

## **Castle Falkenstein adaptation to Savage Worlds Adventure Edition**

This document requires you to have the Castle Falkenstein rulebook.

Apply the changes below to have the rules adapted to SWADE.

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### **Moving Around the Scene**

Movement in Savage Worlds has its own rules.

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### **Heroes & Villains**

Heroes, Heroines and Villains would be Wild Cards, while Supporting Characters would typically be extras.

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### **How Do I Create a “Dramatic Character”?**

Create the character as in Savage Worlds. See below for non human races. Otherwise use the standard human race with a free starting edge.

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### **A Few Dramatic Characters**

#### **Adventuress**

- Strong Traits: Fighting, Shooting, Spirit

#### **Anarchist**

- Strong Traits: Shooting, Academics, Spirit.

#### **Brownie**

- Race: Faerie (Brownies).
- Strong Traits: Shooting (with an elfshot bow), Perception, Stealth.

#### **Calculation Engineer**

- Strong Traits: Science, Perception, Repair.

#### **Consulting Detective**

- Strong Traits: Common Knowledge, Shooting, Perception.

#### **Dashing Hussar**

- Strong Traits: Athletics, Fighting, Shooting.

#### **Demimondaine**

- Strong Traits: Spirit, Persuasion.
- Connections Edge.

#### **Diplomat**

- Strong Traits: Academics, Common Knowledge, Perception.
- Connections Edge.

#### **Dragon Lord**

- Race: Dragon.
- Strong Traits: Perception, Vigor, Spellcasting.

#### **Dwarf Craftsman**

- Race: Dwarf.
- Strong Traits: Fighting, Vigor.

#### **Explorer**

- Strong Traits: Shooting, Athletics, Spirit.

#### **Faerie Lord/Lady (Daoine Sidhe)**

- Race: Faerie (Faerie Lord).
- Strong Traits: Persuasion, Perception.
- Connections Edge.

#### **Gentleman Thief**

- Strong Traits: Athletics, Spirit, Stealth.

#### **Gentleman/Woman**

- Strong Traits: Spirit, Persuasion.
- Connections Edge.

### **Inventor**

- Strong Traits: Science, Repair, Perception.

### **Journalist**

- Strong Traits: Perception, Stealth.
- Connections Edge.

### **Mad Scientist**

- Strong Traits: Science, Repair, Perception.

### **Mastermind**

- Strong Traits: Spirit, Science, Repair.

### **Nobleman/Woman**

- Strong Traits: Academics, Common Knowledge.
- Connections and Rich Edges.

### **Performer**

- Strong Traits: Spirit, Performance.
- Connections Edge.

### **Physician**

- Strong Traits: Science, First Aid, Perception.

### **Pixie**

- Race: Faerie (Pixies).
- Strong Traits: Stealth.

### **Rogue**

- Strong Traits: Spirit, Persuasion.
- Connections Edge.

### **Scientist**

- Strong Traits: Science, Repair, Perception.

### **Secret Agent**

- Strong Traits: Athletics, Shooting, Stealth.

### **Soldier of Fortune**

- Strong Traits: Fighting, Shooting.

### **Steam Engineer**

- Strong Traits: Perception, Vigor, Repair.

### **Wizard**

- Strong Traits: Academics, Spellcasting.
- Arcane Background (Magic) Edge.

### **Writer**

- Strong Traits: Spirit, Academics.
- Connections Edge.

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### **What Do I Use My Diary For?**

In Castle Falkenstein the character is described by a diary, when in Savage Worlds the character is written in a character sheet. So, a Castle Falkenstein SWADE character must use the standard character sheet, but it's highly recommended that it is implemented by the diary.

All sections of the diary as in Castle Falkenstein Page 155 - 158, with that modifications:

- What Are Your Virtues? And Your Vices?  
This section would strongly be influenced by Edges and Hindrances.
- And Ambition!  
This section can be omitted, as it is covered by the Skills in the character sheet.

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### **Column Exceptional or Even Better Abilities**

This section can be ignored.

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### Typical New European Abilities

Use the Savage Worlds Traits.

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### Exchequer & Cash

Use the Savage Worlds system for money. Consider a unit of currency of Castle Falkenstein to be equal to 25\$, so a starting character would start with 20c, with Rich and Filthy Rich to modify this as usual.

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### Improving Your Lot

Advancement is the usual for Savage Worlds, but the guidelines for improving, based on goals in the diary, are all good suggestions to choose when and how an Advance is gained.

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### A Steam Age Price List

Consider a unit of currency of Castle Falkenstein to be equal to 25\$.

When possible, use the standard Savage gears.

### Weapons

Use this statistics for the weapons:

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR	WEIGHT	COST
Carabine	10/20/40	1-3d6	-	1	2	d6	13	50c
Dagger	-	Str+d4	-	-	-	d4	1	1c
Derringer	3/6/12	2d4	-	1	2	d4	1	15c
<i>Notes: -2 to be Noticed if hidden.</i>								
Drop Pistol	5/10/20	2d6+1	-	1	1	d4	2	20c
Life Preserver	-	Str+d4	-	-	-	d4	1	2p
<i>Notes: inflicts non-lethal damage.</i>								
Musket	10/20/40	2d8	-	1	-	d6	15	15c
<i>Notes: reload 3.</i>								
Pepperbox Revolver	5/10/20	2d6+1	-	1	6	d6	3	20c
<i>Notes: treat a 1 on the skill die as a malfunction.</i>								
Rapier	-	Str+d4	-	-	-	d4	2	5c
<i>Notes: Parry +1.</i>								
Reciprocator	5/10/20	2d6+1	-	6	6	d6	4	30c
<i>Notes: treat a 1 on the skill die as a critical failure. You have to preselect a fixed ROF between 3 and 6.</i>								
Rifle (Chassepot)	15/30/60	2d8	-	1	1	d6	11	40c
Rifle (Needlegun)	15/30/60	2d8	-	1	1	d6	10	45c
Saber	-	Str+d6	-	-	-	d6	2	6c
Shotgun	10/20/40	1-3d6	-	1	1	d6	11	15c

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### Host Characters

#### Lord Auberon of Faerie - Faerie Lord

Agility d10, Smarts d12, Spirit d10, Strength d10, Vigor d10.

Academics d6, Athletics d12, Battle d6, Boating d4, Common Knowledge d6, Fighting d10, Notice d8, Occult d6, Performance d8, Persuasion d6, Shooting d10, Spellcasting d8, Stealth d8.

Pace: 6, Parry: 8, Toughness: 7.

Race: Faerie (Faerie Lord).

Hindrances: Thin Skinned (Minor), Loyal (Minor), Enemy (Major, Unseelie).

Edges: Arcane Background (Magic - Hermetic Order Of The Golden Dawn, Powers: Dispel, Banish, Summon Ally, Summon Animal, Summon Monster), New Powers, Extraction, Block, First Strike, Aristocrat, Arcane Resistance, Charismatic, Elan, Fame, Connections, Rich, Strong Willed.

Equipment: Aristocratic clothes, Rapier (Str + d4, Parry +1).

**Charles Babbage** - Calculation Engineer

Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6.

Academics d6, Athletics d4, Common Knowledge d6, Fighting d4, Notice d6, Persuasion d6, Repair d10, Research d8, Science d10, Stealth d4.

Pace: 5 (d4), Parry: 4, Toughness: 5.

Hindrances: Elderly (Major).

Edges: Fame, Rich, Scholar (Science).

**Alexander G. Bell** - Inventor

Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Academics d6, Athletics d4, Common Knowledge d6, Fighting d6, Notice d10, Persuasion d6, Repair d12, Research d6, Science d10, Stealth d4.

Pace: 6, Parry: 5, Toughness: 5.

Hindrances: Driven (Minor, bring an end to deafness), Arrogant (Major).

Rich, Fame, Scholar (Science), Mr. Fix It.

**Sarah Bernhardt** - Theatrical Performer

Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Academics d4, Athletics d4, Common Knowledge d6, Fighting d4, Notice d6, Performance d12, Persuasion d12, Stealth d4.

Pace: 6, Parry: 4, Toughness: 5.

Hindrances: Quirk (Minor, bisexual).

Edges: Attractive, Very Attractive, Fame, Famous, Connections.

**Otto von Bismarck** - Mastermind

Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Academics d6, Athletics d6, Battle d10, Boating d6, Common Knowledge d8, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Repair d4, Research d6, Science d4, Stealth d4.

Pace: 6, Parry: 6, Toughness: 6.

Hindrances: Driven (Major, conquer the world), Ruthless (Minor), Stubborn (Minor).

Edges: Fame, Aristocrat, Rich, Filthy Rich, Command, Command Presence, Fervor, Hold the Line, Menacing, Retort, Connections, Followers.

**Elizabeth Barrett & Robert Browning** - Writer(s)

Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6.

Academics d8, Athletics d4, Common Knowledge d6, Notice d8, Persuasion d8, Research d6, Stealth d4.

