

A Brave New World

CRP



A game by the Drunken Monkey Collective (Ver 1.01)



The Year is 1839. The war in Europe has raged for four decades, consuming thousands of lives and leaving much of mainland Europe a ravaged wasteland. The French forces under the leadership of the Emperor Napoleon have been pushed back to the Western edge of their once-great Empire.

Powered by new innovations, made possible in the wake of the discovery of the new element, Napolium, the combined forces of Prussia and the Czech tribes hold most of the formerly French territories. Britain and Spain continue their war of piracy and trade; the British navy still hold sway over the seas of Europe and beyond.



Europe once again stands on the edge of war.

Prussian forces finally quell the last partisan activity in their newly acquired territory, and turn their eyes on the rest of Europe. Spain and the Holy Roman Empire sign a new peace agreement and Inquisitors once again walk the streets of Spanish cities. Britain begins to tighten its noose around the seas of Europe as The Company annexes yet more of the south eastern Asia to the British flag.

Contents

History		4
The great Powers		6
Character Generation		7
	Careers	10
	Flavour	22
	Possessions	27
Combat and Healing		30
Calls		30
Napolepunk		32
Changes		35

HISTORY

1811

After the battle of Lissa, fleeing French forces in the outer edges of the pacific, make landfall in the search for fresh water and food. They also discover a new type of element, that when burnt like coal produces an incredible flame for a prolonged period of time. The leader of the French expedition names the new element 'Napolium' in honour of the French Emperor.

1814

Leading Scientists from around Europe disappear in a spate of kidnappings. Later the same year France unveils its first steam engine named Prometheus. Briton finally conquers the Netherlands and places William III The prince of Orange on the throne. British are welcomed by the majority of the population due to widespread famine throughout the region and the heavy presence of the Inquisition. Roman Catholics are ejected from the realm, most travel to France though small groups form gorilla units in the North of the country and eventually control Alkmaar forming the city state of Burn a principality of the Holy Roman Empire. Surviving members of the ruling Hapsburg Dynasty flee to the Vatican

1816

Pope Pius II Is assassinated by French agents after plans are uncovered for a crusade to be called against revolutionary forces within France and the Protestant British. The Hapsburg's attempt to get their pet cardinal elected but fail by a narrow margin Pope Pius III is elected and immediately begins to build and reinforce a line of forts along the border with France.

1819

40 ships of the North sea fishing fleet are lost of the coast of Greenland in calm waters. British navy ships sent to investigate find no wreckage or survivors but note that the number of French ships in the area has increased. The Frigate Swift fought an inconclusive battle with an unknown French frigate the captain noted *'Its rate of fire was much greater than any French ship I have ever encountered, greater even than our own. Though there balls seemed to lack energy, many bouncing harmlessly of our hull.'*

1821

France opens up new fronts with both Spain and British Netherlands. Also severs all connections with the Holy Roman Empire. France fields the first Napolium powered steam tanks and rushes into northern Spain conquering over 200 miles in three days and destroying 16 fortified towns and castles. Spanish Rebel forces cut French supply lines and Napoleon is forced to retreat. During the retreat he is forced to abandon most of his new machines. Royal navy ships and those of the company being lost at an unnatural rate, and in totally calm seas. Lloyds of London orders the company to investigate these strange disappearances

1823

British engineers begin to understand the secrets of the Napolium powered engines. The royal navy HMS Boyne is sunk at anchored in the fleet yards of Liverpool. Reports say that a *'great beast emerged from the water and spouted flames at the ship till she sank'*. British spies are able to capture a number of French engineers and return them to England were they are interrogated.

Spanish forces reinforce the forts covering the passes into northern Spain small skirmishes between French and Spanish forces.



1825

Napoliium begins a slower advance into Prussia capturing and fortifying towns along the Rhine valley. Prussia Frances once ally unveils its own steam powered weapons of war and these matched forces meet on the planes of Kassel were a battle raged for 3 days. Napoliium emerges victorious and moves toward the Prussian capital of Prague. The British navy unveil their first Napoliium powered steam ship the HMS Britannia with 4 steam driven paddle wheels and 90 cannon she is the most formidable ship on the sea. Days after her launch she is attacked by another vessel that emerged from below the waves after a brief battle the Britannia sank the attacking vessel over the next 3 months the number of allied ships lost is dramatically reduced.

1827

After two years of war in Prussia Napoleon finally moves into position to assault the city of Prague. The Prussians release their greatest weapon of war the golems. These mechanical beast men devastate the armies of Napoleon and relentlessly peruse the survivors the case continues to Napoleons forts on the Rhine. The British launch their first steam fleet and drive French forces out of the Mediterranean and Asian seas.

1828

Prussia allied now with the Czech tribes rush into France and overrun Napoleons army they push French forces back into western France. Spain and Holy Roman Empire sign a peace agreement, shortly after Spain is overrun by the inquisition that imprison the king and effectively annex Spain to the Holy Roman Empire. Briton begins to move troops and their new steam tanks and boomer balloons into the British Netherlands. Border skirmishes both on land and sea are fought between Prussia n and British forces.

