reasons why the Thuggee are so potent in India, there are no easy marks to identify them beyond easily covered scarring.

Marvels

Haemomantic engines are powered by sapient blood. Animal blood simply won't do, as sapient pain and sacrifice is part of the ritual. Needless to say, the victims don't survive the experience. (see Haemomancy Sidebar). As such marvels are rare and considered evil, most Haemomancers modify regular engines with blood magic instead.

Haemomantic engines beat like a large heart as the blood works its way through the machine. When the engine exerts itself, it flushes with a reddish tinge. When a Haemomantic engine is damaged, it bleeds (some observers swear that they've seen the engine flinch a little when struck, but the Guild has not confirmed that). The blood can even temporarily patch holes, giving the engine a measure of self-repair.

Haemomantic Spells

Blood Bullets
Difficulty: 4
Ritual Cost: normal
Ritual Length: 2 hours
Activation Range: Touchx
Activation Cost: 4
Duration: Instant

This ritual requires the blood of a living sacrifice. The victim is suspended from a harness over a table. The haemonancer places the bullets he wishes to charge on the table and then slices opens the victim. As the blood drips from the victim to the table, the haemonancer intones the words to the ritual while spreading the blood over the bullets with a cloth made from human flesh. Each victim can produce enough blood to make 20 blood bullets.

A blood bullet can be fired from a traditional firearm, providing it is of the proper calibre. A person struck by a blood bullet is driven into a homicidal rage until he succeeds at a Resolution + Concentration roll. A roll can be made very hour.

Blood Fuel
Difficulty: 5
Ritual Cost: 4+normal
Ritual Length: 3 hours
Activation Range: Touch
Activation Cost: 6
Duration: Hours

Blood Fuel turns humanoid blood into a thick oily substance that can take the place of petrol, oil, or even water. While blood fuel can be used in normal engines, it's not a traditional fuel. When blood fuel is placed in a marvel the haemomaner makes a Presence + Haemomancy check. If successful, he takes control of the marvel for a number of hours equal to the number of successes of the Presence + Haemomancy check. Once those hours have expired, the haemomancer would need to put new blood fuel (or the traditional fuel) in the vehicle.

The haemomancer sees from the marvel's perspective, even if it doesn't have eyes. For example, a haemomancer taking control of an automobile would see via the auto's headlamps. The haemomancer can't make the machinery do anything that it can't normally do. An automobile can't talk, an airship can't swim.

The marvel must consume some type of fuel for its primary purpose. Since a gun doesn't require fuel for its primary purpose, blood fuel couldn't take control of a gun.

To create blood fuel, the haemomancer must have a barrel of the fuel he wishes to possess. He must drown a sentient being in the fuel while intoning the spell. He must keep at least a flask of the blood fuel on him when controlling the vehicle. If he becomes separated from the flask, the fuel becomes inert. Remaining blood fuel must be flushed out of the engine before traditional fuel works again.

Blood Coagulation
Difficulty: 3
Ritual Cost: 3+normal
Ritual Length: 2 hours
Activation Range: Touch
Activation Cost: 4
Duration: Hours

This ritual enables a Haemomancer to convert a living sacrifice's blood into a coagulating substance that patches damage on a marvel as if it were a bleeding, living creature. Each sacrifice creates enough substance for a single application and is preserved in a small glass vial. When the Haemomancer wishes to repair a vehicle, he need only smash the vial against some part of the machine. This may be done in advance and many Haemomancers mix this ritual into the blood fuel to put them both in an engine at the same time.

Once activated, the Haemomancer rolls 4d6 for the blood repair pool. This is the maximum number of Health pips that can be repaired as the marvel takes damage. When the marvel is struck dark blood patches grow over the damaged parts of the vehicle and hold it together, using the blood repair pool to replenish the Health pips (once the blood repair pool is exhausted, no more repairs can be made from this ritual). These repairs aren't permanent but do last for hours, enabling the operator to get to a place where the vehicle can be properly prepared. When the ritual ends, the blood patches dissolve into blood that drips to the ground.

Instant Sacrifice
Difficulty: 2
Ritual Cost: 3 + Normal
Ritual Length: 2 hours
Activation Range: Touch
Activation Cost: 4
Duration: see description

Some Haemomancers are part of cults or other secret groups whose members are dedicated to the point of giving up their lives without a moment's hesitation. Haemomancers can tap into this loyalty by performing a ritual on their members so that they can later be killed to fuel a Haemomantic spell.

This ritual requires the scarring of the victim (usually a tattoo or other mark symbolising the group or power to which they are dedicated). The victim must also bathe in the blood of a living sacrifice that is killed by the victim with the Haemomancer's knife. Once the ritual is complete, a Haemomancer may kill the victim at any time in order to fuel a Haemomantic spell; the Haemomancer may use the spell on the round immediately following the victim's death.

Prime Engine
Difficulty: 6
Ritual Cost: 5+normal
Ritual Length: 2 hours
Activation Range: Touch
Activation Cost: 6
Duration: Instant

The prime engine ritual creates an engine that runs solely on the blood of sapients. It requires that the blood of the sacrifice flow into a haemomantic engine. The ritual sacrifice is laid spread eagle on a table with a small hole drilled in the centre. The haemomancer drills a hole in the victim's back, allowing the flood to rush through the hole in the table and down into the engine.

Prime engine is used to trap the blood of a victim within a haemomantic engine. If successful, the engine will be powered for a number of months equal to the rank of the victim.

Seal Engine
Difficulty: 5
Ritual Cost: 4+normal
Ritual Length: 2 hours
Activation Range: Touch
Activation Cost: 4
Duration: Instant

This ritual attaches the haemomantic engine to a marvel. Someone, not necessarily the haemomancer, must succeed at a Difficult Wits + Engineering (usually Clockwork) during this ritual's window. Once the engine is attached and the ritual complete, the engine will power the marvel for one month. Unlike many marvels that leak oil, a marvel powered by a haemomantic engine will always ooze blood as it moves. If it takes damage, blood will spurt from the wound.

Steal Skill
Difficulty: See description
Ritual Cost: 1 + Normal
Ritual Length: 2 hours
Activation Range: Self
Activation Cost: 1
Duration: hours

This ritual allows the caster to steal all of the ranks in a single skill that the sacrificial victim possessed. The difficulty is equal to the skill rank. Extra foci may be created by adding a black die to the difficulty for each extra dose. The ritual involves burning the body part most associated with the skill and put the ashes in oil (either coconut or peanut). Activating the focus involves rubbing the oil on the caster's palms. The caster now has the skill at the same ranks as the victim.

The benefit is not cumulative. If the caster has 3 ranks in swordplay and the victim had 4 ranks, then the caster will only have 4 ranks (not 7) after activating the focus. Also, the ritual does not grant the Haemomancer knowledge of the victim's skill list. If the Haemomancer does not know whether the victim has a certain skill, then he needs to take a chance if he wants a certain skill. If the victim doesn't have it, then the ritual fails.

Necromancy

Necromantic engines are powered by the spirits of the dead. Much like Haemomantic engine, necromantic engines require the spirit of sapient creatures. Trafficking in the spirits of the dead is illegal. A necromantic engine is usually under two feet tall and often highly filigreed, lending it a gothic appeal.

When a necromantic engine runs, people don't hear the whistle of steam, they hear the screams of the spirits damned to power the engine. Necromantic engines aren't unlimited in power or duration. A necromantic engine will run for one month per spirit trapped within. Nobody can explain why each spirit only lasts one month, regardless of how often the engine is used.

Any marvel powered by a necromantic engine is always cold to the touch and smells of fresh earth. Necromantic engines can be recharged with the spirits of the dead after they are completely empty.

Ghost Engine
Difficulty: 4
Cost: 3+Normal
Action Cost: 1 per spirit
Range: Touch
Duration: Instant

Although called the ghost engine, this spell doesn't necessarily require ghosts. Instead, the necromancer visits an unhallowed grave yard. At the graveyard, he casts this ritual over the course of four hours, spreading slivered humanoid bones coated in engine grease over the graves.

The necromancer must have an empty engine with him.

As the necromancer intones the ritual, the spirits ripped from the ground and thrust into the engine. Each success adds one spirit to the engine and each spirit powers the engine for one month.

Graft Engine
Difficulty: 4
Cost 3+Normal
Action Cost: 4
Range Touch:
Duration: Instant

A ghost engine won't work with a marvel without some tinkering. This spell is required to prepare the marvel to accept necromantic energy. The necromancer must take a fully charged ghost engine and attach it via wires and hoses to the marvel. It requires a Difficult Wits + Engineering (Clockwork) roll to attach the engine. The necromancer doesn't have to make the roll, someone else can. As he casts the spell, skin begins to form around the junction of the engine and the marvel. Once the lesions begin bleed, the spell is complete.

Purge Engine
Difficulty: 3
Cost: 2+Normal
Action Cost: 4
Range: Touch
Duration: Instant

This spell forces the spirits out of a powered ghost engine. The spirits don't leave peacefully; instead the engine explodes in a burst of ectoplasm, destroying the engine in the process. Anyone within ten feet must make a Dexterity + Dodge check or take 2 dice of damage from the shrapnel.

Guild sanctioned necromancers use this spell to release the spirits imprisoned in engines, sending them to their final resting place.

Raise Clockwork Zombie
Difficulty: 4
Cost: 4+Normal
Action cost: 4+2 rounds
Range: Touch
Duration: Rounds

This highly illegal spell allows a Necromancer to combine corpse and metal into one mindless servant. The necromancer must first implant gears, switches, and other clockwork components into the corpse. After that's complete, he can animate as many corpses as he can touch in the spell's duration. It takes 1 action for each raising. Each raising after the first takes 4 mana pips, spent as each corpse is touched.

The clockwork zombie will respond to the Necromancer's every spoken word to the best of their ability. Each undead remains as they are until destroyed or "Rested". Each clockwork zombie is considered a Generalist common folk with a Rank equal to half that of the Necromancer that raised them, rounded up. A clockwork zombie's mental competence can only be used to resist attempts to rest them or control them.

Skin
Difficulty: 6
Cost: 4+ Normal
Action Cost: 4
Range: Touch
Duration: Instant

With the skin spell, a necromancer can take skin that's been flayed from one being and magically graft it onto another. The magic not only adheres the skin to the new body but also acts as a preservation agent. Despite being alive, the skin won't begin rotting for a month. Because there are no blood vessels the skin is cold to the touch. The skin will be patchwork; where the various pieces come together, scars will form.

The nature of this spell is such that the flesh must be from a sentient being that died within the past week. Animal skin will not suffice.

Transfer Soul
Difficulty: 12
Ritual Cost: 8 + Normal
Ritual Length: 24 hours
Activation Range: Touch
Duration: Instant

This ritual has been thought lost by the Guild. Before the rise of the Guild, enchanters used this spell to transfer the spirit of a dying humanoid into an automaton. If successful, the man lived again as a Mechanical Man. To
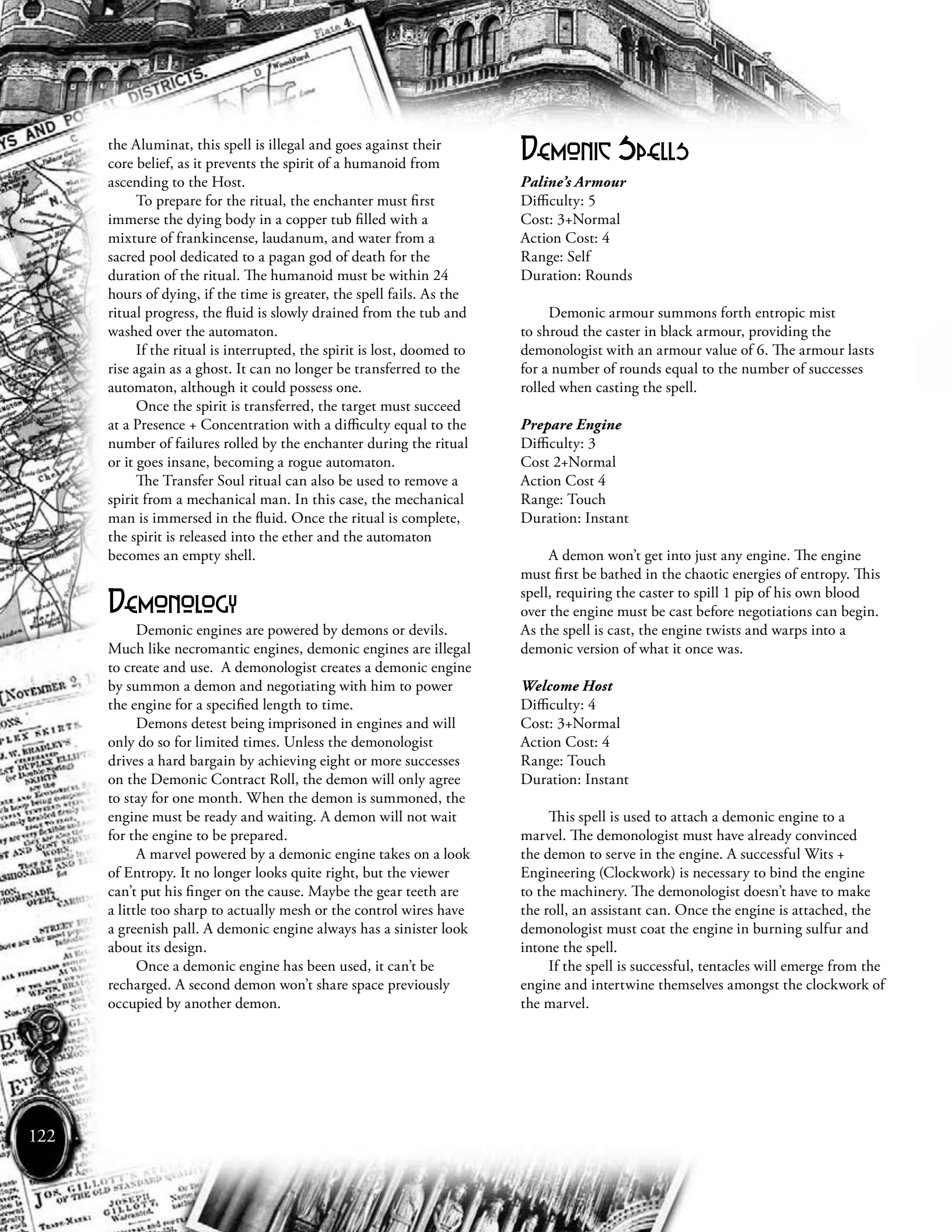
the Aluminat, this spell is illegal and goes against their core belief, as it prevents the spirit of a humanoid from ascending to the Host.

To prepare for the ritual, the enchanter must first immerse the dying body in a copper tub filled with a mixture of frankincense, laudanum, and water from a sacred pool dedicated to a pagan god of death for the duration of the ritual. The humanoid must be within 24 hours of dying, if the time is greater, the spell fails. As the ritual progress, the fluid is slowly drained from the tub and washed over the automaton.

If the ritual is interrupted, the spirit is lost, doomed to rise again as a ghost. It can no longer be transferred to the automaton, although it could possess one.

Once the spirit is transferred, the target must succeed at a Presence + Concentration with a difficulty equal to the number of failures rolled by the enchanter during the ritual or it goes insane, becoming a rogue automaton.

The Transfer Soul ritual can also be used to remove a spirit from a mechanical man. In this case, the mechanical man is immersed in the fluid. Once the ritual is complete, the spirit is released into the ether and the automaton becomes an empty shell.

Demonology

Demonic engines are powered by demons or devils. Much like necromantic engines, demonic engines are illegal to create and use. A demonologist creates a demonic engine by summon a demon and negotiating with him to power the engine for a specified length to time.

Demons detest being imprisoned in engines and will only do so for limited times. Unless the demonologist drives a hard bargain by achieving eight or more successes on the Demonic Contract Roll, the demon will only agree to stay for one month. When the demon is summoned, the engine must be ready and waiting. A demon will not wait for the engine to be prepared.

