

A Brave New World

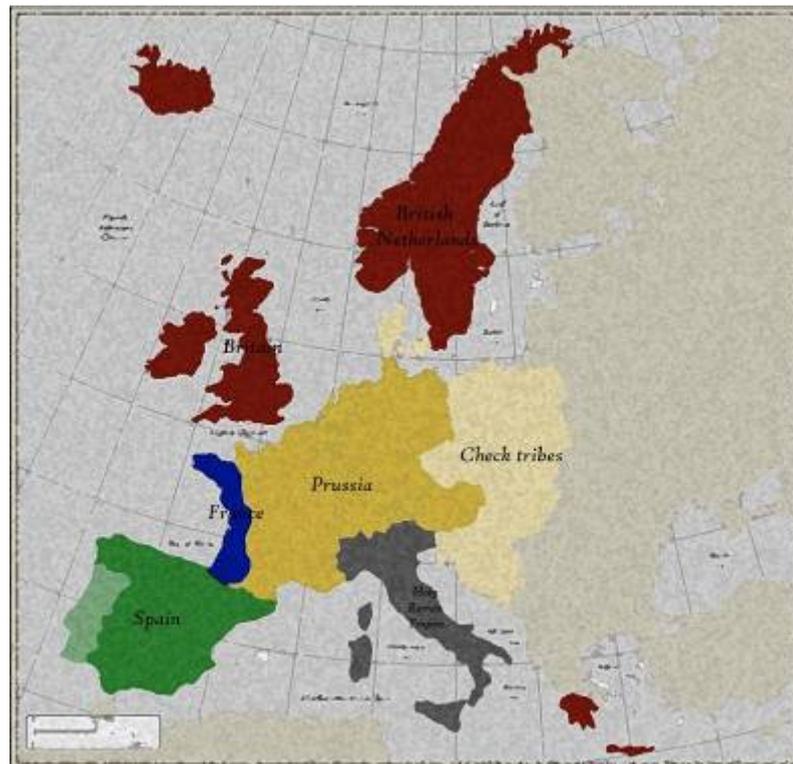
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A game by the Drunken Monkey Collective (Ver 1.021)

The Year is 1841. 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.

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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. Britain 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 guerrilla 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

Forty ships of the North Sea fishing fleet are lost off 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 the balls seemed to lack energy, many bouncing harmlessly off our hull.'*

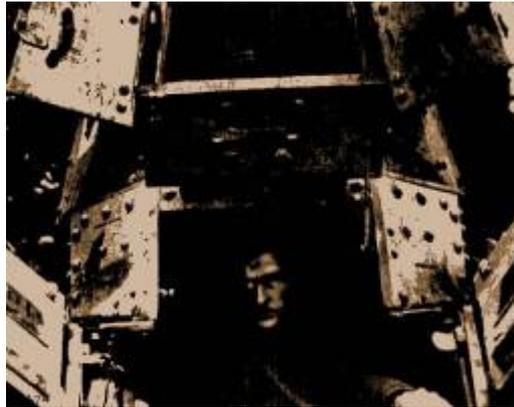
1821

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. Napoleon 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 bomber balloons into the British Netherlands. Border skirmishes both on land and sea are fought between Prussia n and British forces.

1829-32

The battle lines remain relatively static as a war of attrition ensues. Minimal fighting occurs and the hopes for a peaceful settlement are raised. Prince Frederick, the second son of King George III, is killed in action, in 1830.

1833

Prussia mounts a swift attack on the French lines with a number of their war golems, but the French were prepared. Unknown to the allied forces the French had dug tunnels in no man's land and mined the area. As the Prussian forces attack the French detonated explosives hidden in the mines annihilating the Prussian troops. French forces then counter attack and rout the Prussian forces who are pushed North East towards Holland. The forward push is only halted by the deployment of British battalions near the Lowlands border at Waterloo.

1835

Unable to hold front in the face of British troops supported by new Prussian forces, Napoleon's forces are pushed westwards. French forces in the Pacific locate a major new continent, which holds a huge supply of Napoleum. With the increased supplies the French war machine manages to hold its own and the frontline in Europe is stabilised. The French start to build a series of Forts along the front line.

1837

The French forces finish building the Forts and proceed to transport engineers and troops to the new continent where they start working on establishing a permanent presence.

1838

King George III, is struck down by a mysterious illness. At close to 100 years old many expect his son, George Augustus, to be made regent. However due to his "lavish" lifestyle there is little public affection for the Prince and the King's ministers and privy council govern in his name.

1839

France establishes its permanent foothold in the new continent. Britain sends scouting missions to the new continent but of 23 missions sent only 2 ships return reporting a strange storm surrounding the island. Britain prepares to send a fleet to new land, with many new ships under construction at the Royal Dockyards in Chatham.

1840

The British fleet is despatched to the island to secure a foothold in the name of the King. All but three ships are destroyed in a storm near the island and all crew are feared drowned. News eventually reaches Britain that a small group of survivors still remain from the fleet and have started actions against French forces there.

1841

The British send a new iron warship, purchased from the American government, to the continent under the leadership of the British Empire Expeditionary Force. The survivors from the previous fleet along with reinforcements from the new expedition make bigger inroads in to French control on the island.

See the website www.liveroleplay.com for in game newspapers that may give more up to date news.

The Great Powers

Briton

- 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

Career Rank Four costs 10 CAPs but can only be taken with the express agreement of the Referee team

CAP is usually 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 and are usually described as being available once per combat, scene, day or event.

A combat is the period of a fight, eg with a line of Frenchman

A scene is a series of combats or other encounters. This may be a single encounter when around a permanent base or may be a series of encounters when on a "linear" style mission (in which case a referee will say when a scene ends).

E.g. A party of Asaro tribesmen attack the cottage the characters are based in and our heroes use a lot of their skills. As the event is based around the cottage where they are staying the scene ends when the attack is over (unless the referee says otherwise). A group of the characters set off to find and attack the Asaro camp and there are three skirmishes and an encounter with a Prussian soldier. All four encounters are still one scene as the event is away from the base. The referee then states that the scene has ended so all once per scene actions reset (e.g. Cleaves and Bangs are available again). This elongated scene represents that the characters not having the time or surroundings to rest and recover.

