***Steampunk Alpha***

***Players’ Guide***

***The LARP System- IMPORTANT: PLEASE READ***

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The *Steampunk Alpha* Live Action Role Play system is an adventure-based game set in an alternate version of Victorian Britain. Combat is simulated in-game using Nerf-based guns and standard LARP-safe weapons (foam and latex) and a global hits damage system.

Safety is the most important feature of gameplay and this Player’s guide is designed to introduce you to the main rules of the system to ensure that everyone stays safe and enjoys the game. Every player is responsible for making the game safe and so we ask all players to ensure that they play with everyone’s safety in mind- there is no shame in asking questions about things you are unsure about or in abstaining from/ stopping gameplay if you feel that something is unsafe. However, it is important to note that all participants in this LARP system do so at their own risk and all participants assume personal responsibility for their participation in the game, and for any damage to property or injury to their person that they sustain.

Fairness is also a major feature in this system, and there is a separate *Steampunk Alpha* Etiquette document that each player should familiarise themselves with. This system is a strict non-PvP (Player vs. Player) game and it is a serious breach of etiquette for player characters to attack and harm other player characters. All characters are created as ‘good guys’ and there will be plenty of enemies for the player characters to engage with and win the day. However, the rules of fairness also apply to players who role-play as enemies too (known as ‘monstering’) and it is expected that players role-playing monsters will not abuse their position as ‘the enemy’ to unfairly challenge player characters’ abilities and aim for TPK (total party knock-out).

Referees have the final word on issues of safety and fairness and reserve the right to prevent a person from taking part in the LARP game. However, all referees take no responsibility or liability for any personal injury, damage to property or death that a participant may sustain; as previously stated, all participants take part at their own risk and safety is the responsibility of all.

Now, who’s for a nice cup of tea?

***An Introduction to the Steampunk Alpha Universe***

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*Steampunk Alpha* is set in an alternate version of Victorian Britain, at the turn of the 20th Century. The world has been rocked by ‘The Big Event’, when the meteor Gallio crashed into the Atlantic Ocean, causing repercussions and spilt tea all over the world. Mass flooding and fallen space debris have affected the landscape of Britain, Ireland and America, and there is an international race for the rare minerals found on the meteor (nicknamed ‘Millionaire Island’ by some).

Of particular interest is the crystal ozulite, which is proving to be a hyper-effective fuel source, promoting great advances in technology and steam power. Machines powered by ozulite are now able to raise the dead and families are buying into this new technology to be reunited with their loved ones. Governments are using robotic super-soldiers and the most fashionable homes now come equipped with a clockwork butler or two.

Scientists are searching for other benefits that the crystal may provide but others are warning of the negative impacts that ‘The Big Event’ might have had on the world we inhabit. The dead are walking again, even in cemeteries where the ‘Resurrection Rays’ have not been used. Crime is at an all-time high as unsavoury types get their hands on new technologies, and reports of hideous mutations attacking innocent citizens are flooding into the constabulary. Many are turning their attentions to the stars, looking for signs of further meteor showers or simply tracking the bright lights appearing in the sky over large cities and towns. Some are worried about calls for robot suffrage and Parliament is engaged in the daily business of discussing new bills to prevent the illegal creation of steam-electro robots by members of the citizenry.

London was badly hit by falling space debris, but many factories have sprung up in the rubble to manufacture defensive weapon systems, mining equipment and robotic servants and soldiers. Her Majesty Queen Victoria still reigns over the Empire from a heavily fortified palace in North London, but a huge no man’s land has been set up around the perimeter. Most of Britain’s southern citizens have moved north to the Great Trading Belt of Liverpool, Manchester, Bradford, Leeds, York and Hull and the Holy-Bramley railway line connects the different trade centres.

At Golderneath, a stately home on the road between York and Hull, the eccentric entrepreneur Sir Humphrey Niverton-Fox is hiring adventurers to secure the future of this magnificent land and perhaps even the future of the Empire and Commonwealth themselves. Sir Humphrey wants to investigate and research the strange happenings in the area and abroad, and to work with persons from all races to establish a Commonpeace between people too.

Are you the adventurer he is looking for?

***The Law of the Empire (the in-game rules)***

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The British Empire is a vast and sprawling affair, and all of the nations that make up our magnificent Commonwealth place supreme importance on civility and manners. The following things are most naughty and must be avoided in all situations where a dainty maiden or good old bobby might be present:

**The carrying of concealed projectile weapons**

Any weapon that can be hidden in the pocket is considered too small and is against the law to carry.

Typical punishment: confiscation and a fine.

**Carrying of throwing knives**

The carrying of knives made for the purpose of being thrown is against the law.

Typical punishment: confiscation and a fine.

**Murder**

Taking the life of any human or legal undead is considered murder; destroying an automaton is considered theft/criminal damage (see below).

