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OneDice

Steampunk



Quick and easy steampunk role-playing rules

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Quick and easy steampunk role-playing rules

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Dedication

To the League of Splendid and steampunk enthusiasts everywhere.

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Introduction

OneDice Steampunk is a game of Victorian science fiction adventure in a world on the brink of war and revolution. Aerial steam carriages streak across the skies, steamtanks rumble along the ground, and the automatons keep the factories moving.

Whether you want to play steampunk games in a world of your own devising, or adventure in the ready-made alternate 19th century described within, all the rules you need are in this book.

There are additional “skins” for adding Gothic Horror, Lost Worlds, automaton and child Adventurers to your games. Grab a copy of *OneDice Universal* and you could also add magic, spaceships or superheroes!

Whether you’re a lordly Have or a poverty-stricken Have Not, all you need is a stiff upper lip and a pair of goggles and the sky’s the limit!

About This Book

This book contains everything you need to know to play or run *OneDice Steampunk* games.

The **Introduction** is what you are reading now!

Introduction

Chapter One tells you how to play the game and how to make a character - your character is the Adventurer you control in the *OneDice Steampunk* world (or in your own steampunk universe).

Chapter Two is all about the *OneDice Steampunk* world.

Chapter Three has some handy notes for the Gamekeeper. Players should skip this chapter!

Chapter Four contains three “Skins” – additional material that offers some alternate ways of presenting the game world.

At the back of the book is a **character sheet**, which can be photocopied to use in the game.

What is a Role-playing Game?

Role-playing games (RPGs) are a kind of “Let’s pretend” – but you don’t need to dress up and run around, you all play around a table, using your imaginations to tell the story.

Players play an Adventurer in the imaginary *OneDice Steampunk* world – and you describe what your Adventurer says and does.

You can say exactly what you want to say (as long as it is the kind of thing your Adventurer would say), get your Adventurer to attempt to do whatever you want him or her to do, and the Gamekeeper is there to tell you what happens next.

More on Gamekeepers and Players

Perhaps the best way to describe the difference between the Gamekeeper and the Players is to imagine it’s like a steampunk movie. The Gamekeeper writes and directs, as well as playing all the extras, villains, etc. The Players are the actors, who play the role of the main heroes (their Adventurers). But, unlike in the movies, there isn’t a set script that everyone has to follow – the Players decide what their Adventurers are going to say and do, and those actions will often change the direction the movie takes and the reactions of the Gamekeeper’s characters.

Introduction

When you want your Adventurer to act in the game, the Gamekeeper will sometimes get you to roll a dice to see if your Adventurer succeeds or fails in what he or she is trying to do. The Gamekeeper is in charge – it's only fair, they have to present a story, apply the rules and keep the game moving.

A game can last as little as two or three hours, but you might want to play a long adventure, that carries on week to week, like a TV series – the Adventurers gaining experience and skills as they go along, defeating old villains, meeting new ones and generally acting like heroes.

What Will I Need to Play?

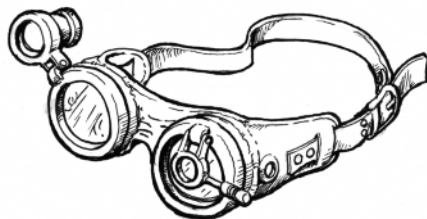
This book; some friends to play with (two is enough for a game, but more is better); some pens, pencils and paper; some tokens to represent Stunt Points (toy coins, poker chips, squares of cardboard - whatever really); and a six-sided dice (the sort you get in most board games).

Rolling the Bones

A six-sided dice is the only dice you need to play the game. When you want your Adventurer to do something that is risky (such as have a fight, climb a steep cliff, etc.), the Gamekeeper will give you a Target Number and ask you to roll a dice to beat it. You'll roll a number between one and six – which you might get to add a bonus to. What you rolled, including bonuses, is compared to the Target Number. If you equal it or beat it, your Adventurer succeeds in what he or she was trying to do, if you don't, your Adventurer fails.

If you fail, you might need to spend some Stunt Points to save your Adventurer. Everyone has some Stunt Points at the start of each game session. You can use these to perform cool stunts or avoid disaster.

So it's simple – you roll your dice, add any bonuses, and find out if your Adventurer has had a success or failure.



Chapter One

How to Play

The rules for *OneDice Steampunk* are simple. Sometimes you will need to roll a six sided-dice to see if your Adventurer can do what you want him or her to do – mostly that’s it! The game rules are presented alongside rules for making an Adventurer...

Making an Adventurer

To make an Adventurer, you will need to:

Decide your Adventurer’s abilities – the abilities are Strong, Clever and Quick.

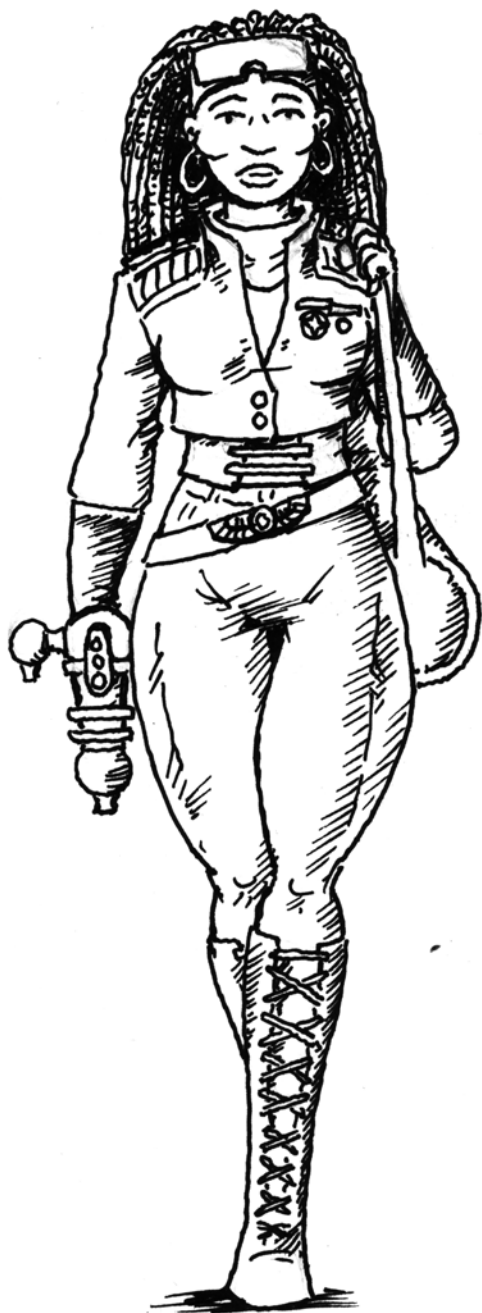
Calculate your Health, Defence and Move – These are calculated based on your Adventurer’s abilities.

Decide your Adventurer’s background – whether they are a Have or Have Not, and the job they do. This will give your Adventurer some skills.

Give your Adventurer some more skills – your Adventurer is allowed 4 more Skill Points.

Give your Adventurer some stuff – give your Adventurer some starting money and equipment and let them buy some extras.

Chapter One – How to Play



Chapter One – How to Play

Give your Adventurer some finishing touches – including a name and 6 Stunt Points (more on them later!).

As your Adventurer completes adventures, his or her skills and abilities rise. *Experience and Levels*, explains how this works.

Abilities

All characters and creatures have a set of abilities as follows:

Strong – How strong your Adventurer is. This is good for when you want to lift, carry, push, pull, thump enemies with your fists or kick them with your foot, hit someone with a stick or sword, threaten someone to get what you want, etc.

Clever – How clever your Adventurer is. This is good for when you want to read a map, follow a course, aim and shoot a gun, read a difficult book, work out how to use a weapon you've never seen before, negotiate with someone to get what you want, etc.

Quick – How quick your Adventurer's reactions are and how nimble your Adventurer is. This is good for when you want to climb the rigging, go first in a fight, fire a bow, throw an axe, scramble out of quicksand, sneak about, hide from an enemy, etc.

Each Player has six Ability Points to be divided between their Adventurer's Strong, Clever and Quick.

Strong, Clever and Quick **must each be** given a score between **1 and 3**.

Example 1

One Player wants to play someone who is strong, but still reasonably fast. He uses his 6 points to give his Adventurer: Strong 3, Clever 1, Quick 2.

Example 2

Another Player wants a good all-rounder, so she gives her Adventurer: Strong 2, Clever 2, Quick 2.

Example 3

Our last Player wants a clever and learned Adventurer, so she spends the 6 points on: Strong 2, Clever 3, Quick 1.

Chapter One – How to Play

As Adventurers progress and gain Experience, they'll have an opportunity to improve these starting scores.

With your initial Abilities assigned, you can calculate three more attributes, Health, Defence and Move.

Health – Shows how healthy your Adventurer is. If your Adventurer has an accident or gets hurt in a fight, he or she will lose Health. Health can be restored, so you should always keep a note of your Adventurer's maximum Health. **Maximum Health is your Adventurer's Strength multiplied by 3.**

Defence – The score an attacker needs to roll to injure you. **Defence is three times your Adventurer's Strong or Quick (whichever is higher).** You can buy armour to raise this score.

Move – How quick your Adventurer can run in metres in a single combat round. **Move is ten times your Adventurer's Quick.**

So let's look again at our previous examples.

Example 1

Our first Player chose Strong 3, Clever 1, Quick 2; so his Adventurer has Health 9, Defence 9 and Move 20.

Example 2

Our second Player chose Strong 2, Clever 2, Quick 2; so her Adventurer has Health 6, Defence 6 and Move 20.

Example 3

Our last Player chose Strong 2, Clever 3, Quick 1; so her Adventurer has Health 6, Defence 6 and Move 10.

Your Adventurer's Background

Adventurers don't usually start out as Adventurers, but they're the kind of people that, deep down, have always craved excitement. Or perhaps they haven't! Maybe they've found themselves dragged into adventure, against their instincts.

Either way, they'll have some skills (thing they are good at) which they learned before setting out on their current heroic path. These skills are in part determined by the job they do.

Chapter One – How to Play

Haves and Have Nots

Players should designate their Adventurers **Haves** or **Have Nots**.

(Note: This choice will also determine the Adventurer's starting money.)

Haves enjoy a mark of respectability and wealth; while Have Nots are more attuned to the world beyond the mansions of the rich (including, but not exclusively, the gutter).

If you already have a background job in mind for your Adventurer, check the next section – most jobs (but not all) can be undertaken by both Haves and Have Nots, but a few are restricted to just one or the other.

Haves receive the following skill: Etiquette 1

Have Nots receive: Dodgy 1

Let's give our example Adventurers some names and decide whether they are Haves or Have Nots.

Example 1

Our first Player decides his Adventurer will be the servant and bodyguard of one of the other Adventurers. He decides to call him Graham Smithson. Graham's only a Bodyguard, so he's a Have Not.

Graham Smithson, Strong 3, Clever 1, Quick 2, Health 9, Defence 9 Move 20, Dodgy 1

Example 2

Our second Player decides to name her Adventurer Lady Eleanor Therese. As a Lady, she's definitely a Have.

Lady Eleanor Therese, Strong 2, Clever 2, Quick 2, Health 6, Defence 6, Move 20, Etiquette 1

Example 3

Our last Player already knows she wants to be an Explorer, so she decides a Have, with the means to travel the world, is in order. She names her Adventurer, Grace Milestone.

Grace Milestone, Strong 2, Clever 3, Quick 1, Health 6, Defence 6, Move 10, Etiquette 1

Chapter One – How to Play

Example Job Skill Sets

Adventurers have jobs they do that give them some initial skills, and even those who don't work (such as dilettantes) will have picked up something. Choose one of the following careers (or, with the Gamekeeper's permission, make up your own).

You'll get to choose four more skills later, so if you don't have everything you want from your job, don't worry. Some jobs are only open to Haves and some to Have Nots – but most are open to both.

Bodyguard* – Bruiser 1, Security 1

Servant* – Etiquette 1, Sneaky 1

Journalist – Investigate 1, Research 1

Civil Servant – Psychology 1, Negotiate 1

Police – Bruiser 1, Bludgeon 1

Dilettante** – Art 1, Ride 1

Pilot – Pilot 1, Navigate 1

Sea Captain – Shiphandling 1, Command 1

Military Officer** – Blades 1, Command 1

Soldier* – Blades 1, Shooting 1

Explorer – Navigate 1, Survival 1

Scientist – Science 1, Research 1

Engineer – Engineering 1, Craft 1

Medical Doctor** – Medicine 1, Psychology 1

Missionary – Survival 1, Teaching 1

Spy – Investigate 1, Disguise 1

Private Investigator – Investigate 1, Research 1

*Have Not only.

**Have only.

Chapter One – How to Play

Example 1

Graham Smithson's a Bodyguard, so his profile now looks like this:

Graham Smithson, Strong 3, Clever 1, Quick 2, Health 9, Defence 9 Move 20, Dodgy 1, Bruiser 1, Security 1

Example 2

Lady Eleanor Therese's a Dilettante, so her profile now looks like this:

Lady Eleanor Therese, Strong 2, Clever 2, Quick 2, Health 6, Defence 6, Move 20, Etiquette 1, Ride 1, Art 1

Example 3

Grace Milestone's an Explorer, so her profile now looks like this:

Grace Milestone, Strong 2, Clever 3, Quick 1, Health 6, Defence 6, Move 10, Etiquette 1, Navigate 1, Survival 1

Skills

Every starting Adventurer receives 4 more skill points, which can be spent on buying skills.

Like Abilities, skills are given a number (e.g. Climb 1, Climb 2, Climb 3, etc) – but no skill can be higher than 2 at the beginning of the game. It is possible to spend Skill Points to raise one of the skills your Adventurer already possesses (from their job or social station) to 2, but the limit remains the same.