The Great Powers

Britain

- Leader
- King George III
 - Prime Minister Lord Palmerstone
- Ideology
- Protestant Religion. Roman Catholicism is outlawed throughout the Empire

France

- Leader
- The Empire Napoleon
 - King Louise XVIII (Living in Excel London)
 - Comte Claude-Louis de la Châtre (Leader of the Free French in Western Brittany)
- Ideology
- Protestant Religion

Holy Roman Empire

- Leader
- Pope Pius VII
 - Cardinal Alessandro Mattei (Puppet of the Hasburg Dynasty)
- Ideology
- Roman Catholic

Prussia

- Leader
- King Frederick William III
- Ideology
- Orthodox Catholicism

Spain

- Leader
- Charles IV king of the Two Sicilies (Imprisoned)
 - Cardinal Pablo Abarca de Bolea, Count of Aranda
- Ideology
- Roman Catholic

RULES

Careers

Careers represent your characters choices in life, whether that be your character has a background in; adventurer, explorer, apothecary, scientist, soldier, sailor. These are not to be confused with skills.

Career Paths

Career Paths are used to form your character. By using a selection of careers, either specialising in one or diverging through several, you create the core of your character.

Each Career Path has three Ranks. Each Rank represents a level of competency.

Rank One ~ Novice, for example: Apprentice, Private Soldier, Ordinary Rating (Seaman), and Barber. This represents a skill learned over a relatively short period of time, approximating two years.

Rank Two ~ Journeyman, for example: army sergeant, Able Seaman, University Graduate, Doctor. This advancement represents a skill learned over a prolonged period of time, approximating five years.

Rank Three ~ Master, for example: Regimental Sergeant Major, Chief Petty Officer, Professor, and Surgeon. This advancement represents a skill learned over a prolonged period of time, approximating ten years.

Rank Four ~ Hero.

Character Advancement Points (CAPs)

Your Character begins the game with twelve Character Advancement Points (CAPs). Character Advancement Points can be spent to buy Career Ranks

Career Rank One costs 2 CAPs

Career Rank Two costs 4 CAPs

Career Rank Three costs 6 CAPs

CAP is gained at 2 points per day of an event. CAP may be carried forward between events but is limited to 18 points.

Each Rank must be bought in order, e.g., you must hold Rank One, to later obtain Rank Two in a chosen Career. Ranks can be purchased concurrently within the same Career. A character may have a maximum of five Careers. The maximum a character may hold is:

1 Rank Three Career

2 Rank Two Careers

2 Rank One Careers

Once all of these Career Ranks have been filled further specialisation will be allowed, this may be a Rank 4 skill or a further Rank 3 skill this will be developed with the REFEREE team.

Each Career Rank may have both Abilities and Actions.

Abilities

Abilities are permanent skills that are allowed to a character once they have achieved a Rank within a Career. This may be the ability to 'take cover' if a soldier, or track if an adventurer.

Actions

Actions are temporary skills that can generally only be used once over a given period of time. Actions represent skills that the character has learned, they may last one encounter, one hour, one day, e.g., your 'Cleave' Action will reset at the end of every encounter.

Hussar!

In addition to obtaining Ranks you may also purchase up to 3 additional Actions during Character Advancement.

Only three Actions may be bought per Career Rank (e.g., Soldier Rank One ~ the first Rank begins with 1 'Bang' and 1 'Called Shot', then the further 3 Actions, may consist of either 2 'Bang's and 1 called shot, or 3 'Bang's, or 2 'Called Shot's and 1 'Bang').

Costs

Rank one action 1CAP

Rank two action 2CAP

Rank three action 3CAP

Some Actions are excluded from this as indicated.

Character Creation Example

So just to give you an idea of the kind of character creation we have in mind here's a quick example...

"Skippy" is coming along to play Brave New World and having taken a look at the rules and the background thinks that he might like to play an Engineer in the Navy. Looking at the career paths he decides to take Engineer to Rank 3 (costing all of his 12 points) our "fictional" player "Skippy" likes the idea of playing a long serving Engineer in the Navy possibly something like a Chief Engineer, and still wanting to develop his character but noting that he has no points left he takes a look at the Flavours section.

After a quick look he decides that his Engineer has been around Napolium for a long time and having worked in the grime and soot of the Engine rooms for so long he takes the Flaw *Black Lung* (giving him +2 CAP) it's a risk but it gives him a nice role-playing hook (and it gave him +2 CAP). He also decides that his character has developed an addiction *Laudanum* (giving him +2 CAP) to help stave off the pain of his dreadful, wracking cough. Taking a final look he also decides that his character was on the wrong side of the law back home and is a *Running Man* (giving him +2 CAP) who joined the Navy to flee the Peelers after a nasty fire which he might have even started at the 'Normal School of Science' back in dear old Blighty.

So all flawed up, "Skippy" now has an extra 6 CAP to play with...sweet... and a better idea of what his character will be like and where he's from. Back over in the Careers Section he takes *Jack Tar* Rank 1

(Costing 2 Points) as he wanted his character to be in the Navy and it has some nice abilities and actions. “Skippy” also takes *Leader Rank 1* (costing 2 points) which, with a little bit of oration or some harsh words lets him help his mates.

“Skippy” adds it all up and has spent 16 of his 18 CAP so it’s time to take a look at something fun looking at the Actions he has he decides to take an extra *Cleave* from *Jack Tar* to bump up his characters combat abilities a little.