Hussar!

In addition to obtaining Ranks you may also acquire a number of additional actions through spending CAP or through flavours. The number of actions you can acquire depends on the level of the career the action is attached to.

Career Rank	Additional Actions Available	CAP Cost per Additional Action
One	3	1
Two	2	2
Three	1	3
Four	0	n/a

For example, Brian takes Rank 3 Leader. He may acquire over time 3 additional Rank One actions, 2 Rank Two actions and 1 Rank Three action. If Brian had taken the focused flavour, which gives him 2 additional Rank One actions, he could only acquire one further Rank One action as he will then have achieved the maximum allowed (three).

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').

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.

So all flawed up, "Skippy" now has an extra 4 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" adds it all up and has spent 14 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 (costs 2 CAP as a Rank Two action)

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 which are covered later.

Careers

Soldier



Career	Rank	Abilities	Actions	
	1	<p><i>Take Cover</i></p> <p>If the character is in hard cover he/she may ignore every other ranged combat call</p>	<p><i>Disarm</i></p> <p>Character may disarm his opponent (drop weapon) once per scene</p>	<p><i>Going off Half Cocked</i></p> <p>Once per scene the character may call a 'BANG' even if he hasn't reloaded but the weapon is useless until it is cleaned at the end of the scene.</p>
+1 Vitality	2	<p><i>Through the Pain</i></p> <p>The Soldier only takes limb wounds and bleeding at 1 Body instead of two</p>	<p>BANG</p> <p>Once per scene the character can shout 'BANG'</p>	<p><i>Glancing Blow</i></p> <p>Ignore one combat call per scene unless at point blank range for a firearm or from behind with a melee weapon.</p>
+1 Vitality +1 Wealth	3	<p><i>Sleep when you can</i></p> <p>You recover Vitality at twice the normal rate but no quicker than 1 per 30 minutes</p>	<p><i>Through and Through</i></p> <p>Damage from one shot ignores vitality - once per scene</p>	<p><i>Firing Line</i></p> <p>Once per day a character can form a firing line and gain one extra BANG and heal some vitality (see below)</p>

BANG – even if a cap misfires or in the case of 'Going off Half Cocked' the gun is not loaded a Bang will always hit unless Hard Cover or a similar skill applies. Having the same ability from the Jack Tar career does not confer any additional effects.

FIRING LINE – many only be used in an enemy combat situation. For every person, other than yourself, in the firing line who has a ranged weapon (not throwing weapon) you regain 1 Vitality (to a maximum of 3). You also gain 1 BANG for the scene (irrespective of how many people are in the firing line).

Eg Beth is a Rank 3 soldier and forms a firing line with two other people who are armed with pistols (they do not need to be soldiers). As the French attack Beth calls Firing Line. She immediately recover 2 Vitality (for the two people with her) and 1 BANG. Had there been three other people in the Firing Line she would have recovered 3 Vitality instead but would still have only gained 1 BANG.

THROUGH THE PAIN – as explained in the Combat rules later a person who is reduced to 2 Body loses the use of a limb and starts to bleed. Through the pain allows the soldier to fight on and they only loose the use of the limb and start to bleed when they reach 1 Body.

Adventurer



Career	Rank	Abilities	Actions
	1	<p><i>Tracking</i> Character can scan for tracks in surrounding area</p>	<p><i>Go for the soft spot</i> Once per scene the character can shout 'BANG' or cleave When fighting a non-humanoid.</p>
+1 Wealth	2	<p><i>I speak Pigeon...</i> Can learn non-European languages</p> <p><i>Anatomically Correct</i> You are immune to "look a three headed monkey" by using the call "That's not a monkey, it's a Gibbon"</p>	<p><i>Natural Immunity</i> Once per day the character may call a natural immunity to a disease or poison for the duration of the day.</p>
+1 Vitality	3	<p><i>Exotic Weapon</i> Skill to use any one non European weapon. BANG or Cleave (where appropriate) may be called once per scene whilst 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>

I SPEAK PIGEON – the character may spend CAP to learn to speak or read/write non-European languages – see the languages rules

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> Once per scene - the ability to hold someone's attention for the duration of talking science at them. Cannot be used during combat.</p>
	2	<p><i>Moderate Science</i> An advanced scholar with an understanding of chemistry biology and physics</p>	<p><i>The Brain Trust</i> Once per day when working with another scientist or engineer you may reduce the level of a science or engineering problem by one.</p>
+1 Wealth	3	<p><i>Advanced Science</i> A master of science professor or equivalent.</p>	<p><i>I Need a specimen</i> Once per scene using the vocal 'I need that specimen' all damage to a hostile target becomes non lethal.</p>
			<p><i>Eureka</i> Once per scene a character can ask for a clue when trying to solve a science problem.</p> <p><i>1.21 Gigawatts.</i> Once per day the scientist can 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>

BASIC/MODERATE/ADVANCED Science – the character may attempt to solve Scientific problems of the appropriate rank

THE BRAIN TRUST – if reducing a basic problem it can be solved without a bead draw. Brain Trust can only be used on a problem once (i.e. two scientists can not call both use this action to reduce an Advanced problem down to a Basic one).

1.21 GIGAWATTS – if the device would use up a small Napoleum crystal this skill will allow the device to be powered without using/destroying the crystal. A suitable alternative prop will be required to explain where the power is coming from (“Have you seen my lemon, I need the acidic power?”)

I NEED A SPECIMEN – when the specimen is rendered immobile the Scientist must get to it before the scene ends to “revive it” otherwise the subdual damage becomes lethal (the opponent will have bled out). A revived opponent is not healed but equally is not dying. Anyone using a “Mortal Wound” on the opponent will kill it.