The following is a list of example skills:

Acrobatics (Quick) – Good at acrobatic moves.

Analyst (Clever) – Good at building, repairing and using Analysis Engines.

Archery (Quick) – Good with bows.

Artillery (Clever) – Good at firing artillery weapons.

Art (Clever) – Good at creating art.

Blades (Strong) – Good at hand-to-hand fighting with a bladed weapon (sword, axe, bayonet, etc.).

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Bludgeon (Strong) – Good at hand-to-hand fighting with a blunt weapon (hammer, club, cosh, etc.).

Bruiser (Strong) – Good at unarmed fighting (punching, kicking, head butting, etc.).

Climb (Quick) – Good at climbing.

Command (Clever) – Good at giving orders.

Craft (Clever) – Good at making and repairing things.

Cryptology (Clever) – Good at creating and breaking codes.

Disguise (Clever) – Good at carrying off a disguise.

Dodgy (Clever) – Good at dealing with criminals and being streetwise.

Drive (Quick) – Good at driving a horse and cart, etc.

Engineering (Clever) – Good at building, repairing and understanding steam engines.

Entertainer (Quick) – Good at entertaining others (by singing, dancing, juggling grenades, etc.).

Etiquette (Clever) – Good at knowing the social rules of polite society.

Gambling (Quick) – Good at gambling (and cheating).

Intimidate (Strong) – Good at bullying others.

Investigate (Clever) – Good at looking for and analysing clues.

Language (Clever) – Good at speaking a language (other than the character's own). Each language is a separate skill.

Lore (Clever) – Good at knowing stuff.

Medicine (Clever) – Good at healing people. Only people with medicine can restore Health.

Navigate (Clever) – Good at reading maps and following them.

Negotiate (Clever) – Good at talking their way out of trouble.

Perception (Quick) – Good at noticing and hearing things.

Pilot (Clever) – Good at piloting airships.

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Pickpocket (Quick) – Good at picking pockets.

Psychology (Clever) – Good at reading people's emotions and noticing when they are lying.

Research (Clever) – Good at researching a topic (using libraries, reading up on things, etc.).

Ride (Quick) – Good at riding horses and other riding animals.

Science (Clever) – Good at science and weird science.

Security (Clever) – Good at creating or picking locks; arming or disarming traps; etc.

Shiphandling (Clever) – Good at piloting seacraft.

Shooting (Clever) – Good at firing a gun.

Sneaky (Quick) – Good at creeping up on people or hiding from them.

Survival (Clever) – Good at surviving in the wilderness.

Swim (Strong) – Good at swimming.

Teaching (Clever) – Good at getting basic concepts over to others.

Throw (Quick) – Good at throwing weapons (such as axes, daggers, etc.).

Track (Clever) – Good at finding and following tracks.

Trade (Clever) – Good at spotting a bargain, selling and negotiating a good price.

Example 1

Graham Smithson's Player chooses to add 1 to Bruiser (bringing it up to 2), 1 to Sneaky, 1 to Pickpocket and 1 to Shooting – perhaps Graham had a less than savoury past...

Graham's profile now looks like this:

Graham Smithson, Strong 3, Clever 1, Quick 2, Health 9, Defence 9 Move 20, Dodgy 1, Bruiser 2, Pickpocket 1, Sneaky 1, Shooting 1, Security 1

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Example 2

Lady Eleanor Therese's Player chooses to add 1 to Etiquette (bringing it up to 2), 1 to Trade, 1 to Negotiate and 1 to Perception – she mixes business with pleasure.

Lady Eleanor's profile now looks like this:

Lady Eleanor Therese, Strong 2, Clever 2, Quick 2, Health 6, Defence 6, Move 20, Etiquette 2, Ride 1, Art 1, Trade 1, Negotiate 1, Perception 1

Example 3

Grace Milestone's Player chooses to add 1 to Survival (bringing it up to 2), 1 to Navigate (which also raises to 2), 1 to Shooting and 1 to Climb – Grace likes to explore wild inaccessible places.

Grace's profile now looks like this:

Grace Milestone, Strong 2, Clever 3, Quick 1, Health 6, Defence 6, Move 10, Etiquette 1, Navigate 2, Survival 2, Shooting 1, Climb 1

All the Adventurers in the above examples are just about done. Next, **they all get 6 Stunt Points**, ready for the first game session, then all they need is some money and equipment and they're finished.

Creating New Skills

You might want a skill that is not listed above. New skills can only be created with the Gamekeeper's permission. When coming up with a new skill there are two things to check:

1. Check it isn't already covered by another skill.
2. Check it is reasonable – a skill should be useful, but not more powerful than the existing skills.

Skill Use

There are three occasions when you might be asked to roll your dice to make a skill check.

When you want your Adventurer to perform an action

Examples

When you want your Adventurer to climb a rope, track a trail, navigate using a seachart, etc.

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When your Adventurer is trying to perform an action and someone is working against him or her

Examples

When your Adventurer enters an arm-wrestling contest, wants to sneak up on somebody, is negotiating a trade, etc.

When the Gamekeeper wants to see whether something happens to your Adventurer

Examples

When the Gamekeeper wants to see if your Adventurer has resisted a poison, has spotted an object, has fallen unconscious, etc.

Note: Stunt Points can be spent to gain an automatic success on any non-combat skill check (see p.27).

How to Use Skills To Perform Actions

Most characters have various abilities and skills they can use to attempt to perform an action (such as climb up a rope, find a clue, etc.). The basic chance of carrying out an action depends on how difficult it is.

The Gamekeeper **always** decides the difficulty of any task. In the list below, the figure beside the difficulty is the Target Number needed to succeed at an action:

Difficulty	Target Number (TN)	Example
Routine	No roll needed	Riding on a quiet clear day on a wide road.
Mildly challenging	3	Riding in the pouring rain.
Challenging	6	Riding in the pouring rain on a narrow road.
Hard	8	Riding on a busy narrow muddy road, in the driving rain.
Very Difficult	10	Riding through the mist on a crowded narrow muddy road.
Near Impossible	12+	Riding on a slippery clifftop track in a tempest.

To see whether your Adventurer succeeds at a task, roll one six-sided dice, then add to the result the relevant ability (the Adventurer's score in Strong, Clever or Quick) and skill (if he or she has one). Compare the result to the Target Number – if you equal or beat it, you have succeeded. If you have failed to beat it, your action has been unsuccessful (and there may be a consequence).

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Routine everyday actions are considered so easy that they can be usually be done automatically - someone riding a horse (and who has the Ride skill) doesn't need to make a roll to go riding on a wide well-maintained road on a calm clear day. **You don't need to roll a dice to get your Adventurer to perform these routine actions.** But if the weather is stormy and the road is muddy and narrow, **you will need to roll a dice for these more difficult actions.**

Skill Rolls

Remember!

When the Gamekeeper asks for a skill roll:

Roll the dice + Ability (Strong, Clever or Quick) + Skill (if any) = result

Example

Grace Milestone trying to locate Lady Eleanor's camp in the jungle. She tries to work out a challenging (Target Number 6) map. She has a Clever of 3 and Navigate 2. Her Player rolls a 6, adds the 3 and 2, for a total of 11. Grace beats the target by 5 points and easily understands the map.

Anyone can try almost anything, as everyone has at least 1 in each ability. You don't need to have Navigate to try and puzzle out a map – you just use your Clever score. Likewise, if you don't have Climb, you will just have to use Quick on its own, etc.

Example 1

Graham Smithson, the bodyguard, is climbing a steep cliff. The Gamekeeper decides it is a Challenging climb, and sets the difficulty at 6. The Player controlling Graham rolls a dice – and gets a 4. Graham adds his Quick of two, for a total of 6. He doesn't have Climb, so can't add anything for that. He just makes it!!!

Example 2

Lady Eleanor is lost in the jungle. She needs to find food and shelter, while she waits for Grace and Graham to find her. The Gamekeeper decides it'll be hard to find what she needs so late in the day, so sets the difficulty at 8. Lady Eleanor hasn't got the Survival skill, so can only add her Clever (which is 2) to the dice

Chapter One – How to Play

Exceptions to the Rule

The Gamekeeper may rule that some tasks are just too difficult for an amateur to have a go at. It's unlikely that an untrained Adventurer will be able to forge a flawless sword without the Craft skill, even if he or she is exceptionally lucky.

roll. She rolls a 4. Adding her Clever (2) she gets a total of 6. She'll have to go hungry tonight and sleep out under the stars.

Skill vs Skill

Sometimes your Adventurer will want to do something that another character wants to challenge. Whether arm-wrestling, competing in a running race, sneaking up on someone who is trying to spot you, you'll need to make a Skill vs Skill test for your Adventurer to see who succeeds.

Healing isn't Easy

Medicine is one of the skills which cannot be practiced untrained. Anyone can try and stop the bleeding, make a patient comfortable, etc., but only a character with Medicine can heal Health (their own or that of other character's).

A character wishing to use the Medicine skill must decide how much damage they wish to heal (on the table below), then roll against the appropriate Target Number – a failure means that no healing takes place.

Amount of Healing	Target Number
-------------------	---------------

1 dice divided by 2	6
1 dice	8
1 dice multiplied by 2	10

Use of a designated room with the proper equipment, books and medicines gives a +2 bonus to the roll. A Medicine roll of 1 is always a failure – so even if the character combined his or her Clever and Medicine, for a starting total of 6 or above, a dice still needs to be rolled – as a 1 would still fail (and it would be 24 hours before the Doctor could try again).

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Making A Difference

Sometimes the amount that the winner wins by makes a difference. How much of a difference is up to the Gamekeeper.

Example

Grace wants to sell a jewel she found, while on an expedition, to a trader. The jewel should sell for 100. Grace rolls a 2 and adds her Clever of 3 for a total of 5. The Gamekeeper gets a 5, adds the trader's Clever of 2 and Trade of 3 for a total of 10. The difference is 5 (The trader's 10 minus Grace's 5). The Gamekeeper decides that the trader will pay a maximum of 50 (deciding a -10 penalty should be subtracted for every point of difference between the two rolls).

Having the Advantage

Sometimes one of the sides in an opposing skill test will have an advantage or disadvantage and the Gamekeeper will give an extra bonus or penalty to the dice roll.

Example

Graham witnessed one of Lady Eleanor's latest house guests, who he suspects of being a spy, slip a suspicious looking envelope into his pocket. While attending to the dinner service, Graham makes sure the suspect's drink is kept topped up, and before long the guest is drunk and loudly recanting boring stories about his travels. Graham tries to pick the drunken guest's pocket. The Gamekeeper decides to give Graham a +2 bonus to add to his dice – Lady Eleanor will turn a blind eye, and no-one else is present to witness the attempt. Graham's Player rolls a 5, adds a bonus of 3 (the total of his Quick and Pick Pocket) and a further +2, for a total of 10. The Gamekeeper makes a roll to see if the drunken guest spots the robbery – he rolls a 6 and adds the guest's Clever of 1 for a total of 7 – the guest won't be happy later, when he finds that the important letter has gone!

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To make a Skill vs Skill test, the player rolls a dice and adds any bonuses. The Gamekeeper rolls dice for whoever is opposing (unless it is another Player's Adventurer), also adding any bonuses. Whoever gets the highest total wins. If both the Player and the Gamekeeper get the same totals, it's a draw (unless that makes no sense, such as when trying to sneak up on someone, in which case the Player wins).

Example 1

Grace Milestone and Lady Eleanor are playing cards. Grace's Player rolls a 5 and adds her Clever of 3 for a total of 8. She doesn't have Gambling, so can't add it. Lady Eleanor's Player rolls a 4, adds 2 for her Clever, for a total of 7. Lady Eleanor has lost and Grace wins the game. Had she also got a total of 8, it would have been a draw, and neither character would have won.

Example 2

Graham Smithson is trying to palm a ring. His Player rolls a 4, adds his Quick of 2 and Pick Pocket of 1 for a total of 7. The Gamekeeper rolls for the trader he is trying to rob, and gets a 3. He adds the trader's Clever of 2 – unfortunately for Graham, the trader also has Perception 2, so also gets a total of 7. As Graham is a Player's Adventurer, while the trader is the Gamekeeper's, Graham wins – but only just!

Fights

Being at the centre of a heroic tale, means sooner or later your Adventurer will get into a fight. Fights take place in combat rounds, each lasting just a few seconds. In a combat round each fighter takes it in turns to try and hit and damage their opponent(s).

Note: Don't forget that Stunt Points can be used to perform special actions in combat, on top of those described in this section.

Surprise and Distance

Sometimes one of the sides in a fight will be surprised – if one side is expecting an attack and the other isn't; if one side has successfully sneaked up on opponents who have failed to spot them; a successful ambush, etc. If so, the side who is surprised doesn't get to make attacks in the first round of combat.

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Combat Basics

Combat rounds basically work like this:

Everyone **rolls Initiative** at the start the combat – to find out who goes first (roll the dice and add Quick - highest wins).

Then, from highest to lowest Initiative, each character:

Rolls to hit – Roll the dice and add any bonuses to beat the opponent's Defence. A character can also try to move (charge into combat or run away) in this part of the round.

Calculates damage – on a successful hit. **Remove any damage from opponent's Health.**

If both or neither side is surprised, then it cancels out, so combat starts normally with Initiative.

How far apart the opponents are at the start of combat depends on the terrain – if both parties turn a corner and bump into one another, then they can move instantly into hand-to-hand; if both parties spot each other at the other side of a field, they won't be able to start fighting until someone moves into the range of the other side's weapons (assuming they have ranged weapons); both sides clash in hand-to-hand fighting, etc.

In this case, don't roll Initiative until someone can actually hit someone else.