So that’s it pretty much done aside from a quick look at his Equipment. As a Rank 3 Engineer he can take some ‘Napolepunk’ items, looking at the kit he has he takes a pair of *Sharp Shooter goggles* (giving him one “Bang” per encounter) as a basic item a *Napoliium Lamp* and an Average Item (who like the dark anyway) and as his Advanced item he take a *Gatling Pistol*.

Careers

Soldier



Career	Rank	Abilities	Actions	
	I	<p><i>Ambidextrous</i> Character can use a firearm in both hands</p>	<p>'BANG' Once per encounter the character can shout 'BANG'</p>	<p><i>Called Shot</i> Once per encounter the character may call a location for a shot.</p>
+I Vitality	2	<p><i>Take Cover</i> If the character is in hard cover he/she may ignore every other ranged combat call</p>	<p><i>Adrenalin</i> Character may ignore one damage call once per encounter at the end of the encounter this wound needs to be treated</p>	<p><i>Disarm</i> Character may disarm his opponent (drop weapon) once per encounter</p>
+I Vitality +I Wealth	3		<p><i>Through and Through.</i> Damage ignores vitality once per encounter</p>	<p><i>Glancing Blow</i> Ignore one combat call per encounter unless at point blank range for a fire arm or from behind with a melee weapon.</p>

Adventurer



Career	Rank	Abilities	Actions
	I	<p><i>Tracking</i> Character can scan for tracks in surrounding area</p>	<p><i>Go for the soft spot.</i> Once per encounter the character can shout 'BANG' or cleave When fighting a non human.</p>
	2	<p><i>Natural Immunity</i> Once per event character may have a natural immunity to a disease or poison</p>	<p><i>I speak Pigeon...</i> Character can try and communicate with native peoples. once per day character can make one sentence understood to a native peoples.</p>
+I Vitality +I Wealth	3	<p><i>Exotic Weapon</i> Skill to use any one non European weapon. BANG or Cleave (where appropriate) may be called once an encounter whist using this weapon.</p>	<p><i>Going Native</i> Providing the character can obtain a rudimentary disguise he can move about native peoples as if one of them. If he attempts to harm any native or ask complex questions they will see through his disguise.</p>
			<p><i>I've seen one of these before.</i> A character may ask questions of a Ref about a new creature encountered once per day</p> <p><i>This tastes funny</i> Player may ask whether something is poisoned once per encounter</p> <p><i>Glass beads and three leg pots.</i> Player can extract goods or services from natives at expenditure of worthless items requires bead draw.</p>

Scientist

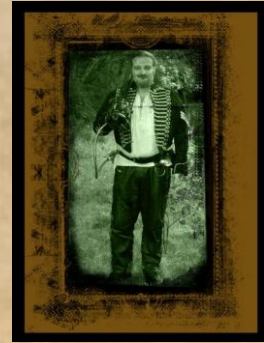


Career	Rank	Abilities	Actions
	1	<p><i>Basic Science</i> A basic understanding of science. Gravity, evolution etc</p>	<p><i>Baffled by Science</i> The ability to hold someone's attention for the duration of talking science at them. Cannot be used in combat.</p>
	2	<p><i>Moderate Science</i> An advanced scholar with an understanding of chemistry biology and physics</p>	<p><i>Clacking</i> The ability to create punch card and decipher the outcome of difference engines</p>
+1 Wealth	3	<p><i>Advanced Science</i> A master of science professor or equivalent.</p>	<p><i>I Need a specimen</i> Using the vocal 'I need that specimen' all damage to a hostile target becomes non lethal.</p>
			<p><i>Eureka</i> Character can ask for a clue when trying to solve a problem.</p> <p><i>1.21 Gigawatts.</i> Allows the scientist to power a unpowered device using scientific principle.</p> <p><i>Man of science</i> Once per day player can ignore all supernatural compulsions for one encounter. Player must also ignore all supernatural entities for duration</p>

Medical

Career	Rank	Abilities	Actions
	1	<p><i>Stop the Bleeding.</i> Player can stop the count on any wound can be used on yourself</p>	<p><i>Assistant</i> Once per day the player may assist a doctor during surgery modify a bead draw +1</p> <p><i>Suck and Spit</i> Player may draw the poison from a wound. Or purge ingested poison</p>
	2	<p><i>Minor Surgery</i> The character may perform minor surgery.</p>	<p><i>Diagnose</i> Player can diagnose the nature of a person's affliction.</p> <p><i>On your feet</i> Target player can be moved up to 100 paces at without the need for triage. Once per day</p>
+1 Wealth	3	<p><i>Major Surgery</i> The character is an accomplished surgeon and can attempt to save even mortally wounded characters.</p>	<p><i>An inch to the left</i> Once per day the player can replace another character's mortal wound with a minor wound. Before any bead draw is made.</p> <p><i>Get the wounded back</i> Once per day by using the vocal 'Get the wounded back' the character can give all characters in ear shot 4 extra vitality for the duration of the fight providing they are retreating from the enemy</p>