Medical

Career	Rank	Abilities	Actions	
	1	<p>Stop the Bleeding Player can stop the count on any wound can be used on yourself (as long as you are above zero body)</p> <p>Healing Hands Doubles the rate characters recover Body and Vitality</p>	<p>Assistant Once per day the character may assist another doctor during surgery raising the other doctor's ability rank by one.</p>	<p>Diagnose Once per scene the character may diagnose the nature of a person's affliction.</p>
	2	<p>Emergency Surgery The character may perform minor surgery.</p>	<p>Suck and Spit Once per scene the character may draw the poison from a wound or purge an ingested poison</p>	<p>On your feet Once per scene the target player can ignore bleeding and wounded limbs for the duration of the scene.</p>
+1 Wealth	3	<p>Major Surgery The character is an accomplished surgeon and can attempt to save even mortally wounded characters.</p>	<p>An inch to the left Once per day the character realises that the wound is not as bad as first thought and can restore 2 Body to the target.</p>	<p>Get the wounded back Once per day by using the vocal 'Get the wounded back' the character can heal all characters in earshot 4 vitality for the duration of the fight providing they are retreating from the enemy.</p>

HEALING HANDS - The Medic has to spend some time with the character and keep checking on them for them to increase the healing rate.

STOP THE BLEEDING - this stabilises a wound stopping any further "bleeding damage" from a wound. It needs a bandage, sewing a wound or some other roleplaying to take effect. See the combat section for details.

EMERGENCY SURGERY - with 5 minutes of role-playing this will restore a person on zero body to 1 point (it will not heal a person above 1 Body).

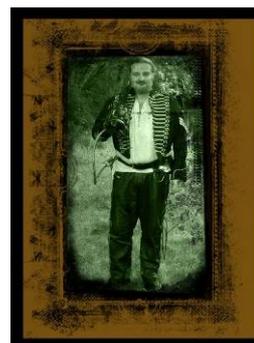
MAJOR SURGERY - with 15 minutes role-playing this will restore a person on zero body to 2 points and restore the use of any wounded limbs. It will not heal a person on 1 body but will restore the use of wounded limbs.

ASSISTANT - this can raise allow a Rank one doctor to perform Emergency Surgery or a Rank two doctor to perform Major surgery. It does not stack (ie two assistants will not give a Rank one doctor the ability to perform major surgery) and it does not grant actions.

ON YOUR FEET - at the end of the scene bleeding will start and loss of use of a limb will occur if the person is reduced to the relevant body score and has not been healed - this is only a temporary fix.

GET THE WOUNDED BACK - affected characters that are retreating can temporarily ignore the effects of limb wounds. Fighting defensively is acceptable.

Engineer



Career	Rank	Abilities	Actions	
	1	<i>Basic Engineering</i>	<p><i>What makes it tick?</i> Once per scene a character can get some basic clues to the nature of an engineering device</p>	<p><i>Emergency Repairs</i> Once per scene the character can repair an item to a working state for the duration of the scene.</p>
	2	<i>Medium Engineering</i>	<p><i>Paper and String</i> One per scene a character can make a simple device out of spare parts after 5 minutes tinkering.</p>	<p><i>Scrounging</i> Once per scene a character, after searching through their kit, can ask a ref for a physrep of a component or item they are missing</p>
+1 Wealth	3	<i>Advanced Engineering</i>	<p><i>Shut it down</i> One per day a character can disrupt or shut down a device. This requires role-playing.</p>	<p><i>Recalibration</i> Once per day the engineer can calibrate a weapon allowing it to call BANG or CLEAVE for one combat</p>

BASIC/MEDIUM/ADVANCED ENGINEERING – the character may manufacture Napolepunk items of the relevant level – see the Napolepunk Item rules for more details. In addition the character may attempt to solve Engineering problems of the relevant rank.

NAPOLEPUNK ITEMS – at character creation only an Engineer starts with a number of Napolepunk items for free. The total cost of those items is equal to the level of Engineer (i.e. a Rank 3 Engineer gains 3 CAP of items – this could be a Basic and an Medium item, an Advanced item, or three basic items). See the section on Napolepunk items.

EMERGENCY REPAIR – at the end of the scene the item is broken again and the difficulty of repairing it is increased by one (Advanced problems could be Heroic problems or generate a second basic problem)

Leader



Career	Rank	Abilities	Actions
	I	<p><i>Scavenge</i> Gain 5 resource points that can be spent at anytime</p>	<p><i>Strength of Will</i> Once per day you can resist any compulsion including Diplomacy and Gentry skills. This may not be stacked with the Strong Willed flavour.</p>
	2	<p><i>Take a deep breath</i> Once per scene you may assist another character reducing the overall difficulty of a problem by one level or improve their ability level by one</p>	<p><i>Ambush</i> 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>
+1 Wealth	3	<p><i>Bold</i> You are immune to Fear and Terror. This doesn't stop you from running away if you so choose.</p>	<p><i>Charge.</i> Once per day by using the vocal 'charge boys charge' the character can heal all characters in ear shot for 3 vitality providing they are attacking the enemy</p>
			<p><i>Steady.</i> Once per scene the leader can steady those characters around if they are compelled to run away due to Fear (not Terror) but this only affects those characters in touching distance.</p> <p><i>Don't let them see you bleed</i> You may ignore one body damage once per day until the end of the scene</p> <p><i>By the numbers</i> After a rousing speech given by the leader every character who hears the speech gains one BANG or CLEAVE which must be used in the next scene or lost. Such a speech may only be given once per day.</p>

Note: This career does not give any rank or command – you are just a natural born leader.

STEADY – this applies to the Leader as well

SCAVENGE – see the Wealth section for resource points. You get “the lads” to check their kit etc and find some extra bits and pieces (the equivalent of the loose change down the back of the sofa).

TAKE A DEEP BREATH – if reducing a basic problem by one level then no bead draw is required.

BY THE NUMBERS – the effects of a rousing speech wear off so if the Bang or Cleave isn't used it is lost. A referee may extend the duration before the BANG or CLEAVE is lost.