Typical punishment: death by hanging.

**Poisoning**

The use of poisons is against the law.

Typical punishment: death by hanging.

**Treason**

Be it against the Country or Queen, either way, it’s just not on.

Typical punishment: death by firing squad.

**Not raising one’s pinkie when drinking tea**

A capital offence that will see you cast out of all decent society.

Typical punishment: a slap on the wrist or a stern tutting.

**Raising RE-ANS without prior consent**

Some people wish to stay dead and do not wish to shamble across the earth, so unless the deceased has asked to be re-animated, it is against the law to do so.

Typical punishment: confiscation of items used for reanimation and imprisonment.

**Theft/ Piracy / Grave Robbing**

Stealing, pickpocketing or generally taking things without permission is against the law.

Typical punishment: confiscation of stolen goods and a fine.

**Witchcraft**

Dabbling in the dark arts is considered a major crime and will be dealt with accordingly.

Typical punishment: death by hanging.

**Smuggling**

Moving of stolen or contraband goods is against the law.

Typical punishment: confiscation of goods and imprisonment.

**Assault**

Attacking a person but not killing them.

Typical punishment: fine, imprisonment or more severe punishment dependant on crime.

**Impersonating a member of either the military or constabulary**

The Peelers are some of the most upstanding gents in the land and Her Majesty’s Army do a stirling job defending the Empire from tyranny. Impersonation of either is a serious crime- one does not take a title, one earns it.

Typical punishment: death by firing squad.

**Defection from the Empire**

Fighting for the other side and not being true to queen and country.

Typical punishment: death by firing squad.

**Organ harvesting**

Taking the organs from a person (dead or alive) without prior permission.

Typical punishment: imprisonment or death, depending on severity of crime.

**Kidnap**

Keeping a prisoner without right to do so.

Typical punishment: imprisonment.

**Torture**

To inflict pain on a person with the purpose of causing suffering.

Typical punishment: death by starvation.

**Looting**

Stealing items from crash ships and dirigibles.

Typical punishment: confiscation of items and a fine.

**Poaching/Scrumping**

Stealing food items from another’s land… or hamper for that matter.

Typical punishment: a fine.

Game Rules and Character Creation

***Creating a Character***

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Name

All characters need a name. Be creative and think about what race you are playing. For example, you might be playing an electro-steam robot- a killing machine from the war- so perhaps your name is just a serial number.

Race

All characters start as one of the 8 available races. Each race has its own pros and cons so chooses wisely; be aware that some races may not be able to take certain skills, some races come with specialist skills and some races need to prioritise their areas of advancement (see ‘Skills’ for more information). Different races also have different social standing and this may affect the way they are treated by other characters and (more importantly) how they get paid.

Physreps (physical representations)

Some races require specific physreps; for example, if you want to play a clockwork automaton, you must have copper, gold or bronze skin, which can be achieved by either make up, masks or prosthetics. Clockwork automata also require a winding key; this can be kept anywhere on the player as long as they start with a key. Please refer to the notes section of each race to see their minimum physrep(s).

Skills

Characters gain skills for use in-game as they gain more experience. Skills are hard to pick up and characters will have to specialise in certain sciences, technology use and combat in order to get ahead. Each character starts with 3 skill points to invest in gaining skills, and will acquire more skill points each time they go on adventures.

Characters pursue their specialisms through skill trees, which map out the character’s progress to gain better and more effective skills. All skills bought must follow the path of the skill tree and start at an entry level skill; some skills will require more than one previous skill to be taken before the skill can be acquired.

Every character has a major skill slot for their primary specialism and a minor skill slot for their secondary specialism. These are chosen when a character is first created and cannot be changed, but each character will also have a third miscellaneous skill slot for picking up extra skills. The skill trees a character may choose to pursue as their major, minor and misc skills are race-dependent and not all races are able to pick up and learn different kinds of knowledge and craft.

Major Skills- Your major skill is what your character devotes most of their time and energy to improving, be it proficiency with weapons, unlocking the mysteries of the sciences or getting more in touch with their race’s powers. When acquiring a skill on your major skill tree, it will cost you 1 less skill point than stated to purchase that skill.\*

Minor Skills- Minor skills are acquired alongside your major skill. Your character will still be interested in pursuing these skills, but it will take time and effort to achieve expert levels. When acquiring a skill on your minor skill tree, it will cost the standard skill cost stated to purchase that skill

Misc Skills- These skills are additional skills your character may pick up as they progress, especially if they want expand their abilities in other areas. Progress in the misc skill slot must still follow the required pre-requisites of the skill tree and a character’s ability to take these skills is still race-dependent. As a non-specialist, it will cost you an additional skill point to purchase any skill in the misc skill slot.