Initiative

Unless the Gamekeeper judges one side to be surprised (in which case the other side gets a free attack), each character in a fight must roll Initiative at the start of combat. Roll the dice and add your Adventurer's Quick.

You only roll Initiative at the start of the fight – anyone joining the fight rolls Initiative when they enter the fray.

Example

Grace has a Quick of 1. She is fighting a bumbling crook, who also has a Quick of 1. Grace's Player rolls a 1, adds Grace's Quick of 1 for a total of 2. The Gamekeeper rolls a 6 for the crook and adds a further 1 for his Quick, for a total of 7. The crook goes first.

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What if there is a draw?

If there is a draw, the Player's Adventurer goes before the Gamekeeper's character. If two Player's Adventurers are attacking each other, and they draw on Initiative, they act at exactly the same time.

Roll To Hit

In this part of a round the character can try to hit an opponent or try another sort of action. He or she can try and hit using a ranged weapon (bow, gun, etc), hand-to-hand weapon (sword, club, etc), or unarmed attack (fist, kick, etc). In each case you roll the dice, adding the relevant Ability and Skill (if any).

For **hand-to-hand** fighting (with or without a weapon):

Roll dice + Strong + Skill (Blades, Bludgeon, Bruiser) = Total

For **guns** and **artillery**:

Roll dice + Clever + Skill (Artillery, Shooting)

For **ranged weapons other than guns**:

Roll dice + Quick + Skill (Archery, Throw)

If the total beats the target's Defence, damage is done.

Having the Advantage

Like with skill rolls, sometimes the Gamekeeper will judge that one side or another has a natural advantage (fighting an enemy who is climbing up a slippery slope, having cover from ranged attacks, etc.). The Gamekeeper can insist that one side receives a +2 Defence bonus until they lose the advantage.

Other Actions

Instead of trying to hit someone, a character can try to move or take another action in this part of the round. Doing any of these actions lowers the character's Defence by 2 for the duration of the round.

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Moving

If a character isn't in a hand-to-hand fight and wants to move, up to his or her Move in metres, they can (instead of attacking – you don't get to do both). This includes moving into a hand-to-hand fight.

Getting out of Hand-to-Hand Combat

If a character tries to move out of hand-to-hand fighting, they risk their opponent getting a free attack. The opponent has a choice – take a free swing at the fleeing coward or give chase. If he or she tries to give chase, both sides make a roll, adding their Quick. If the chaser wins, he or she catches up, and both parties are back in hand-to-hand fighting. If the person running away wins, he or she has escaped. If it is a draw, the chase continues next round (unless someone gives up).

Non-Combat Actions

Sometimes a character will want to do something, not covered by the above, such as try to open a chest; unlock a door; untie a hostage; etc. The Gamekeeper determines (secretly) how long such activities take and while the character is working on them, he or she cannot fight back (although does still have a Defence rating, with a -2 penalty).

Quick Actions

Some actions are really quick and don't cause the character to miss an attack – these include things like getting out a weapon, shouting an order, etc. You can do any one these things without a penalty.

Calculate Damage

Take the total of the hit roll and subtract the target's defence. Then add any damage for the particular weapon. The result is the amount of Health the injured party loses.

Example

Grace fires her pistol at the crook. The crook has a Defence of 3 and Health of 6. Grace's Player rolls a 5, adds Grace's Clever (3) and Shooting (1), for a total of 9. The difference is 6 (Grace's roll to hit of 9 minus the crook's Defence of 3). Grace does 6 damage, +3 for the pistol, for a total of 9 damage! The crook is no more.

Chapter One – How to Play

Death, Dying And Recovery

All the characters the Gamekeeper controls die when their Health reaches 0. Player's Adventurers will also die when their Health reaches 0, unless somebody can stabilise and heal them (using medicine) within 3 combat rounds.

If a character is injured, they naturally heal 1 Health for every 12 hours of complete rest (in addition to any medicinal help), until their Health is back up to its starting level.

Note: Don't forget that Stunt Points can be used to help avoid damage.

Vehicle Combat

Vehicles (such as aerial steam carriages) have Strong, Quick, Health, Defence and Move scores, much like characters.

(Note: You might notice the Health, Defence and Move of vehicles aren't simply calculated from their Strong and Quick.)

If characters in two vehicles are fighting each other, then combat order is as usual.

Roll Initiative, roll to hit, roll to damage, etc.

Initiative – roll a dice and add the vehicle's Quick.

Roll to hit – usually using the Abilities and skills of the pilot/captain. If the total beats the Defence of the opposing vehicle (or driver of that vehicle), calculate damage.

The Abilities and skills used will depend on the vehicle and the weapon used. If trying to ram, the vehicle's Quick + the driver's Pilot (or Drive, Shiphandling, etc.); if firing a steam gatling, then the pilot's Clever + Shooting. Some vehicles (e.g. steamtanks) have inbuilt weaponry (use Clever + Artillery to fire). Each weapon should be assigned a damage rating, if it hasn't already got one (based on its lethality). If ramming, vehicles generally do their Strong divided by 3 in damage. Any vehicle involved in a collision also takes damage from the opposing vehicle (so ramming is only usually worth it, when going against a weaker opponent).

Chapter One – How to Play

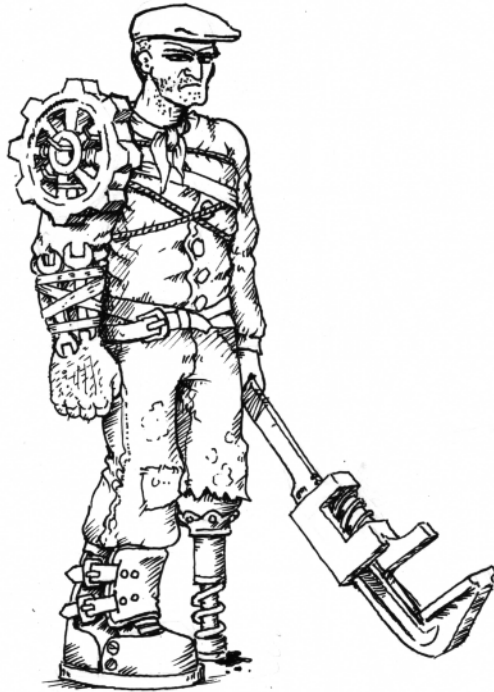
Calculate Damage – Add weapon's damage (or vehicle's Strong divided by 3, if ramming) to the difference between the attacker's to hit roll and the Defence of the opposition.

Remove damage – From damaged vehicle's Health (or driver's Health, if the driver was hit).

The consequences of a vehicle reaching 0 Health will vary according to the vehicle and environment – an airship will probably crash; a ship sink; while a train might simply grind to a halt and the driver and passengers get out.

Huge and Super Creatures

Mostly individuals can't attack vehicles – punching an airship won't make it go away! So making an unarmed attack is not allowed in the world setting in the next chapter (armed attacks are fine, often characters will want to shoot at the engines, aim at an opposing pilot, etc.). But in your steam setting there might be huge, or super-strong, creatures and characters, who can pack enough of a punch to bulldozer a vehicle with a fist.



Chapter One – How to Play

Stunt Points

Stunt Points are used to perform epic combat moves, save your Adventurer from certain death, hit a foe against the odds, etc.

Every Player starts each game session with 6 Stunt Points.

As each game session progresses, the Players play their Stunt Points to make good things happen for their Adventurers.

It's a good idea to spend all your Stunt Points, as they can't be carried over to the next game and they'll be replaced next session!

Some of the characters run by the Gamekeeper might also have Stunt Points, which can be used in exactly the same way as the Players' Stunt Points. Only more major enemies will have them – more run-of-the-mill opposition never have Stunt Points.

Stunt Points can be represented in the game by poker chips, or coins (real or chocolate!), toy money, etc.

Spending Stunt Points?

Each of the following actions cost 1 Stunt Point:

- **Succeed at a non-combat roll automatically** – however difficult the task.
- **Ignore an opponent's Defence** – no roll to hit, simply deliver a dice worth of damage + the weapon damage to your Adventurer's opponent's Health. Armour does not protect the opponent.
- **Avoid damage** – Turn a hit on your Adventurer into a miss.
- **Avoid character death** – If your Adventurer drops to 0 Health, they are merely unconscious, not dying.
- **Perform two attacks in one round** – you can roll to hit twice instead of once.
- **Stunt Action** – You can combine an attack with a stunt (climb, swing on a chandelier or rope, run on a rolling barrel, etc.). You only need to roll to hit, and you get to add your Strong *and* Quick to the dice (plus one suitable skill if you have one, Acrobat, Climb, Blades, Bludgeon, Bruiser, Shooting, Throw, etc.).

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- **To cancel an enemy's Stunt Point** – If a Player has spent a Stunt Point to perform an action, the Gamekeeper can spend a Stunt Point (if the character the Gamekeeper is running has one) to cancel the action. Likewise, a Player can spend a Stunt Point to cancel a Gamekeeper's Stunt Point action against his or her own Adventurer.

The following actions cost 2 Stunt Points:

- **Advanced Stunt Action** – You can combine an attack with a stunt (climb, swing on a chandelier or rope, run on a rolling barrel, etc.). You only need to roll to hit, and you get to add your Strong, Quick *and* Clever to the dice (plus one suitable skill if you have one, Acrobat, Climb, Blades, Bludgeon, Bruiser, Shooter, Throw, etc.).
- **Perform three attacks in one round** – you can roll to hit three times instead of once.

The following action costs 3 Stunt Points:

- **Ignore an opponent's Defence** – no roll to hit, simply deliver a dice worth of damage, multiplied by three, to your Adventurer's opponent's Health.

Changing the Story (Optional)

Here is an extra way of spending Stunt Points. Check with your group to see if they would like to add this option.

The following story change costs 1 Stunt Point:

- **Minor Plot Change** – Players can spend a Stunt Point to remove a minor obstacle (avoid a patrol, solve a clue, find a different path, etc.).

The following story change costs 5 Stunt Points:

- **Major Plot Change** – A Player can spend 5 Stunt Points to make a major change to events – escape the Bavarian castle; cause a huge rock-slide, covering their retreat; cause a nearby enemy airship to lose all speed and be put temporarily out of action; etc.

Chapter One – How to Play

Equipping Your Adventurer

Every Player's Adventurer starts with some money to spend on equipment.

Haves roll a dice and multiply the result by 1000; Have Nots roll a dice and multiply the result by 10 – that's how much disposable cash your Adventurer starts with. It can be spent on equipment before the game starts.

All prices in *OneDice Steampunk* are in shillings, but you could always use French francs, US quarters, etc.

In addition, all Adventurers start the game with one Adventurer outfit suitable to their rank, (Haves will have an Expensive Outfit; Have Nots will have a Rugged Outfit or Work Uniform), and one weapon suitable for their Adventurer.

Everyday Stuff

Clothing

Extravagant Outfit: *Including an outfit comprised of the following: hat, gloves, gown, dress, petticoat, corset and bustle, fine shoes or boots; Top hat, waistcoat, tailcoat, shirt, cravat, pants, fine shoes or boots; Military dress uniform; or any combination of the aforementioned, made in any combination of cloth and leather, all augmented with decoration and adornments to the style of your choosing; or a completely different Extravagant Outfit designed for your own steam setting.* Cost: 250+

Peasant Garb: *Rags.* Cost: 0-5

Respectable Costume: *Prim, but boring.* Cost: 35

Rugged Costume: *Worn but hard-wearing.* Cost: 25

Work Uniform: *A decent work outfit, possibly provided by an employer.* Cost: 40

Pilot's Clothes: *Flight jacket, cap, high boots, shirt, pants, gloves and basic flight goggles.* Cost: 60

Explorer's Clothes: *An outfit suited to exploring one particular type of environment (the jungle, extreme cold, etc.).* Cost: 150

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Accessories

This list is by no means exhaustive – gloves, hats, neckties, scarves, and all manner of other clothing accessories can be purchased by Adventurers, simply assign a price based on materials, quality and availability.

Cane, Hollow: Cost: 2

Cane, Knobbed: Cost: 3

Cane, Ornate: Cost: 10

Cane, Sword: Cost: 20

Fan, Hand Mundane: Cost: 1

Fan, Razor Sharp Metal: Cost: 5

Goggles, Enhanced: Cost: 30 (Adds 1 to Perception skill rolls.)

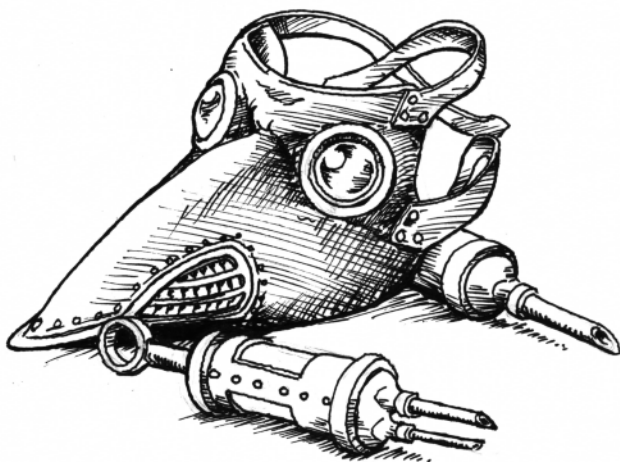
Goggles, Flight: Cost: 10

Goggles, Ornamental Hat: Cost: 6 (Subtracts 1 from Perception skill rolls.)

Goggles, Protective: Cost: 10

Magnifier, Large: Cost: 5 (Adds 1 to Investigate skill rolls.)

Mask, Protective: Cost: 15 (Adds 4 to skill rolls vs Poison gas, etc.)