A marvel powered by a demonic engine takes on a look of Entropy. It no longer looks quite right, but the viewer can't put his finger on the cause. Maybe the gear teeth are a little too sharp to actually mesh or the control wires have a greenish pall. A demonic engine always has a sinister look about its design.

Once a demonic engine has been used, it can't be recharged. A second demon won't share space previously occupied by another demon.

Demonic Spells

Paline's Armour
Difficulty: 5
Cost: 3+Normal
Action Cost: 4
Range: Self
Duration: Rounds

Demonic armour summons forth entropic mist to shroud the caster in black armour, providing the demonologist with an armour value of 6. The armour lasts for a number of rounds equal to the number of successes rolled when casting the spell.

Prepare Engine
Difficulty: 3
Cost 2+Normal
Action Cost 4
Range: Touch
Duration: Instant

A demon won't get into just any engine. The engine must first be bathed in the chaotic energies of entropy. This spell, requiring the caster to spill 1 pip of his own blood over the engine must be cast before negotiations can begin. As the spell is cast, the engine twists and warps into a demonic version of what it once was.

Welcome Host
Difficulty: 4
Cost: 3+Normal
Action Cost: 4
Range: Touch
Duration: Instant

This spell is used to attach a demonic engine to a marvel. The demonologist must have already convinced the demon to serve in the engine. A successful Wits + Engineering (Clockwork) is necessary to bind the engine to the machinery. The demonologist doesn't have to make the roll, an assistant can. Once the engine is attached, the demonologist must coat the engine in burning sulfur and intone the spell.

If the spell is successful, tentacles will emerge from the engine and intertwine themselves amongst the clockwork of the marvel.

Bringing the Dead to Life

Some necromancers and demonologists might want to infuse inventions with unholy or undead power. Perhaps an engineer wants to bring her husband back, so she creates a copper and steel simulacra of her lost lover and pays a necromancer to shunt her husband's soul into it. The item automatically gains either the Haunted or Possessed flaw, depending on whether a necromancer or demonologist did the work. In either case, the flaw is a -3 flaw.

It doesn't make the design or construction of the invention any easier or harder in and of itself.

To infuse the creation with either a demon or a ghost, the engineer must either know the appropriate spell caster or be able to cast spells himself. Recruiting a demonologist or necromancer is dangerous work, so the engineer should probably take along friends. The engineer is responsible for all costs associated with the spell casting, up to and including supplying sacrificial offerings for demons. After the spell is successful, the engineer will have control over the demon or ghost for a period of months equal to the caster's margin of success in trapping the entity.
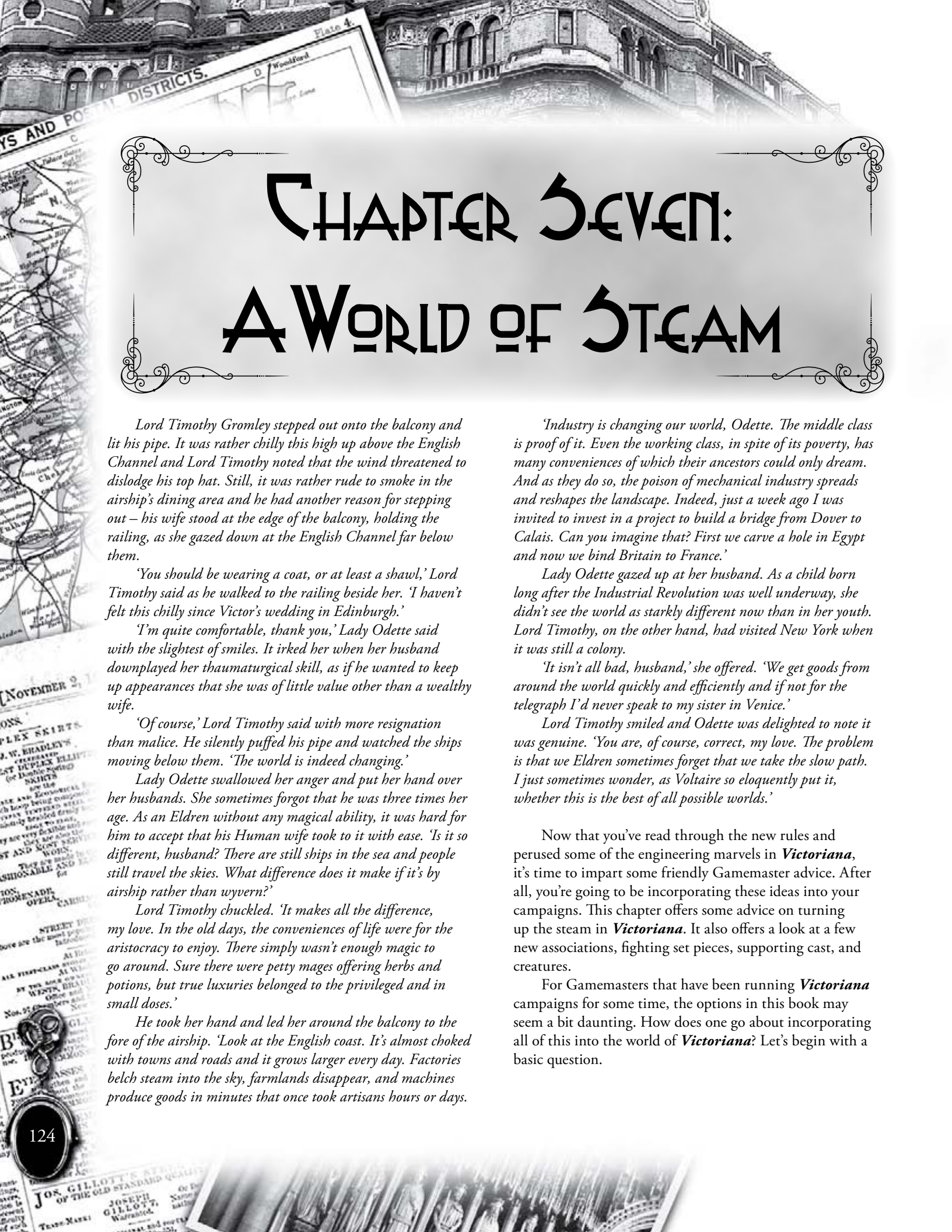
In the case of a demonologist, the demonologist must succeed at a Presence + Demonolgy roll opposed against the demon's mental competence. Success means the demon is bound to the device for a number of months equal to the margin of success. Failure, on the other hand, means the demon goes on a rampage, in a nice metal body. At the end of its term of service, the demon returns to its own plane. The demon can be exorcised as any other demon. Holy water, holy relics, Faith, can all deal damage to the demon without damaging the automaton. If the body is destroyed, the demon has a number of rounds equal to its Resolve to find a new host or be shunted back to its plane. It isn't limited to possessing machines.

When adding a ghost, the engineer must contact a necromancer willing to cast the Raise Greater Undead spell. The caster must succeed at a Presence + Necrormancy test opposed against the ghost's mental competence. Success means the ghost is bound to the invention for a number of months equal to the margin of success. Failure means the ghost possesses the nearest humanoid who is not the summoner. A foul failure means the summoner is possessed. In the case of possession, the host dies if he can't resist the ghost. The creature can be exorcised as normal, without damaging the automaton. If the body is destroyed the ghost will look for another entity to possess. It must do so within a number of rounds equal to its resolve or be returned from whence it came.

It's possible the machine becomes haunted or possessed through no deliberate action of the inventor. In this case, the item has the Haunted or Possessed flaw, but the engineer has no control over the demon or ghost.

Chapter Seven:
A World of Steam

Lord Timothy Gromley stepped out onto the balcony and lit his pipe. It was rather chilly this high up above the English Channel and Lord Timothy noted that the wind threatened to dislodge his top hat. Still, it was rather rude to smoke in the airship's dining area and he had another reason for stepping out – his wife stood at the edge of the balcony, holding the railing, as she gazed down at the English Channel far below them.

'You should be wearing a coat, or at least a shawl,' Lord Timothy said as he walked to the railing beside her. 'I haven't felt this chilly since Victor's wedding in Edinburgh.'

'I'm quite comfortable, thank you,' Lady Odette said with the slightest of smiles. It irked her when her husband downplayed her thaumaturgical skill, as if he wanted to keep up appearances that she was of little value other than a wealthy wife.

'Of course,' Lord Timothy said with more resignation than malice. He silently puffed his pipe and watched the ships moving below them. 'The world is indeed changing.'

Lady Odette swallowed her anger and put her hand over her husbands. She sometimes forgot that he was three times her age. As an Eldren without any magical ability, it was hard for him to accept that his Human wife took to it with ease. 'Is it so different, husband? There are still ships in the sea and people still travel the skies. What difference does it make if it's by airship rather than wyvern?'

Lord Timothy chuckled. 'It makes all the difference, my love. In the old days, the conveniences of life were for the aristocracy to enjoy. There simply wasn't enough magic to go around. Sure there were petty mages offering herbs and potions, but true luxuries belonged to the privileged and in small doses.'

He took her hand and led her around the balcony to the fore of the airship. 'Look at the English coast. It's almost choked with towns and roads and it grows larger every day. Factories belch steam into the sky, farmlands disappear, and machines produce goods in minutes that once took artisans hours or days.

'Industry is changing our world, Odette. The middle class is proof of it. Even the working class, in spite of its poverty, has many conveniences of which their ancestors could only dream. And as they do so, the poison of mechanical industry spreads and reshapes the landscape. Indeed, just a week ago I was invited to invest in a project to build a bridge from Dover to Calais. Can you imagine that? First we carve a hole in Egypt and now we bind Britain to France.'

Lady Odette gazed up at her husband. As a child born long after the Industrial Revolution was well underway, she didn't see the world as starkly different now than in her youth. Lord Timothy, on the other hand, had visited New York when it was still a colony.

'It isn't all bad, husband,' she offered. 'We get goods from around the world quickly and efficiently and if not for the telegraph I'd never speak to my sister in Venice.'

Lord Timothy smiled and Odette was delighted to note it was genuine. 'You are, of course, correct, my love. The problem is that we Eldren sometimes forget that we take the slow path. I just sometimes wonder, as Voltaire so eloquently put it, whether this is the best of all possible worlds.'

Now that you've read through the new rules and perused some of the engineering marvels in *Victoriana*, it's time to impart some friendly Gamemaster advice. After all, you're going to be incorporating these ideas into your campaigns. This chapter offers some advice on turning up the steam in *Victoriana*. It also offers a look at a few new associations, fighting set pieces, supporting cast, and creatures.

For Gamemasters that have been running *Victoriana* campaigns for some time, the options in this book may seem a bit daunting. How does one go about incorporating all of this into the world of *Victoriana*? Let's begin with a basic question.

How Much Steam?

This book presents the steampunk side of *Victoriana*, a side that has only been touched upon in the *Victoriana Core Rulebook* and previous supplements. We realise, however, that the world of *Victoriana* has been in print for almost a decade prior to the publication of this volume. Gamemasters who've been running *Victoriana* campaigns in those years aren't going to be thrilled at having a new supplement upend the assumptions that they've been using.

Fortunately, they won't have to.

Marvels of Science and Steampunk is designed to integrate seamlessly with the assumptions laid out in the *Victoriana Core Rulebook* and expanded upon in *Faulkner's Millinery and Miscellanea*. The contraptions and vehicles contained within this book have either been mentioned in previous books or use the same assumptions. Those machines that are "world changers" have yet to be mass-produced and are more the fancy of a few engineers than ubiquitous vehicles on the streets of London. This default level is further detailed in the Sorcery & Steam section below.

That said, there are likely Gamemasters that want a little more or less steam in their *Victoriana* campaigns. The following sections outline some of the possibilities for the level of steam in *Victoriana*. It should go without saying that the rules in Chapter 2 are suitable for all *Victoriana* campaigns.

Gaslight Fantasy

A *Victoriana* steeped in fantasy tropes does not have 'marvels' in the sense that divergent technologies reshape the world. Instead, only actual Victorian inventions exist on this world and those that do break the rules only do so because magic is involved. The rules as presented in the *Victoriana Core Rulebook* actually follows this section, as there are no steampunk rules to support the technologies mentioned in the text.

This is not to say that you can't have the occasional anachronism. *Victoriana*'s history, especially its recent history, diverges from our own, and inventions that are a decade or so away still may find themselves being built in *Victoriana*'s alternate historical 1867. Thus, many of the contraptions of convenience in Chapter 3, such as autopianos (player pianos), vacuum cleaners, and typewriters may still make an appearance in a gaslight fantasy campaign. the rules as presented in the *Victoriana Core Rulebook* is effectively a Gaslight Fantasy, as there are no steampunk rules...

Verne Marvels

Named for Jules Verne, a novelist who crafted several stories around a technological marvel in an otherwise historical (or contemporary, from his perspective) setting, a Verne marvels campaign is easiest for long-running *Victoriana* campaigns. Technological machines beyond the historical are extremely rare; the appearance of one is likely the focus of an adventure. Only machines well-established, such as airships and ornithopters, regularly make appearances.

A Verne marvels campaign is also a good way to get the players used to more technology in the game. Perhaps only one adventuress sports a parasol pistol at first, but parasol pistols are all the rage next season. Perhaps communists and engineers are tiring of magic solving problems and they are now just starting to make technological innovations to replace them. By slowly introducing players to some of the machines and contraptions in this book, it gives them a chance to "get their feet wet" before technologies become a regular feature in the campaign.

Sorcery and Steam

This is the default level of steam in *Victoriana*. Sorcery has had its day; it is now the era of steam and industry. Still, magic isn't going quietly into the night and it is still as much a tool of the privileged as it has always been. Marvellous machines such as airship dreadnoughts and steam automobiles are still rare, but most Londoners would recognise them for what they are. It is not uncommon to see gentlemen with etheric pocket watches or a lady with a collapsible parasol.

What separates sorcery and steam campaigns from steam worlds is that, in spite of the increased presence of technological marvels, *Victoriana* still resembles the Victorian age, albeit one with multiple races, magic, and the supernatural. Steam takes its place alongside the others, but all of them fade into the background of what is largely Victorian adventure. Consulting detectives still hire hansoms, railroads and steamers are still the most common means of travel, and wars are largely fought by era-appropriate artillery, cavalry, and infantry.

Steam World

Magic takes a backseat in a steam world campaign. The Aluminat has been successful in pushing sorcerers into the periphery and science rules the planet. Technological marvels aren't rare; they're ubiquitous. Steam carriages roll up and down the streets of London, everyone travels afar by airship, and no one carries a revolver when a Marks Clockwork pistol is available. London itself is transformed into a city growing upward amongst hundreds of smokestacks, miles of pipes, and elevated walkways to keep the lower class away from their betters.

Ironically, preternatural creatures thrive in steam worlds, as advanced technology has pushed magicians, preternatural creatures' main opposition, into the shadows where the hunter more easily becomes the hunted. The Aluminat, seizing on the opportunity of a world of Order, aids in the dehumanisation of society by encouraging assembly lines and large bureaucracies. Whereas one man may have crafted a carriage, now he only makes a single cog. He is now part of the machine.

In steam worlds you can go even further afield with technological marvels. Mankind may have already reached the moon, burrowed beneath the earth, and created a worldwide network of analytical engines. Entire wars are fought in the air, with biplanes joining the airships and ornithopters. Automata walk the streets and may even be considered a distinct, sentient race.

Steampunk vs Cyberpunk

There is no doubt that steampunk is a Victorian reflection of cyberpunk beyond the obvious naming convention. After all, a game with gutter runners working in the shadows of a society they reject, some of them with clockwork limbs (cyberware) or wielding arcane abilities (computer hackers). Society is even more rigid, with an upper class separated by breeding rather than wealth, and exists by exploiting other societies.