Mercenary



Career	Rank	Abilities	Actions	
	I	Disarm Trap Easy	<p><i>I Think this is a trap</i> Once per scene the character can ask whether an object or area is trapped</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>
+I Wealth	2	Disarm Trap Medium Arm Trap Easy	<p><i>Look a three headed monkey</i> Once per scene the character can force target to look away from them for 5 seconds</p>	<p><i>Throw knife</i> Once per scene the character can throw a weapon (safe core less knife) and call a CLEAVE. Call hits even if knife misses. Knife must travel distance to target</p>
+I Wealth	3	Disarm Trap Hard Arm Trap Medium	<p><i>Hide in shadows</i> Once per scene a character can, provided they are in a hidden position place their hand in the air and remain so until they chose to move. <u>(Rule 7 applies)</u></p>	<p><i>Mortal Wound</i> Once per scene a character, 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. <u>(Rule 7 applies)</u></p>

TRAPS - characters who do not have the Disarm Trap skill may not attempt to disarm them. They are perfectly entitled to avoid tripwires etc but may not cut them or remove the traps. A Mercenary with the skills will, if the trap goes off whilst they are trying to disarm it, reduce any damage taken by one point for each level of Mercenary skill they have. If they were unaware of a trap that goes off this reduction doesn't apply.

MORTAL WOUND - the game is not a PvP game and therefore Mortal Wound **should** not be used by one character on another (though this is not expressly banned). It can be used on NPC opponents and creatures and likewise some may have the skill to use on characters. The target needs to be unaware of the attacker or totally immobilised for Mortal Strike to work. We reiterate that this is not a PvP game so it is unlikely that this skill would ever be used by one character on another. Rather than being overly prescriptive by banning the use of the skill please use Rule 7.

Jack Tar



Career	Rank	Abilities	Actions	
	1	<i>Fire cannon, rockets etc</i>	<i>Run him through</i> You call a CLEAVE and run your weapon through your opponent but have to discard it until the end of the combat	<i>Over you go</i> Once per scene you may throw a rock, hammer etc at an opponent. If you actually hit you may call a knock down on the target.
+1 Vitality	2	<i>Through the Pain</i> The Jack Tar only takes limb wounds and bleeding at 1 Body instead of two	<i>Grog</i> Once per scene the character can drink grog and heal 2 vitality. You are drunk (requires grog physrep). You may use this three times a day with no ill effects.	<i>Cleave</i> Once per scene the character can shout 'Cleave'
+1 Wealth +1 Vitality	3	<i>Hold fast</i> You are immune to knock backs	<i>Fight on</i> Character can ignore the effects of wounds for the combat until they reach -1 Body at which point they collapse ..	<i>Boarding party</i> Once per day a character can form a boarding party and gain one extra CLEAVE and some vitality (see below).

THROUGH THE PAIN – as explained in the Combat rules later a person who is reduced to 2 Body loses the use of a limb and starts to bleed. Through the pain allows the Jack Tar to fight on and they only lose the use of the limb and start to bleed when they reach 1 Body. Having the same ability from the Soldier career does not give any additional effects.

RUN HIM THROUGH – the weapon is lodged in your opponent, entangled in clothes, brush etc. You may recover it at the end of the combat and not before (even if your opponent is dead)

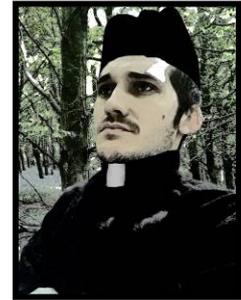
OVER YOU GO – this will not work on exceptionally big or strong opponents. If it is unsafe for the opponent to fall down they may stagger backwards as if knocked back.

GROG – On the fourth use whilst you regain the Vitality you are sizzled and fall unconscious for the remainder of the day (you can not be roused from your slumber). Abuse of this action could lead to an addiction.

BOARDING PARTY – many only be used in an enemy combat situation. For every person, other than yourself, in the boarding party who has a melee weapon you gain 1 Vitality (to a maximum of 3) for the duration of the scene – this is not a heal and can take you above your normal vitality. You also gain 1 CLEAVE for the scene (irrespective of how many people are in the boarding party).

Eg Bill is a Rank 3 Jack Tar and forms a boarding party with two other people who are armed with swords (they do not need to be Jack Tars). As the French attack Bill calls Boarding Party. He immediately gains 2 Vitality (for the two people with him) and 1 CLEAVE. Bill was already at full Vitality and so the extra he gains is on top of this, but any excess above his normal maximum disappears at the end of the scene. Had there been three other people in the Boarding Party he would have gained 3 Vitality instead but would still have only gained 1 CLEAVE.

Faith



Career	Rank	Abilities	Actions
	I	<p><i>Personal Comfort</i> Can transfer a resist to another person.</p>	<p><i>Will of god</i> Character can lift one psychological wound / disability once per scene after a minimum of 5 minutes counselling</p>
	2	<p><i>Lead Small Gathering</i></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>
	3	<p><i>Lead large gathering</i></p>	<p><i>Rousing Sermon</i> Once per day the 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>Have Faith</i> Lift one compulsion from another character once per scene</p> <p><i>Peace maker</i> character can place himself between to combatants and force them to stop fighting for 30 seconds they may attack anyone else excluding the character interceding</p> <p><i>Bell, book and candle</i> Once per scene the character can stop one supernatural creature, holding it at bay. This requires the use of the character's holy symbol.</p>

LEAD SMALL GATHERING – the character can lead a small group in prayer creating an area (a circle with a 2 metre radius around him/her) in to which no supernatural creature may enter and no supernatural effect may enter or leave the circle. The character must remain stationary and continue to preach throughout. Other characters in the circle may take actions.