Pace: 6, Parry: 2, Toughness: 5.

Edges: Connections.

Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8.

Academics d10, Athletics d6, Common Knowledge d6, Notice d8, Persuasion d8, Research d8, Science d6, Stealth d4.

Pace: 6, Parry: 2, Toughness: 6.

Hindrances: Quirk (atheist and vegetarian).

Edges: Connections, Arcane Background (Magic, Powers: Dispel, Divination, Mind Reading, Object Reading).

**Sir Francis Richard Burton** - Explorer

Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d8.

Academics d8, Athletics d8, Boating d6, Common Knowledge d8, Fighting d10, Healing d6, Notice d6, Occult d6, Persuasion d8, Repair d4, Research d6, Riding d6, Shooting d10, Stealth d6, Survival d8.

Pace: 6, Parry: 10, Toughness: 6.

Hindrances: Curious (Major).

Edges: Fame, Alertness, Arcane Background (Magic, Powers: Boost/Lower Trait, Growth/Shrink, Protection, Wall Walker), Brave, Block, Combat Reflexes, Extraction, Improved Block, Counterattack, Feint, First Strike, Linguist, Soldier.

Equipment: Rapier (Str+d4, Parry +1).

**Lewis Carroll** - Writer and Mathematician

Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6.

Academics d10, Athletics d4, Common Knowledge d6, Notice d6, Persuasion d8, Science d8, Stealth d4.

Pace: 6, Parry: 2, Toughness: 5.

Hindrances: Tongue-Tied (Major), Quirk (Minor, migraine).

Edges: Fame, Aristocrat, Connections, Charismatic.

**Capt. John Carter** - Soldier of Fortune

Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10.

Athletics d12, Battle d6, Boating d6, Common Knowledge d6, Fighting d12, Healing d6, Intimidation d8, Notice d8, Persuasion d8, Riding d6, Shooting d10, Stealth d6, Survival d6.

Pace: 6, Parry: 9, Toughness: 8.

Hindrances: Vengeful (Minor), Overconfident (Major), Impulsive (Major).

Edges: Fame, Brave, Charismatic, Linguist, Luck, Elan, Block, Brawler (Fist: Str+d4), Combat Reflexes, Dodge, Frenzy, Hard to Kill, Iron Jaw, Nerves of Steel.

**Charles Darwin** - Scientist

Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d8.

Academics d10, Athletics d4, Boating d6, Common Knowledge d8, Healing d8, Notice d6, Persuasion d6, Research d8, Science d12, Survival d8.

Pace: 6, Parry: 2, Toughness: 6.

Hindrances: Cautious (Minor), Hesitant (Minor), Anemic (Minor).

Edges: Alertness, Aristocrat, Fame, Famous, Rich, Scholar (Science), Connections.

**Charles Dickens** - Writer

Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Academics d10, Athletics d4, Boating d6, Common Knowledge d8, Fighting d4, Notice d8, Persuasion d8, Research d8, Stealth d4, Survival d4, Thievery d6.

Pace: 5 (d4), Parry: 4, Toughness: 5.

Hindrances: Impulsive (Major), Quirk (Minor, walking), Elderly (Major).

Edges: Charismatic, Rich, Fame, Famous, Connections x2.

**Benjamin Disraeli** - Diplomat

Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Academics d6, Athletics d4, Common Knowledge d8, Intimidation d6, Notice d8, Persuasion d10, Research d4, Stealth d4, Taunt d6.

Pace: 6, Parry: 2, Toughness: 5.

Hindrances: Overconfident (Major), Driven (Minor, leave his mark in politics).

Edges: Aristocrat, Rich, Fame, Famous, Connections x3.

**Count Vlad Dracula** - Faerie Lord (Unseelie)

Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8.

Academics d8, Athletics d8, Common Knowledge d10, Fighting d8, Intimidation d10, Notice d6, Occult d10, Persuasion d8, Stealth d12.

Pace: 6, Parry: 6, Toughness: 6.

Race: Faerie (Vampire).

Hindrances: Driven (Major, conquer the world), Overconfident (Major), Stubborn (Minor), Vengeful (Minor), Enemy (Minor, Dr. van Helsing).

Edges: Aristocrat, Rich, Filthy Rich, Fame, Arcane Resistance, Improved Arcane Resistance, Charismatic, Attractive, Level Headed, Dodge, Improved Dodge, Command, Command Presence, Fervor, Hold the Line, Assassin, Connections x2, Menacing, Strong Willed, Beast Master (wolf), Followers x3.

**Thomas Edison** - Inventor

Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Academics d6, Athletics d6, Common Knowledge d8, Intimidation d6, Notice d10, Occult d4, Persuasion d10, Repair d12+1, Research d10, Science d12, Stealth d4, Thievery d6.

Pace: 6, Parry: 2, Toughness: 5.

Hindrances: Cautious (Minor), Doubting Thomas (Minor), Hard of Hearing (Minor), Stubborn (Minor).  
Edges: Rich, Fame, Famous, Connections, Command, Natural Leader, Scholar (Science), Reliable, Professional (Repair).

**Prince Edward Albert** (Bertie) - Nobleman (Crown Prince)

Agility d6, Smarts d8 (A), Spirit d10, Strength d6, Vigor d6.

Academics d8, Athletics d4, Battle d6, Common Knowledge d10, Fighting d6, Gambling d6, Intimidation d8, Notice d6, Persuasion d12+1, Riding d6, Shooting d6, Stealth d4, Taunt d6.

Pace: 6, Parry: 5, Toughness: 5.

Hindrances: Quirk (Minor, nonconformism), Quirk (Minor, many lovers), Quirk (Minor, Bon Vivant).

Edges: Connections x5, Charismatic, Reliable, Rich, Filthy rich, Fame, Famous, Professional (Persuasion).

**Rhyme Enginemaster** - Dwarf Craftsman (& Mad Scientist)

Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d10.

Academics d6, Athletics d6, Common Knowledge d8, Fighting d6, Notice d8, Occult d6, Persuasion d4, Repair d10, Research d4, Science d8, Shooting d6, Stealth d4.

Pace: 5 (d4), Parry: 5, Toughness: 7.

Race: Dwarf.

Hindrances: Bad eyes (Minor), Can't swim (Minor), Quirk (Minor, continuously rabble about technology), Stubborn (Minor).

Edges: Arcane Resistance, Immunity to fire, Love of Metal (+2 to work with metal and metal machines, smell metals in 1000 feet), Rich, Calculating, Mr. Fix It.

**Sir Harry Flashman** - Dashing Hussar

Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6.

Academics d6, Athletics d8, Battle d6, Boating d6, Common Knowledge d6, Fighting d10, Gambling d6, Performance d6, Intimidation d6, Notice d6, Persuasion d8, Riding d8, Shooting d10, Stealth d10, Survival d6, Taunt d8, Thievery d4.

Pace: 6, Parry: 8, Toughness: 5.

Hindrances: Quirk (Minor, woman), Ruthless (Minor), Stubborn (Minor), Vengeful (Minor).

Edges: Aristocrat, Attractive, Charismatic, Fame, Elan, Luck, Block, Combat reflexes, Counterattack, Feint, Level Headed, Soldier, Connections, Provoke, Retort.

Equipment: Rapier (Str+d4, Parry +1).

**Phileas Fogg** - Gentleman(?)

Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Academics d6, Athletics d6, Boating d6, Common Knowledge d10, Fighting d6, Intimidation d6, Notice d10, Persuasion d10, Repair d4, Research d6, Riding d4, Science d4, Shooting d6, Stealth d6.

Pace: 6, Parry: 5, Toughness: 6.

Hindrances: Quirk (Minor, methodical), Stubborn (Minor), Overconfident (Major).

Edges: Rich, Filthy Rich, Aristocrat, Attractive, Calculating, Connections, Elan, Luck, Brave, Strong-willed.

**Dr. Victor Frankenstein** - Mad Scientist

Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Academics d8, Athletics d4, Common Knowledge d6, Fighting d4, Healing d12+1, Notice d4, Occult d6, Persuasion d4, Repair d12, Research d8, Science d12, Stealth d4.

Pace: 6, Parry: 4, Toughness: 6.

Hindrances: Driven (Major, create artificial human), Quirk (Minor, solitude), Secret (Minor).

Edges: Aristocrat, Connections, Rich, Scholar (Science), Professional (Healing), Mr. Fix It.

**Ulysses S. Grant** - Hussar (Soldier)

Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Academics d4, Athletics d4, Boating d4, Battle d12, Common Knowledge d8, Fighting d6, Intimidation d8, Notice d6, Persuasion d10, Riding d6, Shooting d6, Stealth d6, Survival d6.

Pace: 6, Parry: 5, Toughness: 5.

Hindrances: Habit (Minor, cigars), Loyal (Minor).

Edges: Charismatic, Fame, Famous, Command, Command Presence, Fervor, Hold the Line, Inspire, Tactician, Master Tactician, Soldier, Connections, Menacing, Strong Willed.