While the suggestions in this chapter certainly show how you can run a cyberpunk game re-skinned for the Victorian era, steampunk as a rule does have a distinctive flavour from cyberpunk and it's worth mentioning. Here are some of the ways Victorian steampunk is different from cyberpunk:

• Cyberpunk is about an alternative future; steampunk is about a past that never was. By their nature steampunk marvels are romantic machines, built by men and women that broke the boundaries of their historical counterparts. Unlike cyberpunk, we cannot catch up to the Victorian era; it exists as a fairy tale.

• The world of cyberpunk is ruled by all-powerful multi-national corporations. In *Victoriana* the nation-states are in charge and corporations are still completely under their control (although the British East India Company is a rare exception, as it rules an entire subcontinent (India) with a corporate army that is larger than Britain's own). Victorian society is more or less unchanged.

• Cyberpunk is a world in decline, with man dehumanising himself with cybernetic parts. Steampunk is a world bursting with creativity, as new ideas and inventions improve everyone's way of life.

• Cyberpunk stories often have a heavy dose of noir and nihilism. Steampunk is optimistic; revolutions are occurring that will change society whether those in power like it or not.

• Wealth does not determine status. All the money in the world won't make a middle class man an aristocrat, and a penniless noble would never be treated as lower class.

• The world of cyberpunk is one of instant access to information on everyone and everything. In steampunk, no such databases exist (and in *Victoriana* magic can only gain so much information on a person or subject).

In sum, the world of steampunk is a world of adventure with marvellous machines and contraptions (and, in *Victoriana*'s case, a healthy dose of magic). The characters really can change the world and maybe the Great War won't be waiting for them a few decades hence.

How Much Punk?

Once you've determined the level of steam in your campaign, you'll need to address the level of punk. Very loosely defined, the 'punk' element in steampunk is the defiance of Victorian society. Upper class characters mingle free ly with lower class characters. Women run around in trousers saving the world rather than looking for husbands to shelter them. Bolshevists plot to overthrow the monarchy and replace it with an egalitarian government.

There is a presumption in *Victoriana* (see Gutter Runners in the *Victoriana Core Rulebook*'s Introduction) that the characters, by virtue of being controlled by 21st century players, are punks, as there are many norms and behaviours of Victorian society that the player characters will rail against.

Well, yes and no.

While it's certainly true that adventuresome sorts are better at making their opinions known, actively rocking the boat is another matter. It is perfectly possible to play *Victoriana* without playing an active rebel. Certainly a campaign fashioned around solving mysteries in the vein of Sherlock Holmes would involve little rabble-rousing. Similarly, an expedition into the heart of Africa might see the player characters treat the natives better than the Gamemaster characters and perhaps inspire them to oppose those behaviours, but that hardly makes them rebels.

In the end, whether your campaign embraces the 'punk' in steampunk entirely depends upon you, the Gamemaster. You may choose to design an entire campaign around the theme, focus on it in one out of every three adventures, or gloss over it entirely. It all depends on the types of adventures you want to run and your players want to have.

The following sections discuss some of the tropes in steampunk campaigns and how you can apply them to your *Victoriana* campaign.

Pulp versus Noir

One way to set the tone is whether your campaign is more 'pulp' or more 'noir' (yes, I realise that literary scholars around the world are objecting to my use of these terms but they work well enough for our purposes here). While not really a subgenre, pulp is often associated with larger than life heroes handily defeating dastardly villains. It's usually easy to tell the good guys from the bad (or what the Americans would call the white hats or the black hats), with little room for grey. The bad guys are always obviously evil and must be stopped. The heroes may suffer collateral damage (woe be to the supporting characters that associate with them) but they never suffer permanent harm.

In pulp steampunk adventures, player characters really can make a difference in society and often flex their muscles to that effect. While they may not necessarily be rebels against society, they certainly have the ability to insulate themselves from its rotten elements.

In a noir setting, however, the characters feel powerless. The societal machine is just too big and the odds are stacked against them. Everyone, from the player characters to the supporting cast, are shades of grey (the characters just being a few shades lighter than most). The player characters don't rebel against society because to do so would be futile. Instead, they survive as best they can, doing whatever they can to make the world a little better place along the way.

Victoriana by design embraces both of these tropes. Demons and Litches are obviously evil, but Angels and the Aluminat, although proponents of Order, aren't necessarily good. Player characters are capable of great feats of magic and science, but the Guild, the Aluminat, and national governments (not to mention several strong secret societies, see both volumes of Faces in the Smoke) are potent forces to be reckoned with if the player characters get out of hand.

Many steampunk campaigns tend to be more pulp than punk, as the characters use incredible vehicular marvels and devices to defeat anything that comes their way. By increasing the noir elements, you can pull the larger than life heroes back to the earth. Sure, they've developed a marvel, but by next Tuesday Her Majesty's Government will have appropriated it and the Prussians are building a rival design based on the stolen plans. This, of course, presumes that the character's marvel survived the anarchist bombing.

Quiet Dissent

While all player characters, or gutter runners, will find certain aspects of society distasteful, they may not do much about it. In 'quiet dissent' campaigns the adventures are focused on other things (e.g. solving mysteries, ridding the world of master villains, or exploring a lost island), rather than the overthrow of society. Such characters rarely see themselves as rebels at all, as they are generally ideally suited for the types of adventures they are having.

Still, Victorian society works against them even when the characters don't fight against it. Middle class characters

may find upper class doors shut to them, and woe to the peeler that accuses a Lord or his family of a crime without ironclad evidence to back it up. An upper class character meeting lower class allies in a dockside pub may find his social standing at risk.

Add in a healthy dose of steampunk and it gets even worse. Aristocrats fly over the Smoke in glamourous airships while the working class queues in line for locomotive trains belching steam. Rather than consider stronger safety measures factory owners simply replace their workers' lost limbs with clockwork machines, if they don't simply fire them for being unsuitable for work. Increased specialisation keeps everyone in their place; where once a craftsman could take pride in building an entire carriage, an assembly line worker merely crafts a single part over and over again. Better lighting merely keeps the factories running longer.

The Imperial machine is further encouraged by religion. Rather than railing against dehumanisation and offering their congregants hope, the priests of the Aluminat merely nod in approval at an increasingly Ordered society. Other points of view are merely dismissed as sowing the seeds of Chaos.

Remember to keep noir alive in your campaigns. Having supporting characters point out that the player characters are stepping over social convention while they themselves worry about scandal is a great way to hammer themes home. So is having a clockwork-armed beggar sitting on a street corner, covered in his tattered army overcoat, begging for coins in a society that forgot him. Blur the line between good and evil. Saving an arrogant Lord that treats his servants poorly (perhaps even throwing one or two of them on the street for things that aren't their fault) because he wasn't the perpetrator of the crime the characters are investigating leaves the players with a bittersweet ending. Sure they made the world a little better, but it still has a long way to go.

Rage against Order

Whether it be the characters themselves or supporting characters they meet, someone is always working to overthrow an unjust (or a perceived to be unjust) system. In *Victoriana*, these groups go by many names, anarchists, Bolshevists, Luddites, and nationalists, amongst many others. If the characters belong to these groups then they could be the hooks into new adventures. If not then they'll certainly come across these groups, especially when the characters are called upon to investigate a nefarious plot perpetuated by one or more of these groups.

Some philosophical groups, such as anarchists and communists, are detailed in the *Victoriana Core Rulebook* on pages 35-38. A few new ones especially appropriate for steampunk campaigns are given here. The

first two, Bolshevists and Evangelists, were previously detailed in *Victoriana*'s first edition and are updated here.

Bolshevists

Bolshevists are communists that follow the philosophy of Russian Bearman expatriate Maxim Bolshev. Bolshev believes that truly autocratic states such as his homeland can only be reformed through violent revolution; such a revolution should work in other countries as well. Bolshevists want their revolutionary government now and are not content to wait for gradual political change like their Marxist brethren.

Money? Money is the root of all evil, scrap it. When the people take over, everyone will share what they have; there will be no need for money.

Education? All children should receive an education, at least in a trade if not academic, so that they have something to offer when older.

Other classes? The aristocrats and the bourgeoisie will be disbanded for their crimes against their fellow men. The men will be shot and the women 'liberated' of their social restrictions. The proletariat are the real people of this world,

they deserve better. Unfortunately many actually believe in the old class system. Those who side with the oppressors will be shot alongside them.

Religion? The angels are duping us; there is no Divine Order. What good force would allow all the suffering in this world? All of the churches should be burned, their priests shot, and their wealth liberated.

Magic? Magic has long been a tool of the aristocracy and the bourgeoisie. Why else are they so against technology making an equal world for all? In truth, magic is just another resource, and it will be shared with everyone after the revolution.

Marriage? Marriage is outdated. Women are to be as free as men. They can choose who they wish to live with and have children with.

Honour? The aristocratic definition of honour is a farce. Honour is outdated. Although it is necessary for secrecy now, in the new world there will be statues and cities named after truly honourable revolutionaries.

Evangelists

As much as the Aluminat tries to maintain a single religion in Europe, there are always dissenters. These groups tend to be small and are often only ignored unless they start gaining traction. In some ways they are even more strict than the Aluminat, advocating a literal adherence to the Bible (most groups use the pre-2nd Nicean Council version) but also advocate social reforms. Prior to the 2nd Nicean Council, many evangelicals flocked to the New World and, even after the Aluminat re-established its dominance, Evangelical thought continued to hold fast in the colonies. The Aluminat Church will not allow that to happen again.

In spite of being lumped into one group, individual evangelist groups are often as much at odds with each other as they are with the Aluminat. Thus, the key points given here only speak in generalities; specific groups may differ on one or more points.

Money? Hard work is the key to material and spiritual happiness.

Education? Education should be for all, including savages and other heathens. They can only be truly civilised once they've accepted Justas' true teachings.

Other Classes? No one should be exploited by anyone else, not even the heathen. We are all equal in the eyes of the Host. Only our works differentiate us.

Religion? All true scriptures must be strictly adhered to the letter.

Magic? Magic is heathen and therefore a sin. Only through belief in the Host can we change our lives (this does not include 'miracles,' which are seen as Heavenly gifts to man).

Marriage? Marriage is a sacred covenant not to be entered lightly. It is an institution that should be entered with love as a proof of devotion to the Heavenly Host.

Honour? Honour and honesty are rules to live by.

Luddites

Luddites are reactionaries fighting against industrialisation. As industry moves forward, machines are quickly taking away jobs that used to be done by craftsmen and labourers. Following the direction of the legendary General Ned Ludd, Luddites seek to destroy factories and mills while attempting to get Britain to return to a pre-industrial way of life.

Money? If you acquire wealth, you should use it to support the old ways. Don't buy machine-made products.

Education? Education is important in order to preserve the old ways. Factory owners would like us to forget our skills so that we are even more reliant on the machines.

Other Classes? The machines have enslaved the lower class and turned the middle class from being productive craftsmen into being factory overseers. Be cautious of the upper class; while we need their aid to return our pastoral society we still remember that they lorded over us even more directly back then.

Religion? If we are to capture the hearts and minds of those with influence then we need the Church to stand by us. Justas lived in a pastoral society and we should strive to be like him.

Magic? Industry is as much a threat to magic as it is to our way of life. Enchanters are fellow keepers of the pastoral way of life. Be wary of sorcerers; they can either be threats or powerful allies.

Marriage? Marriage is a sacred covenant. A man needs his wife and children to keep his house, help on the farm, or aid in his craft business.

Honour? We have no room for honour. Unfortunately, we must use criminal tactics if we are to undermine the machinery that the law protects.

Nationalists

Nationalists are members of groups that want independence for a particular region. In some cases, like Eire and India, the region is a recognised state under the control of an imperial power, while in other cases, like Basque and the American South, a region has such a strong identity and disagreements with their national governments that they want to secede.

Money? Our resources have been exploited for too long. It's time for our resources to work for our benefit.

Education? The current system tries to downplay our differences and encourage our children to accept its policies. We need to reform education so that our children can strengthen our values.

Other Classes? The upper class took our land and the middle class sold our resources. Whatever shape our new society takes, it will be our own.

Religion? Our religion is as it always was. We are a faithful people and we pray that our cause succeeds.

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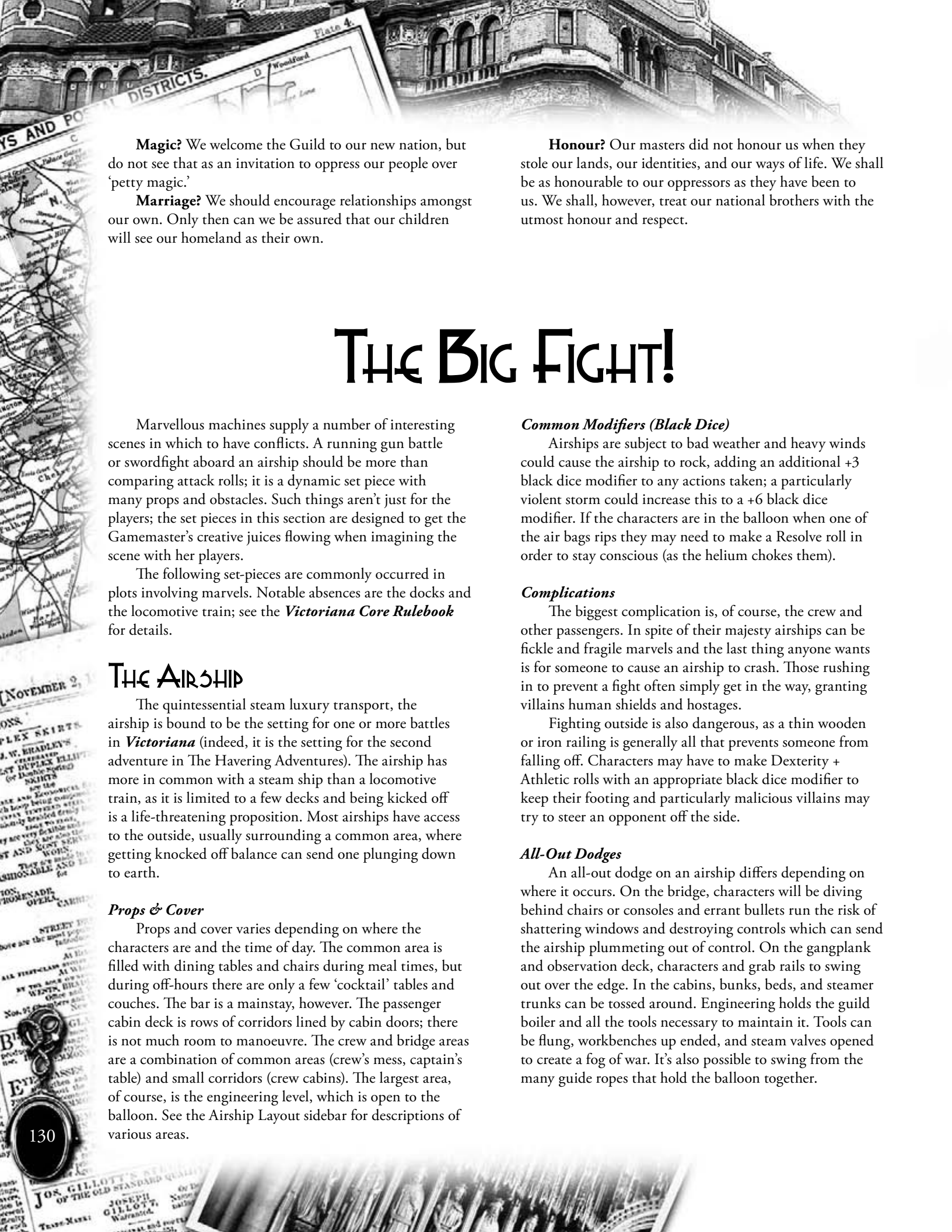
Magic? We welcome the Guild to our new nation, but do not see that as an invitation to oppress our people over 'petty magic.'

Marriage? We should encourage relationships amongst our own. Only then can we be assured that our children will see our homeland as their own.