Engineer



Career	Rank	Abilities	Actions
<p><i>For rules relating to devices please see Napolepunk section</i></p> <p>+1 Wealth</p>	1	<p><i>Basic Objects</i></p>	<p><i>What makes it tick?</i> A player can get some basic clues to the nature of a device</p> <p><i>Emergency Repairs</i> Player can repairer an item to a working state. Requires bead draw. Item must be of player's level.</p>
	2	<p><i>Moderate Objects</i></p>	<p><i>Shut it down</i> One per day character can disrupt / shut down a device requires role-playing and bead draw</p> <p><i>Scrounging</i> Player after searching through there kit can ask a ref for a physrep of a component or item they are missing</p>
	3	<p><i>Advanced Objects</i></p>	<p><i>Paper and string</i> Player can make a simple device out of spare parts. requires 5 minutes of tinkering</p> <p><i>Recalibration</i> Once per day the engineer can calibrate a weapon allowing it to call bang or cleave for one encounter</p>

Leader



Career	Rank	Abilities	Actions
<p>Note this does not give your character any Rank or Command it means your character is a born leader</p>	I		<p>Take a deep breath Once per mission allows the player to assist in the actions of another player reducing the overall difficulty of an action or improving one bead draw one level.</p>
	2		<p>Steady. The character can steady those players around if they are compelled to run away only those characters in touching distance are eligible</p> <p>By the numbers After a rousing speech given by player every player who hears the speech gains one bang or cleave with their first hit in the next combat encounter</p>
+1 Wealth	3		<p>Listen to me Character can force target to listen to them for 30 seconds this stops the target from performing any other action.</p> <p>Charge. Once per day by using the vocal 'charge boys charge' the character can give all characters in ear shot 4 extra vitality for the duration of the fight providing they are attacking the enemy</p> <p>Ambush At the refs desecration up to 4 players may be placed in cover with their hands above their heads waiting in ambush (once per day)</p>

Mercenary



Career	Rank	Abilities	Actions	
	1	<i>Disarm Trap Easy</i>	<p><i>Throw knife</i> Once per encounter character can throw a weapon (safe core less knife) and call a strike. Call hits even if knife misses. Knife must travel distance to target</p>	<p><i>Conceal weapon</i> Once per day the character can hide a weapon upon their person which will be undecipherable during one search. (smaller than 12 inches)</p>
+1 Wealth	2	<p><i>Disarm Trap Medium</i></p> <p><i>Arm Trap Easy</i></p>	<p><i>Look a three headed monkey</i> Character can force target to look away from them for 5 seconds</p>	<p><i>I Think this is a trap</i> Once per encounter the character can ask whether an object or area is trapped</p>
+1 Wealth	3	<p><i>Disarm Trap Hard</i></p> <p><i>Arm Trap Medium</i></p>	<p><i>Hide in shadows</i> Character can, provided they are in a hidden position place their hand in the air and remain so until they chose to move. (Rule 7 applies)</p>	<p><i>Mortal Wound</i> Player providing they are behind their target can call a mortal wound with a knife or similar object. Mortal wound will do 4 points of body damage ignoring vitality.</p>

Jack Tar

Career	Rank	Abilities	Actions
	1	<i>Fire cannon</i>	<i>Cleave</i> Once per encounter the character can shout 'Cleave'
	2	<i>Fire Gatling gun</i>	<i>Grog</i> Once per day the character can drink grog and gain an additional 2 vitality for the next combat encounter. You are drunk (requires grog physrep)
+1 Wealth	3	<i>Hold fast</i> becomes permanent feat using the hold fast skill will grant the character +2 vitality.	<i>Fight on</i> Character can ignore a normally mortal wound for one encounter will then go immediately to -2 at end of encounter and will require treatment.
			<i>Hold fast</i> Character can ignore the knock-back call once per encounter
			<i>By the numbers</i> Once per encounter the character may fire a canon or similar weapon at half its marked reload time.
			<i>Boarding party</i> Once per day character can form a boarding party maximum of 4 additional players each player will gain an additional +2 body and +2 vitality for next combat encounter.

Faith



Career	Rank	Abilities	Actions
	1	<i>Personal Comfort</i>	<p><i>Will of god</i> Character can lift one physiological wound / disability once per day after a minimum of 5 minutes counselling</p> <p><i>Have Faith</i> Lift one compulsion from another player once per encounter</p>
	2	<i>Lead Small Gathering</i>	<p><i>Absolute Faith</i> Character can ignore all compulsions per encounter they must prey to their Deity for this to work</p> <p><i>Peace maker</i> player can place himself between to combatants and force them to stop fighting for 30 seconds they may attack anyone else including the player interceding</p>
	3	<i>Lead large gathering</i>	<p><i>Rousing Sermon</i> Character can conduct a sermon duration minimum 5 Min's will give each character who participates 1 resist against any supernatural call use vocal ,faith,</p> <p><i>Man of the Cloth</i> Once per day all damage done to character becomes non lethal (damage taken as normal) character must be on their knees praying for this to work.</p>