**Sherlock Holmes** - Consulting Detective

Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Academics d10, Athletics d8, Boating d4, Common Knowledge d10, Fighting d10, Gambling d6, Performance d4, Healing d4, Intimidation d6, Notice d12+2 (Wild d10), Persuasion d8, Repair d4, Research d8, Science d10, Shooting d8, Stealth d8.

Pace: 6, Parry: 6, Toughness: 6.

Hindrances: Habit (Major, heroine), Arrogant (Major), Curious (Major), Enemy (Major, Moriarty), Overconfident (Major), Stubborn (Minor).

Edges: Alertness, Brave, Elan, Fame, Luck, Investigator, Connections, Streetwise, Professional (Notice), Expert (Notice), Master (Notice).

**Aldous Huxley** - Scientist

Agility d, Smarts d (A), Spirit d, Strength d6, Vigor d6.

Academics d12, Athletics d4, Common Knowledge d8, Fighting d4, Healing d4, Notice d10, Occult d6, Persuasion d6, Repair d6, Research d8, Science d10, Stealth d4, Survival d4.

Pace: 6, Parry: 4, Toughness: 5.

Hindrances: Pacifism (Major), Habit (Minor, mescaline), Bad Eyes (Minor), Quirk (Minor, vegetarian).

Edges: Fame, Connections, Strong Willed.

**The Invisible Man** - Mad Scientist

Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Academics d6, Athletics d4, Common Knowledge d6, Fighting d6, Healing d12, Notice d6, Occult d6, Persuasion d4, Research d8, Science d12, Stealth d12, Survival d6, Thievery d6.

Pace: 6, Parry: 5, Toughness: 5.

Hindrances: Arrogant (Major), Driven (being recognized as a genius, Minor), Ruthless (Minor).

Edges: Scholar (Science).

**Lord Kelvin** (William Thomson) - Scientist

Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Academics d10, Athletics d4, Common Knowledge d8, Fighting d4, Notice d8, Persuasion d6, Repair d6, Research d8, Science d12+1, Stealth d4.

Pace: 6, Parry: 4, Toughness: 5.

Hindrances: Curious (Major), Driven (Major, science).

Edges: Fame, Famous, Rich, Connections, Aristocrat, Professional (Science), Scholar (Science).

**Abraham Lincoln** - Diplomat

Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6.

Academics d10, Athletics d6, Battle d10, Boating d8, Common Knowledge d8, Fighting d6, Gambling d6, Notice d10, Persuasion d12, Research d8, Riding d6, Shooting d6, Stealth d4, Survival d8, Taunt d10.

Pace: 6, Parry: 5, Toughness: 5.

Hindrances: Enemy (Major, racists), Wanted (Minor, ex-confederate), Quirk (Minor, occasional depression), Vow (Minor, fight slavery).

Edges: Connections x3, Fame, Famous, Rich, Strong Willed, Humiliate, Retort.

**Lady Ada Lovelace** - Calculation Engineer

Agility d6, Smarts d12+1, Spirit d8, Strength d6, Vigor d4.

Academics d10, Athletics d6, Common Knowledge d6, Hacking d6, Notice d6, Performance d6, Persuasion d4, Repair d8, Research d6, Science d10, Stealth d4.

Pace: 5 (d4), Parry: 2, Toughness: 4.

Hindrances: Anemic (Minor), Thin Skinned (Minor), Slow (Minor).

Edges: Aristocrat, Arcane Background (Magic, Powers: Sloth/Speed, Time Stop), Scholar (Science), Rich, Professional (Smarts).

**Dr. Inigio Lovelorn** - Mastermind

Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d8.

Academics d6, Athletics d4, Battle d8, Common Knowledge d6, Fighting d4, Intimidation d8, Notice d8, Occult d6, Persuasion d12, Repair d12, Research d8, Science d12, Shooting d8, Stealth d4.

Pace: 5 (d4), Parry: 4, Toughness: 7.

Hindrances: Bad Eyes (Minor), Obese (Minor), Overconfident (Major).

Edges: Fame, Rich, Filthy Rich, Command, Command Presence, Hold the Line, Inspire, Strong Willed, Followers x5.

**Ludwig the First** - Noble (ex-King of Bayern)

Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Academics d10, Athletics d4, Battle d6, Common Knowledge d8, Fighting d4, Gambling d6, Intimidation d6, Notice d4, Occult d4, Performance d6, Persuasion d12, Riding d6, Science d6, Stealth d4.

Pace: 5 (d4), Parry: 4, Toughness: 5.

Hindrances: Quirk (Minor, bad poet), Quirk (Minor, neoclassical art), Hard of Hearing (Minor), Habit (Lola Montez).

Edges: Aristocrat, Rich, Filthy Rich, Fame, Famous, Connections x3, Command.

**Ludwig the Second** - Noble (King of Bayern)

Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Academics d8, Athletics d8, Battle d6, Common Knowledge d6, Fighting d8, Gambling d8, Intimidation d6, Notice d10, Occult d8, Performance d8, Persuasion d12, Riding d8, Science d6, Shooting d6, Stealth d6, Taunt d6.

Pace: 6, Parry: 6, Toughness: 6.

Hindrances: Quirk (Minor, eccentric), Quirk (Minor, architecture), Quirk (Minor, lavish), Quirk (Minor, night owl), Quirk (Minor, reclusive).

Edges: Aristocrat, Fame, Famous, Rich, Filthy Rich, First Strike, Connections x3, Strong Willed.

**Marianne, Countess de Desirée** - Adventuress

Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8.

Academics d6, Athletics d8, Battle d4, Boating d6, Common Knowledge d8, Fighting d12, Gambling d4, Healing d6, Intimidation d8, Notice d6, Occult d4, Performance d6, Persuasion d8, Repair d4, Riding d8, Shooting d12, Stealth d6, Survival d8, Thievery d4.

Pace: 6, Parry: 11, Toughness: 6.

Hindrances: Enemy (Minor, French), Stubborn (Minor).

Edges: Attractive, Elan, Charismatic, Level Headed, Combat Reflexes, Block, Improved Block, Counterattack, Dead Shot, First Strike, Marksman, Free Runner.

Equipment: Rapier (Str + d4, Parry +1), 2 x Drop Pistol (Range 5/10/20, Damage 2d6+1, Shots 1).

**Karl Marx** - Anarchist

Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8.

Academics d8, Athletics d6, Battle d6, Common Knowledge d8, Fighting d6, Intimidation d8, Notice d8, Occult d6, Persuasion d12, Research d6, Science d4, Shooting d6, Stealth d6, Survival d4, Taunt d10, Thievery d4.

Pace: 6, Parry: 5, Toughness: 6.

Hindrances: Driven (Major, spread communism), Enemy (Minor, capitalists), Overconfident (Major).

Edges: Charismatic, Command, Command Presence, Hold the Line, Natural Leader, Bolster, Common Bond, Connections x3, Humiliate, Provoke, Rabble-Rouser, Retort, Strong Willed.

**Lola Montez** - Adventuress

Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8.

Athletics d10, Common Knowledge d8, Driving d6, Fighting d8, Gambling d6, Healing d4, Notice d6, Occult d4, Performance d10, Persuasion d10, Riding d8, Shooting d8, Stealth d6, Survival d6, Taunt d8, Thievery d6.

Pace: 6, Parry: 8, Toughness: 6.

Hindrances: Impulsive (Major), Ruthless (Minor), Shamed (Minor), Stubborn (Minor).

Edges: Attractive, Very Attractive, Brave, Elan, Luck, Block, Improved Block, Combat Reflexes, Dodge, Extraction, Improved Extraction, Feint, Free Runner, Level Headed, Acrobat.

Equipment: .

**Professor Moriarty** - Mastermind

Agility d6, Smarts d12+1, Spirit d8, Strength d4, Vigor d6.



Academics d8, Athletics d6, Battle d6, Boating d6, Common Knowledge d8, Driving d8, Fighting d6, Gambling d6, Intimidation d8, Notice d10, Occult d6, Persuasion d8, Repair d12, Research d8, Science d10, Shooting d8, Stealth d8, Thievery d6.

Pace: 6, Parry: 5, Toughness: 5.

Hindrances: Arrogant (Major), Greedy (Major), Overconfident (Major), Enemy (Minor, Sherlock Holmes), Enemy (Major, Captain Nemo).

Edges: Fame, Rich, Calculating, Hard to Kill, Harder to Kill, Calculating, Command, Hold the Line, Connections (World Crime League), Professional (Smarts).

### **Grey Morrolan** - Wizard

Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Academics d8, Athletics d6, Common Knowledge d6, Fighting d6, Notice d8, Occult d10, Persuasion d8, Research d8, Riding d6, Science d6, Shooting d8, Spellcasting d12, Stealth d6.

Pace: 6, Parry: 5, Toughness: 6.

Hindrances: Cautious (Minor), Mild Mannered (Minor), Loyal (Minor), Stubborn (Minor).