Honour? Our masters did not honour us when they stole our lands, our identities, and our ways of life. We shall be as honourable to our oppressors as they have been to us. We shall, however, treat our national brothers with the utmost honour and respect.

The Big Fight!

Marvellous machines supply a number of interesting scenes in which to have conflicts. A running gun battle or swordfight aboard an airship should be more than comparing attack rolls; it is a dynamic set piece with many props and obstacles. Such things aren't just for the players; the set pieces in this section are designed to get the Gamemaster's creative juices flowing when imagining the scene with her players.

The following set-pieces are commonly occurred in plots involving marvels. Notable absences are the docks and the locomotive train; see the *Victoriana Core Rulebook* for details.

The Airship

The quintessential steam luxury transport, the airship is bound to be the setting for one or more battles in *Victoriana* (indeed, it is the setting for the second adventure in The Havering Adventures). The airship has more in common with a steam ship than a locomotive train, as it is limited to a few decks and being kicked off is a life-threatening proposition. Most airships have access to the outside, usually surrounding a common area, where getting knocked off balance can send one plunging down to earth.

Props & Cover

Props and cover varies depending on where the characters are and the time of day. The common area is filled with dining tables and chairs during meal times, but during off-hours there are only a few 'cocktail' tables and couches. The bar is a mainstay, however. The passenger cabin deck is rows of corridors lined by cabin doors; there is not much room to manoeuvre. The crew and bridge areas are a combination of common areas (crew's mess, captain's table) and small corridors (crew cabins). The largest area, of course, is the engineering level, which is open to the balloon. See the Airship Layout sidebar for descriptions of various areas.

Common Modifiers (Black Dice)

Airships are subject to bad weather and heavy winds could cause the airship to rock, adding an additional +3 black dice modifier to any actions taken; a particularly violent storm could increase this to a +6 black dice modifier. If the characters are in the balloon when one of the air bags rips they may need to make a Resolve roll in order to stay conscious (as the helium chokes them).

Complications

The biggest complication is, of course, the crew and other passengers. In spite of their majesty airships can be fickle and fragile marvels and the last thing anyone wants is for someone to cause an airship to crash. Those rushing in to prevent a fight often simply get in the way, granting villains human shields and hostages.

Fighting outside is also dangerous, as a thin wooden or iron railing is generally all that prevents someone from falling off. Characters may have to make Dexterity + Athletic rolls with an appropriate black dice modifier to keep their footing and particularly malicious villains may try to steer an opponent off the side.

All-Out Dodges

An all-out dodge on an airship differs depending on where it occurs. On the bridge, characters will be diving behind chairs or consoles and errant bullets run the risk of shattering windows and destroying controls which can send the airship plummeting out of control. On the gangplank and observation deck, characters and grab rails to swing out over the edge. In the cabins, bunks, beds, and steamer trunks can be tossed around. Engineering holds the guild boiler and all the tools necessary to maintain it. Tools can be flung, workbenches up ended, and steam valves opened to create a fog of war. It's also possible to swing from the many guide ropes that hold the balloon together.

Deus ex Machina

Crew members or even well-armed travellers could show up to help the characters if they run into trouble. A cohort of dwarven engineers angry at the villain for tearing apart their airship can be a fearsome sight indeed. The villain meanwhile can have a personal ornithopter or wyvern hidden just out of sight so that he can make his escape. He might even need to jump from the observation deck to reach it, leading the characters to think he fell to his death.

The Factory

A staple of Victorian life and steampunk fiction, factories churn out the goods needed to power the Empire. They are usually, dingy, dank, smelly affairs filled with oppressed men, women, children, and automata. Factories can be found crammed within cities or on hills overlooking small villages. In the latter case, most of the villagers owe their survival and well-being to the factory and its capricious owners.

Props & Cover

The exact details will vary depending on the type of factory, but characters can be sure to encounter huge floor to ceiling machinery on the ground floor and cramped offices on the second floor. The ground floor is mix of cyclopean machinery and open spaces, providing excellent cover for game of cat and mouse. The hallways and offices on the second floor don't leave much room to manoeuvre. Unscrupulous characters and most villains will be able to use the workers as cover, especially if the factory runs a night shift.

Common Modifiers (Black Dice)

The most common modifier, at least when the factory is in operation is noise. The clanking, chugging machinery, the shouts of foremen, and cries of injured workers all conspire to make Perception checks +3 black dice more difficult when used for listening. Poor lighting and heavy shadows, even during the day, make Perception checks +1 more black dice difficult for visual checks. Skill checks such as Bribery, Conversation, and Etiquette that require a silver tongue are also at +3 more black dice difficult.

The shadows and general bustle of a factory will give characters +3 dice to their Hide & Sneak checks, if they're dressed in the grubby clothes of factory workers.

Complications

People are the most common complication in a factory. Workers can be taken hostage or just get in the way of combat. Most factory workers aren't skilled
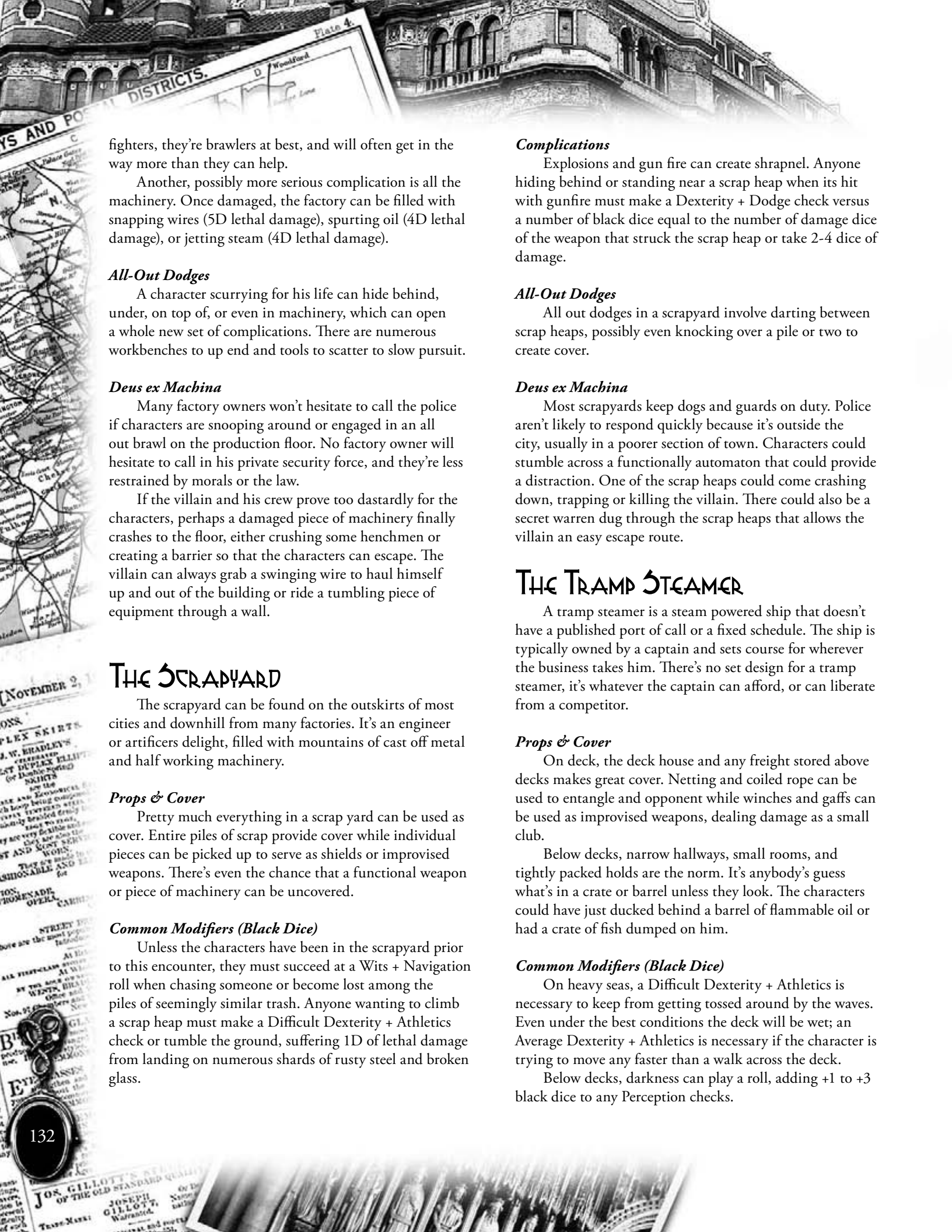
fighters, they're brawlers at best, and will often get in the way more than they can help.

Another, possibly more serious complication is all the machinery. Once damaged, the factory can be filled with snapping wires (5D lethal damage), spurting oil (4D lethal damage), or jetting steam (4D lethal damage).

All-Out Dodges

A character scurrying for his life can hide behind, under, on top of, or even in machinery, which can open a whole new set of complications. There are numerous workbenches to up end and tools to scatter to slow pursuit.

Deus ex Machina

Many factory owners won't hesitate to call the police if characters are snooping around or engaged in an all out brawl on the production floor. No factory owner will hesitate to call in his private security force, and they're less restrained by morals or the law.

If the villain and his crew prove too dastardly for the characters, perhaps a damaged piece of machinery finally crashes to the floor, either crushing some henchmen or creating a barrier so that the characters can escape. The villain can always grab a swinging wire to haul himself up and out of the building or ride a tumbling piece of equipment through a wall.

The Scrapyard

The scrapyard can be found on the outskirts of most cities and downhill from many factories. It's an engineer or artificers delight, filled with mountains of cast off metal and half working machinery.

Props & Cover

Pretty much everything in a scrap yard can be used as cover. Entire piles of scrap provide cover while individual pieces can be picked up to serve as shields or improvised weapons. There's even the chance that a functional weapon or piece of machinery can be uncovered.

Common Modifiers (Black Dice)

Unless the characters have been in the scrapyard prior to this encounter, they must succeed at a Wits + Navigation roll when chasing someone or become lost among the piles of seemingly similar trash. Anyone wanting to climb a scrap heap must make a Difficult Dexterity + Athletics check or tumble the ground, suffering 1D of lethal damage from landing on numerous shards of rusty steel and broken glass.

Complications

Explosions and gun fire can create shrapnel. Anyone hiding behind or standing near a scrap heap when its hit with gunfire must make a Dexterity + Dodge check versus a number of black dice equal to the number of damage dice of the weapon that struck the scrap heap or take 2-4 dice of damage.

All-Out Dodges

All out dodges in a scrapyard involve darting between scrap heaps, possibly even knocking over a pile or two to create cover.

Deus ex Machina

Most scrapyards keep dogs and guards on duty. Police aren't likely to respond quickly because it's outside the city, usually in a poorer section of town. Characters could stumble across a functionally automaton that could provide a distraction. One of the scrap heaps could come crashing down, trapping or killing the villain. There could also be a secret warren dug through the scrap heaps that allows the villain an easy escape route.

The Tramp Steamer

A tramp steamer is a steam powered ship that doesn't have a published port of call or a fixed schedule. The ship is typically owned by a captain and sets course for wherever the business takes him. There's no set design for a tramp steamer, it's whatever the captain can afford, or can liberate from a competitor.

Props & Cover

On deck, the deck house and any freight stored above decks makes great cover. Netting and coiled rope can be used to entangle and opponent while winches and gaffs can be used as improvised weapons, dealing damage as a small club.

Below decks, narrow hallways, small rooms, and tightly packed holds are the norm. It's anybody's guess what's in a crate or barrel unless they look. The characters could have just ducked behind a barrel of flammable oil or had a crate of fish dumped on him.

Common Modifiers (Black Dice)

On heavy seas, a Difficult Dexterity + Athletics is necessary to keep from getting tossed around by the waves. Even under the best conditions the deck will be wet; an Average Dexterity + Athletics is necessary if the character is trying to move any faster than a walk across the deck.

Below decks, darkness can play a roll, adding +1 to +3 black dice to any Perception checks.

Complications

Gunfire or brawling below decks can undermine precariously stacked cargo, resulting in 6-10 dice of damage for anybody who fails a Difficult Dexterity + Dodge check. Even worse, the gunfire can puncture the tramp's rusty hull, causing the ship to start taking on water.

Above deck, there's still precariously stacked cargo. There's also the risk of going overboard, which requires a Dexterity + Athletics check to swim back to the ship where hopefully someone can pull them aboard.

All-Out Dodges

Below decks, characters bob and weave among the cargo or scurry from crew quarter to crew quarter like a trapped rat. Above deck, he can leap into the open hold or even fling himself overboard into the churning sea.

Deus ex Machina

At sea, the tramp steamer could come under attack by pirates or be boarded by the Royal Navy looking for smugglers. Naacal or other aquatic races could attempt to board the ship, or a giant squid could latch on, trying to pull it under. In the shady world of tramp steamers, it's anybody's guess what's in a crate. A demonologist could be transporting a deadly relic or trapped demon that suddenly comes awake.

The Underground

The underground is still under construction in 1867. Dwarven engineering has driven the progress leading to actual tunnels instead of just cut and cover railways. Unfortunately, dwarven know-how hasn't been able to deal effectively with the excess steam and lack of breathable air in the tunnels.

Known as the Metropolitan, stops include Farrigdon Street, Paddington Station, King's Cross, Hammersmith, Moorgate Street, Swiss Cottage, South Kensington, Westminster, and Addison Road. Dwarven advances in tunnelling shielding have even allowed the Metropolitan to burrow under the Thames, connecting New Cross Gate to Wapping.

The trains are all steam powered, so ventilation shafts exist, connecting the tunnels to the surface. This allows for the expulsion of steam and induction of fresh air. Depending on the quality of the neighbourhood, the vents can be disguised behind the façade of a town home or just left open.

Props & Cover

In a finished section of the Metropolitan, there is little in the way of props. Characters can hide in the darkness of the tunnels or between train cars.

In an unfinished section, numerous construction tools, including the latest in mining automata are present to serve as both props and cover.

Common Modifiers (Black Dice)

The steamy haze from the trains coupled with the poor lighting means any Perception check has an additional +3 black dice added to the difficulty when looking for something or someone.

The tunnels also serve to amplify ambient noise. The clatter of trains, rush of air, babble of voices, and squeaking of baggage carts combine to make listening to anyone other than the person immediately next to you +3 black dice more difficult.

Complications

Fighting on the platform can be dangerous. If someone's pushed towards the edge, they need a Dexterity + Athletics check to keep their footing or else they'll fall onto the tracks. This places the attacker at a height advantage, unless there's a train coming. Then the attacker doesn't need to worry about attacking anymore.

Passengers' baggage and sundries can litter a platform, making sure footing an impossibility. Dexterity + Athletics checks should be called for for melee participants on a platform littered with baggage.

In an unfinished tunnel, moving equipment, angry work crews, ill-placed explosives, and falling rocks can all make fighting treacherous.

All-Out Dodges

Characters can dodge out of the tunnel. They can jump onto a train as it's leaving the station with a Difficult Dexterity + Athletics check. They can jump onto a train that's not stopping with an Extremely Difficult Dexterity + Athletics check with failure meaning the character falls between the cars and takes 12 dice of damage.

In tunnels under construction, a character can dive behind earth movers, push rocks onto enemies, or just flee further into the darkness.

Deus ex Machina

A train can arrive at the last moment allowing the characters or the villain to escape. If the villain is on the opposite side of the tracks from the characters, a train could pull up and in the intervening seconds the villain can escape down the tunnel.

Police or work crews can hear the combat and come to investigate. Concerned passengers can get in the way, creating more of a problem for the characters than the nefarious villains.

Supporting Characters

Aerial Dreadnought Commodore

A career military officer, the aerial dreadnought commander (usually a commodore) has been rewarded for his years of service by being given command of one of Her Majesty's Aerial Dreadnoughts. Formerly a naval commander, the aerial dreadnought captain has found that his experience commanding a naval crew serves him just as well with an aerial crew. He is a no-nonsense commander that does things 'by the book,' lest he be responsible for any mishaps that may occur on one of Her Majesty's most prised possessions.