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Mirror, Hand: Cost: 3

Monocle, Magnifying: Cost: 6

Monocle, Mundane: Cost: 3

Parasol, Mundane: Cost: 2

Parasol, Protective: Cost: 10 (Adds 1 to Defence.)

Utility Belt, Leather: Cost: 8

Watch, Clunky Pendant, Pocket or Wrist: Cost: 12

Watch, Bejewelled: Cost: 30

Adventuring Kit

Backpack: Cost: 5

Bedroll: Cost: 1

Candle: Cost: 1 for 5 candles

Compass: Cost: 15

Flint and Tinder: Cost: 1

Lantern: Cost: 5

Oil, Flask: Cost: 1 for an hour's lantern fuel.

Rope: Cost: 2 for 10 metres of strong rope.

Sack (Large): Cost: 2

Sack (Small): Cost: 1

Tent: Cost: 30 for 2 person tent.

Torch: Cost: 1 for a torch that burns for an hour.

Waterskin: Cost: 1 for a waterskin containing enough water for 1 person for 2 days.

Writing Kit: Cost: 15

Travel

Flight, Balloon: 18 per 100 miles.

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Flight, Aerial Steam Carriage: 50 per 100 miles.

Voyage, Ocean Liner, 1st Class: 30 per 100 miles.

Voyage, Ocean Liner, 2nd Class: 15 per 100 miles.

Voyage, Ocean Liner, 3rd Class: 7 per 100 miles.

Journey, Steam Train, 1st Class: 5 per 100 miles.

Journey, Steam Train, 2nd Class: 3 per 100 miles.

Journey, Steam Train, 3rd Class: 2 per 100 miles.

Journey, Steam Porter: 6 per 100 miles.

Horse-drawn Carriage: 10 per 100 miles.

Food And Drink

Ale: Cost: 1 for a flagon.

Brandy: Cost: 4 for a bottle.

Meal Out: Cost: 1-5+

Pie, Large: Cost: 1

Rum: Cost: 3 for a bottle.

Travel Rations: Cost: 2 for one day's rations for one person.

Wine: Cost: 3 per bottle.

Accommodation

Doss-house: Cost: 1

Tavern: Cost: 3

Fine Hotel: Cost: 30+

Specialist Equipment

Climbing Kit: Cost: 10 (Adds 1 to Climb skill rolls.)

Compass: Cost: 15 (Adds 1 to Navigate skill rolls – not stackable with Navigator's Kit.)

Lockpick Set: Cost: 20 (Adds 2 to Locksmith skill rolls.)

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Medical Bag: Cost: 100 (Adds 1 to Medicine skill rolls – not stackable with hospital bonus.)

Navigator's Kit: Cost: 150 (Adds 2 to Navigation skill rolls).

Telescope: Cost: 75 (Adds 2 to rolls – Clever + Perception – to spot something in the distance.)

Prosthetics

Prosthetics are fashionable amongst the Haves, but do attract hostility from the Have Nots (as they are a bit automaton-like).

Grippers: Cost: 2000 (Adds 2 to the wearer's Strong.)

Striders: Cost: 1400 (Adds 1 to the wearer's Move.)

Prosthetic Hands, Combat: Cost: 100 (Adds a hand-to-hand weapon, usually a hook, to the wearer's stump.)

Horses, Pets and Other Animals

Cat: Cost: 2

Dog: Cost: 3

Horse, Draft: Cost: 200

Horse, Riding cob: Cost: 400

Horse, Racing: Cost: 1000

Monkey: Cost: 20/50/200 (Small/Medium/Large)

Mule: Cost: 100

Pony: Cost: 120

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Close Combat Weapons

Weapon	Damage	Cost
Cat o' nine tails	2	15
Cosh, Cudgel, Hatchet, Staff	2	5
Cutlass, Sword, Sabre, Axe, Spear	3	30
Dagger	2	10
Great Sword, Huge Axe	4	100
Hook	2	100
Improvised*	1	–
Brass Knuckles, Knife	1	5
Unarmed	0	-
Whip	1	10

*Chair leg, bottle, tea tray, etc.

Ranged Weapons

Guns

Weapon	Damage	Range	Cost
Shotgun*	5	20	1000
Heartbreaker	4	15	1000
Pipe Rocket* **	10	25	5000
Sniping Rifle*	6	200	1800
Thundergun*	5	20	1000
Steam Gatling	6X3	50	2000
Blunderbuss*	4	5	60
Pistol	2	10	40
Carbine	3	12	50
Musket*	4	20	50
Rifle	4	40	100

*Takes a full combat round to load.

** Damage is to all within a 3m radius of the target.

Ammunition

Ammunition: Cost: 10 for 20 rounds of powder and shot

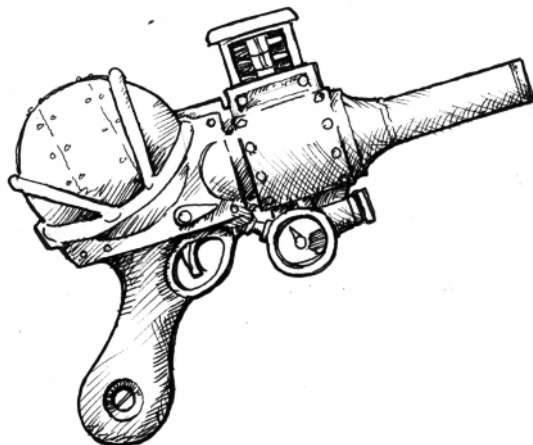
Large Ammunition (Heartbreaker, Thundergun): Cost: 100 for 10 rounds

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Pipe Rocket Ammunition: 200 for 1 round

Weapon Modifications

Magnifying Sights: Cost: 300 (Adds +2 to Shooting skill. Can be attached to rifle or sniping rifle.)



Other Ranged Weapons

Weapon	Damage	Range	Cost
Blowpipe	— *	5	2
Crossbow	3	40	40
Dagger	2	SX3	10
Hatchet	2	SX2	5
Bow	3	25	15
Spear	3	Sx2	15
Knife	1	SX1	5
Rock	1	Sx3	-
Sling (one handed)	2	15	1

S = Thrower's Strong

* On a successful to hit roll, depending on poison used, does lethal or stunning poison damage. Lethal = one dice of damage; Stunning = Stunned for a dice of rounds.

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Armour

Armour	Defence	Quick	Cost
Very light – a single helmet or padded jacket	+1	-	40
Light – Thick leather jacket and trousers	+2	-	100
Small Shield/Protective Parasol	+1	-	100
Large Shield	+2	-1	300

Finishing Touches

If you haven't picked a **name** for your Adventurer, do so now.

Also, give your Adventurer **6 Stunt Points**, ready for the first game session.

Now is the time to **make a few notes**, if you want to, about your Adventurer's personality (kind, mean, greedy, happy-go-lucky, etc.) and earlier life (family, previous job, criminal past, etc.).

You should also **decide how old** your Adventurer is (usually somewhere between 17-28 years old).

Experience and Levels

As your Adventurer's complete missions they learn new skills and increase their abilities.

In game terms, this means the Gamekeeper will award you Experience for good roleplaying and for your Adventurer reaching adventure goals and defeating foes. You need to always keep track of the total Experience you have been given.

When your Adventurer gets enough Experience, he or she will go up levels.

Your Adventurer might gain some new things at each level:

Ability Points – You can spend these to increase Strong, Clever and Quick. Remember, your Adventurer's Health, Defence or Move might also rise as a result of this increase.

Health – Increases your total health.

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Skill Points – To increase a skill your Adventurer already has or to learn a new one.

All Player Adventurers begin at 1st Level. The Experience you need to increase your Adventurer's level, and the rewards for doing so, are as follows:

Level	Ability Points	Health	Skill Points	Experience
1				0
2			+1	150
3		+1		300
4	+1			600
5			+1	1500
6		+1		3000
7	+1			6000
8			+1	10,000
9		+1		15,000
10	+1			22,000
11		2	+1	30,000+

Chapter Two

The Modern World

The Steam Revolution

When they designed them, the pioneers of the last century might have dreamt of their early steam engines transforming the world, but they could scarcely have imagined to what degree.

Designers and engineers have developed ever more complex steam-powered super machines.

And the steam revolution has been accompanied by advances elsewhere – modern miracles, such as Babbage’s Analytic Engine and Faraday’s Motivating Essence.

In Europe and North America the new technologies have been used to power vast industrial changes, such as the installation of factory automatons, who have increased productivity (but displaced the urban poor from their former productive roles).

There are new forms of travel, such as the giant steam airships, steamboats, trains and the steam porters, to name but a few.

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Another Way

The following chapter gives an overview of the *OneDice Steampunk* world. It is a world where steam technology has transformed life and history has played out rather differently.

But, it is perfectly possible to set your *OneDice Steampunk* games in another slightly, or very, different world. Perhaps the Crimean War is still continuing apace, as the new steam weaponry has led to the continuation of a long protracted trench war; perhaps explorers have found a rare form of granite, which can be magnetically re-polarised to give it lift, and instead of our propelled airships, your aviators travel about on floating rocks; or maybe your Victorians have pushed into space (in which case you might want to look at the ships mentioned in the Space Skin in *OneDice Universal*) and the forthcoming *OneDice Space*.

Or you might simply have a favourite steampunk book or movie, which you want to draw your inspiration from. The rules in the previous chapter are designed for just that, to be quick and flexible, for use in whatever steampunk universe you want to explore. But if you don't have a ready thought out world to set your adventures in, this chapter will give you a good place to start.

Additionally, included in the back of the book are three "Skins", to be used to add a different emphasis to your games – but there is nothing to stop Gamekeepers developing skins of their own, to make OneDice Steampunk power their own version of a reimagined nineteenth century world.

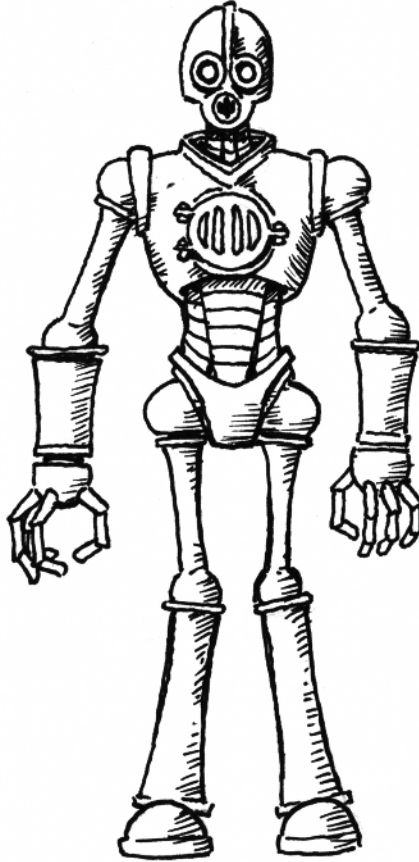
The rich indulge in new pastimes, such as the clockwork theatre and the annual amateur solo aviator competition, while even the poor sometimes scrape together the coin to visit the flickering picture houses.

And, although the new technologies haven't yet been properly deployed by the various militaries, it can only be a matter of time before they are put to deadly use.

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The Automatons

The initial growth of the factories went unchecked, but the factory owners (the Haves) found the poor (the Have Nots) a nuisance – they needed them to clean, maintain and operate the machines, but the wretches are untidy,



have no manners, little respect for those that gave them a job – and worst of all, they want six hours sleep and wages too! The answer was to automate the factories, to get machines to do the jobs of the Have Nots.

But the early automatons just made things worse – the automatons needed fixing; they couldn't think properly, so wouldn't stop when there was a problem on the production line; and they weren't really capable of doing

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anything complex. What's more, between the cost of the automaton mechanics (who demanded even higher wages than the old factory workers), and the fuel needed to keep the automatons going, it looked like automation experiment would have to be written off as a disaster.

Luckily for the factory owners, Faraday, combining his talents for chemistry and physics, designed a complex fuel compound, capable of circulating around the system of an automaton. This "motivating essence", especially designed to fuel the automatons, removed the need for a large furnace as a power source. With the motivating essence feeding off the machine's electro-magnetic field, self-winding clockwork, and a small rudimentary battery, the automatons became cheaper, more reliable and mobile.

What's more, a very curious thing occurred; the automatons seemed to become capable of learning. To the dismay of the human mechanics, the automatons began to repair themselves. When there was a hitch in production, they ironed out the problems. Their new mobility meant they could also be put to use outside of the factories – pulling carriages, delivering messages, laying roads, etc. The militaries of the most powerful nations are all considering what other, more sinister, purposes the automatons might be put to.