Edges: Arcane Background (Magic - Illuminated Brotherhood, Powers: Confusion, Empathy, Dispel, Mind Link, Mind Reading, Mind Wipe, Puppet, Slumber, Teleport, Planar Binding, Plane Shift), Connections (Illuminated Brotherhood), Arcane Resistance, Fame, Rich, Calculating.

### **Napoleon the Third** - Rogue (and Emperor of France)

Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Academics d6, Athletics d4, Battle d12+1, Common Knowledge d8, Fighting d8, Gambling d6, Intimidation d8, Notice d8, Persuasion d8, Riding d8, Science d4, Shooting d6, Stealth d4, Survival d4.

Pace: 6, Parry: 6, Toughness: 6.

Hindrances: Overconfident (Major), Driven (Major, being emperor).

Edges: Aristocrat, Fame, Famous, Rich, Command, Command Presence, Fervor, Hold the Line, Inspire, Tactician, Master Tactician, Connections, Reliable, Strong Willed, Danger Sense, Professional (Battle).

### **Captain Nemo** - Mastermind

Agility d, Smarts d8, Spirit d10, Strength d4, Vigor d6.

Academics d6, Athletics d6, Battle d6, Boating d12, Common Knowledge d8, Fighting d10, Intimidation d8, Notice d8, Occult d6, Persuasion d8, Repair d12, Research d8, Science d10, Shooting d6, Stealth d6, Survival d6.

Pace: 6, Parry: 7, Toughness: 5.

Hindrances: Mean (Minor), Arrogant (Major), Vengeful (Major), Shamed (Major, his wife's death).

Edges: Elan, Fame, Rich, Level Headed, Nerves of Steel, Combat, Hold the Line, Tactician, Ace, Mr. Fix It, Menacing, Streetwise.

### **Captain Thomas Olam** - Secret Agent (& Game Designer)

Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Academics d8, Athletics d6, Boating d4, Common Knowledge d4, Driving d4, Fighting d8, Gambling d8, Notice d6, Occult d4, Performance d4, Persuasion d6, Riding d6, Science d6, Shooting d8, Stealth d6, Survival d4.

Pace: 6, Parry: 5, Toughness: 5.

Hindrances: Big Mouth (Minor), Curious (Major), Loyal (Minor), Outsider (Minor).

Edges: Alertness, Block, Luck, Great Luck, Block, Calculating, Dodge, Common Bond, Connections.

### **Dr. Richard Owen** - Dinosaur Scientist

Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Academics d8, Athletics d4, Common Knowledge d6, Fighting d6, Healing d8, Notice d6, Occult d6, Persuasion d4, Repair d4, Research d8, Riding d6, Science d12, Shooting d10, Stealth d4, Survival d10.

Pace: 6, Parry: 5, Toughness: 6.

Hindrances: Jealous (Major), Delusional (Minor, creationism), Shamed (Major, stealer of discoveries).

Edges: Aristocrat, Fame, Rich, Dead Shot, Giant Killer, Marksman.

### **Louis Pasteur** - Scientist

Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Academics d6, Athletics d4, Common Knowledge d6, Fighting d4, Healing d8, Notice d8, Persuasion d6, Research d8, Science d12+1, Stealth d4, Survival d6.

Pace: 6, Parry: 4, Toughness: 5.

Hindrances: Cautious (Minor), Curious (Major).

Edges: Fame, Famous, Scholar (science), Professional (science).

**Robur the Conqueror** - Mastermind

Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6.

Academics d6, Athletics d6, Battle d8, Boating d6, Common Knowledge d8, Driving d6, Fighting d8, Intimidation d10, Notice d10, Occult d6, Performance d4, Persuasion d8, Piloting d10, Repair d12, Research d8, Riding d6, Science d8, Shooting d6, Stealth d4.

Pace: 6, Parry: 6, Toughness: 5.

Hindrances: Vengeful (Major), Stubborn (Minor), Driven (Major, conquer the sky).

Edges: Rich, Filthy Rich, Command, Hold the Line, Ace, McGyver, Strong Willed, Connections (World Crime League), Scavenger.

**Rudolf Rassendyl** - Gentleman

Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Academics d4, Athletics d8, Battle d4, Common Knowledge d6, Fighting d12, Gambling d4, Notice d6, Performance d4, Persuasion d8, Riding d6, Science d4, Shooting d8, Stealth d8.

Pace: 6, Parry: 8, Toughness: 5.

Hindrances: Mild Mannered (Minor), Loyal (Minor).

Edges: Aristocrat, Connections, Rich, Combat Reflexes, Counterattack, First Strike, Level Headed, Nerves of Steel.

**Gen. Rudolf von Tarlenheim** - Dashing Hussar

Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Academics d4, Athletics d8, Battle d8, Common Knowledge d4, Fighting d10, Healing d4, Intimidation d6, Notice d6, Performance d4, Persuasion d6, Riding d8, Shooting d6, Stealth d4, Survival d6, Taunt d6.

Pace: 6, Parry: 7, Toughness: 7.

Hindrances: Code of Honor (Major), Loyal (Minor), Ruthless (Minor).

Edges: Alertness, Aristocrat, Rich, Brawler, Frenzy, Hard to Kill, Iron Jaw, Nerves of Steel, Command, Command Presence, Fervor, Soldier.

**The Time Traveller** - Inventor

Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6.

Academics d6, Athletics d6, Common Knowledge d4, Fighting d6, Notice d8, Occult d6, Persuasion d8, Repair d12, Research d8, Science d12, Shooting d6, Stealth d6, Survival d6.

Pace: 6, Parry: 5, Toughness: 5.

Hindrances: Driven (Major, unknown), Loyal (Minor), Outsider (Minor), Secret (Major, identity).

Edges: Danger Sense, Scholar (science), Mr. Fix It.

**Mark Twain** - Journalist

Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Academics d12, Athletics d6, Boating d6, Common Knowledge d10, Driving d6, Fighting d6, Gambling d6, Healing d4, Intimidation d6, Notice d8, Occult d4, Performance d8, Persuasion d10, Repair d4, Research d8, Riding d6, Science, Shooting, Stealth d6, Taunt d8, Thievery d4.

Pace: 6, Parry: 5, Toughness: 5.

Hindrances: Big Mouth (Minor), Curious (Major), Ruthless (Minor).

Edges: Alertness, Brave, Fame, Connections, Humiliate, Provoke, Retort, Strong Willed.

**Dr. Abraham van Helsing** - Physician

Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6.

Academics d6, Athletics d8, Battle d4, Boating d4, Common Knowledge d8, Fighting d12, Healing d10, Intimidation d8, Notice d8, Occult d12, Persuasion d6, Repair d4, Research d8, Riding d6, Science d8, Shooting d8, Stealth d6, Survival d6.

Pace: 5, Parry: 9, Toughness: 5.

Hindrances: Elderly (Major), Driven (Major, eradicate vampirism).

Edges: Arcane Resistance, Brave, Elan, Fame, Block, Calculating, Combat Reflexes, Extraction, First Strike, Hard to Kill, Marksman, Nerves of Steel, No Mercy, Steady Hands, Scholar (Occult), Connections, Strong Willed, Danger Sense.

### **Dr. Jules Verne** - Journalist and Diplomat

Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Academics d12, Athletics d6, Boating d4, Common Knowledge d8, Driving d6, Fighting d6, Notice d8, Occult d6, Persuasion d8, Repair d4, Research d8, Riding d6, Science d8, Shooting d6, Stealth d4, Survival d4.

Pace: 5, Parry: 5, Toughness: 5.

Hindrances: Slow (Minor), Bad Eyes (Minor), Ruthless (Major).

Edges: Brave, Charismatic, Fame, Famous, Rich, Scholar (science), Connections.

### **Dragon Lord Verthrax** - Dragon Lord

Agility d6, Smarts d8, Spirit d8, Strength d12, Vigor d10.

Academics d6, Athletics d8, Battle d6, Common Knowledge d8, Fighting d8, Gambling d6, Intimidation d8, Notice d8, Occult d6, Performance d4, Persuasion d12, Research d6, Science d6, Spellcasting d12, Stealth d4, Survival d6.

Pace: 6, Parry: 6, Toughness: 7.

Race: Dragon.

Hindrances: Overconfident (Major), Ruthless (Major).

Edges: Aristocrat, Elan, Fame, Rich, Calculating, Command, Fervor, Hold the Line, Connections, Menacing, Retort.

### **Queen Victoria** - Noblewoman (Queen of England)

Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d8.

Academics d6, Athletics d4, Battle d8, Common Knowledge d8, Fighting d4, Gambling d6, Intimidation d8, Notice d4, Occult d4, Performance d6, Persuasion d10, Riding d6, Science d4, Stealth d4, Survival d4, Taunt d6.

Pace: 6, Parry: 4, Toughness: 6.

Hindrances: Stubborn (Minor), Ruthless (Major), Stubborn (Minor).

Edges: Arcane Resistance, Aristocrat, Charismatic, Connections x3, Rich, Filthy Rich, Fame, Famous.