> **Rank 15 Eldren Commodore (Generalist)**
> Initiative: 8 Dice
> Physical Competence: +8
> Mental Competence: +10
> Health: 6 Dice (12 pips)
> Mana: 7 Dice (14 pips)
> Signature Skills: Etiquette +4, Firearms +6, High Society +4, Swordplay +4, Tactics +8
> Traits: Voice of Command +6, Well-Bred +3
> Special Abilities:
> Combat Abilities: Heavy Military Sword 12 dice
> Damage: Heavy Military Sword (8 Dice)

Commodore Warren Powell is the commander of the HMS City of York. An Eldren, the dashing admiral has fought in the American Revolution, rescued aristocrats from the French Revolution, and served with Lord Nelson at the Battle of Trafalgar. He has a very long memory and still laments that, had Admiral Howe only listened to him, the traitor General Washington would have been captured and the Colonies would still be in British hands.

Adventure Hook: Cdre Powell is not the only person with a long memory. One of the Dwarf engineers aboard the dreadnought, Midshipman Simon Colleton, is actually a Frenchman that's pretended to be English for decades. His real name is Rene Beaufont and Cdre Powell shot and killed Beaufont's father as the latter was about to kill an aristocrat. It is not enough to kill Powell, Mid Colleton wants to humiliate him. Having just received orders to the Crimea, Powell is about to lead the City of York over

France and through the Mediterranean. Colleton plans on sabotaging the engines to steer the ship over Prussian territory, where the ship will be forced to land and placed in Prussian hands.

Aerial Pirate

Piracy is as old as boating and what is the sky but a giant ocean of air? Once airships began launching it didn't take criminal minds long to discover that a floating airship is just as isolated, if not more so, than a sea-going vessel. An aerial pirate takes advantage of these situations, offering not to 'pop the balloon' if an airship crew hands over their cargo.

> **Rank 8 Human Air Pirate (Generalist)**
> Initiative: 6 Dice
> Physical Competence: +6
> Mental Competence: +5
> Health: 5 Dice (10 pips)
> Mana: 5 Dice (10 pips)
> Signature Skills: Airborne Riding +5, Athletics +3, Intimidate +4, Swordplay +2, Pilot (Ornithopter) +4
> Traits: Promise Violence +2, Drink Rum +4
> Special Abilities: None
> Combat Abilities: Rusty sabre 9 dice
> Damage: Rusty Sabre (6 dice)

A mysterious Italian aerial pirate, known only as **'The Lombard,'** specialises in attacking passenger airships that float over Western and Southern Europe. Little is known about the Lombard except for his nationality and the fact that his airship runs on magic (primarily enchantments) that seems to manifest in the sky (canvas of shadows spell). The Lombard has a reputation as a 'gentleman bandit,' complementing and stealing favours from ladies while showing mercy to passengers and crew that cooperate. No one knows that the Lombard is actually opera star Lucille Salvatori. She dresses in drag and plays a man when conducting acts of piracy.

Adventure Hook: The characters have met the Lombard once before; 'he' took their possessions and got away. This time the tables are turned; opera star Lucille Salvatori was hired to perform for a prominent noble during an airship flight. Unfortunately, the passenger
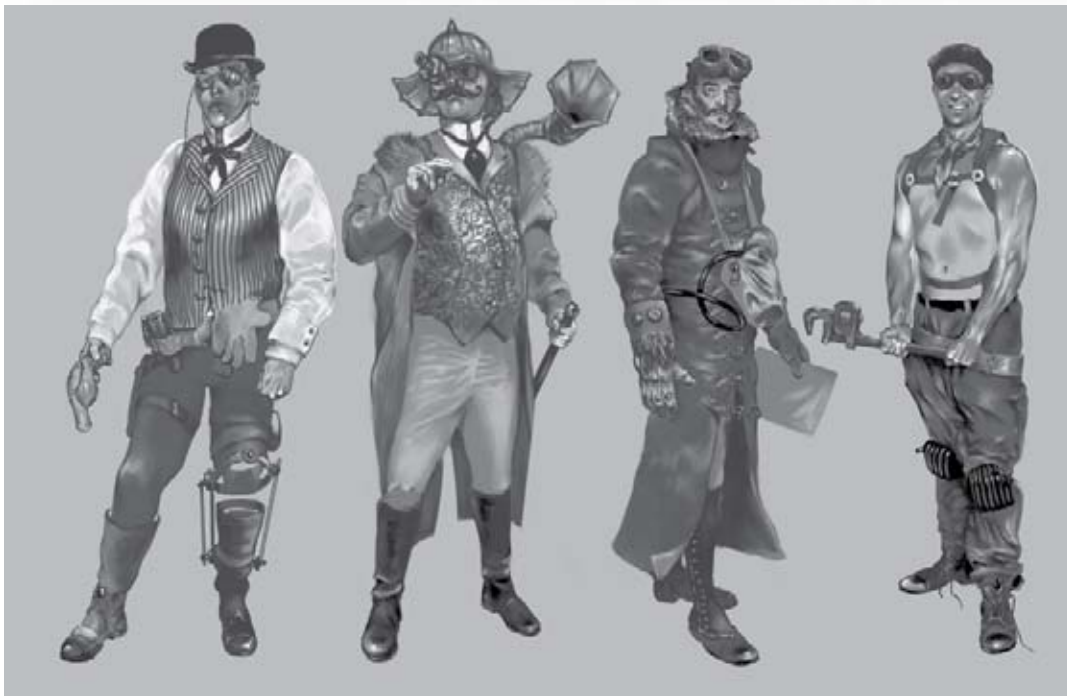
airship is now under attack by ruthless aerial bandits. The Lombard is willing to offer assistance in return for a safe escape once the threat is passed. Can the characters trust her? Can she trust them?

Airship Crewman

Whether employed by the armed services or a private company, the life of an airship crewman is hardly glamorous. While he may spend most of his time in the clouds the airship crewman sees little of it as he makes sure that everything is running smoothly. When he does get to see the outside, it is usually to scurry up the balloon to patch a hole or to fight off the ever-increasing aerial pirate threat.

Abram Tuttle is a Mouseman crewman that works for the Pan-Asiatic Spice Delivery Service (see Faces in the Smoke Volume Two: Shadows and Steel for more

information on the company). He lost an arm five years ago in Ceylon while protecting one of the company's air cargos from local bandits; in gratitude the company owner, Indika Dumptrya, purchased a clockwork replacement for him. Now Abram is one of the best crewmen in the fleet, able to scamper up and down balloons and cargoes with incredible speed.

Adventure Hook: The Pan-Asiatic Spice Delivery Service maintains secret smuggling warehouses in each of the cities in which it operates, including London. Recently, these secret warehouses are being robbed and changing their locations has no effect. The robbers are always one step ahead of them. In truth, Abram Tuttle is behind the crimes. While he is grateful for the new limb, he has decided to pad his wages by working with local gangs. He considers this a victimless crime since he is stealing contraband and ensures that the warehouses are empty when the gangs strike.

Airship Pilot

Airship pilots are a special breed, driving large marvels where once only wyvern riders tread. An airship pilot must remain alert and in control at all times; a sudden gust of wind or a breaking storm could wreak havoc on a flying balloon, not to mention wayward birds and other flying beasts.

Evan Davies is a Welsh airship pilot that also runs a small sight-seeing operation over the Cambrian Mountains. He is a friendly chap, always quick with a joke, but a few words with him soon establish that Davies is a bit of a loon. He enjoys showing off the best vistas of 'his mountains'

Rank 5 Beastman Humper (Focussed)
Initiative: 4 Dice
Physical Competence: +4
Mental Competence: +4
Health: 5 Dice (10 pips)
Mana: 2 Dice (12 pips)
Signature Skills: Athletics +2, Bull +2, Dodge +3, Fisticuffs +4, Improvised Weapon +2, Might +3, Swordplay +3
Traits: Labourer +2, Crude +1
Special Abilities: Clockwork Climbing Arm (+2 damage dice, 20 ft range, -1 accuracy)
Combat Abilities: Firearms 3 dice, Fisticuffs 4 dice
Damage: Punch (4 dice), Flying Fist (4 dice)

and doesn't shy away from manoeuvring his vessel through treacherous valleys and passes. If asked, he shrugs, smiles, and says, 'there's a reason why this ship is named the Snowden IV.'

Adventure Hook: Evan Davies comes to the characters with a business proposition. He's been approached by a Welsh lord to recover a unicorn that is now roaming the mountainous country. Davies has procured the services of a country girl, Gwyneth, who assures him that her virginity is intact and Davies wants to hire the characters to track down the beast and escort Gwyneth to the unicorn so that she can calm it enough for transport.

In spite of Davies' plan not workable (given that virgins are just as tasty to unicorns as others), it is not the most pressing danger. Gwyneth actually arranged for the unicorn's escape in the first place. She is working for a Breton lord that wants the unicorn for himself. His agents are following the characters and plan to eliminate them, as well as Davies, in order to retrieve the unicorn without arousing suspicion.

Automobile Aficionado

It seems that steam automobiles are starting to pop up all over the country roads of England, mechanical toys owned by bored country squires and noblemen. True automobile aficionados treat their vehicles like an equestrian treats his horse, with tender loving care. Many automobile aficionados are also engineer hobbyists, tweaking their machines to get just a little more power or making the ride more comfortable.

Percival Nottington is an Anglo-Indian Gnome that decided to retire at 'Home," the English countryside. Of course, Nottington was born in Madras, India and has little idea of what being an English country squire actually entails; the local villagers tend to ignore him. That changed when Nottington purchased his first steam automobile and

began tearing through the farms and villages, frightening villager and livestock alike. Not used to worrying about what the 'Natives' think, Nottington pays lip service to their pleas as he enjoys driving 'the fruit of his labour.'

Adventure Hook: Nottington was a Company sorcerer during his time in India and worked as a medical assistant under Dr Mortimer Hines (see Mysteries of Hindoostan for more information on Dr Hines). Using bits and pieces of Necromancy, Nottington attempted to summon and bind a fire elemental to his vehicle. Instead, he summoned a deceased spirit with a taste for fire. When Nottington sleeps, his steam automobile drives into the village on its own and terrorises it. Unless stopped, the steam automobile's antics will literally haunt Nottington as the villagers take their revenge.

Bomb Builder

While many engineers use their talents to build, there are some that use them to destroy. There are quite a few demolitionists amongst various anarchist and revolutionary cells that use their bomb-making abilities to terrorise a population or assassinate key figures. Most such individuals go uncaught, as they are safely away when the bombs explode.

Thomas Farnsworth is a handyman by day; respectable people wouldn't hire a grimy Halfling from the Rookery. Farnsworth is obsessed with architecture and structural design; merely by looking at a building he can tell where all the weak points are and the best places to plant a bomb. He's offered his services to less savoury types and from there became embroiled in the Revolution. Farnsworth is not a true believer; he just likes blowing things up.

Adventure Hook: Farnsworth's luck has finally run out. Arrested after being caught planting a bomb in front of the American embassy, Farnsworth was tried and convicted of multiple crimes. He is currently awaiting execution. It is therefore surprising when a number of bombs explode in

> **Rank 8 Halfling Bombmaker (Generalist)**
> Initiative: 7 Dice
> Physical Competence: +4
> Mental Competence: +6
> Health: 4 Dice (8 pips)
> Mana: 5 Dice (10 pips)
> Signature Skills: Conceal +3, Demoltion +5, Engineering (Military) +4, Firearms +3, Hide & Sneak +4, Perception +4, Throwing +6
> Traits: Duck and Cover +4, Find Weakness +4
> Special Abilities:
> Combat Abilities: Adams 0.36 7 dice, Homemade cocktail 12 dice
> Damage: Adams 0.36 (8 dice), Bomb (12 dice)

London within hours of each other, all using Farnsworth's modus operandi. Did the government catch the wrong man and, if so, why did the prisoner not speak in his own defence? If the prisoner is Farnsworth, then who is the copycat killer and why is he or she doing it?

Clockwork Butcher

Clockwork limbs are beautiful, elegant, useful, and, above all, expensive. A black market sprang up around second-hand parts discarded in factories or taken from corpses. Unfortunately, some particularly ruthless criminals have discovered a scheme to get second-hand parts that are practically new. They simply rip them from a living person and then usually kill the person to cover the crime. The limbs are then sold to foreign markets where buyers are less likely to uncover the truth about where they came from.

Agnes Fields is a predator. She seeks out men with clockwork limbs and befriends them, making them feel like 'whole men' in spite of their prosthetics. She spends an evening with her prey and then uses a potent drug to ensure they remain unconscious while she removes their limbs;

> **Rank 6 Human Butcher (Generalist)**
> Initiative: 5 Dice
> Physical Competence: +4
> Mental Competence: +5
> Health: 4 Dice (8 pips)
> Mana: 5 Dice (10 pips)
> Signature Skills: Charm +5, Etiquette +2, Haggling +4, Improvised Weapons +2 Medicine +2
> Traits: Brew Poisons +4
> Special Abilities: Bolt-Hole
> Combat Abilities: Cleaver 6 dice
> Damage: Cleaver (5dice)

unlike most butchers she prefers to keep her victim alive. She then offers the limb to a needy lower class individual as a gift.

Adventure Hook: Agnes Fields has a problem. Her last two victims have ended up dead and not by her hand. She thought the first victim was her mistake, poor surgery on her part. With a second victim just after the first she knows it is not her abilities. Someone is killing her victims and hasn't confronted her with the reason. With no one to turn to, Fields may just come to the characters for assistance.

Fireman

The London firemen grew out of the private insurance company brigades of the 17th and 18th centuries. The Metropolitan Fire Brigade, founded in 1865, serves under the command of Eyre Massey Shaw and is responsible for the entire city. Modern firemen use steam powered engines to reach fires quickly and a combination of manual and clockwork actuated pumps to fight the fires. The firemen also have standardized uniforms and gear.

Fireman Andy Boswell has served the city proudly

> **Rank 3 Human Fireman (Generalist)**
> Initiative: 4 Dice
> Physical Competence: +3
> Mental Competence: +3
> Health: 4 Dice (8 pips)
> Mana: 4 Dice (8 pips)
> Signature Skills: Athletics +4, Dodge +3, Improvised Weapon +4
> Traits: Juggernaut
> Special Abilities:
> Combat Abilities: Fire axe 7 dice
> Damage: Fire axe (8 Dice)

as a fireman for the past two years. Prior to that, he was a bit of an arsonist, starting fires for various criminal organisations. Aluminat guilt got the better of him, though, and he joined the fire brigade to make amends. He's the first the every fire, always ready to knock down doors with his axe and carry the wounded to safety.

Adventure Hook: There have been more suspicious fires than normal, and Andy's been the first to every one of them. Chief Shaw is getting suspicious. The characters either know Boswell as an upright citizen, or know friends who can vouch for him as a reformed man. All the evidence points to Boswell, though, and if the characters don't find out the truth, he's looking at a long prison term. The question is, is he innocent?

Guild Artificer

A Guild Artificer is an engineer that primarily uses magic to fuel her designs. She is fully licenced by the Guild and occasionally must submit her designs for inspection by the Guild. Artificers tend to see regular engineers as missing the point; they waste so much time and effort replicating what magic can do more quickly, easily, and efficiently.

> **Rank 7 Human articfer (Generalist)**
> Initiative: 6 Dice
> Physical Competence: +5
> Mental Competence: +5
> Health: 5 Dice (10 pips)
> Mana: 5 Dice (16 pips)
> Signature Skills: Concentration +4, High Society +3, Lore +4, Thaumaturgy +4
> Traits: Well meaning +3
> Special Abilities: Clockwork arm with mana store
> Combat Abilities: Prefers not to engage in combat, but can cast Etheric Bolt
> Damage: Etheric Bolt (5 dice)

Dr Hannah Morgan is a sorcerer and artificer that specialises in 'brass-plating,' or sculpting beautiful, elegant, and ornate brass casings for clockwork limbs. She herself wears a clockwork arm and knows full well that difference between being treated as a deformed creature and a gentlewoman with interesting accessories depends on how well-designed a clockwork limb is.