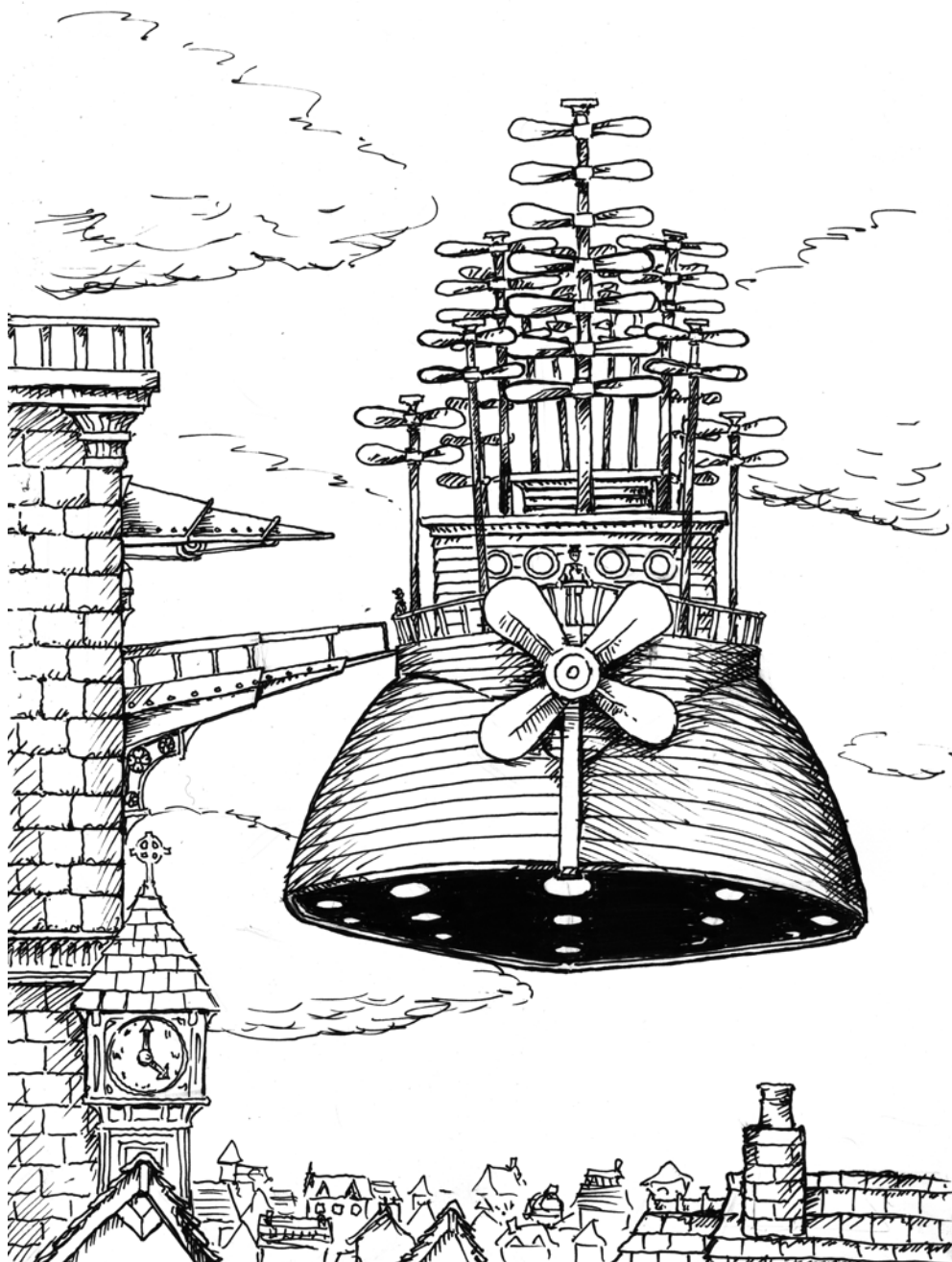
What's known to only a few humans, is that the motivating essence has caused the automatons to become fully sentient and self-aware. They even communicate with each other, using especially designed voice boxes (although they hear through their magnetic field, not ears, so why they choose human language over machine noise, is a mystery!).

To the Skies

Not long after the first train tracks were laid, the steam engineers stopped looking along the ground and began to look up to the sky above. Balloons were already starting to bob around up there, but surely solid reliable steam engineering could build something better, more useful?

Annual competitions were held in the capitals of various nations, with prizes offered to any aviator who could fly a decent distance in a heavier-than-air machine. Nearly 20 years ago, Sir George Cayley and William Henson presented an aerial steam-carriage up to the task – the *Fanny* didn't just travel the 50 yards required to scoop the prize, it flew for over a mile. Since then,

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Sir George has sadly died, but Henson continues to design new, bigger and better versions, inspired by *Fanny's* maiden voyage.

Henson has concentrated on civil aviation, made simple by the fact that investors queue up to throw money at him. His magnificent machines travel ever longer distances, so that now even the Americas are accessible from London and Paris. And they are capable of carrying larger numbers of passengers, reducing costs considerably.

The whole world has changed – swathes of previously unexplored places have now been viewed from the air; river sources, islands, and whole peoples have been discovered; and rather than slake the thirst for knowledge and exploration, it has fuelled an explosion of interest, amongst the Haves, for travel and adventure.

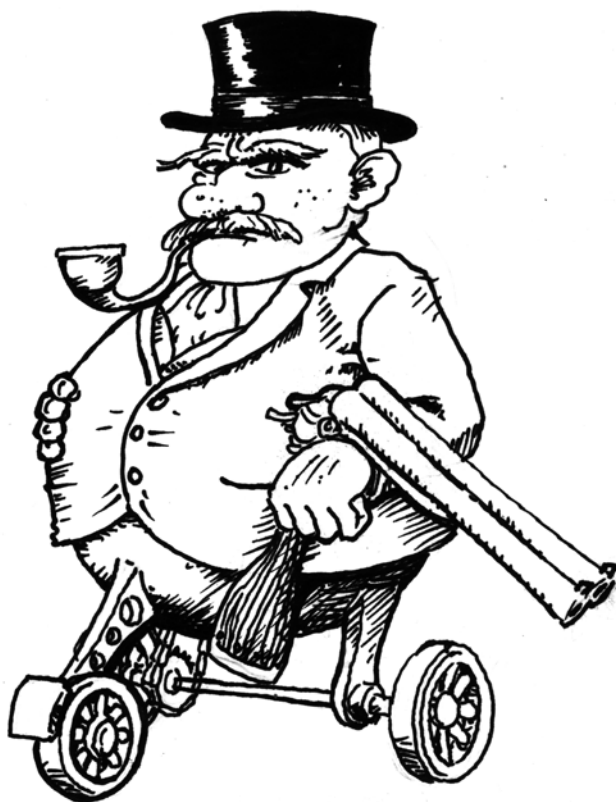
While Henson and his counterparts in other nations concentrate on commercial flights, and rich individuals look to exploring far flung lands, the major nations have all formed military air forces, with a very different purpose in mind (although some of these air forces don't own many aircraft yet, and the Habsburgs have none at all!). The aerial steam-carriages are well-armoured, but most military thinkers thought them only useful for observation. In Crimea, they were used to drop rubble and shells onto enemy entrenchments, but they were woefully inaccurate. Now, however, with the invention by Richard Gatling of his new steam-driven repeating Gatling gun, all the major nations are thinking again.

The Haves

Across the world, people aren't just divided by national boundaries, drawn on maps; they are also divided, in every village, town and city, between the Haves and the Have Nots. Even in France, where "Mad" Marx and the Analytic Engines work constantly to perfect an equal society, there are the same two classes (although there the classes are the wealthy bureaucrats and everyone else, rather than the aristocratic rich and everyone else, as the nobility in France have all had their heads lopped off). Only the Russian anarchists live free from such a divide – but they have a daily fight to keep it that way.

The Haves have the money, the land, the education, the manners, and, if you believe what they say, the breeding. They generally believe they are born to rule, while the Have Nots are there to do as they are told and to fight in

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foreign wars. The Haves can afford to travel, to spend time away from their work (if they do any), to enjoy life – fine foods, fine drinks, fine art and fine things.

A few of the Haves work for a different world – either hoping to raise up the Have Nots by undertaking charitable work or even supporting attempts by the Have Nots to change things for themselves.

And other Haves prefer to shrug off the shackles of polite society and go off on a grand adventure around the world.

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Decorum At All Times

From an early age, all Haves are taught the importance of good manners and a sense of decency. Scandal is to be avoided at all costs, a person's reputation is everything, and those that have a bad reputation are to be shunned.

Men are taught to give way to ladies, and always do a lady's bidding; women are taught to ultimately defer to men in all things. One's elders and betters should be respected. Decorum should always be maintained, and a gentleman should always defend a lady's honour.

Cleanliness is next to godliness, and one's attire should always be impeccable. A gentleman should be prepared to die for his country; a lady should take pride of the pain she must bear, be it for the sake of fashion or bearing children.

Of course, many Haves don't act like that at all. Many Have men are complete brutes in private, just not in public. In public, while it is acceptable to shout at the lower orders, good behaviour is generally expected – but in the closed Gentlemen's clubs, and sometimes in their private homes (despite the presence of the servants), some men indulge in drunkenness, gambling, hot tempers and cruel trickery.

Many women do act as is expected of them, but the rise of the Women's International, supported by some (if very few) influential men, has caused a general panic. The idea that male Have Nots should vote is largely regarded as ludicrous by male politicians, but the idea that ladies should enter politics is even more cracked.

Meanwhile, some women have started to protest – marching, chaining themselves to various things and throwing more than the occasional brick. In one instance, a group of women took to the sky using steam bustles, to protest their exclusion from the annual aviator competition. To a society demanding decorum, the sight of women's frillies, emblazoned with the words, "The Right to Vote, The Right to Float", ascending above them, caused an entire stand of spectators to faint clean away (that is, according to the journalists present).

The Have Nots

The Have Nots are the poor – they have no money, no land, little or no education, and few (if any) rights. Unless they have a work uniform, their

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clothes are ragged, and the tiny rooms they call home (if they are lucky) are bare and overcrowded. In rural communities, they might be given a little assistance, but only if considered deserving – either way, if there is no work going in the fields, they are eventually forced into the towns and cities to sell their labour as they might.

In all the supposedly wealthy capital cities, there are the desperate Have Nots. On the streets of New York, London and Paris, there are the sad-eyed children, with no shoes on their feet, no-one to care for them and little hope for the future. To survive, they have to work long and hard for very little, and usually for terrible masters and mistresses, or for the ruthless factory owners; turn to crime; or be extremely lucky.

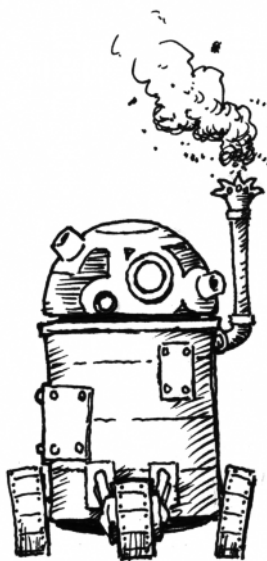
As adults, they are likely to fare little better. Where there is work, it is usually hard and involves long hours and awful conditions; where there isn't, there is the dreadful workhouse, prison or noose. Public health is rotten, access to any medical care is very limited, and disease is rife. Crime is everywhere, and, when not committing it, the Have Nots are often victims of it. Justice is stacked – no magistrate or judge would take the word of a Have Not over a Have.

The most contact the Have Nots have with the Haves is as their servants. The Haves all employ a staff, whether it is just a single manservant or maidservant, or a whole retinue of gardeners, housekeepers, stable hands, personal servants, etc.

At least there are the wages – except even those pittance are under attack. The automatons have started to replace the workers, not just in the larger factories, but on the streets as well. A whole host of other industries (such as cab drivers; those who tend the horses; messengers; even some vendors, etc.) are all beginning to see automation as a means of dispensing with the working man and woman. Unemployment is higher than ever, and there have been many riots in most of the major capital cities, as the Have Nots vent their anger on their former bosses and any automaton they can find.

The automatons are generally despised by the Have Nots. In the occupations that still need human workers, wages are low, and in the larger factories, the machines have outright taken their jobs. Perhaps worse, there is something about the nature of the automatons that the Have Nots find brooding, sullen

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and superior – it's bad enough being looked down on by the Haves, but to be looked down on by machines makes them feel truly worthless.

The Have Nots do try to organise to protect themselves. Some have formed secret unions – illegal associations to protect their livelihoods. Others have become wreckers, springing from nowhere to smash an automaton, before diving back into the shadows. Some go further. The Have Nots in New York, London, Paris, Munich, Vienna, and beyond, have begun to look at the Anarchist Federation in Russia, and even the Republic in France (not the Parisians, they're sick of it), and wonder if things could be different...

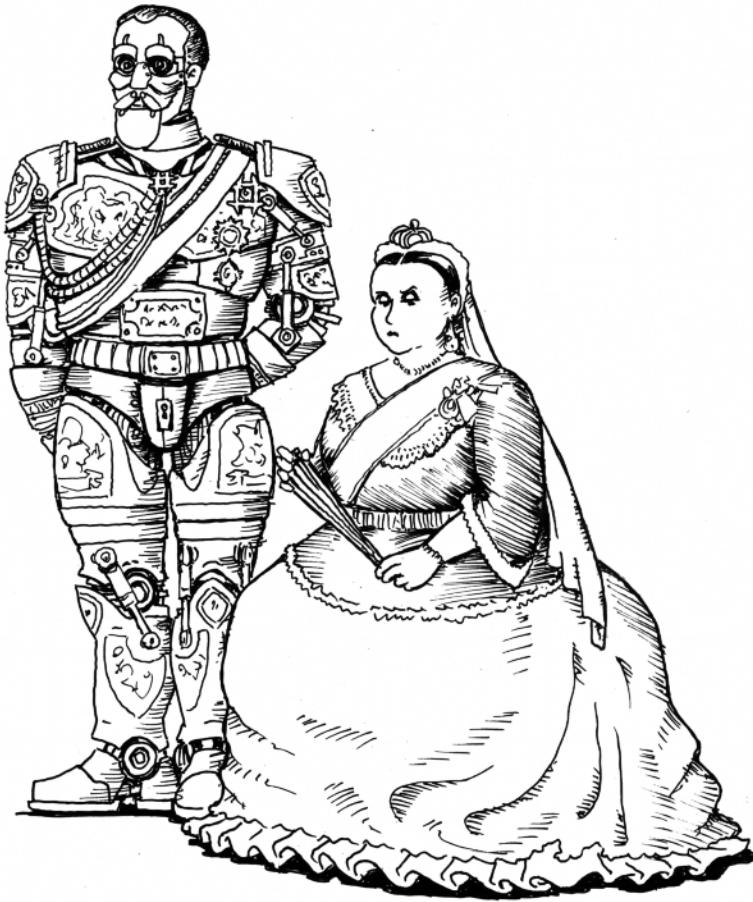
Nations

Adventurers may well find themselves embroiled in various plots between nations; or acting as representatives of their own countries while in foreign climes. Even if the intrigue in your games is mostly local, it is worth knowing a little of what's going on in the rest of the world.