Gentry



Career	Rank	Abilities	Actions
<p><i>Must be bought at character generation</i></p> <p>+1 Wealth</p>	1	<p><i>Educated</i></p> <p>Character can read and write. May take rank up to Captain</p>	<p><i>Don't let them see you bleed.</i></p> <p>You may ignore one body damage once per day until the end of the encounter</p>
<p>+1 Wealth</p>	2	<p><i>Landed</i></p> <p>Character can read and write English Latin other European language (chose) Modest income may hold junior rank. May take rank up to Brigadier</p>	<p><i>Follow me Lads</i></p> <p>Once per day using the vocal (follow me lads)Character can make all in ear shot immune to fear for 30 seconds</p>
<p>+1 Wealth</p>	3	<p><i>Gentry</i></p> <p>Character can speak further European language large income senior rank. May take any rank.</p>	<p><i>Gentleman's Gentleman</i></p> <p>Once per event the player may request a native bearer to serve him for one hour.</p>
			<p><i>One Last Cigar</i></p> <p>Providing you have a suitable physrep (cigar, hip flask, violin etc.) you may extend you conscious period one mortally wounded by up to 5 minutes you are unable to move.</p> <p><i>Don't throw those bloody spears at me.</i></p> <p>Once per day character can become immune to ranged damage for one encounter.</p> <p><i>Do you know who I am.</i></p> <p>Force one character of lower social class to treat you with respect for 15 minutes or perform one simple task once per day. Strength of will can be used to avoid this. Can be countered by other Gentry lvl 3 characters</p>

Apothecary



Career	Rank	Abilities	Actions	
Can make one of each potion per day multiple recipes can be bought at same rate as actions	I	<i>Simple potions</i>	<i>Smelling salts</i> can immediately rouse an unconscious player Physrep required can only be used by apothecary	<i>Healing Salve</i> Once per encounter places a character on +1 salve must be physrept
	2	<i>Moderate potion</i> Make 3 smoke grenades per day (must be physreped)	<i>Painkiller</i> Only when i laugh. Masks the pain of wounds for one encounter. Wounds to be taken as normal body damage can be played as vitality.	<i>Purge</i> Mix up a concoction which will purge a still conscious victim of poison
	+1 Wealth	3	<i>Advanced potions</i> Make 3 glow sticks per day (must be physreped)	<i>DR Mo's miracle cure</i> Potion once consumed will place you on full body and +2 vitality you have slight sense of euphoria if more than one is consumed in a 24 period you are poisoned see slow poison
			<i>Slow Pissn</i> When ingested will kill within 25 minutes unless purged. Target loses one vitality every 5 mins, falling unconscious when reaching zero vitality.	<i>Chloroform</i> When placing a moistened cloth upon the shoulder of target may call Subdue. Target does not need to be unaware or disabled for this to work.
				<i>Fast Pissn</i> When ingested will kill in 5 minutes unless purged. Target loses one vitality every minute, falling unconscious when reaching zero vitality.

Diplomat



Career	Rank	Abilities	Actions
Contacts can be used to perform one off scene activity per day.	1	Contacts +1	<p><i>If you think that's boring</i> Character can choose to ignore one sleep effect for one encounter once per day.</p>
	2	Contacts +1	<p><i>My People will talk to your people</i> Once per day a player may fob off a prolonged negotiation or purchase. (there is no guarantee this will work)</p>
+1 Wealth	3	Contacts +1	<p><i>I'm telling the truth</i> Character can give a lie to one question every hour and will be believed</p>
			<p><i>Get out of my head</i> Character can ignore one type of compulsion (EG fear me) for one encounter once per day.</p> <p><i>I'll make you a deal</i> Provided the character is not in direct combat he can attempt to negotiate for his life. 60 seconds of negotiation (there is no guarantee this will work)</p> <p><i>Send a Thief...</i> You may ask 3 questions and know whether the person is lying or not unless they are 'telling you the truth'</p>

Flavour

Flavour represents the ticks and quirks that make a character an individual. The odd skills and tricks learned through your life.

Flavour may be bought at Character generation. Later they will be awarded to players as consequences of their actions.

A maximum of 3 Flavours may be bought positive or negative.

All flavour at character generation is optional.

Only one of each flavour may be taken unless otherwise stated.

Optionally the character can take up to 2 rank 1 actions from any class at a cost of 2 CAP per action instead of two flavour slots.

Big damn hero

(+2 vitality permanent) your character firmly believes that they can survive anything you cannot run away in combat will not get advantages of 'get the wounded out'. -1 CAP

Physical disability

Superficial - Your character has superficial scars or old wounds (These must be obvious facial or limb wounds and must be applied using makeup or convincingly covered) +1 CAP

Lost an eye - -1 To all bead draws requiring close work such as stitching or tinkering. +2 CAP

Lost a limb - You have permanently lost a limb +3 CAP

Addiction.

Your character is addicted to a narcotic of choice if they go without this for a period of time you will suffer withdrawal. The effects of any narcotic taken must be role-played.

Mild addiction - dose once every 24 hours - If unable -2 Vit. +1 CAP

Strong Addiction- Dose every 6 hours - If unable - 3 Vit +2 CAP

Chronic Addiction - Dose every 2 hours - If unable Halve your vitality +3 CAP

Focused

Your character has been determined to get to the height of their chosen profession as quickly as possible you spend all 12 of your CDP on one tree at start and gain 2 extra actions from rank one of that tree. You cannot take any other tree until your 3rd event with this character. -12 CAP

Dark Secret

Your character has a dark secret. This secret must be submitted with you character

+CAP bonus dependant on secret.