Adventure Hook: Dr Morgan comes to the characters with an interesting problem. Several of her client s have recently been victims of clockwork butchery and she wants it to stop. The three victims so far each lost a different limb, a left leg, a right arm, and a right leg. She finds it curious that the last victim also had a clockwork right arm but the butchers left it intact. It's almost as if the butchers were piecing together a brass doll, but for what purpose?

Harness Soldier

A harness soldier is trained to drive a bipedal war machine to battle. His machine combines infantry with artillery, although all good harness soldiers know that the combination simply makes them less good at both. The best harness soldiers 'become' their machines, operating them as second skins in spite of being locked inside them.

Captain Gordon Yates came from a privileged family but, as the second son, chose to join the service rather than become an Aluminat priest. Always fascinated with strange and wondrous marvels, Yates eagerly joined the Goliath program in the Royal Army in order to pilot what his fellow

> **Rank 9 Human Harness Soldier (Generalist)**
> Initiative: 6 Dice
> Physical Competence: +6
> Mental Competence: +6
> Health: 5 Dice (10 pips)
> Mana: 5 Dice (10 pips)
> Signature Skills: Ad hoc Repair +2, Firearms +3, Might +2, Pilot (Harness) +3
> Traits: Determined +2
> Special Abilities: None
> Combat Abilities: Thundershot Combat Harness 9 dice (3 extra black dice)
> Damage: Thundershot Combat Harness (50 dice)

soldiers derisively called 'toy soldiers.' Yates' first vehicle was a Thunderstorm Combat Harness (see Faulkner's Guide to Millinery and Miscellanea) and soon learned that the slow-moving machine simply made him a target with its open harness design. Fortunately, he was chosen to test the new Aldershot Steam Soldier rather then sent to Sebastopol. He prays the Aldershot is a better design because he knows his ticket to the Crimea was only delayed.

Adventure Hook: Under orders, Captain Yates brings his steam soldier to put on display next to Dr Quigley's Land Ironclad prototype. On the first day of its exhibition, Yates' Aldershot suddenly moves while Yates is giving a lecture and swats its pilot away like a gnat before going on a rampage. Yates, his leg broken, implores the characters that were present for the exhibition to stop the machine. To make matters worse, Yates tells them that he sealed the machine before bringing it to London; there is no way someone could be inside operating the machine!

Mechanical Medium Racer

There are some people that have a certain gift with machines. When behind the controls of such machines these 'mechanical mediums' become daredevils, constantly pushing machines to the limit and seeing if they can get just a bit more power. Mechanical mediums also have a knack for holding a machine together when by all rights it should have fallen apart.

August 'Oggie' Mitchell is a mechanic in the employ of Lord Gilford Hudson, the Baron Tork. Lord Gilford is a collector of vehicles and quite an aficionado; however, as he has no talent for mechanics he has employed the services of Oggie Mitchell. Oggie enjoys his new position but has kept his 'talent' secret from his master, as Lord Gilford detests the Guild and sorcery in general. Oggie usually covers for his expertise by claiming that his small size is what enables him to get more out of a machine than the human Lord Gilford.

Adventure Hook: While Oggie was on a much-appreciated holiday Lord Gilford sold one of his ornithopters to Sir Malcolm Weeks, a prominent barrister and ornithopter enthusiast. Sir Malcolm plans on flying the ornithopter in an upcoming race in the Highlands. When Oggie learns of this he is mortified, as the only thing that kept that ornithopter together at high speeds was his innate ability. Oggie implores the characters to go to Scotland and stop Sir Malcolm while keeping Oggie's secret from being discovered.

Military Engineer

Military engineers are continually improving the engines of war while patching up machines that have been damaged in combat. In times of war there is no use for arguments between artificer or engineer, magic or technology. All are part of Her Majesty's war machines. A military engineer draws upon whatever tools he has on hand to keep the machines running.

Lieutenant Jacob Darrow is a Dwarf engineer with a thick Birmingham accent. While he works at the Thames he is constantly reminding his fellow engineers of just how much better things are done in the North, much to their annoyance. Still, as Darrow is a fine engineer and an incredible asset both in the warehouse and on the field, most officers are willing to overlook his arrogant attitude.

Adventure Hook: The HMS City of Birmingham is making its way to London for an aerial presentation. As the ship approaches the city, however, Lt Darrow is concerned. He knows that is a largely Northern crew aboard but, given the winds and poor weather, Darrow expected a Birmingham pilot to come in at a different angle and speed. He voices his concerns to his officers, but they blow off his concerns as arrogant nonsense. Darrow is concerned enough to share his information with the characters. If he's correct, that dreadnought could do a lot of damage before being neutralised if it is allowed within range of London proper.

Naval Officer

While army officers fight in the Crimea and airship pilots take to the skies, it is still the naval officer that carries the most prestige in the British Empire. Britain quite simply has the largest and most powerful navy in the world, tempered only by the Empire being so large that its ships have to be spread across the globe. The naval officer goes where he is needed, ready to fight for queen and country from behind the barrels of the finest cannons.

Captain Roland Oxton is a rarity in the navy; a Beastman (Bovineman) naval officer. He is the captain of the HMS Gloriana and formerly served in the British East India Company Navy before Queen Victoria, impressed with his record, 'requested' that Oxton be allowed to transfer to the Royal Navy. She knighted him upon giving him his commission although Oxton prefers 'captain' to 'sir.' His common sensibilities make him very popular with his crew, which is fortunate as the Gloriana spends long stretches at sea covering the length of western Africa.

Adventure Hook: It has come to the Queen's attention that Captain Oxton may be part of a slave trafficking scheme. Some of her confidantes have informed her that, whenever the Gloriana stops at an African port to refuel, people go missing. Could Captain Oxton be risking his life and career by participating in such an abhorrent and illegal activity, or is someone upset that a Beastman has risen so high and is setting him up to 'rectify society?'

Ornithopter Pilot

While the wyvern riders still rule the skies in matters of personal transport, the ornithopter pilot is increasingly joining his ranks. Ornithopters have yet to see service although with the way the Crimean War is turning the Aerial Forces may deploy them. That suits the ornithopter pilot just fine, as he enjoys taking to the skies in his steam-belching, wing-flapping contraption.

> **Rank 3 Dwarf Ornithopter Pilot (Generalist)**
> Initiative: 4 Dice
> Physical Competence: +4
> Mental Competence: +3
> Health: 4 Dice (8 pips)
> Mana: 4 Dice (8 pips)
> Signature Skills: Navigation +2, Perception +3, Pilot (Ornithopter) +3
> Traits: Eye to the future +3
> Special Abilities: Eagle's Eye clockwork eye
> Combat Abilities: Wrench at base Physical Competence
> Damage: Wrench as large club (9 dice)

John 'Jack' Cosgrove is a Dwarf ornithopter pilot that truly believes that, like the railroad and steam carriage, ornithopters may overtake wyverns as the preferred mode of flight. While he realises that there are few that share his vision, Cosgrove test pilots his ornithopter every day in order to ensure that it's ready for battle when the need arises.

Adventure Hook: Cosgrove makes a routine flight over the North Sea and believes that he sees a dragon soaring through the clouds! He tries to follow it but it flies into Prussian waters. As dragons have been extinct for centuries, no one believes Cosgrove's story. The characters are sent to investigate the matter. Has a dragon really returned to the world, or are the Prussians testing a grand new machine?

Petty Artificer

Not all artificers are Guild mages with vast resources. Some are simply country folk, creating devices to help the common farmer and villager with better ploughs, fishing rods, and hunting weapons. Their wood and iron marvels seem crude in comparison to the brass and steel of their 'betters,' but they are by no means less effective.

Siobhan Doyle is an Irish enchantress that lives in a village near Killarney. For her, enchanting is a family business; her ancestors have been petty mages for as long as anyone can remember. She creates devices that help her villagers with their daily lives, namely hunting and planting. She is Roman Aluminat and has a strong desire to see Eire free, but does not believe that war or terrorism is the answer.

Adventure Hook: There have been several recent assassinations of British administrators in Eire and the one thing they have in common is enchanted crossbow bolts. From the newspaper descriptions Doyle recognises them as hers, although she only sold them to regular customers for hunting. Doyle asks the characters to find out who's involved and why they are framing her, for as soon as the British police discover who they belong to they'll surely blame her for it.

> **Rank 4 Eldren Artificer (Generalist)**
> Initiative: 4 Dice
> Physical Competence: +2
> Mental Competence: +5
> Health: 3 Dice (6 pips)
> Mana: 5 Dice (10 pips)
> Signature Skills: Ad hoc Repair +1, Concentration +2, Lore +3, Thaumaturgy +2
> Traits: Independence Minded +3
> Special Abilities:
> Combat Abilities: Knife at base Physical Competency
> Damage: Knife (4 dice)

Prosthetic Surgeon

A prosthetic surgeon specialises in attaching and, if necessary, removing clockwork limbs. All licensed prosthetic surgeons are Guild mages, although one can do with a gutter quack in a pinch. Prosthetic surgeons are constantly trying to find new and better ways to attach limbs and make them more desirable, as their reputations are staked on each and every one of their surgeries.

In spite of his politics, **Dr Albert Greyson** is a respected member of the medical community that also spends time aiding the less fortunate in a Southwark clinic. He collects used prosthetics and repurposes them so that those that need a limb but can't afford a new one have an opportunity to receive one. Dr Greyson is a communist; it bothers him that the wealthy get the best treatments while the lower classes are forced to make do. He is politically active in the nascent Labour movement.

Adventure Hook: Dr Greyson is well-known amongst the underworld for his acceptance of clockwork limbs from fresh corpses with little or no questions asked. Recently, however, there have been a number of vampire attacks in the city that leave the victims dead and their clockwork limbs missing. These limbs are resurfacing on Dr Greyson's patients. Is Dr Greyson involved with a vampire, or is something else happening of which the good doctor is unaware?

Sailor

Every ship, military and private, needs a crew to man her. With the advance of technology sailors are becoming more specialised, but as *Victoriana* is a world in transition the majority of vessels are still sailing ships.While every sailor has a special position on a ship, most are at least familiar with all aspects of sailing, in case bad weather, illness, or enemy attack leaves them scrambling to cover other positions. Given the dangers of the high seas, most sailors can handle themselves in a fight.

Adam Gull is an Ogre with a mysterious past. He met Captain Gorman in Zanzibar and asked for a job in flawless English. He gave his name as Adam and, when pressed for a last name, drew a seagull (seagulls make Adam happy). In spite of his simple nature, Adam is very handy on board a ship; he knows the positions well and his great strength makes him an incredible asset.

Adventure Hook: Captain Gorman hires the characters to look into Adam's disappearance. The Ogre was last seen enjoying drinks at a local dockside pub, but there are rumours that an Ogre was kidnapped that evening. The Captain believes that Adam's reputation has gotten him pressed into service on a rival's vessel. In truth, Adam was kidnapped by Dr Randall Weston, who believes that Adam is actually an Oni. While Adam is not an Oni, he may still expire from Dr Weston's illegal tests if the characters can't find him in time.

Scrapyard Mechanic

While technology is often seen as more reliable and efficient than magic, one of its many downsides is the debris it leaves behind. Broken parts and vehicles often end up in technological graveyards. A good mechanic knows that there is still life in pieces of broken equipment that can be used to repair other vehicles. And sometimes the former owners of discarded devices accidentally leave interesting things behind when they toss their machines away.

Gloria Tuttle works at a scrapyard just outside of the city. While it is owned by her father, Gloria Tuttle's curiosity and talent with machines has made her indispensable to his business. Unfortunately, her gender and race (Gloria and her family are Orcs) have made professional schooling quite out of the question. Still, Tuttle's reputation has brought clients of all social classes to the scrapyard when their machines are in need of a fix.

Adventure Hook: One of the Tuttle's latest clients was, unbeknownst to them, a demonologist. He dumped a broken analytical engine into their scrapyard without realising a demon was attached to it. Now, in the dead of night, this demon gleefully 'fixes' parts so that they cause

chaos when installed in other engines and vehicles. The characters are sent to investigate by a relative of one of the Tuttle's unfortunate clients; why are the normally-reliable Tuttles causing so much damage?

Sky Nymph

If working on an airship is among the newest professions then it wouldn't be long before the world's oldest profession joined it. Sky nymphs are just that, courtesans that ply the airways for lonely travellers with coin to spend. A sky nymph is more than a prostitute; she is a beautiful, elegant, and educated lady that knows a great deal about the cities on an airship's itinerary. This makes her a valuable escort and guide as well as companion. The best courtesans can speak other languages so fluently that they are considered natives, whether or not they truly are.

> **Rank 7 Eldren Courtesan of the Air (Generalist)**
> Initiative: 5 Dice
> Physical Competence: +4
> Mental Competence: +6
> Health: 4 Dice (8 pips)
> Mana: 5 Dice (10 pips)
> Signature Skills: Charm +4, Conversation +4, Cultures (English and French) +4, Empathy +3, Etiquette +3, General Knowledge +4, Improvised Weapon +2, Languages (English and French) +2
> Traits: Well-read +4
> Special Abilities: polyglot
> Combat Abilities: Stiletto hidden in bodice 6 dice
> Damage: Knife – small (4 dice)

Lady Antoinette LeCroix is an Eldren woman whose parents fled France during the Revolution. Her father squandered what was left of the family fortune gambling while her mother's dalliance with a rakish Scottish human noble resulted in Antoinette. Her father would've thrown her mother out had he not blown his brains out first. An impoverished aristocrat, Lady Antoinette now plies the London-Paris express for gentlemen looking for a knowledgeable escort in either city.

Adventure Hook: A noted professor, Dr Henry Aldmore, divides his time between Oxford and La Sorbonne. He is considered one of Lady Antoinette's regulars. A week ago, he went missing in Paris. He was last seen in Lady Antoinette's company. Two days ago, industrialist Jean-Paul Planchet, another of Lady Antoinette's regulars, went missing. Is the Lady part of a nefarious plot, or does her declining of a marriage proposal by a young Englishman have something to do with the disappearances?

Spring-Heeled Thief

New technologies make life better for everyone, including the criminals. New ways of stealing are being dreamt of all the time and some inventors would rather get rich more quickly than selling their inventions would allow. Spring-heeled thieves use the latest inventions and artefacts to enrich themselves at the expense of their victims.

> **Rank 12 Beastman Thief (Generalist)**
> Initiative: 7 Dice
> Physical Competence: +8
> Mental Competence: +7
> Health: 6 Dice (12 pips)
> Mana: 6 Dice (12 pips)
> Signature Skills: Appraisal +3, Athletics +4, Pick Locks +4, Streetwise +3, Swordplay +2
> Traits: Hoppy go lucky +3
> Special Abilities: Clockwork puppet hand with Fine Detail Modification. Spring Heeled Shoes that add +1 to Athletics checks when jumping
> Combat Abilities: Sword-cane at 10 dice
> Damage: Sword-cane (5 dice)

Edwin Martin is better known as 'the Happy Hopper,' a grinning masked Rabbitman thief with the ability to snag objects several feet away as well as hop over carriages and walls. Martin created his 'hopping boots' as an homage to Spring-Heeled Jack (they operate in the same manner) and he uses these in tandem with a clockwork puppet hand to snatch items from people as he hops past.

Adventure Hook: While the characters are on another mission, one of them becomes a random target of the Happy Hopper. The item stolen should be of immediate importance to the characters and its loss a terrible inconvenience. They shall have no choice but to pursue the thief into the back alleys of a rookery; hardly a safe place to be running about, especially if the theft takes place at night.