Only a few of the most powerful nations are mentioned here. You may want your Adventurers to come from one of these influential countries but, if not, there are almost countless other states (countries, principalities, duchies,

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tribal territories, dominions, etc.), to choose from, if you should so wish (and the Gamekeeper allows it).



The British Empire

The British Imperial Throne is shared between Queen Victoria and Clockwork Albert (who rules, literally, with an iron hand). Victoria began to have Albert's body replaced with automaton parts, starting in 1859 when he first became ill, and finishing in 1861, by which time the only original piece of Albert was his brain.

The royal pair are not very popular, as it is known they are pressuring Palmerston, the Prime Minister, to bring in a First Cousin Law, stipulating that

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marriages between first cousins should carry more legal weight than any other union. This, combined with Albert's previous failed attempt to introduce a Beer and Beef Tax, is unpopular with all (aside from aristocratic cousins).

However, the success of Their Majesties' Ironclad Navy in maintaining the colonies somewhat mitigates this unpopularity. Britain has the largest Empire of all the nations, and is still keen to expand. The Royal Aerial Force has already been very active over Africa, eying up previously unknown lands within the interior. This has led at times to clashes, including conflict with the French, with whom Britain has the shakiest of alliances.

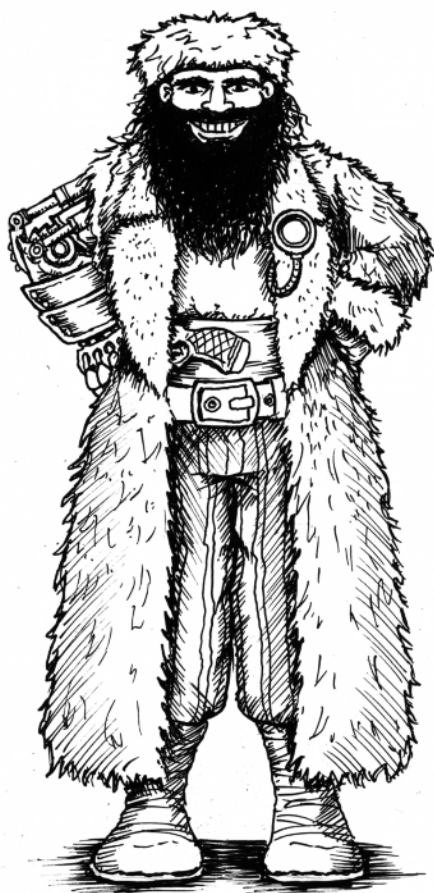
Britain is generally brimming with patriotic pride, many of the Have Nots take a pride in the size of the Empire, even if they benefit not a jot. And at least there are plenty of jobs in the army – serving overseas, maintaining peace abroad, dressed in a fine red coat, with musket in hand. The loss of the United States, the more recent Indian Rebellion (officially referred to as a Mutiny), resistance in China, and grumbling Boers, have not dented the Imperialist plans of the British politicians one jot. They are more concerned with stopping their own people rising up than dealing with hostile foreigners – who are surely no match for British gumption and stiff upper lips.

The Divided Russias

Following defeat in Crimea, Russia has divided into two states – one led by Alexander II, Emperor of All the Russias (mocked by his opponents as “Emperor of Some of the Russias”), whose slogan is “Liberation Through Autocracy”; and the Anarchist Federation, who have begun to organise defence committees, autonomous local councils and an organised militia. Anarchist thinkers, among them Bakunin and Proudhon, are flocking to join the experiment in freedom. Other Europeans want to join too, but the Russian Anarchist Federation urges them to stay where they are and fight for revolution at home.

The main problem for the Anarchist Federation is that their main regional powerbase is inland, so they have no access to the besieged anarchist ports. Everything they need to produce has to be produced locally, or purchased from unscrupulous traders, who risk the trek through the hostile monarchies of Europe to bring supplies.

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For his part, Emperor Alexander is hell bent on freeing all serfs, to show his benevolence – but as many try to flee to the anarchists as soon as they are freed, he has them shot at the point they are released from indenture. When his notorious police, the Third Section, arrive in a locality, liberation papers in hand, everybody hides.

The Emperor would love to modernise his nation, but is too busy fighting a war against the anarchists, hot on the heels of war in the Crimea. The problem for the Emperor is that while most of the country is in the Emperor's hands,

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the anarchists control many of the larger cities and some of the most fertile farmland – so while Alexander’s troops are hungry and war weary, the anarchists are well-fed and fighting for their freedom.

Republican France

France is still a Republic, although the National Assembly has long since been abandoned to the Committee for Bureaucracy and Efficiency. “Mad” Marx is in charge of the Department of Equal Governance, despite his Germanic heritage, and he spends his time writing sprawling tracts on matters such as *Health, Safety and Madame Guillotine*; *The Relations between Committees*; and *Programming for Equality through the History of the Future*. The French political and diplomatic machine spends so much time trying to decipher these works that it has all but ground to a halt.

Paris is still a hotbed of radicalism, but most radicals have learned to be careful about what they say and to whom. “Mad” Marx has given a large amount of funding to Babbage, who, while concerned about cooperating with the French, is happy to take the money to develop ever more complex Analytic Engines. The Analytic Engines are used to regulate French society – everything is monitored and distributed, via punch cards and identity papers. From the moment they awake, to the moment they sleep, French citizens are expected to use the cards to check in their whereabouts and activities – in the name of public safety.

The Republic is despised by the monarchies of Europe, but perhaps not so much as the anarchists in Russia. The French have trimmed back their Imperial ambitions, which suits their near neighbours, although many French patriots want France to once again take centre stage in world affairs.

The Rise of Bavaria

The Germanic Peoples were supposedly united under the Germanic Confederation, presided over, on paper, by the Habsburgs, but in reality by the domination of Prussia.

This accommodation has been scuppered by the near meltdown of the Prussian ruler, King Frederick IV (a literal meltdown, described as “*a humiliating failure to alight, leading to the worst attempt at self-immolation I have ever witnessed*”), the assassination of his heir, and the seizure of the

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Presidency by “Scruffy” Ludwig of Bavaria, who following the Beer Riots decreed that free beer was the unassailable right of all the German peoples.

Ludwig has slipped Habsburg influence, captured the imagination of the German people, and currently keeps Bismarck (the former Chancellor of Prussia), in a cage, only bringing him out to frighten diplomats from rival nations.

There is much plotting between the thwarted Prussian aristocracy and the Court of Bavaria – and it is likely war will break out before long – if not between Bavaria and Prussia, between Prussia and one of its other neighbours. The assassination of Frederick’s heir has thankfully not been ascribed to the Bavarians, but Prussian financial and military success is such that it is unlikely they’ll toe the line for long. Yet the German peoples are drawing ever closer together, aware that their economic might could prove irresistible on a world stage and that united they would have the muscle to defeat all-comers. They could even go on colonial adventures of their own – perhaps joining the race into Africa and winning.

The Habsburg Decline

The Habsburgs are in disarray. The once vast Austrian Empire is slowly dissolving. Revolution and independence are in the air, and the Imperial response has been to try and tighten their hold over very distinct (and often distant) territories, many of which reject the Austrian claims over their region.

Hungary, the Germanic states, Northern Italy and much of Eastern Europe is straining at the Austrian leash – and the Austrian army is unable to cope. Various princes and dukes flock to Vienna to state their case, or abroad to beg foreign aid in their wars of independence (where they are often drawn into intrigue by opponents working for the House of Habsburg).

The Emperor, Franz Joseph, would rather see Europe in flames, than submit to the nationalist demands of his ungrateful subjects. Unfortunately for him, he is blissfully unaware that his large army is out-dated – while well-equipped for fighting the wars of the last century, it lacks the modern weapons and tactics which are being developed elsewhere.

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Ottoman Empire

A mighty multi-continent spanning enterprise – the Ottoman (or Turkish) Empire has suffered from a long slow decline, but is still a force to be reckoned with. The current Sultan, Abdülmecid I, is a moderniser – mostly loved by his people, if not by his advisors. Unfortunately for the Sultan, he is very poorly – although he hopes to be better in time for his 26th wedding and to ratify the latest wave of constitutional changes.

Following their victory in the Crimean War and the division of Russia, many of the leading army and navy officers are demanding that their forces also be

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modernised (like the Habsburg forces, they are more equipped for the wars of the last century). They already use balloons, but not heavier-than-air flight; they have a network of telegraphs, but have few automatons; and the train network is tiny (although expansion is underway).

Ottoman diplomats are keen to keep strong links with other powers who might oppose their traditional enemies (the Habsburgs and the Russians) – in particular the British and the French.

The Broken Union

In North America, war, over issues of slavery and secession, is imminent. States, the military, even families, have divided – shots have been fired and troops are flocking to be recruited by one side or the other.

The steamtanks of the North outnumber those of the South, and the Minister of Steam, Richard Gatling, although not yet officially declared for the North, is known to be urging his Company of Innovators to develop weapons which far outweigh his steam-gatlings in deadliness, ready to be sold to the Union.

In preparation for smashing the US Navy, should they attempt any form of blockade, the South have built their own secret weapons – submersible ironclads.

Diplomats from the North and South are currently flocking to court European ambassadors, in an attempt to recruit them to their respective causes.

To the east, the two sides fortify; out west, things are more fluid. Steam Porters carry prospectors and settlers ever westwards. The country is dangerous and contested; indigenous peoples take up arms to stem the flow of incomers; and bandits are everywhere – but the promise of riches means the stream of hopefuls is unlikely to dry up any time soon.

Africa

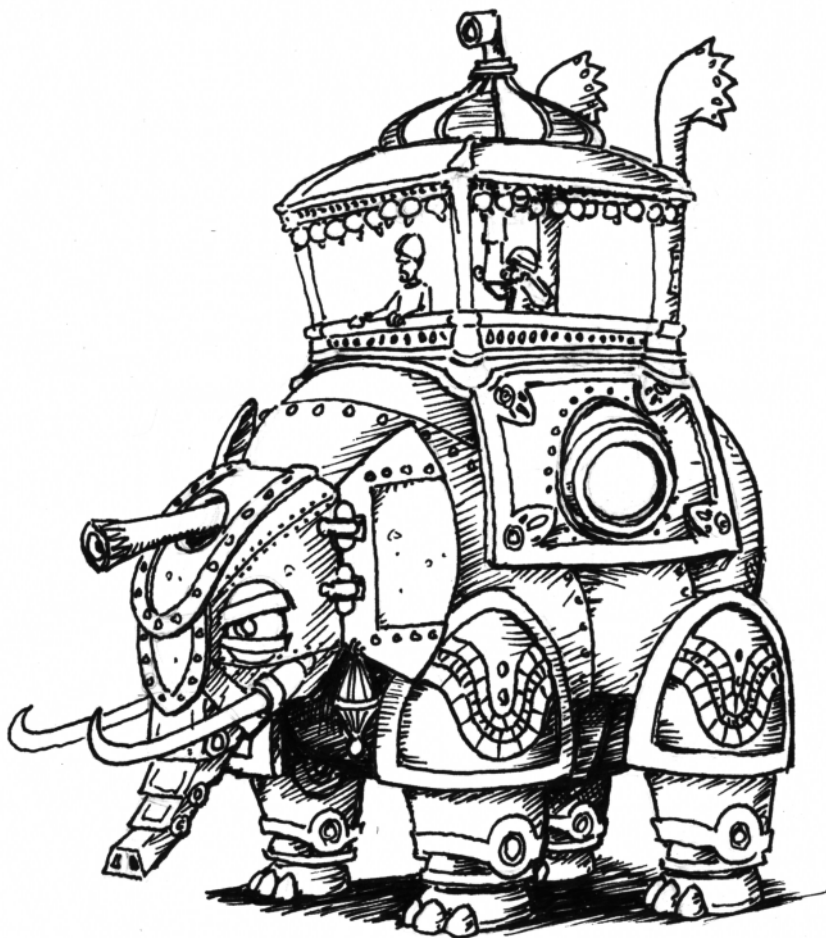
For centuries Africa was home to thousands of different states, tribal societies and kingdoms.

The north was eventually dominated by Islam (and since, by France), but it is only more recently, due to the increased trade in slaves, that the Europeans had begun to forge enclaves along the entire west coast.

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Further south, the large British territory, the Cape Colony, has had its expansion ambitions capped by the Boers, the Zulus and an impenetrable interior.

The advent of the aerial steam-carriage might be a game changer – it makes surveying large areas possible. Whereas previously a few missionaries might travel along a river, possibly getting lost or succumbing to some other uncertain fate, now a proper map can be made of the ground below. All of the major European nations are weighing up dashing towards the interior, to claim the African lands as their own.



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The Troubled Raj

Following years of rule under the East India Company, the new British Raj places Queen Victoria (and her government) in charge of a huge territory, reaching right across the subcontinent and beyond. This means that the chap who had been working for the Company as a Governor General, now works for the Queen as a Viceroy. Impressive, huh? The Viceroy's job is to oversee the place on behalf of the crown, and is mostly taken up managing (through patronage) the shifting alliances between the various princely states and provinces which make up the region.

This has come about because the last decade culminated in a rebellion, sepoy units rebelling against the Company command. In the north and centre of India, the Company faced stiff resistance, enough to shake it to its core. The rebellion was quashed, brutally, but the resentment still lingers on.

The British have brought their technology with them, the rail and canal networks are vast, and the first aerial steam-carriage landing fields had already been sited.