Squeamish

Your character can not stand the sight of blood and will faint or be physically sick if confronted by the sight of blood +2 CAP

Patronage

Someone of note has taken an interest in your character you may take up to the rank captain without taking Gentry skill -3 CAP

I like those odds

when outnumbered or cornered character gains +4 vitality once per day Vocal - I like these odds -3CAP

Bloodthirsty

Once in combat your character will not stop attacking until restrained by your fellows (minimum 1 minuet) or calmed down (Will of god - Faith) or all opponents are dead +2 CAP

Running man

Your character is wanted for a crime

Petty crime (Arson, petty theft, affray - will result in a fine). +1 CAP

Street crime (Theft, smuggling, abduction - Will result in prolonged prison stay) +2 CAP

Organised crime (Murder, striking an officer, - Will result in hanging) +3 CAP

Lucky

Once per day you may modifier one bead draw 1 level -3 CAP

Unlucky

On your first bead draw of every day you modify the result down 1 +2 CAP

Racial Bigotry

Mild Bigotry - You dislike a certain race you will ignore them and insult them wherever possible. +1 CAP

Hatred - You hate a certain race you will do nothing to aid or receive aid from members of that race. +2 CAP

Enemy - A race is your enemy you will attack them on site act as per blood thirsty when fighting said race +3 CAP

Coward

Your character is a coward 'Hold fast', 'steady' and 'charge' have no affect you must always obey the 'fear me' compulsion. +2 CAP

Foreign parts

Your character has spent much time in 'foreign parts' you have intimate knowledge of one region its language, culture and history. -2 CAP

Native bearer

You may have a permanent native bearer (must be provided as another player) If your native bearer dies you will issued another one within the hour. (A native bearer is always a starting -10 CAP

character. Generate a new character whenever bearer dies may not obtain CAP May not take engineer class may not take any career above rank 2)

Nightmares

You suffer from nightmares

-1 CAP

Member of the Great adventure society

-1CAP

Member of the Royal Academy of Science

-1 CAP

Member of secret society (Refs discretion)

-1 CAP

Jack of all Trades

You may take up to 4 rank one skills and 3 rank two skills you may never take any rank 3 skill.

+1 CAP

Old war wound

After taking any body wound make a bead draw at the end of encounter. Upon a fail your old wound is playing up -2 Vit (role-play limp, gammy arm etc).

+1CAP

Strong willed

You may ignore one compulsion per day. Vocal 'my will is strong'. Works against Diplomacy

-1CAP

May be taken multiple times.

Day dreamer

You have difficulty keeping focused on a task -1 to bead draws for tasks requiring more than 30 minutes concentration

+1 CAP

Black lung

You have worked around Napolium to long at the beginning of everyday make a bead draw on a fail you are afflicted by a terrible cough for the remainder of the day. Critical fail you are physically sick and lose 4 vitality for the rest of the day

+2 CAP

Frail

You are physically frail -2 Vitality you may never take your vitality above 6 or your body above 4

+3 CAP

Heroes Wound

-3 CAP

Once per event you can mitigate a normally mortal wound taken, to the left (or right) shoulder this wound will miraculously heal at the end of the encounter.

Lucky Cigarette Case

-1 CAP

Character can mitigate one wound to a phsrep on their person. This will destroy the phsrep and remove the skill. This skill can then be bought again after the event.

May be taken multiple times.

The Company

Company operator - you have in the past worked for the company and still retain ties with its agents

+1 CAP

Company Agent - You are a freelance agent for the company you will receive requests from the company to carry out activities on its behalf

+2 CAP

Company man - You represent the company and will fulfil its charter to the best of your abilities +3 CAP

Assistant

You are an assistant to an already existing character and may take one skill at rank 1 free providing your mentor has skill at rank three but you may not take any further ranks in that skill at character generation. You will remain an assistant to your mentor until your skill level is equal to that of your mentor. +2CAP

Unarmed Combat

You have experience in unarmed combat. For each time you buy this flavour, you gain the ability to use any one unarmed combat skill once per encounter. This flavour can be brought with CAP after character gen with a period of training between events. +2 CAP

+1 Wealth -3 CAP

Lady only Flavour

I'm a Lady -1 CAP
Providing you are cowering and screaming I'm a lady you become immune to physical (not ranged) damage for the duration of the encounter. After combat you will be overcome and suffer from a swoon (lie or sit for at least three minutes)

Midwife -2 CAP
You are used to treating the wounds of your friends and family. Player may take the skills of a rank one medic but may take no further levels in this career.

Tight Laced +2 CAP
Once per day you must faint at a dramatically appropriate moment it will take 30 seconds or smelling salts to rouse you,

Amazonian -2 CAP
You are a warrior woman. When fighting male opponents you gain 1 Vitality for every man killed by yourself.

Soldiers Wife -3CAP
You have been travelling with the army for much time and have learned the soldier's trade. Gain Both Soldier and Mercenary rank one skills but may take no further ranks in these careers. May not take any gentry rank

Gentleman only Flavour

Gentleman +2 CAP
You are a true gentleman and will always rise when a lady enters the room will never swear in front of a lady and will above all never strike a lady.