LEAD LARGE GATHERING – as per the small gathering but the preacher may move and the circle will move with him or her

Gentry



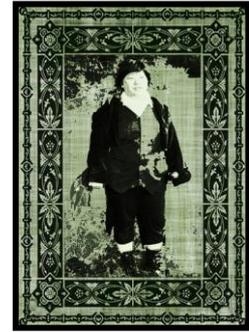
Career	Rank	Abilities	Actions
<p><i>Must only be bought at character generation</i></p> <p>+2 Wealth</p>	1	<p>Educated</p> <p>Character can read and write. May take rank up to Captain</p>	<p>A Killing Officer</p> <p>Once per day using the vocal (follow me lads) the character can make all in ear shot immune to fear for 30 seconds</p>
+1 Wealth	2	<p>Landed</p> <p>Character can read and write English, Latin and one other European language (chose) Modest income may hold junior rank. May take rank up to Brigadier</p>	<p>Afternoon Tea</p> <p>Once per day, but only after noon, the character may call for up to 5 other characters to join him for afternoon tea. Those who participate regain 1 Vitality each for every 10 minutes spent taking tea. (Rule 7 applies)</p>
+1 Wealth	3	<p>Gentry</p> <p>Character can speak a further European language large income senior rank. May take any rank.</p>	<p>Don't throw those bloody spears at me.</p> <p>Once per day character can become immune to ranged damage for one combat.</p>
			<p>One Last Cigar</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>He understands me</p> <p>By speaking slowly and loudly, often getting louder, you may compel a non-European to stand and look awestruck for 15 minutes or perform one simple task. Can be countered by someone with Gentry 2.</p> <p>Do you know who I am.</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. Can be countered by someone with Gentry 3</p>

ONE LAST CIGAR – Essentially when on zero body instead of dying after 6 minutes your “death count” is 11 minutes.

AFTERNOON TEA – During the tea party non-supernatural opponents may not attack the tea party, but those in the tea party may not take any other actions. A teapot is required as a minimum physrep although cups and scones are encouraged. As indicated, Rule 7 applies.

HE UNDERSTANDS ME and DO YOU KNOW WHO I AM – the command can not cause the target to harm himself or his companion.

Apothecary



Career	Rank	Abilities	Recipes
Can make one of each potion per day multiple recipes can be bought at same rate as actions (see below)	I	<p><i>Simple potions</i></p>	<p><i>Smelling salts</i> can immediately rouse an unconscious character. Physrep required can only be used by apothecary</p>
	2	<p><i>Moderate potion</i> Make 3 smoke grenades per day (must be physreped)</p>	<p><i>Bandages</i> Can make 3 bandages per use. These will stop any bleeding as long as the target is on 1+ Body</p> <p><i>Flash and bang</i> Player can shout flash bang and throw a physrep to the ground all people around prop (players and monsters) are blinded for 10 seconds. Player who threw device counts down. Once per day</p>
	+1 Wealth	<p><i>Advanced potions</i> Make 3 glow sticks per day (must be physreped)</p>	<p><i>Purge</i> Mix up a concoction which will purge a still conscious victim of poison</p> <p><i>DR Mo's miracle cure</i> Potion once consumed will heal 1 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</p>
	3		<p><i>Chloroform</i> When placing a moistened cloth upon the shoulder of target may call Sleep. Target does not need to be unaware or disabled for this to work.</p> <p><i>Slow Poison</i> When ingested will kill within 25 minutes unless purged. Target loses one vitality every 5 mins, falling unconscious when reaching zero vitality.</p> <p><i>Healing Salve</i> Restores 1 body to a person as long as they are already above zero</p> <p><i>Painkiller</i> Masks the pain of wounds for one scene allowing the imbiber to ignore the effects of limb wounds for the scene</p>

An Apothecary can make 3 potions of each rank they have per day. For example a Rank 2 Apothecary can make three Rank 1 and three Rank 2 potions).

In addition to buying extra recipes (if they can find or make them) as if they were actions they can also buy an extra action of make 1 additional potion per day of a given rank. For example to buy the ability to make one extra Rank 2 potion per day costs 2 CAP (as it is a Rank 2 action) and counts as 1 action towards the maximum of acquiring 2 Actions.

Rank 1 potions last for the event they are made in and can therefore be given/sold to other characters to use.

Rank 2 potions last until they end of the day (overnight time out) and can therefore be given/sold to other characters to use.

Rank 3 (or 4) potions have to be mixed on the spot by the alchemist as they quickly lose their potency and so can not be given to other characters in advance.

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 scene 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 once per scene 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 scene 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). Once per scene</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.

Unless stated below flavours may only be bought at Character generation. Later they may be awarded to players as consequences of their actions.

A maximum of 3 Flavours may be bought positive or negative and the maximum net CAP you can gain is 6.

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 career at a cost of 2 CAP per action instead of two flavour slots. If you do not take these careers then these actions do not count towards any action limits for your other careers.

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

+2 CAP

Lost an eye - -1 To all bead draws requiring close work such as stitching, tinkering or engineering. +3 CAP

Lost a limb – You have permanently lost a limb

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. Each rank of addiction reduces your Wealth level by 1.

+1 CAP

Mild addiction – dose once every 24 hours – If unable -2 Vit.

+2 CAP

Strong Addiction- Dose every 6 hours – If unable – 3 Vit

+3 CAP

Chronic Addiction – Dose every 2 hours – If unable Halve your vitality

Addictions may be overcome at a 50% additional cost – but only with the agreement of the referees. This is only available after character creation.