### **Dr. John Watson** - Physician

Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8.

Academics d8, Athletics d6, Boating d6, Common Knowledge d6, Driving d4, Fighting d8, Gambling d4, Healing d10, Intimidation d4, Notice d6, Occult d4, Performance d4, Persuasion d8, Research d6, Riding d6, Science d8, Shooting d8, Stealth d6, Survival d6, Thievery d4.

Pace: 6, Parry: 7, Toughness: 6.

Hindrances: Heroic (Major), Mild Mannered (Minor), Cautious (Minor).

Edges: Fame, Block, Hard to Kill, Steady Hands, Common Bond, Reliable, Connections, Soldier, Healer.

### **Count Ferdinand von Zeppelin** - Inventor

Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Academics d4, Athletics d6, Battle d6, Boating d4, Common Knowledge d6, Driving d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d8, Repair d12+1, Research d8, Riding d4, Science d8, Shooting d6, Stealth d4.

Pace: 6, Parry: 6, Toughness: 6.

Hindrances: Driven (Major, lighter than air aircrafts).

Edges: Aristocrat, Fame, Famous, Rich, Filthy Rich, Block, Calculating, Dodge, Extraction, Command, Command Presence, Ace, Scholar (Science), Strong Willed, Professional (Repair).

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## **Dragon Characters - Ground Rules for Playing Dragons**

Dragon is a race:

- **Distinctive:** when in dragon forms, Dragons have an alien appearance and will attract the attention of most. They get -4 to all attempt to disguise as a non dragon, to pass unobserved and such. Even in human form, they are tall, slender, double jointed and have catlike pupils. They get -2 to attempt to not be recognized as Dragons.
- **Musclered for flight:** they get -2 to all Strength rolls to perform muscular tasks such as bend things, break doors, overthrow boulders, and such.

- Patagium: they get -2 on all actions that involve agile and quick movement when their wings could get in the way.
- Obsessed: they gain the Hindrance Driven (Major).
- Big: in Dragon form, a Dragon length goes from 10 to 20 feet, even with a regular weight. Its wingspan goes from 20 to 40 feet. Even if a Dragon is very flexible and can retract its arms and wings similarly to a bat, its dimensions can be a problem in many situations, like in human buildings.
- Armor: their reptilian skin grants one point of Armor.
- Magic: every Dragon has the Arcane Background (Magic). Though Dragons can use any known spell, they can never gain more than 5 Power Points in a single Power, and cannot collaborate in casting anything.
- Shapeshift: changing from one form to another takes one minute and can be used three times per day.
- Firecast: the Dragon can use the Burst power (with the Damage modifier) taking one Wound instead of spending Power Points.
- Fly: the Dragon in dragon form can fly at a Pace of 18”.

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### **Dwarf Characters - Dwarf Characters in the Great Game**

Dwarf is a race:

- Immunity to fire.
- Arcane Resistance Edge.
- Love of Metal: +2 on rolls to work with metal and metal machines. Can smell metals up to 1000 feet.
- Reduced Pace: short legs, Pace -1 and running die reduced by one die type.
- Tough: They start with a d6 Vigor. This increases maximum Vigor to d12+1.

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### **Faerie Characters**

Faerie is a race:

- The Rule of Iron: Faeries are harmed by iron and steel, so they take double damage from that materials, and triple from Cold Iron. Also, staying near big quantities of that materials (more than 10 lbs) requires them to check for Fear, at -2 if iron, for every minute of permanence. Staying at less than 1 feet from Cold Iron inflicts also 2d6 damage.
- Faerie Powers: no Faeries can choose the Arcane Background (Magic) (only Auberon, a notable exception, and few Tuatha can). However, they have innate magical abilities, as below: Etherealness, Glamour plus one or more Kindred Power. Every use of one of such powers requires a Vigor roll, if failed the Faerie gets one Fatigue level.
- Etherealness: the Faerie power of malleability. To turn into mists, pass through walls (at 1 ft/min), fly on a yarrow stalk, and otherwise transcend material reality. This also covers the ability to actually take another shape, taking one minute to do so. You must, however, have personally seen whatever you are attempting to change into. The scope of the effects depends on the Rank of the Faerie:
  - Novice: can pass through wooden walls only, become like a thick fog, fly at Pace 6, and shapechange to any form of similar size and shape for up to one hour.
  - Seasoned: can take the form of any creature your size up to one day, pass through stone or brick walls, become a thin mist, and fly at Pace 12.
  - Veteran: can take the form of any creature of your size indefinitely, pass through all but steel walls and become nearly immaterial.
  - Heroic: can take any desired form, no matter what size or shape, for up to one day, and pass slowly and painfully through steel walls.
  - Legendary: can take any desired form, no matter what size or shape indefinitely, become totally immaterial, fly at incredible speeds and pass through anything but Cold Iron.
- Glamour: the Faerie Power to create illusions, to bend the minds of mortals. The best way to think of Glamour is as an illusion with permanence and solid form. A Glamour stays erected until the Faerie

character either dispels it or has it dispelled. The fact that a mortal sees through the Glamour has no effect on its continued existence. Those who contact an illusion or doubt it's real make a Smarts roll as a free action (at -2 if the power was activated with a raise). If successful, that individual will know that it's an illusion and can see through it as if it was translucent. Every use of Glamour requires a Vigor roll, if failed the Faerie gets one Fatigue level. The scope of the effect depends on the Rank of the Faerie:

- Novice and Seasoned: can create shapes, lights, and take on the seemings of anyone or anything they wish.
- Veteran: can create huge, realistic illusions like Faerie caves, small palaces, etc.
- Heroic: can create realistic, illusory Faerielands.
- Legendary: can create entire kingdoms of illusion.
- Kinder: Every Faerie must choose a Kindred that will grant additional Racial Abilities.

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### **A Host's Guide to the Faerie**

The Common Faerie Repulsions remain as they are. A Faerie at less than 30 feet from that repulsion must make a Fear check every turn.

- Bogeys:
  - Minuscule: Size -3, Max Strength d6.
  - Very Agile: Start with a d8 in Agility. This increases maximum Agility to d12+2.
  - Evil Eye: To cast bad fortune upon anyone you can see with your naked eye. This person must succeed in a Spirit roll or lose one Benny.
- Brownies:
  - Minuscule: Size -3, Max Strength d6.
  - Very Agile: Start with a d8 in Agility. This increases maximum Agility to d12+2.
  - Perform a Great Work: The ability to do the labor of many men in a single night; the number of men is based upon your Rank (Novice=2, Seasoned=5, Heroic=10, Veteran=20, Legendary=30), and the task must be accomplished from sundown to sunup (that's the tradition).
- Faerie Animals:
  - Small: Size -1.
  - Stealthy Tread: The ability to move silently, yet project an ominous, frightening footstep just somewhere behind your victim (scaring him half to death). +1 in Stealth, and victims of your Stealth must make a Fear check.
  - Rule the Animals: The ability to bend the wills of animals to your bidding, to charm and enchant them, and to make them follow your mental commands. The effects are the same as the Beast Friend Power, limited to one target at a time, and without any Modifier.
- Fetches:
  - Watchful Follower: To always know exactly where your favored person is (you must determine this at the start of creating a Fetch character). You must still travel to be with them, however.
  - Be Unseen: The ability to remain unnoticed by anyone around you; like being invisible, but requiring no activity on your part. Those around you can make Notice rolls to sense something is around. You can only become invisible if your favored person is near.
- Kobolds:
  - Small: Size -1.
  - Portend Danger: The ability to sense oncoming danger (as described by the Host, obviously) with a Notice roll. Kobolds mostly use this to sense mine cave-ins; to sense other dangers the roll is at -2.
  - Smell Rare Earths: To be able to smell gems, gold, silver and platinum the way others can smell a hot meal (Notice roll). You can scent rare earths of any amount up to a thousand feet away.
- Leprechauns:

- Small: Size -1.
- Cobble Shoes: The ability to make great shoes that when worn, cause mortals to dance uncontrollably. The shoes cannot be removed by the wearer, who will dance whenever sprightly Irish music is played.
- Grant Luck: To bring good fortune upon anyone you can see with your naked eye. Roll Spirit to grant the Edge Luck to the target for one day. Use this ability on one person at a time.
- Nymphs:
  - Live in the Wood: The ability to meld and live within any wooden item. To the Nymph, the item is like a large, carved wooden house, with seats, beds and windows that look out onto the real world. The Nereides and Niaad version of this allows them to set up housekeeping in any body of water (Niaad) or seashore (Nereides). The Nymph cannot leave her chosen item or place.
  - Allure: The power to draw a mortal victim within eye contact to you, no matter what peril it places him in. When successful, the victim blindly walks towards you, drawn hopelessly into your web. To use this power you must succeed in a contested roll of your Persuasion against his Spirit.
- Phookas:
  - Take Animal Form: The ability to take one animal form of your choosing, be it rabbit, bear, wolf or whatever. The animal need not be of normal size; it can be man-sized as well. They gain the physical traits of the animal, retaining the mental ones.
  - Chosen Person: Phookas are much like Fetches in that they like to attach themselves to a chosen person, but do so wearing material form. While Phookas and Bugganes are usually content to play pranks or to observe their chosen mortals, Brags actively set out to kill or injure their victims through a variety of deadly tricks.
- Pixies:
  - Minuscule: Size -4, Max Strength d4.
  - Fly: can natively fly at Pace 12.
  - Glow: can glow with the intensity of a torch.
  - Agile: Start with a d8 in Agility. This increases maximum Agility to d12+2.
  - Love Charm: The ability to cause others, either mortal or Faerie, to fall into a consuming passion for another person. The charm lasts until it is either magically dispelled or you have removed it.
- Forest Women
  - Beautiful: have the Attractive Edge.
  - Healing Touch: The power to totally heal any harm or wound instantly. You may only use this power three times, ever, on a particular being.
  - Grant Creativity: The power to bring artistic brilliance upon anyone you can see with your naked eye. Good for one person at a time, it causes them to increase Performance or Repair Skill by one die type until you cast the eye on another person.
- Haunts
  - Varying appearances: the Haunts can be of any form, from incorporeal Will-o-Wisps to big and brutish Jack-in-Irons, so adjust the physical characteristics as needed.
  - Cruel: Mean Hindrance.
  - Terrifying Apparition: To create an aura of fear about yourself, that lasts up to one hour at a time (with a one hour rest in between). May only be used at night. The chosen mortal must overcome a Fear check at -2.
  - Weakness (Sunlight): in sunlight they take 2d4 damage per round until they fade away.
- Lake Ladies
  - Beautiful: have the Attractive Edge.
  - Aquatic: Pace 6.
  - Raise Nature: The ability to create powerful thunderstorms, howling winds and minor earth tremors around yourself up to a mile. Not much damage, but guaranteed to scare any mortal half to death.

- Allure: As in the ability described above in Nymphs. Used by Lake Ladies to lure husbands underwater, or to drown those who have offended them.
- Mermaids/men
  - Aquatic: Pace 6.
  - Tails: don't have legs so cannot walk, stand upright and so.
  - Take Human Form: The ability to change into a human form once per day for up to twelve hours. The Mermaid must then return to the water in her true form for one day before changing back again.
  - Allure: As in the ability described above in Nymphs. Used by Mermaids to lure husbands to their underwater homes, they must use their voices to sing their prey to them.
- Nature Spirits
  - Rule the Animals: As in the Faerie Animal Ability above.
  - Raise Nature: As in the Lake Lady Ability above.
- Giants
  - Size +2.
  - Tough: They start with a d6 Vigor instead of a d4. This increases maximum to d12+1.
  - Strong: They start with a d6 Strength instead of a d4. This increases maximum to d12+1.
  - Bloodthirsty: savage lust for human flesh, which they tenderize by beating victims to death with stones and clubs.
  - All Thumbs Hindrance.
  - Terrifying Apparition: As in the Haunt ability above.
- Selkie
  - Take Human Form: As in Mermaids above, but with no limit to the length of time in either form; you change whenever you shed your seal skin.
- Spectres
  - Ethereal: can become incorporeal and/or invisible, so to have no form in the physical world, and cannot even be seen unless they desire to be. But, are affected by magical items, weapons, and supernatural powers. They can however throw objects, wield weapons, or even push terrified heroes down long, dark stairs.
  - Portend Danger: As in the Knocker power above, but not limited to any particular type of danger.
  - Chosen Person: They normally attach themselves to a hereditary mortal lineage, to portend doom and destruction.
- Water Demons
  - Aquatic: Pace 6.
  - Allure: As in the Nymph Ability above. Usually used to lure in children or young women to be drowned.
- Vampires
  - Blood Dependency: Habit Hindrance of human blood.
  - Allure: As in the Nymph power above, but limited only to those of the opposite sex.
  - Take Animal Form: As in the Phooka power above, but limited to dogs, cats, rats, bats and snakes.
- Faerie Lord
  - Enchantment: The ability to bend the will of a mortal to your bidding; to charm and enchant them, or to make him fall in love with you. The chosen mortal's ability to resist is based upon a contested roll of the Faerie Persuasion against his Spirit.
- The Unseelie Host
  - Feud: they have grown a particular hatred for the entire humanity and their Light cousins.
  - Enchantment: As in the Faerie Lord power above. After all, they are cousins, even if they hate to admit it.
  - Terrifying Apparition: As in the Haunt ability above.

## **Blazing Guns, Flashing Blades, Heroic Feats & Derring Do**

Task resolution and all the mechanics of Savage Worlds apply in substitution of those of castle Falkenstein.

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### **Engines of War**

Rules for vehicles are substituted with that of Savage Worlds.

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### **The “Art” of the Duel**

Duels is standard combat, with the possibility of using the Duel rules of Deadlands supplement, even for sword duels.

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### **Sorcery: Another Kind of Duel**

For magical (or other types) of duels, the best option is to substitute the duel with the rules of Social Conflict, using the right Traits for the duel. So for a magical duel use opposed Spellcasting rolls.

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### **High Sorcery!**

Magic in Castle Falkenstein works as in Savage Worlds with the following differences:

**Power Points:** a magic user does not have a Power Points pool. Instead, when starting the use of the power, he has to accumulate the needed Power Points rolling their Arcane Ability every two minutes. Every success gains one Power Point. When he has the Power Points needed, the Power can be used as if the user paid the Power Points cost (and he must roll again to activate it).

**Duration and Range:** Powers activated in such a slow way have an extended Duration or Range. For Powers with a Duration above Instants, consider the unit of time to increase from rounds to minutes, minute to hours, hours to days. For Instant Powers, consider that after the first activation, the user can continue to use the same Power again (rerolling to activate but with the same modifiers and such) for the next 9 rounds. Alternatively, a Power can have a Range extended to a hundred times the normal duration, or the area of effect can be extended 10 times.

**Spell Aspects:** Castle Falkenstein Aspects remains from uses like the Harmonic below. They may be considered a special type of Trapping that works in addition to the standard Trappings.

**Harmonic:** If the user gets Raises, it means that not only he has gathered the power of the Aspect of the Power, but also of other Aspects. He can choose to gain Power Points also for Raises, but the Power will manifest other Aspects, along with that of the power, as in What Happens When You Get Harmonics on page 203 of Castle Falkenstein rulebook.

**Wild spells:** if the user gets more than one Raise in the Arcane Skill roll, he accumulates instantly all the Power Points needed, but the Power goes Wild, as in Wild Spells on page 204 of Castle Falkenstein rulebook.

**Critical Failure:** if a roll critical fails, the energy accumulated gets dissipated and the process must be restarted from scratch.

**Unraveling:** Power for magic can also come from living beings. For every d6 of damage a living being suffers, he accumulates a Power Point (so 2d6 for 2 points, 3d6 for three and so on). The energy can come from the caster but also from another (sacrificed or willing) subject.

**Collaboration:** many magic users can collaborate freely accumulating Power Points, performing the same ritual. Only if the principal caster Critically Fails the spell is ruined. A Critical Fail from another participant, however, implies a Power Point is subtracted from the total.

**Artifacts:** every artifact provides Power Points (1 for artifacts with face value of 8 or less, 2 for 9 or more). However, based on the Aspect of the Artifact, the Master must judge at which Savage Worlds Trappings can grant that bonus (and for which not).

### **Arcane Backgrounds**

The only Arcane Background available is Magic. That Arcane Background has no Starting Power Points since, as said, Power Points for Powers are accumulated during Power activation.



Human characters with this Arcane Background would be part of one of the Sorcerous Orders. Powers known must be Powers that are detailed in the Lorebooks of the Order. This is up to the Host / GM, but in the following chapter there is a list of suggested Powers for every Lorebook. Members of the Orders will probably be helpful to each other and provide magical aid or information.

Dragons instinctively know all Powers and know every one of them, so they can use all existing Powers.

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### **Lorebooks**

This are the lists of suggested Powers for every book Powers with an \* comes from the Savage Worlds Fantasy Companion.

Manuscriptum Mentallis: Confusion, Empathy, Dispel, Mind Link, Mind Reading, Mind Wipe, Puppet, Slumber.

LeRoeun's Scrolls of Dimensional Movement: Teleport, Planar Binding \*, Plane Shift \*.

Dark Libram of Necromancy: Zombie, Dispel, Summon Undead \*.

Libram of Summonation: Banish, Summon Ally, Summon Animal \*, Summon Monster \*.

The Manuscriptum Universal Alchemic: Elemental Manipulation, Entangle, Conjure Item \*.

Agriicca Rexus' Realm of Illusion: Blind, Disguise, Dispel, Illusion, Invisibility, Light/Darkness, Sound/Silence.

Libram of Mystic Transformation: Boost/Lower Trait, Dispel, Growth/Shrink, Protection, Shape Change, Smite, Wall Walker.