Women and Children First +2 CAP
You will never allow a lady to be left behind or escape a dangerous situation before a lady in your party.

Marquis of Queensberry

-2 CAP

Once per day you may force your opponent to fight with honour providing that you in turn fight honourably.

Cad

-2 CAP

You have left a string of broken hearts and promises behind you. Once per day you can make a female character believe simple lie unless evidence to the contrary is observed by the target.

Oldest Son

-3 CAP

You are the oldest son of your family and as such your father has heavily invested in your future you may gain both Scientist and Leadership rank one skills but may take no further ranks in these careers.

Possessions

Wealth is represented in game by a simple level system. All players are assumed to start at level 1. Extra levels are gained through professions and /or flavour. Each character has coins/notes/prop equal to their wealth.

Wealth Props Needed

- 1/ Pennies
- 2/ Shillings
- 3/ Pounds
- 4/ Guineas
- 5/ Sovereigns

Transferring Money

Another player on your behalf may write you a promissory note to purchase stuff with. This gives you a single use note that will buy something of equal/lesser value to it.

To write this note the player must see a company rep (or ref). You can only write one note per day and the amount of the note cannot be greater than your wealth level. Notes written at your wealth level are assumed to be at the value of your total personal fortune and you risk losing a level of wealth if not repaid.

Combat

Body and Vitality

Body - this represents the characters physical resilience to damage.

Basic starting Body for all characters is 4.

Vitality - This represents the characters ability to avoid damage through skill and cunning.

Basic starting vitality for all characters is 4.

Vitality but not body can be bought using CDP

Taking Damage

All damage taken beyond your vitality does damage to your Body stat. These hits must be reacted to and role played, they hits represent you getting injured and having your favorite bits carved off. A player who reaches 0 hit points will be conscious and in pain for 3 minutes and unconscious for 3 minutes. While conscious the player will be screaming and moaning or will be considered to have slipped out of consciousness and start the unconsciousness count.

Levels of wounds

Minor wound - Having 3 or 2 body is a minor wound.

Minor wounds don't require a bead draw and can be healed with a bandage or simply stitched up, you will be in pain and should role play the ill effects of your wound for a time. You will be fully recovered after an hour's duration.

Major wound - Having 1 body is a major wound. Major wounds require more in depth healing in the form of some sort of minor surgery as your bones are reset or the musket ball is removed from your leg followed by stitching and bandaging, This should take the healer around 3 minutes work (we'd suggest this is timed with an egg timer) at the start of this the healer will make a bead draw and the severity of your wound will then be known. On a black bead the three minutes surgery is assumed to be triage (see mortal wound). A Major wound will require the player to be off his feet taking it easy. He can participate but is at 1/2 vitality for 2 hours.

Mortal wound - Horribly wounded e.g. you're on zero body and dying. You're circling the drain the spark of your life covered in....well you get the idea.

You're in a lot of trouble and will need to be stabilized then moved away from the front and undergo an operation back behind the lines more than likely on the surgeons table. The triage to stabilise the wound will take 3 minutes. No bead draw is needed for this. Once back at a suitably equipped location the surgery will need to role played and take time. A ref will specify the time the operation is likely to take and you will need a bead draw from the refs bead bag to see if you make it.

Recovery

Vitality is recovered at a rate of 1 per 30 minutes of rest.

Body is recovered at a rate of 1 per hours rest. This can be reduced to 1 per 30 minutes rest if administered to by a character with the Doctors profession of rank 1 or higher. Vitality and Body recover concurrently.

Doctor

Rank 1 As the lowest rank of healer are unable to heal Major or Mortal wounds but can fuss a wound until a doctor arrives. Rank one doctor can also administer to the recovery of one injured person.

Rank 2 Is able to heal Major wounds and can fuss a wound. The doctor has a bead bag with which he can make his own healing bead draws the bag breaks down as follows 5 Green 1 White 1 Black. Rank two doctors can also administer to the recovery of three injured persons.

Rank 3 Is able to heal Major and Mortal wounds and can fuss a wound, the surgeon has a bead bag that breaks down as follows 10 Green 2 White 1 Black. Rank three doctors can also administer to the recovery of six injured persons.

Healing Bead Draws

Green - The operation is a success and you will recover.

White - The wound is nowhere near as bad as first thought as per the skill "An inch to the left" you can walk away from the wound.

Black - Drawing a Black bead on a major wound increases the severity of the wound from a major to a mortal wound

Fire arms

Firearms are represented by accurate reproductions of the real life object. Caps are used to represent the gun firing. Snap traps can be attached to weapons unable to strike a cap. If the cap fails to fire the weapon misfires and must be reloaded.

Calls

Along with the cap players may nominate a target and make a call these calls as follows
Basic Calls

Ranged

BANG - Two points of damage.

KABOOM - Three points of damage and knockdown. (Typically grenade or cannon damage)

This damage call may be followed by a nominated location.

Hand to Hand

A normal hit in hand to hand combat represents a single point of damage. Unless accompanied by a call. Weapons must be of an appropriate safe standard and can at any point be examined by a member of the Ref team.

Basic calls

CLEAVE - Two points of damage.

REND - Three Points of damage.