China and the East

China is largely an unknown entity, as far as non-natives are concerned, but the European colonial powers (in particular Britain and France) do have a mercantile foothold on the coast, which they've maintained through a series of conflicts, the most recent of which (the Second Opium War) only ended last year.

The incumbent Qing dynasty are struggling with their own internal problems, so have been forced to cede to European trade demands.

The internal conflict has also led to many Chinese people fleeing their countries (or being deported and sold into slavery), so the Chinese population abroad is bigger than it has ever been.

There is a growing modernisation movement in China. They call for a new navy; more factory production; and some loosening of trade restrictions – with the intention of growing into a military power capable of defending itself from the West.

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Secret (and Not So Secret) Organisations

It is likely that the Adventurers will know each other through membership of an organisation. The organisation might simply be an innocent and benign association of like-minded folk – an Explorer's Club, Geographical Club or some other educational or/and adventuresome group.

Or the organisation may be a front, perhaps serving secret interests, government or otherwise.

Before Players choose which clubs their Adventurers belong to, they should consult the Gamekeeper (to make sure their choices work for the games he or she is intending to run). The Gamekeeper may just insist on all Adventurers belong to one club of his or her choice e.g. all the Adventurers are from a particular aviators club; or maybe all are from an aviator's club, but not the same one; etc.).

Here is a list of some possible organisations which the Adventurers might encounter or be a part of.

Anarchist International: Officially banned in most countries, each nation also has its own national and regional anarchist organisations.

Alpine Clubs: Groups of enthusiastic mountaineers.

Aviator's Club: Fans of balloons, aerial steam carriages, or both.

Criminal Organisation: Anything from a roguish group of commoners to an association of Lady and Gentlemen thieves.

Diplomatic Organisation: A group formed to promote a particular nation's interests and culture.

Explorer's Club: Clubs dedicated to exploring previously unexplored regions.

Geographical Club: Associations dedicated to Geography, closely associated with Traveller and Explorer clubs.

Missionary Organisation: A society dedicated to spreading the word of their religion (whatever that is) as far and wide as possible.

Oriental Society: A society for those interested in the Orient.

Steam Locomotive Club: Clubs dedicated to travelling on every steam locomotive, and writing down details of each journey in a notebook.

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Traveller's Club: There are plenty of organisations simply formed out of a shared love of travel.

Women's International: An organisation promoting women's suffrage and equality for all. Officially banned in some countries, each nation is also home to its own national and local women's organisations.

Working Men's International: A mostly male association of workers (and their supporters). Officially banned in some countries, each nation has its own national and local working men's organisations.

In addition to the above, most nations have a secret police force and/or foreign service.

In the Habsburg Empire, Czarist Russia and France, the secret police organisations are large and powerful. Other countries (aside from Anarchist Russia) have influential, but much smaller, secret police departments. Likewise, every nation has a foreign service, dedicated to conducting espionage operations.

Note: Gamekeepers are encouraged to make up further organisations of their own. There are plenty of things to choose from – clubs dedicated to exploring a certain place; experiencing a certain form of travel; a certain sort of politics; admiring a famous individual; etc.



Chapter Three

Gamekeeper

Section

This section is designed to help Gamekeepers to run *OneDice Steampunk*.

First there's a brief look at running games, **tips on style** and playing Young 'Uns.

Then there are a few more **rules covering** how to handle **hazards and Experience**.

Game Styles

Are you thinking of running a single adventure or a longer campaign?

Single adventures are designed to be played over one or two sessions. They only have a few scenes, a few tasks (e.g. attend the Grand Ball and find out the Count's secret) and only one or two twists.

Campaigns usually run over several sessions and often consist of a number of "chapters". Each chapter might have several scenes (or one big scene), and often there are side-goals (e.g. stealing some secret papers or recruiting some allies) that need to be achieved along the way to telling a much bigger story

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(e.g. Attempting to deliver the news of the Count's secret to his enemies, avoiding his troopers all the way; acquiring an aerial steam carriage and flying it through hostile territory; following a trail to locate his hidden lair; and, travelling deep underground, finding the place where he conducts his ungodly

Warning!

Whatever style you choose, story-planning is needed – if you just make it up as you go along, it can easily fizzle out. You need to have some idea of where the game *might* go, and some ideas for grand finales.

experiments, and destroying it!).

Do your Players want to follow an exciting trail or leave the path whenever they want?

Plotted adventures have a structure, much like a book or a movie, and the players are taken through a number of scenes leading to an exciting grand finale.

Sandbox adventures do not start off with a pre-determined plot – the Games Master decides on a few themes, some locations and a number of characters and lets the story go where it will.

Stories

What style of adventure your players would enjoy?

Lots of fighting, investigating a mystery, or diplomatic intrigue? A romantic adventure or a lots of pulp-style action? A long journey to exotic climes or a whole series of stories linked to one location? They'll probably appreciate a mixture and as long as there are plenty of opportunities for heroics, betrayal and discovery, you'll be on the right track.

Recurring Characters

Every hero needs a nemesis, and in *OneDice Steampunk* there are plenty to choose from. There are various villainous organisations, foreign secret services, political opponents, the inhabitants of unknown regions, secret military programmes, business or social rivals – and that's just for starters!

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Playing Young ‘Uns

You might like to run a game where the Adventurers are all children – whether playing street urchins or middle/upper class school children, or some combination of both, it can be refreshing change. Not only do the child Adventurers have to navigate their way through an adventure, helping a great detective, thwarting a criminal, saving the world, defeating a rival children’s gang, etc.; they also have to navigate an adult world, with all the disadvantages and advantages being children brings.

If playing, say, ages 7-12, then you might want to cap the Abilities and Skills the Adventurers have. It is suggested that they are only given 4 or 5 points to spend on abilities (with the same requirement that no score can be lower than 1) and fewer points to spend on skills.

“Job” Examples

Schoolchild – Perception 1, Negotiate 1 + 2 other skill points.

Urchin – Sneaky 1 or Perception 1; Dodgy 1 or Pickpocket 1 + 2 other skill points.

Young worker – Engineering or Craft 1; Perception 1 + 2 other skill points.

Note: When choosing the remaining skills, consult the Gamekeeper to check they are allowed (if you want your Urchin to have Pilot, you better have a darned good explanation for it!).

As well as enemies, there should be plenty of allies to choose from – and sometimes an ally can become an enemy, or vice versa.

Whatever the circumstances, and whether friend or foe, recurring characters often make a story stronger and a final victory sweeter.

Scale of Opposition

When designing adventures, Gamekeepers should always take account of the abilities of the Players’ Adventurers compared to the opposition they are going to face. If the Players’ Adventurers are always confronted with weak opposition, the game will quickly get boring; likewise, it will become frustrating if they are faced with overwhelming opposition (against whom

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they have no chance of winning). Check that creatures are selected for your adventure that can be beaten (whether by overcoming their Defence, use of Stunt Points, or some other logical weakness, etc.). Creatures and other Gamekeeper controlled characters do not have to be designed in the same way as Player's characters – you can simply assign them Health and Defence scores, rather than base their Health and Defence on their Strong and Quick.

Hazards

Most hazards in *OneDice Steampunk* can be handled through asking for a straightforward skill check. If you want to see if a character can get out of a smoky room, you can ask for a roll (perhaps adding Strong, if they are going to just try to walk through the smoke, or Quick, if they are making a dash for it, to the roll). The difficulty should be adjusted by the scale of the threat – a large raging inferno is harder to escape than a small blaze.

To help you judge the level of hazard and the possible consequences of failure, check this table:

Hazard	Difficulty/Target Number to avoid	Damage	Examples
Minor	Mild, 3	1 Dice divided by 2 (round down)	Small fire, weak poison, falling up to a metre, hitting thumb with a hammer.
Moderate	Challenging, 6	1 Dice	Moderate poison, falling up to three metres, hitting hand with chisel.
Major	Very Difficult, 10	1 Dice multiplied by 2	Strong poison, falling up to 7 metres, caught in a collapsing building.
Deadly	Near Impossible, 12+	1 Dice multiplied by 3+	Falling into a volcano, deadly poison, falling over 7 metres, squashed by a falling city.

As usual, offer Defence bonuses or penalties (+2/-2) if there are other factors that might make a difference to the outcome for the character.

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Awarding Experience

Experience is usually awarded at the end of each game session.

You might want to award Experience for the following:

Good roleplay: 10-20 Experience multiplied by the Adventurer's current Level

Defeating Characters and Creatures: Characters and creatures usually have an Experience amount listed – any Adventurer who was in a fight with the character or creature (and won) gets Experience. Total the Experience of all characters or creatures defeated and divide by the number of Player's Adventurers who were in the battle.

Solving/Reaching a Minor Adventure Goal: 20-30 Experience

Example

Finding the library in the Count's mansion and locating all the clues that are hidden there.

Solving/Reaching a Major Adventure Goal: 50-100 Experience

Example

Searching every location in the Count's mansion and defeating various guards, disarming some cunning traps and stealing the Count's secret plans.

Solving/Reaching the end of a Campaign: 200-300 Experience

Example

Discovering the Count is developing a secret weapon which will change the world for the worse; stealing the plans for the weapon from the Count's castle; travelling across a continent to get the plans to an ally; flying an aerial steam carriage to the Count's secret base and finding a way to destroy the Count's secret weapon forever.

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Vehicles

All the vehicles in *OneDice Steampunk* are presented in this format:

Vehicle Type, **S** (Strong), **Q** (Quick), **H** (Health), **D** (Defence), **Mv** (Move), **Cr** (Optimum Number of Crew/Passengers if relevant), **Cost** (Cost of Vehicle)

Remember: Only another vehicle, capable of making an attack, can attack a vehicle (and Huge creatures, if they exist in your version of the game) – individuals can't (although they they can attack individual opposing crew members, if they get the chance). Vehicle scores are *not* on the same scale as character scores.

Sample Aerial Steam Carriages

Aerial Carriage, Large Commercial S 10 Q 2 H 40 D 8 Mv 50 Ca 2 Cr 5/80 Cost 100,000+

Aerial Carriage, Small Commercial S 5 Q 3 H 15 D 9 Mv 50 Ca 1 Cr 1/10 Cost 14,000

Aerial Carriage, Small Private S 4 Q 4 H 12 D 10 Mv 65 Ca 0 Cr 1/1 Cost 10,000

Aerial Carriage, Large Military S 7 Q 2 H 21 D 9 Mv 50 Ca 1 Cr 4+/10 Cost 50,000

Aerial Carriage, Small Military S 6 Q 3 H 18 D 10 Mv 55 Ca 0 Cr 2/2 Cost 20,000

Aerial Carriage, Individual Military S 5 Q 5 H 15 D 11 Mv 65 Ca 0 Cr 1 Cost 15,000

Sample Ocean-Going Vessels

Steam Liner, S 10 Q 1 H 35 D 9 Mv 40 Ca 8 Cr 300/400 Cost 100,000+

Steam Warship, S 12 Q 2 H 45 D 12 Mv 50 Ca 2 Cr 120 Cost 100,000+

Canoe, Small S 1 Q 2 H 6 D 3 Mv 10 Ca 0 Cr 1 or 2 Cost 0

Canoe, Medium S 2 Q 2 H 6 D 4 Mv 15 Ca 0 Cr 1-14 Cost 0

Steam Gunboat, S 2 Q 1 H 9 D 6 Mv 10 Ca ¼ Cr 4/40 Cost 500

Raft, Small, S 1 Q 1 H 3 D 3 Mv 5 Cr 1 or 2 Cost 0

*1 or 2 individuals.

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Rowboat, S 1 Q 2 H 6 D 4 Mv 10 Cr 6 or less Cost 40

*6, or fewer, individuals.

Schooner, Large, S 8 Q 6 H 30 D 9 Mv 35 Ca 15 Cr 40/40 Cost 20,000

Sample Other Transport

Steamtank, Large, S 10 Q 2 H 20 D 10 Mv 10 Ca 0 Cr 16 Cost 10,000

Steamtank, Small, S 7 Q 3 H 15 D 10 Mv 15 Ca 0 Cr 6 Cost 7,000

Train (Passenger), S 14 Q 1 H 50 D 9 Mv 70 Ca 1 Cr 10/300 Cost 30,000

Train (Military), S 12 Q 1 H 50 D 11 Mv 60 Ca 2 Cr 20/200 Cost 40,000

Creatures

In the default world described in Chapter 2 of this book, there are no fantastical creatures (or at least, there are none mentioned). Adventurers might still encounter some animals from the natural world.

Sample Ordinary Animals

Animals are presented in this format:

Creature's Name, S (Strong), C (Clever), Q (Quick), H (Health), D (Defence), Mv (Move), Sk (Skills, if any), X (the amount of Experience awarded for killing the creature).

Alligator S 6 C 1 Q 3 H 15 D 9 Mv 20 Sk Bite 3 (Damage 5), Swim 3 X 75

Big Cat S 6 C 1 Q 5 H 15 D 12 Mv 50 Sk Claw/Bite 5 (Damage 2) X 80

Horse S 5 C 1 Q 5 H 12 D 9 Mv 50 Sk Kick 1 (Damage 3) X 40

Monkey, Small S 1 C 1 Q 5 H 3 D 9 Mv 40 Sk Bite 1 (Damage 1), Stealthy 3 X 5

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Monkey, Medium S 3 C 1 Q 4 H 9 D 8 Mv 40 Sk Bite 3 (Damage 2), Stealthy 2 X 25

Monkey, Large S 6 C 1 Q 4 H 15 D 9 Mv 40 Sk Bite/Rend 5 (Damage 5), Stealthy 1 X 75

Shark S 5 C 1 Q 3 H 15 D 9 Mv 60 Sk Bite 4 (Damage 5) X 150

Snake, Constrictor S 5 C 1 Q 2 H 10 D 6 Mv 15 Sk Constrict 1 (Damage 2) X 40

Snake, Venomous S 1 C 1 Q 4 H 3 D 6 Mv 40 Sk Bite 3 (1 Dice worth of Poison Damage), Sneaky 3 X 12

Chapter Four

Skins

What are skins?