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. These additional actions DO count towards you overall actions limit. -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 feint 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 minute) 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

<i>Coward</i>	Your character is a coward 'Hold fast', 'steady' and 'charge' have no affect you must always obey the 'fear me' compulsion irrespective of other immunities.	+2 CAP
<i>Foreign parts</i>	Your character has spent much time in 'foreign parts' you have intimate knowledge of one region its language, culture and history.	-2 CAP
<i>Native bearer</i>	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 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)	-10 CAP
<i>Nightmares</i>	You suffer from nightmares – at the start of each day make a bead draw. Unless it is white your suffer -2 Vitality for the day due to tiredness. You may not use any skills to modify this beaddraw, but other flavours will affect the outcome.	-1 CAP
<i>Member of the Great adventure society</i>		-1CAP
<i>Member of the Royal Academy of Science</i>		-1 CAP
<i>Member of secret society (Refs discretion)</i>		-1 CAP
<i>Jack of all Trades</i>	You may take up to 4 rank one skills and 3 rank two skills you may never take any rank 3 skill.	+1 CAP
<i>Old war wound</i>	After taking any body wound make a bead draw at the end of a scene. Upon a fail your old wound is playing up -2 Vit (role-play limp, gammy arm etc).	+1CAP
<i>Strong willed</i>	You may ignore one compulsion per day. Vocal 'my will is strong'. Works against Diplomacy	-1CAP May be taken up to three times.
<i>Day dreamer</i>	You have difficulty keeping focused on a task -1 to bead draws for tasks requiring more than 30 minutes concentration	+1 CAP
<i>Black lung</i>	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
<i>Frail</i>	You are physically frail -2 Vitality you may never take your vitality above 6 or your body above 4	+3 CAP

<i>Heroes Wound</i>	-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.	
<i>Lucky Cigarette Case</i>	-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 but only if it were taken on character creation.	
<i>The Company</i>	
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
You may join the company after character creation but do not gain any CAP.	
<i>Assistant</i>	
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 (and can not gain the actions or abilities of that career until you are no longer an assistant).	
	+2CAP
<i>Unarmed Combat</i>	
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 bought with CAP after character gen with a period of training between events.	
	-2 CAP
+1 Wealth (can be acquired after creation at the referee's discretion if you can show how you acquired the ongoing source of wealth or influence)	-3 CAP Can be taken multiple times
<i>The Golden Bough</i>	
This flavour is not available at character creation and should be discussed with a referee. You are open to the ways of tribal spiritualism and magic (which may open up some new careers). This will only be available to your character on the actions and outcomes of in game events.	
	No CAP
<i>Lone Genius</i>	+1 CAP
You work best on your own. You can never assist another character with a problem or gain assistance from someone else, however if you fail a problem you never receive a time penalty for repeating a failed experiment.	

Beaker -1 CAP
You can assist in Science and Engineering experiments without the skill, but may never take any Science or Engineering Careers above Rank 1

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 -1 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. Failure to faint leaves you tight laced for the following day and at -2 Vitality

Amazonian -2 CAP
You are a warrior woman. When fighting male opponents you heal 2 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.

Wealth

Wealth in game represents a combination of income and influence. All players are assumed to start at level 0. Extra levels are gained through professions and /or flavour. The levels of Wealth can be roughly considered to be:

Rank	Status	Benefit
0	Peasant (living hand to mouth)	
1	Working man (earning a living wage)	Can read and write English
2	Middle Class	Can buy 1 the ability to speak 1 modern European language for 1 CAP
3	Lower Upper Class	Can buy the ability to speak more modern European languages for 1 CAP each Can learn to read/write more modern European languages for 1 CAP each
4	Higher Upper Class	Can learn to speak and read/write ancient civilised languages for 1 CAP each (1 to speak and 1 to read/write)

In addition for every Rank of Wealth you gain 5 Resource Points. These can be spent at the start of an event or where a suitable opportunity presents itself (you may need contacts to spend the points during an event).

The list of equipment below you can buy is not definitive so please ask a ref and we will expand the list as needed. Do not expect to gain RP for handing looted stuff in (or at least not at this rate). Unspent RP do not carry over between events.

Item	Resource Points
6 shots	1 RP
Healing salve (will last an event, not 1 day)	10 RP
Small Napoleum crystal	20 RP

In addition characters may get some other free items

Character	Item
Soldier	6 shots per rank of soldier
Adventurer	3 shots per rank of adventurer
Member of BEEF	20 shots and rank 1 potion
Member of HEIC	10 trade tokens (for trading with natives) 1 Promisory note for HEIC business of 10/20/50 guineau value depending on your rank in HEIC)

Combat

Body and Vitality

Body - this represents the characters physical resilience to damage. When you start loosing body you should be worried. Basic starting Body for all characters is 4 and it is very difficult to increase this.

Vitality - This represents the characters ability to avoid damage through skill and cunning or plain luck. Basic starting vitality for all characters is 4.

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.

Levels of wounds

Minor wound - Having 3 body is a minor wound.

Minor wounds don't have any major impact - you have been knicked by a sword or grazed by a bullet.

Major wound - Having 2 body is a major wound (or 1 body for Rank Two Soldiers or Jack Tar)

Major wounds means you are seriously wounded and loosing blood. The wound incapacitates a limb (your choice or if it is clear from the fight go with that). An incapacitated leg means you must fall to the ground. Whilst you can fight from the ground there is no dragging yourself around, swiveling on a knee or hopping). A wounded arm means you cant use a weapon in it and are unable to reload a gun (you can fire loaded guns). Whilst bleeding you loose a further 1 point of Body per 5 minutes until healed (or dead)

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. For the first three minutes you can cry out in pain, writhe in agony etc. After that you slip into unconsciousness and will die three minutes later. If you stop screaming etc before the first three minutes you are unconscious for a longer period - either way your overall "deathcount" is 6 minutes (longer with the relevant action).

Minus one body - some abilities/actions will let you fight until you are on -1 Body. Once the combat has finished for you (ie you have now collapsed) you immediately return to zero body. The aim here is to let you fight for a bit longer than the average person but then be healed exactly the same as if you were on zero.

Healing

Fuss - anyone can fuss a wound. Whilst doing this (and nothing else) you suspend a deathcount, or the count whilst someone is bleeding. As long as you are above zero body you can fuss yourself though you can not move from the spot.

Bandages - Apothecaries can make bandages which stop the bleeding as long as the person is above zero body (a bandage is not going to stop that arterial bleed of a major wound).

Healing Salves – again another Apothecary talent. Healing Salves return 1 body as long as the person is above zero body.

Dr Mo's Miracle Cure – another Apothecary potion, although one they need to make up on the spot. This will heal a mortal wound, returning the person to 1 body (there is no bleeding).

Stop the Bleeding – At last, a medical skill! This skill stabilises a patient and stops any bleeding as the doctor stitches the wound together. It does not heal any body.