SUBDUE - Target if caught unawares or restrained and unable to protect themselves is rendered unconscious for a period of 3 minutes or until roused. Anyone can use subdue.

Unarmed

To use unarmed skills you must have both hands empty.

STRIKE / PUNCH - one point of damage. (Raise hand/fist)

SWEEP / KICK - puts opponent to his knees. (raise leg)

DISARM - removes weapon from opponents hand.

Compulsions

Fear me - You must flee in terror from the target for 30 seconds. If you are unable to flee you may cower in place.

Obey me - You must obey the request of the target. If the request is out of the nature of your character you may resist but if you are unable to lift the compulsion you will, after 5 minutes succumb

Sleep - You immediately fall asleep it will take 30 seconds of rousing to awaken the player.

Convulse - You fall to the ground convulsing in pain for 30 seconds

Freeze- you are frozen in place for 30 seconds.

Drain - You life is drained from you -1 vitality every 10 seconds if you lose all your vitality you will fall uncurious.

Hold - As freeze but a paralysis from the neck down lasts 1 minuet

Slow - move at half speed

Silence - You are stuck dumb for a period of time.

Napolepunk

Napolepunk items cost CAP to acquire and are divided into 3 categories

Basic – 1 CAP per item .

Anyone can use basic items.

Average – 2 CAP per item.

A character can only own 3 average items and may only acquire one per event. Only the owner of the item and an engineer can make use of this item.*

Advanced – 3 CAP per item,

Advanced items are generally too large and cumbersome to be carried easily by a player. A player may only ever own 1 Advanced item.*

Engineers – Engineers start the game with one device for each level of skill they have +1 Basic item. They may carry as many items as they wish but only transfer them to players as described below.

Generally Engineers are able to make items up to their skill level given the right circumstances and raw materials. These items are divided into two categories.

Rough and ready – These items are made on the spur of the moment and will often work erratically if at all. These items can be assembled on the fly (at an event) but generally will not survive beyond this time.

Crafted – Crafted items have been manufactured from correct machined parts and will function as any other item. An engineer can produce these items during downtime periods, dependent of the skill level.

When an engineer creates an item he spends the appropriate amount of cap in order to manufacture the item. When he then transfers an item to another player that player as well as paying the engineer for the item, must also transfer the amount of CAP spent by the engineering creating the item back to the engineer who created it. (this represents the time taken to learn how to use the device properly)

Basic items

Goggles -Goggles will generally grant additional actions when wearer.

Tracker Mark II

+1 to any bead draw for tracking skills

Magnifiers

+1 To any close work skills.

Smart shooter

Additional bang once per encounter

Napoliium detector – A hand held Napoliium detector

Fire proof gloves – Gloves that will protect the user’s hands from heat, cold and corrosive items.

Average Items

Silver bullets – You manufacture 6 silver bullets (requires silver, cutlery coins, holy relics etc..) When fired should be accompanied with the call silver.

Bullet Proof vest – Napoliium hardened steel cuirass. +2 Body (represented by appropriately decorated body armour)

Napoliium Lamp – (large robust electric torch appropriately decorated)

Artificial limb Basic – Replacement of existing limb functions as real limb no advantages. Body damage to limb must be repaired rather than healed. (physrep’d through bracing or appropriately decorated glove/boot.)

Advanced items

Artificial arm ‘powered’ –

Over powered fighting arm once per day player can overpower their artificial limb and call cleave four times during one fight. Arm is useless for 30 minutes after use.

Arm Spring – The arm can be wound up allowing the player to call one ‘Rend’ after 30 seconds of winding (Arm phsrep requires some kind of winder).

Napoliium steam engine – A Napoliium steam engine capable of powering other devices such as tools and Napoliium lamps (scale should be about that of a small suitcase)

Fire arms

Firearms with two shots (EG double barrellled) Are considered to be Basic Items

Firearms with four shots are considered to be Average Items.

Firearms with six shots are considered to be Advanced Items

Firearms capable of firing more times than this are too large to be carried (EG Gatling cannon) and also constitute Advanced items with additional skills required to use them (See Jack Tar)

All items above are suggestions of items that may be made. We welcome new ideas for items. Type and advantages of item to be submitted to Ref team. Once the item is agreed; its quality and reliability will be judged on the quality of the physrep. (Warning poor quality physreps will invariably fail often and catastrophically)

Personal Equipment

At character generation a character can carry any equipment appropriate to their chosen careers and rank/social standing. Limitations are placed on Napolepunk items.

Military characters will be able to purchase future equipment through requisition.

Other characters may be able to request equipment through their supporting groups or societies (EG the Royal Academy of Science)

Free market items may be purchased through the company and their agents.

Changes

V1.01

Body additions for professions have been all changed to vitality.

Body is therefore now always 4.

Rules for recovery added.

Gentry ranks 2 (Bloody Spears) and 3 (Know Who I Am) skills swapped

Subdue Skill Added

Unarmed Skills Added

Adventurer natural immunity and exotic weapon swapped and exotic weapon improved.

Scientist ranks skills added

Apothecary extra skills

'My Will is Strong' clarified.

Wealth Added

Diplomat skills added (If you think that's boring, My People will talk to your people)

Added Character creation example