Skins are a few simple notes to help play *OneDice Steampunk* with one or more extra features.

What aren't they?

The skins in the following section are not detailed alternate settings – the intention is to provide some quick and very general rule ideas, rather than a complete guide.

Skin One – Machine Worlds

This skin is all about automatons.

Gamekeepers might decide to have automatons in the world as described in Chapter 2 of this book. Or you might decide to have them figure more prominently in your games. You may even allow Players to have an automaton Adventurer.

The Role of the Machines

Here are some ideas for different ways of using automatons in your setting:

- The default game world has automatons doing a lot of the heavy industrial work, as well as beginning to be used for lighter industry. The machines are self-aware, but keep quiet about it.
- The automatons might be planning to reveal their self-aware status to a wider audience. This will probably cause even more anger amongst the Have Nots, but possibly not – the automatons might be accepted into society.
- The automatons rebel against their human overlords. They set up their own factories (they are able to build more automatons, after all) and adapt some of their kind for military purposes.

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- The most powerful nations (or even the whole world) is much more mechanised – the automatons are effectively in charge of monitoring, controlling and directing the human population (possibly on behalf of the Haves). Some humans plan to fight back against this nightmarish world. Perhaps with the help of some sympathetic “outsider” automatons.

Some Rules

Healing: Automatons cannot benefit from Medicine, however Engineering can be used instead (i.e. use the standard healing rules, but replace Medicine with Engineering; a hospital with a workshop; etc.).

Food and Rest: Automatons need to be topped up with motivating essence in the same way humans need to eat and drink, but they do not need more than an hour’s rest and maintenance per 24 hours.

Skills: Automatons cannot Swim (although they do not breathe air, so as long as an underwater surface is solid they can walk along it). They’re not usually built to Ride either (but in your world they might be!).

Some Sample Automatons

Humanoid Automaton, S 3 C 2 Q 1 H 9 D 11 Mv 10 Sk Varies X 25

Used mainly where more mobile workers are needed, some are built with legs, others on tracks. It was briefly very fashionable for the very rich Haves to own an automaton butler.

Steam Porter, S 6 C 2 Q 3 H 18 D 12 Mv 40 Sk Navigate 2, Bludgeon 2 (5 Damage), Track 2 X 150

Used to haul carriages. Mostly found in North America, where they are used to haul settlers westward.

Administrator, S 4 C 6 Q 1 H 12 D 11 Mv 10 Sk Analyst 4, Lore 3, Cryptology 3 X 50

Responsible for overseeing and maintaining Analytic Engines.

Adventurer Automatons

If the Gamekeeper allows it, it is possible to play an automaton. It is suggested that Players run humanoid automatons (although the Gamekeeper might allow different automatons in his or her game).

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Automaton Abilities

Standard starting humanoid automaton Abilities are:

Strong 3, Clever 2, Quick 1, Health 9, Defence 11, Move 10 – although the Gamekeeper might allow variations or even some bonus points to spend. Note the raised Defence – automatons receive an automatic +2 Defence bonus due to being made out of metal.

Example Automaton Skill Sets

Entertainment Automaton – Entertainer 2, Disguise 2

Messenger Automaton – Navigate 2, Perception 2

Factory Automaton – Craft 2, Engineering 2

Experimental Military Automaton – Shooting 2, Bruiser 2

Servant Automaton – Etiquette 2, Disguise 2

Each Player can spend two more skill points on extra skills.

Experience

Automatons can gain Health, Abilities and Skills (aside from Swim) like any other Adventurer. Increases to Quick and Strong, etc., represent “upgrades” rather than the fruits of practise.

Skin Two – Lost Worlds

You might want to include a lost world (or worlds) in your game, full of prehistoric, or even more fantastical, creatures.

- Decide where the lost world is to be found. Here are some suggestions – a remote valley; a high plateau; under the North or South Pole; deep under the Earth’s surface; at the bottom of the ocean.
- Why do the Adventurers want to go? For the love of exploration? Treasure? To rescue a loved one?
- There can be plenty of adventure to be had travelling to a lost world location. What equipment will the Adventurers need? Are there rivals, wanting to beat the Adventurers to it? Are spies trying to secure access for their own purposes?

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- Once in the lost world, can the Adventurers simply leave, or will they be trapped and have to find another way out? Will the Adventurers spark an incident or cause the creatures to roam the Earth once more? Are there some strange lost secrets to be found? Mighty treasures? Other sentient species (whether friend or foe)?

Sample Lost World Creatures

Lost World creatures are presented as follows:

Creature's Name, **S** (Strong), **C** (Clever), **Q** (Quick), **H** (Health), **D** (Defence), **Mv** (Move), **Sk** (Skills, if any), **Sp** (any special abilities), **X** (the amount of Experience awarded for killing the creature).

Special Abilities

Some common special abilities are:

Fly – Flying creatures can fly.

Grip/Constrict – Creatures that can grip and/or constrict, do not need to roll to hit again, after the first successful to hit roll, but can deliver damage (according to that listed for the type of attack) to the gripped target automatically.

Huge – Huge creatures are so big they can attack vehicles, as well as individual Players' Adventurers.

Poison – Poisonous creatures deliver an additional 1 dice of damage on a successful roll to hit.

Swallow – A creature with swallow can swallow an enemy whole. The creature must be killed and the victim hacked out within 1 dice of combat rounds, or the victim will die.

Unique abilities are always described below the creature's statistics.

Alligator, Giant **S** 10 **C** 1 **Q** 1 **H** 25 **D** 12 **Mv** 40 **Sk** Bite 5 (Damage 10) **Sp** Huge
X 600

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Ape, Colossal S 18 C 1 Q 3 H 50 D 12 Mv 50 Sk Pound 5 (Damage 12), Throw Huge Rock 3 (Damage 6), Swipe with Tree 4 (Damage 4 to all in path) X 3,000

Cave People S 3 C 1 Q 2 H 9 D 7 Mv 20 Sk Bludgeon 2 (Club Damage 3) X 20

Dinosaur, Flying S 6 C 1 Q 6 H 12 D 10 Mv 60 Sk Bite 2 (Damage 3) Sp Fly X 200

Dinosaur, Huge Carnivorous S 12 C 1 Q 5 H 40 D 12 Mv 50 Sk Bite 5 (Damage 10) X 2,000

Dinosaur, Huge Vegetarian S 9 C 1 Q 1 H 60 D 10 Mv 10 Sk Stomp 1 (Damage 15) X 2,000

Killer Clam, Giant S 8 C 1 Q 1 H 15 D 6* Mv 1 Sk Disguise 3**, Snap 4 (Damage 6) Sp Swallow X 600

*12 when shut.

**When on sea floor.

Kraken S 14 C 2 Q 4 H 30 D 10 Mv 40 Sk Tentacle 3 (Damage 6) Sp Huge, Grip X 2,000

*It attacks with both of its long tentacles, so can roll to hit twice per round.

Mammoth, Woolly S 8 C 1 Q 3 H 24 D 10 Mv 30 Sk Charge/Stomp 2 (Damage 6) X 400

Moa, Giant S 7 C 1 Q 4 H 18 D 10 Mv 40 Sk Peck 3 (Damage 6) Sp Huge X 300

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Octopus, Giant S 9 C 2 Q 4 H 25 D 8 Mv 40 Sk Tentacle 4 (Damage 5) Sp Huge, Grip X 1,000

*It attacks with 2 of its 8 long tentacles, so can roll to hit twice per round.

Piranha, Giant Flying S 4 C 1 Q 4 H 12 D 7 Mv 40 Sk Bite 4 (Damage 6) Sp Fly X 80

Scorpion, Giant S 9 C 1 Q 3 H 27 D 10 Mv 40 Sk Bite 1 (Damage 3), Pincers 2 (Damage 4), Sting 3 (Damage 4+Poison) Sp Huge, Poison, Grip* X 950

*When using pincers.

Sand Sucker S 8 C 1 Q 3 H 20 D 9 Mv 30 Sk Bite 4 (Damage 6) Sp Huge, Swallow X 700

Sea Serpent, Monstrous S 15 C 1 Q 2 H 40 D 12 Mv 40 Sk Bite 1 (Damage 9) Sp Huge, Swallow X 2,000

Snake, Giant Constrictor S 10 C 1 Q 3 H 30 D 8 Mv 40 Sk Bite 3 (Damage 6) Sp Huge X 900

Skin Three – Gothic Horrors

You might want to play games where the gothic horrors described in nineteenth century romantic literature (such as doppelgangers, zombies, werewolves and vampires, etc.), are present in the world.

You might want to consider the following:

- How rare are they? Are they unique creatures or are there whole societies of them (secret or otherwise)?.

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- Does everybody know about them? Do they hide away from humans? Do most people believe them to be mythical?
- Are they evil, animal-like or even kind but misunderstood? Do they spend all their time hunting humans, being hunted, or both?
- Have some of the more intelligent horrors infiltrated society? Are they everywhere or just hidden amongst one group (e.g. the Haves)?

You might want to consider the following extra skills, if the Adventurers are going to be playing monster hunters:

Occult (Clever) – Good at knowing about the occult and occultish creatures.

Exorcism (Clever) – Good at knowing about the undead and, where possible, conducting rituals to exorcise them.

Exorcism works as an opposed skill test. Creatures that can be exorcised have a Resist Exorcism skill.

If the Exorcist wins, the creature receives 1 dice worth of damage. If the creature wins, it is able to ignore the exorcist (or do 1 dice of damage to the exorcist, if the Gamekeeper is feeling harsh!).

Gothic Horror Creatures

Gothic Horror creatures are presented as follows:

Creature's Name, **S** (Strong), **C** (Clever), **Q** (Quick), **H** (Health), **D** (Defence), **Mv** (Move), **Sk** (Skills, if any), **Sp** (any special abilities), **X** (the amount of Experience awarded for killing the creature).

Doctor Jekyll **S** 2 **C** 4 **Q** 2 **H** 6 **D** 6 **Mv** 20 **Sk** Medicine 3, Chemistry 3 **X** 25

Mister Hyde **S** 5 **C** 2 **Q** 4 **H** 15 **D** 10 **Mv** 40 **Sk** Bruiser 2, Bludgeon 4 (Cane, 2 Damage) **X** 90

When under the influence of his homemade elixir, the good Doctor Jekyll turns into the murderous Mister Hyde.

Doppelganger **S** 4 **C** 3 **Q** 5 **H** 12 **D** 12 **Mv** 50 **Sk** Disguise 6, Blades 3, Bruiser 3, Bludgeon 2, Sneaky 3 **X** 80

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Doppelgangers are capable of disguising themselves as individual humans, their physical features changing to match whoever it is they try to mimic.

Ghost S - C Varies (1-5) **Q** 4 **H** 6 **D** 6 **Mv** 40 **Sk** Resist Exorcism 3 **Sp** Invulnerability* **X** 50

*Ghosts can only be harmed by exorcism.

The lingering spirits of the departed. Ghosts can walk through walls. They can sometimes manipulate small familiar objects (although, unlike poltergeists, they cannot Throw them).

Frankenstein's Monster S 8 **C** 3 **Q** 3 **H** 24 **D** 11 **Mv** 30 **Sk** Bruiser 3, Intimidate 4 **X** 175

The tragic creation of Doctor Frankenstein.

Mummy S 5 **C** 3 **Q** 1 **H** 12 **D** 8 **Mv** 10 **Sk** Bruiser 5 **Sp** Vulnerability* **X** 80

*If successfully attacked with fire, the mummy takes an extra dice worth of damage.

Ancient embalmed corpses, which often only come alive when the seal on their tomb or casket is broken.

Poltergeist S - C Varies (1-5) **Q** 4 **H** 9 **D** 9 **Mv** 40 **Sk** Intimidate 4, Throw 4, Resist Exorcism 3 **X** 75

Spiteful spirits, who remain invisible (unless being successfully exorcised).

Skeleton Warrior S 2 **C** 1 **Q** 3 **H** 6 **D** 6 **Mv** 30 **Sk** Blades 3, Archery 2 **X** 25

Animated skeletons, usually of long-dead humans – found in old caves and ancient barrows, etc.

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Spring-heeled Jack S 6 C 3 Q 7 H 18 D 14 Mv 70 Sk Claw 4 (Damage 3), Breathe Fire 2 (Damage 2), Bruiser 3, Acrobatics 6, Climb 6, Sneaky 3, Perception 3 X 300

A murderous hunter who stalks the city. Spring-heeled Jack can jump up to 10 metres without making a skill check.

Werewolf S 5 C 1 Q 6 H 15 D 12 Mv 60 Sk Acrobatics 2, Claw 3 (Damage 2), Bite 2 (Damage 3), Track 5, Perception 5, Sneaky 2 X 105

A werewolf normally appears as an ordinary (if hairy) human, but on a full moon transforms into a powerful bipedal wolf. Some might be able to transform at other times (such as when under stress). The profile above is for the wolf-form.

Zombie S 4 C 1 Q 1 H 9 D 9 Mv 10 Sk Bruiser 3 X 25

Lumbering undead horrors – animated corpses that sometimes like to eat brains!

OneDice

Steampunk

Player: _____

Character: _____

Level:____ Exp: _____ Stunt Points: _____

Strong

Health

Current

Background/Portrait

Clever

Defence

Armour:

Quick

Move

Skill	Points	[Attrib]	Bonus	Total

Weapon	Dam	Rng

Equipment

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