Emergency Surgery – The Rank Two medic can perform a 5 minute operation that stops the bleeding and returns the patient to 1 Body (it does not heal above 1 body).

Major Surgery – With 15 minutes of “deep in your guts” surgery the Rank Three medic can restore a patient to 2 Body and return the use of a wounded limb. Like Emergency Surgery this stops the bleeding.

Natural Healing – anyone will recover Body at the rate of one point per 4 hours (so full body overnight) and Vitality at the rate of 1 point per hour as long as they are resting (you do not regain Body or Vitality whilst on a mission or actively taking part in a scene). Being tended by a Rank 1+ Medic will double the rate at which you recover Body and Vitality.

Calls

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 – unless using a BANG or KABOOM call in which case the cap does not need to fire.

Calls

Along with firing the cap, players must nominate a target they are shooting. Ranged shots do 1 point of damage unless made with the following 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.

CLEAVE – Two points of damage.

REND – Three Points of damage.

SUBDUE – Does normal damage but if reduced to zero body the target is unconscious, not dying. 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) – call a Knockdown

DISARM – removes weapon from opponents hand.

Compulsions

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

Terror – You must flee from the target for 30 seconds. Terror may not be resisted (unless you have the ability that renders you immune).

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 minute so you can speak, yell for help etc

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.

Medium – 2 CAP per item.

A character can only own 3 mediumm 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 gain a number of devices for free at character creation only. They may have any number of items but the total CAP cost is equal to their level in Engineering. Taking or increasing Engineering at a later date does not confer this benefit. Items traded away or lost are not replaced (they will cost you CAP).

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. Engineers may only make rough and ready items costing CAP equal to their level in Engineering at an event (e.g. a Rank 2 Engineer may only make two basic or one moderate item at an event as these would cost 2 CAP). The Engineer does not have to spend CAP to do this but they do need to spend Resource Points equal to twice the CAP cost of the item. Our Engineer want to make a Rough and Ready Medium Item – instead of spending 2 CAP he has to spend 4 Resource Points of materials – but the item will not survive beyond the event (if that long).

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 than 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.

Medium 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 Medium 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 there supporting groups or societies (EG the Royal Academy of Science)

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

Problem Solving

Whilst this section is aimed predominantly at Science and Engineering problems it can be used for any area. This is not a replacement for good role-playing which will be rewarded by making problems simpler or by providing hints, but is a simple mechanic to help with dealing with in game problems that players do not have a grasp of. Good use of the existing skills and role-playing may negate a problem altogether.

Problems

Each challenge the characters face will have a career and a level attached. The level of problem generally will relate to a Rank in a career

Basic Problem	Rank 1 Career
Moderate Problem	Rank 2 Career
Difficult Problem	Rank 3 Career
Heroic Problem	Rank 4 Career

A particular challenge may also be made up of more than 1 problem to overcome.

For example – our heroic characters are faced with a hideous weapon that is about to spew a toxic gas in to the area. Rather than flee they try to tackle it. Most of the problem is Engineering based as it is about disarming a device but there is also the matter of neutralising the gas which is a science problem. The gaseous chemicals are easy to deal with and so it is a Basic Science problem, but the device is also booby trapped and ranks as an Moderate Engineering problem. Both problems must be overcome or dire consequences may occur.

Experiments

This is how our Georgian problem solvers dealt with things – experiment until we get it right (or we are being swept up and put in an urn). To tackle an experiment you have to have the relevant career Rank equal to or greater than the level of the problem. An experiment is a short period of role-playing with appropriate props. Generally it will take about 15 minutes to try an experiment although this can be shortened or lengthened on the quality of role-play, use of props, inventive use of actions etc. At the end of the experiment the person trying to solve the problem makes a bead draw – a white bead indicates the problem is solved, a green bead means you haven't solved it (you can try again) and a black bead means a disaster (you've probably activated the device, blown it up etc - it's time to get those actions out of the bag or switch to Plan B).

If you fail at an experiment with a green bead draw you can have another go but each failure means you take 5 minutes longer before you make the next bead draw. If another character attempts to solve the problem they don't get this time penalty from you (though you may not assist them).

Only one person can work on a problem at a time (though they can be assisted via actions, flavours etc) but several problems relating to the challenge can be worked on at once by different people.

Isaac and James try to disarm the device mentioned above. As it is a Basic Science and Moderate Engineering problem they need a Rank 1 Scientist and Rank 2 Engineer. Isaac is a Rank 3 Scientist and James a Rank 2 Engineer – so they can proceed. James has a dazzling array of gadgets, spanners and other gizmos so the Ref says his experiment only takes 10 minutes. Isaac has to use pure brain power to solve the Science problem. After 10 minutes James make a bead draw – and pulls a white bead – success, he stops the timer on the device so it isn't going to detonate. Isaac however still has to neutralise the gas. After 15 minutes he makes his bead draw – green. A failure but not a catastrophe. He must now spend 20 mins (15 mins + 5 penalty) but this time he pulls a black bead. Thinking the two gases would be neutralised by air he accidentally released the components which start to react in the atmosphere – our two heroes need to do something quickly or face the consequences.

Unfamiliar Areas

A referee may call a problem as having a specific area of expertise – such a Radiotelegraphics. Whilst an Engineering problem – it is an uncommon area. As such a problem may take longer to solve or require a harder level of difficulty than normal. Overcoming a number of these unfamiliar problems may result in the character gaining familiarity with that topic and therefore negating the penalty in future. This is purely at the refs discretion.

Flavours

A number of Flavours exist which can aid in dealing with these problems.

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

V1.02

Additional history added to bring the date up to 1841

Actions changed from once per encounter to once per scene and a scene defined.