Osman's Tome of Physical Movement: Fly, Telekinesis.

Libram of Temporal Control: Sloth/Speed, Time Stop \*.

Megron's Realm of Dreaming: Dispel, Confusion, Locate \*, Fear, Divination, Relief, Mind Reading, Mind Link, Mind Wipe, Slumber. All Powers work only in dreams, so on a sleeping target, or requires that the user fall asleep (as a process of casting), for powers like Locate. Instead, Slumber works on an awakened target, trying to put him to sleep.

Manuscript of Paranormal Divination: Dispel, Darksight, Divination, Farsight, Locate \*, Mind Reading, Object Reading, Scrying \*, Speak Language.

Ritual Writing of Psychic Binding: Arcane Protection, Blind, Dispel, Fear, Puppet, Slumber, Stun.

Realm of The Unknown Mind: Confusion, Fear, Illusion, Mind Reading, Relief, Slumber, Stun.

Manuscript of Elemental Shaping: Dispel, Barrier, Burrow, Deflection, Elemental Manipulation, Entangle, Environmental Protection, Protection.

Burton's On the Raised Forces of Nature: Dispel, Blast, Bolt, Burst, Damage Field, Havoc.

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### **Infernal Devices, Engines of Destruction & Astounding Inventions**

#### **Constructing Steamtech Inventions**

This rules remains as in Castle Falkenstein, apart that when "You add up all the applicable parameter costs to the cost of the functions," you subtract the die type of the Inventor's Repair Skill, instead of the Tinkering Ability.

So in the Example: Dr. Phelp's

[Repair d8] Fabulous Flying Belt involves the following: Ornithopter [10]

made of brass [0], driven by a steam boiler [5] for an hour [2], using levers [1], mechanical wings [5] and small sized [x1]. Total cost [23-8=] is 15 weeks and 1500c.

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### **Creating Your Own Gadgetech**

#### **General Rules For Constructing Gadgetech**

The rules remains as in Castle Falkenstein, apart that you must "have at least" Repair d6 instead of "a Good Tinkering Ability".

#### **Common Off-The-Rack Gadgets**

Use the following specifications:

Acid Vial - Tiny glass tube. - Acid damage 3d4 first turn, then 2d4 and 1d4 - 2c - 1

Explosive - 2d6 in a MBT - 15c - 2

Flash Bomb - Blinding magnesium flare (marble sized) that gives -2 to all in a MBT, Vigor roll every turn to shake off effect - 5c - 1

Nitroglycerin - Small glass vial. 2d6 in a MBT - 20c - 1

Rocket Tiny rocket. 2d6 in a MBT at Range 6/12/24 - 25c - 2

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### **Building Amazing Steam Age Vehicles**

The rules remains as in Castle Falkenstein, with the following modifications:

**Is it armed?** If so, pick the description that is the closest to your idea [Cost 5 each; damages listed below].

- One Gatling gun (18/36/72 2d8 AP 2 RoF 3) that delivers lethal raking bursts of fire.
- One rapid firing artillery gun (24/48/96 3d8 AP 6 HW Rof 1) with deadly explosive shells striking at long ranges.
- Four fin-tipped bombs (4d6 LBT RoF 1) that can be dropped on targets from high in the atmosphere.
- Two self-guided rockets (50/100/200 2d10 AP 4 HW Rof 1) that descend upon their targets with explosive force.
- Two self-guided clockwork torpedoes (100/200/400 3d8 AP 10 HW RoF 1) that speed towards their targets carrying explosive charges.
- A long, lance-like torpedo ram (on a ram 3d6 AP 4 HW) with explosive charges at its tip.
- A great metal ramming "spur" (on a ram +2d6 damage to target) that can pierce the hull of any vessel.

**How Big is it?** Multiply the final total of all your Costs by the number in brackets.

- Tiny (toy or model, Size below 1) .....[x.5]
- Small (crew of 1 or 2, Size 1 or 2).....[x1]
- Medium (crew of 4, Size 3 to 5) .....[x1]
- Large ( crew of 10, Size 6 to 8) .....[x2]
- Huge (crew of 100, Size 9 to 12) .....[x4]
- Immense (crew of 500, Size 13 to 17) ....[x5]
- Titanic (crew of 1000, Size above 18) .....[x6]

### **Vehicle Examples**

Submersible Avenger: Size +5.

Personal Ornithopter: Size +1.

### **Creating Infernal Weapons...**

Change this details:

**What is your Infernal Weapon's function?**

- Projects a Hypnotic Ray: [Resistance is a Spirit test at -2]!

**What is your Infernal Weapon's range [and cost]?**

- Hundreds of feet (12/24/48) .....4
- Thousands of feet (100/200/400) .....6
- Dozens of miles .....8
- Hundreds of miles .....10
- Thousands of miles .....12

**How deadly is your Infernal Weapon's Power [and its cost; damages in brackets]?**

- Fearsome (3d8 AP4 HW) .....4
- Terrible (4d8 AP6 HW) .....8
- Horrible (5d8 AP8 HW) .....12
- Ghastly (6d8 AP10 HW) .....16

**How large an object or area can your Infernal Weapon affect?** Multiply the final result by the number in brackets.

- No area of effect .....[x1]
- SBT .....[x2]
- MBT .....[x3]

- LBT .....[x4]
- 12 inch in diameter .....[x5]
- 24 inch in diameter .....[x6]

### Sample Infernal Weapon

Von Drakon's Lightning Gun: Range: Hundreds of Miles [10], Deadline: 4d8 AP6 [8], How Large an Effect?: 24 inch in diameter.

## Chemical Formulations & Amazing New Materials

Change this details:

### What does your Chemical Formulation do?

- Emotion or Will Altering: Cause fear and confusion in all but those with Spirit below d10! Or cause them to love or hate as you alone command!
- Mental Augmentation: Become a veritable genius, increasing your Academics by two die types (up to d12)!
- Rapid Healing: Roll Natural Healing every 5 hours instead of days!
- Physical Augmentation: Become a veritable Hercules, increasing your Strength and Athletics by two die types (up to d12)!

## Engine Magick

### The Basics

Since Engine Magic combines a Device and a Spell, it truly is a fusion of Spellcasting and Repair. Therefore, you have to combine both processes to create a magical Engine. The first step is to determine what the Engine's Function is—the Power it creates. Using the Lore descriptions determine the Power the Engine uses. You do not have to pay to Gather Power; the Engine does that for itself. Write down what it does, but do not write in any definitions; the Engine's size will determine those for you.

### Lastly, How Big & Powerful?

Finally, the size of the Engine determines the range of effect and/or number of people affected. This replaces the Range and the number of targets of the original Power. The larger the Engine, the more it affects.

Engine Size	Range	Effect
Tiny (toy sized)	5"	small objects/one teget
Small (chest sized)	10"	SBT
Medium (desk sized)	100"	MBT
Large (wagon sized)	Dozens of miles	LBT
Huge (locomotive sized)	100's of miles	area of 12 inch in diameter
Immense (ship sized)	1,000's of miles	area of 24 inch in diameter

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## Like Clockwork

### Dramatis Personae In Order of Appearance

**Master Eleric Clocktinker**, Dwarf Craftsman and Inventor

Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Athletics d4, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d6, Repair d12, Science d6, Stealth d4.

Pace: 5 (d4), Parry: 5, Toughness: 6.

Race: Dwarf (Immunity to fire; Arcane Resistance Edge; Love of Metal: +2 on rolls to work with metal and metal machines, can smell metals up to 1000 feet; Reduced Pace).

**The Lady Cecily**, His Companion

Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8.

Academics d6, Athletics d4, Common Knowledge d6, Notice d4, Persuasion d12, Stealth d4.

Pace: 6, Parry: 2, Toughness: 6.

Edges: Attractive.

Four to Six **Rogues of Bad Character** with Sabers

Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6.

Athletics d6, Common Knowledge d4, Fighting d6, Notice d4, Persuasion d4, Stealth d6.

Pace: 6, Parry: 6, Toughness: 6.

Equipment: Saber (Str+d6).

**Count Navarre**, Roguish Wizard and Suitor [WC]

Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Athletics d6, Common Knowledge d4, Fighting d8, Notice d4, Persuasion d4, Spellcasting d8, Stealth d6.

Pace: 6, Parry: 7, Toughness: 5.

Hindrances: Arrogant (Major).

Edges: Arcane Background (Magic, Powers: Illusion, Empathy, Puppet).

Equipment: Cane with Flash bomb (-2 to all in a MBT, Vigor roll every turn to shake off effect), Saber (Str+d6).

**Lord Archon Highwing**, A Dragon [WC]

Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Athletics d6, Common Knowledge d4, Fighting d8, Notice d4, Persuasion d4, Spellcasting d8, Stealth d4.

Pace: 6, Parry: 6, Toughness: 7 (1).