Steam Engineer

No matter how impressive a locomotive is, it goes nowhere without its engineer. A steam engineer keeps the engine running and fuelled as well as ensures that it makes its destination on time. Most engineers run a particular line day in and day out and become quite knowledgeable about the communities in which they stop, at least as far as who's coming and going.

Dwarf engineer Thomas Norwicke has been running the London-Manchester line for decades and shows no sign of slowing down. Even when he isn't aboard the train he smells like burnt coal. Norwicke is not a gossip but he

doesn't mind sharing what he knows if a nip of brandy is involved. No one knows the line like he does, including the shenanigans that occur en route.

Adventure Hook: The characters find themselves invited aboard the Manchester line for possible employment. While en route, the conductor shows them to the front car just before the coal car. Norwicke meets them there and explains that a number of purported demonologists have been getting on his train and getting off at Whitewood, a small station about midway up the line. When asked how he knows this, Norwicke explains that Evie Turner, a Guild sorcerer, told him this. She was investigating the incident herself, but has since disappeared. Norwicke fears for her life.

Steamer Captain

There is much money to be made in the Oriental markets and independent steamer captains can live quite lucrative lives, so long as they spend wisely and don't mind being at sea for months at a time. Many steamer captains keep their ships available for charters, so there's no telling where a steamer will end up from week to week.

Captain Horatio Blanco is quite an oddity, a Cyclops steamer captain. He generally plies the 'Southern Oceans,' his term for the ocean waters south of the Equator. No one knows the southern oceans like he does and he always gets a fair price for whatever he's carrying. For obvious reasons Captain Blanco is believed to be a Patagonian smuggler, but thus far he's managed to keep his nose clean whenever the SS Señora del Mar is boarded.

Adventure Hook: The characters meet a sailor in a local watering hole and he tells them an interesting tale about Captain Horatio and his boat, the SS Señora del Mar. He got caught in a storm while steaming through the Indian Ocean and suffered some damage to his hull. Believing it to be storm damage at first Captain Horatio discovered evidence that his ship had clipped the top of a spire in an underwater city. The Captain has no real interest in salvage but perhaps he could be persuaded to return to the site…

Creatures and Monsters

Automaton, Frendal Lizard

A frendal lizard automaton is exactly what it purports to be, a mechanical approximation of a real frendal lizard. Most frendal lizard automata are more magical than mechanical, articulated brass puppets powered by magic. There are purely technological frendal lizard automata as well, but the majority of them that employ clockwork engineering have a magical power source.

Frendal lizard automata make excellent pets. Like their living counterparts they can fly, perch on their masters' shoulders, and even breathe fire. Unlike living frendal lizards the automata's fiery breath does actual damage. Frendal lizard automata also have a vicious bite and sharp talons. They can be programmed to attack anyone threatening their master, as quite a few would-be jokesters learned the hard way.

> ***Frendal Lizard Automaton -Rank 5 (Generalist)***
> Initiative: 5 Dice
> Physical Competence: +4
> Mental Competence: +4
> Health: 4 Dice (8 pips)
> Mana: 4 Dice (8 pips)
> Signature Skills: Dodge +3
> Traits: Mechanically adorable +3
> Special Abilities: Breath Fire, Armour 1
> Combat Abilities: Bite at base Physical Competency
> Damage: Bite (2 dice), Breath Fire (4 dice)

Automaton, Octopus

One of the rarest automata, one was found washed up on an Australian beach malfunctioning. Most octopus automata are the size of the common octopus, about 25 centimetres in mantle length and 2 metres from the tip of one of its eight tentacles to the tip of another. Several sea captains have reported seeing much larger specimens with at least a 10 metre tentacle span near the rumoured location of the lost continent of Mu.

English engineers and Guild thaumaturgists are feverishly trying to determine how the clockwork functions when underwater. Some think the mysterious Naacal know the truth, but they aren't talking.

> ***Automaton, Octopus - Rank 10 (Generalist)***
> Initiative: 7 Dice
> Physical Competence: +7
> Mental Competence: +6
> Health: 6 Dice (12 pips)
> Mana: 5 Dice (10 pips)
> Signature Skills: Swimming +6
> Traits: Waterproof +3
> Special Abilities: Armour 3
> Combat Abilities: Bite, Grapple, and Tentacle Slap all at base Physical Competence.
> Damage: Bite (4 dice), Tentacle Slap (6 dice)

Automaton, Wyvern

While most engineers claim that, for all intents and purposes, an ornithopter is a wyvern automaton, several wyvern automata do exist. Virtually all wyverns are magical artefacts and are usually named by the metal used to shape them (e.g brass wyvern, silver wyvern, gold wyvern). Wyvern automata were usually made for the upper class and are very ornate sculptures that are often encrusted with jewels.

A wyvern automaton is at the mercy of its master, who knows the command words needed to make it move and attack. Perhaps the greatest flaw in the wyvern automata is its reliance on spoken commands. More than a few wyvern automata have been vandalised by burglars making off with jewels pried from the machine or easily removed (or broken) parts, since the wyvern automata is powerless without a rider.

> ***Automaton, Wyvern Rank 12 (Generalist)***
> Initiative: 7 Dice
> Physical Competence: +8
> Mental Competence: +7
> Health: 6 Dice (12 pips)
> Mana: 6 Dice (12 pips)
> Signature Skills: Athletics +4, Dodge +4, Intimidate +6
> Traits: Flight +4, Horrific Metallic Hiss +4
> Special Abilities: Armour +4, Poison (5 potency)
> Combat Abilities: Bite, Sting, and Tail Slap all at base Physical Competency
> Damage: Bite (6 dice), Sting (3 dice + poison), Tail Slap (10 dice)

Clockwork Puppet

Clockwork puppets are marionettes without the strings. They are programmed to act out short plays to the accompaniment of phonographic dialogue. They range in size from six inches to a two feet in height and look like small brass and copper people and animals.

Some of the most recent models are voice controlled, allowing the puppet master to speak the commands necessary for the puppet to perform.

Through the use of guild magic some of the puppets are programmable; some unsavoury characters have taken to using clockwork puppets to perform robberies or even assassination attempts. So far, none have been successful, often because clockwork puppets are too short to climb stairs.

Clockwork Puppet Rank 4 (Generalist)
Initiative: 5 Dice
Physical Competence: +4
Mental Competence: +3
Health: 4 Dice (8 pips)
Mana: 4 Dice (8 pips)
Signature Skills: Athletics +2, Dance +2, Dodge +2
Traits: Enthrall Audience +3
Special Abilities: Armour 1
Combat Abilities: Tiny Fisticuffs at base Physical Competency
Damage: Fisticuffs (1 dice)

Elemental, Air

Air elementals are violent, tempestuous spirits not native to this plane. Guild artificers summon small air elementals to power their airborne machinery. The element has no desire to be bound and looks for any opportunity to break free.

While imprisoned, the air elemental will whisper dark threats to anyone close enough to hear it. However, in its thaaumaturgically defined prison, all it can do is threaten.

If freed, the air elemental can make a ranged knockdown attack at distance equal to twice their physical competence in feet using their physical competence. The attack does half normal damage, but the target must succeed at a Strength + (Might or Athletics) check against the air elemental's physical competence or be knocked to the ground.

To power something as a large as an airship, the elemental must be of at least rank 10.

Elemental, Air Rank 5 (Generalist)
Initiative: 5 Dice
Physical Competence: +4
Mental Competence: +7 (+3 air)
Health: 4 Dice (8 pips)
Mana: 9 Dice (18 pips)
Signature Skills: Dodge +6
Traits: Flighty +3, Quick +3
Special Abilities: Flight, Forward Drive, Unstoppable
Combat Abilities: Wind Blast at 4 dice
Damage: Blast (1 dice + knockdown)

Elemental, Electric

Electric elementals were once considered to be very rare, only appearing during the fiercest of lightning storms. Now that electricity is understood better, Guild mages have figured out that electric elementals are quite common and quite dangerous. Their voices pop and sizzle, causing the hairs on the back of listeners' arms to stand on end.

Electric elementals appear as shadows ringed in St. Elmo's Fire. When they attack, they can fire an electrical bolt at a target up to twice the elemental's physical competence away. The bolt ignores metal armor. Anyone touched by an electric elemental suffers exposure to an electrical attack of a rank equal to the elemental's rank.

Physical attacks can't harm an electric elemental. They can only be harmed by magic. Inventive characters will find a way to ground the elemental, perhaps with copper wire, rendering it inert.

Electric elementals are summoned by artificers to power the latest in electric powered marvels.

Elemental, Electric Rank 5(Generalist)
Initiative: 5 Dice
Physical Competence: +4 (+1 Electricity)
Mental Competence: +4 (+2 Electricity)
Health: 4 Dice (8 pips)
Mana: 5 Dice (10 pips)
Signature Skills:
Traits: Destructive +4, Powerful +4
Special Abilities: Damaging Body: Electricty (x2), Unstoppable
Combat Abilities: Electrical Bolt at 5
Damage: Electrical Bolt (5 dice)

Elemental, Fire

Fire elementals have been known since the dawn of earth. They appear as masculine humanoids build of fire. They are incredibly passionate, violent creatures difficult for summoners to control. They speak in the sizzles of burning flesh and charred wood.

When not imprisoned in an artificer's cage, they can ignite any nearby flammable objects. They can extend this to a range equal to its physical competence, using mental competence to make the attack. It does damage equal to have the elemental's physical competence. Anything in the path's attack is ignited.

Elemental, Fire Rank 5 (Generalist)
Initiative: 6 Dice
Physical Competence: +6 (+2 Fire)
Mental Competence: +6 (+2 Fire)
Health: 5 Dice (10 pips)
Mana: 5 Dice (10 pips)
Signature Skills:
Traits: Destructive +4, Impatient +3, Passionate +4
Special Abilities: Damaging Body: Fire (x2), Unstoppable.
Combat Abilities: Flaming Touch (6 dice)
Damage: Fists (3 dice +fire damage)

Elemental, Steam

Steam elementals appear as gaseous vaguely humanoid entities with shifting, ever changing facial features. They speak in explosive bursts. The elemental's hot breath lingers long after the creature has finished speaking, hanging in the air like a haze.

When not under the control of an artificer, steam elementals can attack with a powerful burst of compressed steam. This burst deals damage equal to the creature's physical competence. It's range is equal to its mental competence in feet. Armour doesn't protect against the attack, metal armour actually intensifies it. Any target in metal armour takes an additional dice of damage from the building heat and pressure.

Steam elementals are usually bound to steam engines and other massive equipment with huge steam boiler where their explosive energy will be the most beneficial, and the most dangerous.

Physical attacks can't harm a steam elemental. They can only be harmed by magic. A strong wind will disperse them, but they'll reform in four hours.

Elemental, Steam Rank 5 (Generalist)
Initiative: 6 Dice
Physical Competence: +6 (+2 Steam)
Mental Competence: +5 (+1 Steam)
Health: 5 Dice (10 pips)
Mana: 5 Dice (10 pips)
Signature Skills:
Traits: Explosive +4, Vindictive +3
Special Abilities: Damaging Body: Steam (x3), Unstoppable
Combat Abilities: Burning grasp at 6 dice
Damage: Burning grasp (5 dice +1 if target is wearing metal armor)

Gear Ghost

A gear ghost is the spirit of someone who died at the hands of steam or clockwork powered machinery. As machinery comes to dominate the battlefield, the number of gear ghosts are likely to rise.

Like traditional ghosts, gear ghosts are insane and malign. They can scare 1D6 resolve from people with their fear ability. They're also cursed to remain at the location where they died, unless a machine passes by. In that case, a gear ghost possesses the machine and can take control of it, almost always with malicious intent. They might cause an automobile to go careening off a ravine, a clockwork arm to attack its wearer, or a battle harness to turn on its allies.

Non-sentient machinery can't resist a gear ghost's possession, but the operator can try to regain control of the equipment in a resolve versus mental competency check. Mechanical Men aren't automatically possessed. If a gear ghost tries to possess them, the Mechanical Man can prevent it by successfully opposing his resolve against the gear ghost's mental competency. If the gear ghost is successful, the Mechanical Man is possessed, but can attempt additional resolve rolls every hour.

Gear Ghost Rank 8(Generalist)
Initiative: 4 Dice
Physical Competence: -
Mental Competence: +6
Health: --
Mana: --
Signature Skills: --
Traits: Ageless, Fear, Possession, Rise Again
Special Abilities: --
Combat Abilities: The ability to cause fear. A gear ghost possessing a weapon or machinery can use that as a weapon.
Damage: Dependent upon what machinery is possessed.

If a gear ghost is cast out from a machine, it doesn't leave this plane. Instead, it remains locked in the new location until another machine passes by. Many gear ghosts can be put to rest by the spell Rest, some, however, require a task to be accomplished or revenge to be takend.

Paladin

The Aluminat faith is full of those who died for their beliefs. The paladin is not one of them. Paladins are fallen spirits under the sway of tarnished angels. Paladins believe the tarnished angels to be representative of the Host's true wishes and desires. Many inquisitors, men and women who dedicated their lives to stamping out the practice of magic before the Guild rose from the ashes of the Thirty Years War, returned as paladins.

Paladins, like tarnished angels, appear as twisted visages of what they once were. These men and women wear the robes of the inquisition, although not all were members of that horrific institution. Under their robes, their maggot infested flesh is held together by metal straps and rivets, symbolic of their servitude.

A paladin carries a steam powered pistol, capable of shooting etheric bolts. It has a number of shots equal to the paladin's mana pips. When the paladin is out of mana, it retreats back to the plane of Order.

Paladins are immune to skills and magic that attempt to charm or beguile them. They know their purpose, rooting out Chaos, and won't be swayed from it. They regenerate 2 pips of damage per round as new metal plates and rivets spontaneously emerge to cover their wounds.

Possessed Steam Engine

A possessed steam engine is a steam engineer's worst nightmare. One minute he's working the Metropolitan line, the next minute his engine has a life of its own. Some say it's a gear ghost, but it's much worse. A caged steam elemental has broken free and is seeking revenge on the puny humanoids who tried to imprison it. These are where the legends of ghost trains are born.

The steam elemental isn't going to return to its home plane of its own volition until it's satisfied that the impudent Guild artificer who summoned it realizes the error of her ways. The first target is the engineer. Once he's fled or been killed, the possessed steam engine takes off.

The engine assumes a ghastly reddish hue. The elemental creates its own engineer in the cab, a wispy wraith-like apparition comprised entirely of steam. This new engineer serves no purpose other than to further scare witnesses.

The engine can shoot jets of burning steam out of any opening in the train. The whistles, the steam vents, the light, anywhere. The bursts extend for a distance equal to the engines' mental competence in feet. It deals damage equal to its physical competence.

Destroying the train only serves to release the elemental further. The elemental can leave the train at any point it wishes, but prefers to stay until the train is destroyed, ensuring that it's done the most damage possible with the tools its artificer gave it. Outside of the train, it has the statistics of a standard steam elemental.

Rogue Automata Rank 5 (Generalist)
Initiative: 5 Dice
Physical Competence: +4
Mental Competence: +4
Health: 4 Dice (8 pips)
Mana: 4 Dice (8 pips)
Signature Skills: Blunt Weapons +4, Might +5
Traits: Armour Sheath (x4)
Special Abilities: Armour 4
Combat Abilities: Arms for 8 dice
Damage: Large club (9 dice)

Rogue automata are responsible for numersous workplace deaths every year.

Scrap Metal Golem

Some Yehudist settlements are protected by golems made not of clay, but of scrap metal. The majority are found in Eastern Europe, where the Yehudists are more frequently openly persecuted, but some areas of London are purportedly protected by these fearsome beasts.

Scrap metal golems are formed from whatever materials a rabbi can find. Observant characters will find everything, including even the kitchen sink, in the make up of a scrap metal golem. Scrap metal golems are clanking, creaking, nigh indestructible creations.

A scrap metal golem exists for a number of weeks as defined by the miracle Animate Scrap Metal Golem. They are fierce defenders of the area defined in the miracle. The golem will hurry to anywhere within that region when someone of evil intent is detected.