Additional actions that can be acquired limited based on Rank of the action

Major changes to careers and actions – you should read these carefully as virtually all careers are changed or clarified

- Soldier: Take Cover moves to Rank 1 Ability. Gains a new Rank 2 and a Rank 3 Ability. BANG moves to Rank 2, and Disarm moves to Rank 1. Loses Called Shot, but gains new "Half Cocked" action. Adrenalin (Rank 2) removed and Glancing Blow replaces it. Firing Line added as a new Rank 3 action. Ambidexterity removed as an ability.
- Adventurer: Gains +1 Wealth at Rank 2 rather than Rank 3. I speak Pigeon now gives access to learning non-European languages. Natural Immunity becomes an action rather than an ability. Some clarifications on actions. Glass beads removed and replaced with "Great White Hunter" as a Rank 3 action. Gains a Rank 2 ability to counter "Look a 3 headed monkey" as all great explorers know such a thing doesn't exist.
- Scientist: Some clarifications of skills, minor changes. Clacking removed and replaces with "The Brain Trust". "I Need a Specimen" clarified to make it less of an enforced subdual.
- Medic: Bead draws for wounds removed. Instead a "Limb wound/bleeding" state replaces Major Wound. Rank 2 ability can return a Mortally wounded character to 1 Body, and Rank 3 returns them to 2 body (and removes effects of wounded limbs). Assistant changed to improve someone else's Medic ability. Diagnose switched from Rank 2 to Rank 1 and Suck and Spit moves to Rank 2 to replace it. On your feet (Rank 2) action lets the patient ignore the effects of wounded limb. An inch to the left now heals 2 Body and Get the Wounded Out tweaked to help retreats.
- Engineer: Several tweaks to the existing actions. Paper and String moves from Rank 3 to Rank 2 and Shut it Down moves from Rank 2 to Rank 3. Amount of free starting Napolepunk kit reduced (it seemed excessive to give a starting Rank 3 Engineer 7 free CAP on Napolepunk kit) to 1 CAP per rank on Engineering.
- Leader: We have tried to make the leader more useful and more of a person who buffs groups of people. Leader has gained an ability at each rank (though the Rank 2 ability is a bit of an action rather than an ability). Take a deep breath moves from a Rank 1 action to a Rank 2 ability. Leader

gains a Rank 1 ability to give themselves a resist to compulsion. Listen to me is removed and replaced with Don't Let Them see you bleed at Rank 2 (previously a gentry skill). Ambush becomes a Rank 2 ability (from Rank 3) and By the numbers moves in to its place (Rank 2 to Rank 3). Some tweaks to the definition of actions.

- Mercenary: Defined dealing with traps a bit more (and clarified that non-Mercs should not attempt to disarm traps. Thrown knife becomes a Rank 2 action but gains a Cleavbe. I think this is a trap becomes Rank 1 action. Clarification of Mortal Wound with the added rule that a PC can not use it on another PC and that Rule 7 applies.
- Jack Tar: Some major changes here with a focus on healing your own Vitality rather than giving bonus Vit. Jack Tar's gain +1 Vit at Rank 2 & 3 (like Soldier). They also replace Gatlin Gun ability with Through the Pain (like soldier). Hold Fast now gives immunity to Knock Back but loses the Vitality heal. Cleave moves to Rank 2 but they gain run them through (melee equivalent of Half Cocked). Hold fast is removed and replaced with a Over you Go at Rank 1 (knock down skill). Grog now heals Vitality rather than gives a + but can (safely) be used three times a day. Fight On changed to make you drop at -1 Body rather than keep going until the end of the fight. Boarding party now only works on you (not the whole boarding party) but still gives a Vitality bonus but can give you up to +3 Vit.
- Faith: Defined the effects of the 3 Faith abilities. Absolute Faith (Rank 2 action) removed and replaced with Man of the Cloth (was Rank 3). Man of the cloth replaces with Bell, Book and Candle at Rank 3.
- Gentry: Starts with an extra +1 Wealth. Don't let them see you bleed (Rank 1 action) removed and replaced with "A Killing Officer" – formerly Rank 2 "Follow Me Lads". Gentleman's gentleman removed (never used) and Don't Throw Those spears moved from Rank 2 to Rank 3. New Rank 2 actions of "Afternoon Tea" and "He Understands Me" added.
- Apothecary: Defined how many potions can be made at each level each day with an action that can be bought to increase the number. The higher the level of potion the shorter the time it will last. Actions now renamed as recipes. Healing Salve moved to Rank 2 and only works if above zero body. Bandages (stop bleeding) added at Rank 1. Painkiller moved from Rank 2 to Rank 3 (ignores effects of limb wounds) and Flash Band moved from Rank 3 to Rank 2. Chloroform moved from Rank 2 to Rank 3. Fast Poison (Rank 3) removed. Doctor Mo's now cures 1 Body and 2 Vitality (rather than taking you to full body). The aim is to make Apothecaries useful in a pinch but not to replace Medics as the primary source of healing.
- Diplomat: Very minor changes

Some flavours changed and clarified. Note, Addictions reduce Wealth, and change of CAP for Midwife.

Maximum net CAP gain from flavours limited to 6 points (in addition to the maximum of 3 flavours).

Wealth defined - very rudimentary at this time but will be expanded over time.

Combat – changed levels of wounds and removed bead draws. Note limb wounds and bleeding. Everyone can now fess a wound to suspend bleed/death counts. Sources of healing set out and recovery times have increased.

Monsters/opponents will be stated differently to reflect that combat is a bit riskier – honest we are not trying to kill you

Changed definition of subdual damage

Defined cost of making Rough and Ready Napolepunk items

Added rules on solving Science and Engineering problems

V1.021

Changed starting year to 1841

Clarified that having Through the Pain from Jack Tar and Soldier doesn't confer any additional benefit

Clarified Through and Through works for one shot once per scene

Boarding Party gives CLEAVE not BANG

Rule 7 applies to the Gentry action of Afternoon Tea

Leader ability of Steady grants the immunity to the Leader as well

For healing purposes being on -1 Body is the same as 0 and if you are healed for +1 Body it will return you to 1 Body, and not zero

Mortal Wound – changed from “cannot” be used of other PCs to “should not”. Rule 7 applies and we reiterate this is not a PVP game.