Race: Dragon (Distinctive: -4 to disguise as a dragon, as human -2; Muscled for flight: -2 Strength muscular tasks; Patagium: -2 on agile and quick movement; Hindrance Driven (Major); Big; Armor: +1; Arcane Background (Magic, any spell, never gain more than 5 Power Points, no collaborate); Shapeshift: changing takes one minute, three times per day; Firecast: Burst with Damage taking one Wound; Fly: Pace 18").

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## **Adventure Settings**

### **Master of the World!**

Lord Leslie, inventor of the Klystron Bomb [WC]

Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6.

Academics d4, Athletics d4, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d4, Repair d10, Science d8, Shooting d6, Stealth d4.

Pace: 6, Parry: 5, Toughness: 5.

Monsieur Henri Falcone of the Sureté

Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Athletics d6, Common Knowledge d6, Fighting d6, Notice d10, Persuasion d6, Research d6, Shooting d8, Stealth d6, Taunt d6.

Pace: 6, Parry: 5, Toughness: 6.

Hindrances: Tongue-Tied (Major), Impulsive (Major).

Equipment: Drop Pistol (5/10/20 2d6+1 ROF 1), Sabre (Str+d6).

### **A Faerie Tale ...**

**Lady Margret Morrolan**, sister of the Sorcerer

Agility d, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Academics d6, Athletics d4, Common Knowledge d8, Fighting d4, Notice d4, Persuasion d10, Science d4, Shooting d6, Stealth d6.

Pace: 6, Parry: 4, Toughness: 6.

Edges: Attractive.

### **The Master of the Hunt [WC]**

Agility d4, Smarts d4, Spirit d6, Strength d10, Vigor d10.

Athletics d4, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d4, Persuasion d4, Shooting d6, Stealth d4.

Pace: 6, Parry: 6, Toughness: 9.

Special abilities: Race: Faerie (Giant); Horns: Str+d4, +2 if running.

### **Once Upon A Time ...**

**Prince Alon**, Rightful Heir and Now Beast

Beast form: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8.

Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d4, Persuasion d4, Stealth d6.  
Pace: 6, Parry: 6, Toughness: 6.

Edges: Connections.

**Marcus von Hamill**, Agent of the Imperial Secret Service [WC]

Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Athletics d4, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6.

Pace: 6, Parry: 5, Toughness: 6.

Equipment: Derringer (3/6/12 2d4 ROF 1 shots 2), Sword cane (Str+d4, Parry +1)

### **The Game Of Empire**

**Marquis DeLong**, Agent of the French Secret Service [WC]

Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8.

Academics d4, Athletics d8, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d8, Persuasion d8, Shooting d6, Stealth d6.

Pace: 6, Parry: 5, Toughness: 6.

Equipment: Derringer (3/6/12 2d4 ROF 1 shots 2).

Hindrances: Suspicious (Minor).

**Count Saft**, Agent of the Prussian Secret Service [WC]

Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8.

Academics d4, Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6.

Pace: 6, Parry: 5, Toughness: 6.

Edges: Charismatic.

Equipment: Drop Pistol (5/10/20 2d6+1 ROF 1).

### **Murder By Gaslight!**

**Doctor Lowell**, creator of the Clockwork Man

Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6.

Academics d6, Athletics d4, Common Knowledge d8, Notice d6, Persuasion d6, Repair d8, Research d4, Science d8, Stealth d4.

Pace: 5 (d4), Parry: 2, Toughness: 5.

Hindrances: Elderly (Major).

**Sgt. Samuel Lewis**, the Clockwork Man [WC]

Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d12.

Athletics d6, Common Knowledge d4, Fighting d6, Notice d8, Persuasion d4, Shooting d8, Stealth d6, Survival d4.

Pace: 6, Parry: 5, Toughness: 8.

Special abilities: Construct (+2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease).

### **Into the Øther!**

**K. Evanston Koop**, American millionaire and Space Aficionado

Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Athletics d4, Common Knowledge d6, Fighting d6, Notice d4, Persuasion d6, Piloting d6, Repair d4, Shooting d6, Stealth d4.

Pace: 6, Parry: 5, Toughness: 5.

Hindrances: Impulsive (Major), Mean (Minor).

Edges: Rich, Filthy Rich.

**Captain Jacques Y. Piccard**, Pilot of the Space Projectile [WC]

Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8.

Athletics d8, Common Knowledge d4, Fighting d10, Intimidation d6, Notice d6, Persuasion d4, Piloting d12, Repair d6, Shooting d8, Stealth d6, Survival d6.

Pace: 6, Parry: 7, Toughness: 7.

Edges: Brawler (Fist: Str+d4).

### **Master of Magick!**

**Sir Robert Craft**, Master Adept of the Freemasons [WC]

Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6.

Academics d8, Athletics d4, Common Knowledge d8, Fighting d6, Notice d6, Occult d6, Persuasion d4, Shooting d8, Spellcasting d10, Stealth d4.

Pace: 6, Parry: 5, Toughness: 5.

Edges: Arcane Background (Magic - Freemasons, Powers: Entangle, Blind, Dispel).

**Adam Sardonis**, Renegade of the Golden Dawn [WC]

Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Academics d8, Athletics d4, Common Knowledge d6, Fighting d6, Notice d4, Occult d6, Persuasion d4, Shooting d8, Spellcasting d10, Stealth d4.

Pace: 6, Parry: 5, Toughness: 5.

Hindrances: Mean (Minor).

Edges: Attractive, Arcane Background (Magic - Golden Dawn, Powers: Zombie, Dispel, Summon Undead).

**The Dark Brotherhood**

**The Faceless Man**, Leader of the Dark Brotherhood [WC]

Agility d, Smarts d (A), Spirit d, Strength d6, Vigor d8.

Athletics d6, Common Knowledge d4 Fighting d8, Notice d10, Persuasion d4, Shooting d8, Stealth d8, Survival d8.

Pace: 6, Parry: 6, Toughness: 6.

Equipment: Sabre (Str+d6), Drop Pistol (5/10/20 2d6+1 ROF 1).

**The Brothers of Darkness**

Agility d, Smarts d (A), Spirit d, Strength d6, Vigor d6.

Athletics d4, Common Knowledge d4, Fighting d6, Notice d8, Persuasion d4, Shooting d6, Stealth d6.

Pace: 6, Parry: 5, Toughness: 5.

Equipment: Sabre (Str+d6).

**Agent of the Crown**

**Sergioivich Sebastian**, Leader of the Balkan Terrorists [WC]

Agility d4, Smarts d4, Spirit d6, Strength d10, Vigor d10.

Athletics d4, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d4, Persuasion d4, Shooting d8, Stealth d4.

Pace: 6, Parry: 6, Toughness: 9.

Hindrances: Mean (Minor).

Edges: Brute, Brawler, Bruiser (Fist: Str + d6).

**Yorgioiv Poriscovik**, our Agent in the Balkans [WC]

Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6.

Athletics d4, Common Knowledge d6, Fighting d6, Notice d8, Persuasion d6, Research d4, Shooting d6, Stealth d6, Thievery d4.

Pace: 5, Parry: 5, Toughness: 4.

Hindrances: Small.

Edges: Contacts x3.

Equipment: Drop Pistol (5/10/20 2d6+1 ROF 1).

**For King & Country!**

**Colonel Wilhelm**, Commander of the Fort [WC]

Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8.

Athletics d6, Common Knowledge d4, Fighting d8, Notice d4, Persuasion d4, Shooting d10, Stealth d4.

Pace: 6, Parry: 6, Toughness: 7.

Hindrances: Clueless (Major).

Edges: Brawny, Brave.

Equipment: Rifle (15/30/60 2d8 ROF 1).

**Jurgen Jannick**, leader of the Partisans [WC]

Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6.

Athletics d4, Common Knowledge d4, Fighting d8, Notice d6, Persuasion d8, Shooting d6, Stealth d4, Survival d4.

Pace: 6, Parry: 6, Toughness: 5.

Hindrances: Ruthless (Major).

Edges: Charismatic, Command.

Equipment: Rifle (15/30/60 2d8 ROF 1).

**Stanley, I Presume?**

**Sir Basil Rathingspoke**, Explorer [WC]

Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8.

Athletics d6, Common Knowledge d6, Fighting d6, Healing d4, Intimidation d6, Notice d8, Persuasion d4, Shooting d10, Stealth d6, Survival d6.

Pace: 6, Parry: 5, Toughness: 6.

Hindrances: Stubborn (Minor), Loyal (Minor).

Edges: Brave.

Equipment: Rifle (Chassepot) (15/30/60, 2d8 ROF 1).

**Lord Yuppa**, Leader of the Mabidians [WC]

Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Athletics d4, Common Knowledge d8, Fighting d8, Notice d6, Persuasion d8, Shooting d12, Stealth d6, Survival d8 .

Pace: 6, Parry: 6, Toughness: 6.

Edges: Strong Willed.

Equipment: Spear (Str+d6, 2 hands, Reach 1, +1 Parry), Bow (12/24/48, 2d6 ROF 1).