If a scrap metal golem is reduced to 0 health before it's allotted time has passed, it will reform within four hours and commence hunting down those who injured it.

Possessed Steam Engine Rank 15 (Generalist)
Initiative: 8 Dice
Physical Competence: +9
Mental Competence: +9
Health: 7 Dice (14 pips)
Mana: 7 Dice (14 pips)
Signature Skills: Traits: Explosive Attack +4, Inertia +5
Special Abilities: Armour 10
Combat Abilities: Steam burst at 13 dice, Ram at base Physical Competence
Damage: Steam Burst (9 dice), Ram (20 dice)

Rogue Automaton

Every so often, there's a problem with an automaton and it goes rogue. A rogue automaton loses any programming, magical or mechanical that it had and goes on a rampage. It lashes out at everything around it, swinging its arms wildly. If the automaton is capable of walking, it will immediately begin moving in a random direction attacking everything in its path.

If an automaton has a weapon, such as a military automaton, and it goes rogue, it will use its weapon as its primary means of attack.

Scrap Metal Golem Rank 12 (Generalist)
Initiative: 7 Dice
Physical Competence: +8
Mental Competence: +7
Health: 6 Dice (12 pips)
Mana: 6 Dice (12 pips)
Signature Skills: Blunt Weapons +6, Might +4, Perception +5, Throwing +5
Traits: Armour Sheath (x3), Sense Evil Intent +6
Special Abilities: Armour 3
Combat Abilities: Bash with arms at 14 dice, Throw scrap metal at 13 dice
Damage: Large club (9 dice), Scrap metal (7 dice)

> **Widget Rank 2 (Generalist)**
> Initiative: 7 Dice
> Physical Competence: +3
> Mental Competence: +2
> Health: 3 Dice (6 pips)
> Mana: 3 Dice (6 pips)
> Signature Skills: Dodge +5
> Traits: Bothersome +5, Quick +3
> Special Abilities: None
> Combat Abilities: Bite and claw at base Physical Competence
> Damage: Bite (2 dice), Claw (3 dice)

Zombie, Clockwork

The clockwork zombie is a horrific amalgam of mindless flesh and unfeeling metal. Each zombie is made up of varying amounts of flesh and metal, no two are the same. Some even have functional clockwork limbs. The flesh constantly oozes blood and pus where the flesh and metal meet.

In addition to the moaning, clockwork zombies, whirr and clang as they move, inexorably shambling toward their next meal. The addition of clockwork not only makes clockwork zombies more resistant to damage, but surprisingly, better able to follow complex directions.

Widget

The widget is the bane of engineers everywhere. These little creatures, no larger than a mouse, have pointy ears, razor sharp teeth, and talons like rusty nails.

Widgets enjoy nothing more than creating chaos. Whether or not they're beings of Chaos is still hotly debated in academic circles. To widget plagued engineers, though, the debate is academic but the threat is very real. If a widget gets into a piece of machinery, even clockwork limbs, anytime the machinery is used the number of black dice increase by 3 per widget. Equipment plagued by these creatures will smoke, creak, and whine more than usual.

Stripping a machine to its component pieces is the only way to exorcise a widget. The Quiet spell has had limited success on evicting widgets. Some scholars claim its effective while others note that the widget might have left of its own volition because a more appetizing piece of machinery just came along.

> **Rank 5 zombie (Generalist)**
> Initiative: 4 Dice
> Physical Competence: +3
> Mental Competence: +3
> Health: 5 Dice (10 pips)
> Mana: 5 Dice (10 pips)
> Signature Skills: Fisticuffs +3
> Traits: Ageless, Armour Sheath (x1), Immunity: Poison, Immunity: Mind affecting magic
> Special Abilities: Armour 1, Clockwork arm with sword attachement
> Combat Abilities: Fisticuffs at 4 dice. Clockwork sword arm at base Physical Competency
> Damage: Fisticuffs (1 dice), Clockwork sword arm (8 dice)

Appendix: Sources

There are perhaps thousands of works in the steampunk genre, not to mention Victorian society in general. Included here are works that influenced and inspired the writing of this volume.

Further Reading: Fiction

The works of Jules Verne

Arguably the progenitor of steampunk (helped along by a few mid-century motion picture adaptations), Jules Verne wrote about machines that he felt could actually work ('hard science fiction'); his best-known craft is, of course, Captain Nemo's Nautilus. Of particular interest to his prescience regarding future technologies is his dystopian Paris in the Twentieth Century, which was locked away for over a century before it was published in 1994.

The works of H.G. Wells

Perhaps the largest influences on modern science fiction, the works of H.G. Wells are filled with aircraft, spaceships, time machines, and, of course, Martian tripods. Many of his works also touch on class warfare and imperialism.

The Difference Engine

William Gibson and Bruce Sterling

Charles Babbage builds his analytical engine and reshapes the world. The Britain of 1855 is firmly steampunk and America is fragmented. Transporting many cyberpunk tropes into the 19th century, this is arguably the novel that launched a subgenre.

Drood

Dan Simmons

Not steampunk in the slightest, but an excellent read to get the feel for crowded, dirty London. If you want to run adventures in the London underworld, this book will help set the mood.

The Johannes Cabal Series

Jonathan L. Howard

Not officially a series, at least according to the publisher, these books follow Johannes Cabal, international man of trouble. It's full of necromancy, airships, and derring-do.

Leviathan

Scott Westerfield

The first book of this young adult series is set during an alternate World War I, were Great Britain uses biologically-augmented war machines against Austrio-Hungarian and German mechanical war machines.

The Looking Glass Wars

Frank Beddor

An interesting reversal on Lewis Carroll's Wonderland books. It's full of clever clockwork gadgets and automata.

Mechanique: A Tale of the Circus Trisaulti

Genevieve Valentine

A steam punk circus that travels the wastelands. Not set specifically in the Victorian world, it's still full of wondrous inventions for the gamemaster to harvest.

A Mexican Mystery
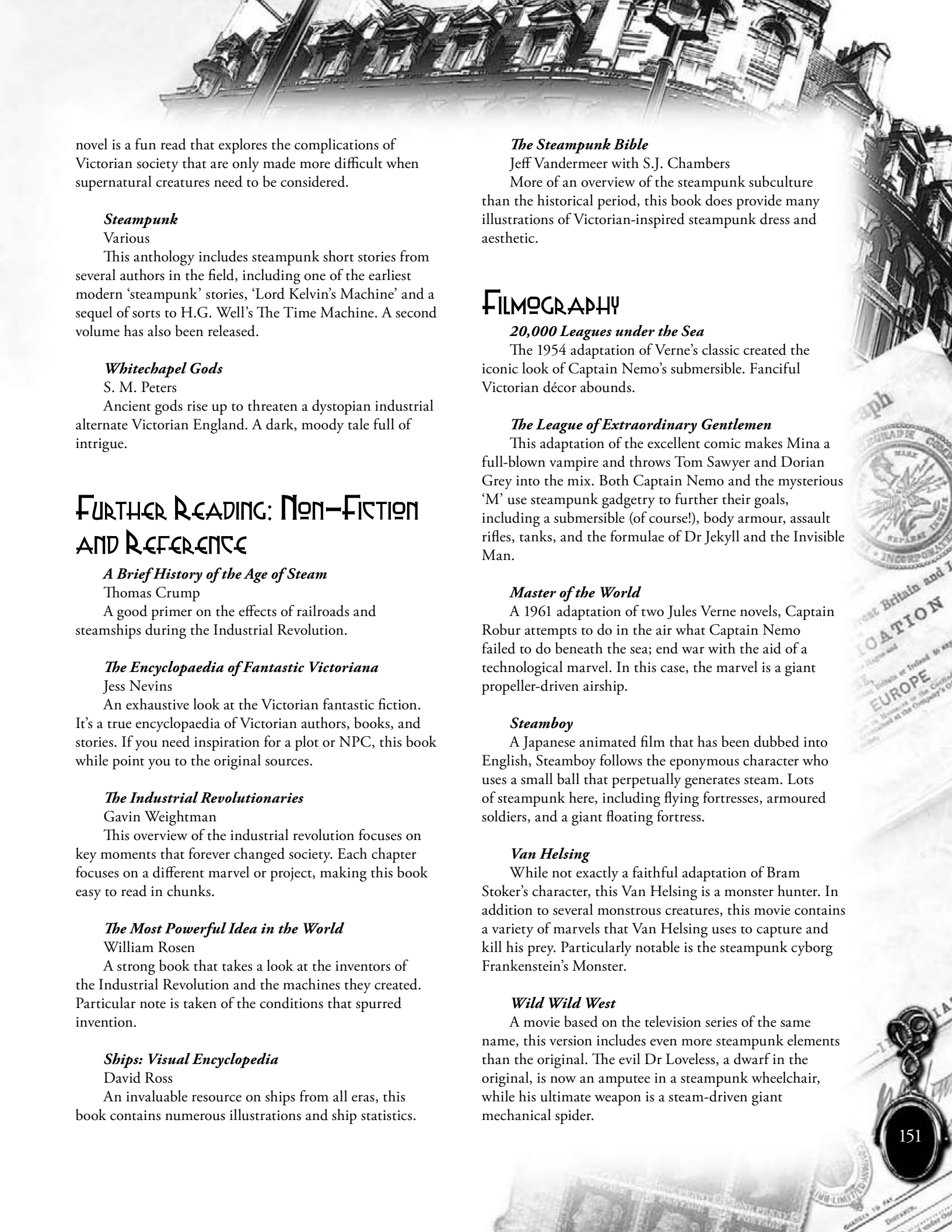
W. Grove

Essentially a steampunk take on the 'machine revolt' motif (and written in 1888!), this book postulates a robotic locomotive that either becomes self-aware or demonically-possessed, but in either case sees humans only as fuel. Its sequel, The Wreck of a World, has the engines take over all of North America.

Soulless

Gail Carriger

This book is the first in a series of paranormal romances set in a steampunk London where ghosts, vampires, and werewolves exist alongside airships. Each

novel is a fun read that explores the complications of Victorian society that are only made more difficult when supernatural creatures need to be considered.

Steampunk
Various

This anthology includes steampunk short stories from several authors in the field, including one of the earliest modern 'steampunk' stories, 'Lord Kelvin's Machine' and a sequel of sorts to H.G. Well's The Time Machine. A second volume has also been released.

Whitechapel Gods
S. M. Peters

Ancient gods rise up to threaten a dystopian industrial alternate Victorian England. A dark, moody tale full of intrigue.

Further Reading: Non-Fiction and Reference

A Brief History of the Age of Steam
Thomas Crump

A good primer on the effects of railroads and steamships during the Industrial Revolution.

The Encyclopaedia of Fantastic Victoriana
Jess Nevins

An exhaustive look at the Victorian fantastic fiction. It's a true encyclopaedia of Victorian authors, books, and stories. If you need inspiration for a plot or NPC, this book while point you to the original sources.

The Industrial Revolutionaries
Gavin Weightman

This overview of the industrial revolution focuses on key moments that forever changed society. Each chapter focuses on a different marvel or project, making this book easy to read in chunks.

The Most Powerful Idea in the World
William Rosen

A strong book that takes a look at the inventors of the Industrial Revolution and the machines they created. Particular note is taken of the conditions that spurred invention.

Ships: Visual Encyclopedia
David Ross

An invaluable resource on ships from all eras, this book contains numerous illustrations and ship statistics.

The Steampunk Bible
Jeff Vandermeer with S.J. Chambers

More of an overview of the steampunk subculture than the historical period, this book does provide many illustrations of Victorian-inspired steampunk dress and aesthetic.

Filmography

20,000 Leagues under the Sea
The 1954 adaptation of Verne's classic created the iconic look of Captain Nemo's submersible. Fanciful Victorian décor abounds.

The League of Extraordinary Gentlemen
This adaptation of the excellent comic makes Mina a full-blown vampire and throws Tom Sawyer and Dorian Grey into the mix. Both Captain Nemo and the mysterious 'M' use steampunk gadgetry to further their goals, including a submersible (of course!), body armour, assault rifles, tanks, and the formulae of Dr Jekyll and the Invisible Man.

Master of the World
A 1961 adaptation of two Jules Verne novels, Captain Robur attempts to do in the air what Captain Nemo failed to do beneath the sea; end war with the aid of a technological marvel. In this case, the marvel is a giant propeller-driven airship.

Steamboy
A Japanese animated film that has been dubbed into English, Steamboy follows the eponymous character who uses a small ball that perpetually generates steam. Lots of steampunk here, including flying fortresses, armoured soldiers, and a giant floating fortress.

Van Helsing
While not exactly a faithful adaptation of Bram Stoker's character, this Van Helsing is a monster hunter. In addition to several monstrous creatures, this movie contains a variety of marvels that Van Helsing uses to capture and kill his prey. Particularly notable is the steampunk cyborg Frankenstein's Monster.

Wild Wild West
A movie based on the television series of the same name, this version includes even more steampunk elements than the original. The evil Dr Loveless, a dwarf in the original, is now an amputee in a steampunk wheelchair, while his ultimate weapon is a steam-driven giant mechanical spider.

Television Series

The Adventures of Brisco County, Jr.

This comic take on a Western included a number of science fiction elements, including anachronistic technology (motorcycles and zeppelins) as well as more fanciful items, such as the mysterious time-traveling 'orb.'

Doctor Who

This long-running science fiction television series (or two if you wish to be pedantic) about a time-travelling alien in a police box has lots of Victorian flavoured marvels sprinkled throughout. Particularly noteworthy serials include "The Talons of Weng-Chiang" (the Doctor as Sherlock Holmes, with various homages to Victorian literature), the 1996 telemovie (the console room never looked more Victorian, although the secondary console room in 1976-1977 is a close second), "The Girl in the Fireplace" (the clockwork automata are gorgeous), and "The Next Doctor" (Victorian adventure with a massive steampunk-inspired Cybership at the climax).

Legend

This short-lived 1995 series is about a dime novelist in the Old West that becomes the character he writes about thanks to the inventions of an eccentric Hungarian inventor. One of its most notable inventions was a two-person steam carriage, which is called a 'quadrovelocipede.'

The Secret Adventures of Jules Verne

This steampunk take on Verne's life supposes that he actually experiences the marvels he later writes about. While only lasting one season, this series is full of contraptions including an airship, a mole machine, and a steampunk cyborg.

Warehouse 13

This fun series doesn't take itself too seriously and is chock full of magical artefacts and technological marvels, many of the latter following a steampunk aesthetic. It also has a very original take on H.G. Wells. There's lots of inspiration here for both artificers and engineers.

Wild Wild West

Two Secret Service agents foil the dastardly plots of evil villains in the Old West in this classic 1960s series. Both sides make use of technological marvels. Fittingly, Agents West and Gordon travel in a customised railroad train.

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Marvels of Science and Steampunk

Victoriana is certainly a world of magic, but it is also a world of scientific discovery and invention. While the aristocracy has spent centuries living lives of luxury owed to convenient but expensive sorcery, science and technology have the potential to raise the quality of life for the masses. Increasingly automated factories ship their products across the country on rails, while steamships import raw materials from across the sea and export Britain's goods throughout the Empire and the world. Airships conquer the skies and increasingly intricate prosthetics replace damaged limbs and organs.

And while steam and the burgeoning fields of electricity and internal combustion have spawned great marvels of technology, the greatest engineers realise even better, more efficient technologies are possible with a little magical assistance. Thus magic and technology walk hand in hand in *Victoriana*; whether that leads to a new golden age or an industrial wasteland remains to be seen.

Marvels of Science and Steampunk contains:

- Rules for designing and building technological marvels.

- New character options for engineers, including the Cyclops and the Mechanical Man

- Expanded rules for vehicles and vehicular combat

- New spells and mechanical medium abilities that affect technology

- Dozens of ready-made technological marvels to insert into your *Victoriana* campaigns