*\*When spending your skill points after a mission, you must put at least one of your skill points into your major skill tree; the other points may be spent however you wish.*

***Playing the Game- Game Rules***

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Hit points

All characters start with a certain amount of hit points; please refer to the ‘Hit Points’ section of your specific race in the ‘Races Table’ to see how many this is.

All hit points are classified as global hit points; this means that if you are hit in the leg, arm, foot, torso or any other part of your body, you will take damage- one point of damage for each hit. When you have lost your last hit point you are ‘downed’.

Downed

If you have reached 0 hit points, you are downed and you must fall to the ground and start your death count. Most characters have a death count of 5 minutes (300 seconds) and certainly all new characters do. Once you have reached the end of your death count, your character is dead and may not take part in further play.

For the first half of your death count you are considered conscious and may crawl away from danger if necessary, although you may not shout for aid (as you have had the wind knocked out of you). After half your death count is up, you fall unconscious and will continue to count until you are healed or you are dead. If you are healed in the second half of your death count, you may stop the count but you will still be unconscious and must be awoken before continuing (see ‘Unconsciousness’ for more information).

Taking Damage and Special Effect Attacks

Every time you are physically hit, you take 1 point of damage. This includes hits from melee weapons (LARP safe only) and projectile weapons (Nerf or equivalent). Raygun attacks however (and other forms of magical attack) have a range of special effects that will cause effects on player characters other than damage (there is a small exception to this for certain races that have vulnerabilities- see the ‘Game Call and Ability Table’ for more information). Players using rayguns or other magical attacks must use a call to show the effect that is being done on a targeted enemy (see ‘Game Call and Ability Table’).

Unconsciousness/Sleep Effects

It is possible during the game to become unconscious/asleep without taking any damage (for example, through raygun effects, magical attacks or even sleeping draughts in your tea). If this is the case, you must fall to the floor asleep or unconscious but you do not need to start your death count. However, you must wait until someone wakes you up- this will take 15 seconds of someone gently shaking you. Feel free to role-play your slumbering state with snoring and sleep-talking!

Healing

If you are not downed but you have sustained damage, you may heal yourself (and thereby add hit points back onto your total) or be healed by another player. If you are downed, another player must heal you (this can be done in a number of ways dependent on race and supplies).

Any player character carrying out healing (on themselves or others) must have the ability to carry out healing (ie. have taken a specialist skill to do so). For example, Dr Hauskranz has taken the level one healing skill and spends one of his healing points (skill points used by the player to practice medicine) on a patient. The patient recovers 4 hit points (as per the level one healing skill used by the doctor- see individual skill tables for more information on this). The player role-playing Dr Hauskranz must tell their patient how many hit points they have recovered (the amount they recover will not exceed the patient’s starting hit points) and role-play the process of healing as appropriate. If the patient was downed and unconscious (in the second half of their death count) before they were healed, they are now just unconscious and after being woken, may continue as normal with their restored number of hit points or seek further healing.

Money

Money is earned and used in-game for the purchase of goods, equipment and weaponry. Money is made up of pounds (p), shillings (s), and pennies (d); there are 20 shillings in a pound and 12 pennies in a shilling.

Characters will earn money for carrying out certain tasks or completing missions successfully. The amount of money they earn may directly correlate to their social standing, so some races may be paid more handsomely than others.

Being Prepared- Party Abilities and Equipment

All manner of equipment can come in handy on a mission so don’t just think that possession of a revolver or raygun makes for a well-prepared adventurer. If you can think of creative uses for your equipment to get around a particular obstacle or challenge, the referee may allow more ‘unorthodox’ solutions. It is also good to build skills in other areas through the Misc skill slot so that you are never ‘caught short’ during an exciting adventure.

A Final Note on Safety and Fairness…

Combat is the most dangerous aspect of the game and should always be carried out safely. Whilst it is good to role-play combat and make taking damage look ‘real’, it is more important to ensure that you are engaging in combat safely and not causing actual damage to players or monsters. The following rules should always be followed to ensure safety and fairness:

1. Adequate clothing and footwear for outdoor play must always be worn, as terrain can be uneven and weather conditions changeable.
2. All weapons must be checked by a referee for safety, and refs reserve the right to prevent play with unsafe weapons. There are restrictions on the kinds of weapons, armour, shields and equipment that a player can safely carry on a mission- speak to a referee if you are unsure.
3. No shots to the head, face or groin- this applies to both melee weapons and projectile weapons (including Nerf).
4. All blows with melee weapons should be delivered with minimum force- the player should only be role-playing their pain, not feeling pain.
5. Rapid shots or blows to the same person are not permitted.
6. Close-quarter shots with Nerf weapons are not permitted (2 metres minimum).
7. Strikes with melee weapons should be aimed blows with the side/ blade of the weapon only- no stabbing, wild swinging or blind strikes are permitted.
8. Hand to hand combat is strictly forbidden (no punching, kicking, slapping, grappling, pushing, gouging, etc.) Biting is also forbidden- characters that have abilities using fangs must not bite anyone, merely role-play doing so.
9. Players who are not targeted by raygun or magical effect cannot react to the call, only to the targeted player’s role-play of that effect (in other words, unless a call is aimed at you, you are ‘deaf’ to it, and may not necessarily know what has happened to the targeted character).
10. Referees will use the standard calls in LARP to stop play: ‘Time Freeze’ means players must stop where they are and pay no attention to any changes around them, as this call is used so referees can effect plot; ‘Time Out’ means players must stop role-play but remember where they are in-game, as this called is used so referees can attend to any ‘out of character’ incidents; ‘Time In’ means players may resume role-play and is used to signal that players can pick up the action from where they left off.
11. All participants (including referees) must recognise each other’s personal boundaries and not abuse any aspect of role-play to inappropriately touch someone or threaten their personal safety.
12. All participants (including referees) must treat each other with respect and follow the etiquette rules of the system. People’s belongings and equipment should also be treated with respect.

Appendix One:

Races Table and Game Call and Ability Table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| RACE | STARTING HP | AVAILABLE SKILL TREES | MAJOR SKILL TREE | MINOR SKILL TREE | NOTES |
| HUMAN | 12 | Biology, chemistry, physics, Mathematical engineering, lawful modern, rogue modern, ,, lawful antiquarian, rogue antiquarian, faith,Clunker | Any skill tree | Any skill tree | Special abilities : None  You are human  Minimum physrep: human like form |
| STEAM ELECTRO AUTOMATON | 20 | Steam electro, Mathematical engineer, lawful modern. | Steam Electro | Any other available skill | Special abilities: Soulless, Electro sensitivity  Large machines originally made for war have found themselves all over the empire.  Minimum physrep: no skin showing dark metal colours silver black and a pressure or voltage gauge |
| CLOCKWORK AUTOMATON | 16 | Clockwork automata, Biology, Lawful antiquarian | Clockwork Automaton | Any other available skill | Special abilities :slow, soulless  More delicate versions made for use in hospitals and light house work.  Minimum physrep: no skin showing light metal colours gold silver copper bronze brass and a winding key |
| VAMP | 8 | Vamp, Chemistry, Rogue antiquarian, lawful antiquarian Clunker | Vamp | Any other available skill | Special abilities: Slow, soulless  Bitten by vampires sometimes decades ago they have started lumbering out of the ground.  Minimum physrep: pale complexion |

Race table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| WERE | 8 | Were, Physics, lawful modern, rogue modern. Clunker | Were | Any other available skill | Special abilities: Soulless  You were attacked by something or perhaps its hereditary either way at some point you “died” and some days later got back up again  Minimum physrep; look human at first |
| RE AN | 10 | Re –An, Biology, lawful modern, rogue modern, lawful antiquarian, rogue antiquarian Clunker | Re-An | Any other available skill | Special abilities: Slow, soulless  Somehow your back from the grave maybe a medical experiment gone wrong or perhaps you just weren’t ready either way your back  Minimum physrep; pale complexion dark around the eyes |
| GHOST IN THE MACHINE | 14 | : ghost in the machine ,Physics, chemistry, lawful modern, rogue modern, , lawful antiquarian, rogue antiquarian. | Any available skill (must take ghost in the machine as either major or minor skill) | Any available skill (must take ghost in the machine as either major or minor skill) | Special abilities spirit strength  Minimum physrep ; no skin showing some form or robotic appearance weather you a walking brain in a jar or ghost that’s found itself into an automaton your certainly not human looking anymore |
| CLUNKER | 14 | : Clunker ,Biology, Mathematical engineering, lawful modern, rogue modern lawful antiquarian, rogue antiquarian, faith. | Any available skill (must take clunker as either major or minor skill) | Any available skill (must take clunker as either major or minor skill) | Special abilities human balance  Industrial accidents or enhanced to fight in great wars somehow you’ve ended up half machine  Minimum physrep; dependant on upgrades |

Game rules

Hit points

All characters start with a certain amount of hit points, please refer to the hit points section of your specific race to see how many this is.

All hit points are classified as global hit points, this means that if you are hit in the leg arm foot torso or any other part of your body you will take damage.

Damage

Every time you are hit you take 1 point of damage. This includes melee weapons (larp safe) and projectile weapons (nerf or equivalent) but not any form of raygun or (magical attack). For example you have been shot in the chest with a nerf dart you have now taken one point of damage if your characters hit points reach zero you are downed.

Downed

If you have reached 0 hit points you are downed and will fall to the ground and must start your death count most characters have a death count of 5 minutes (300 seconds) once you have reached 300 your character is dead.

For the first half of your death count you are considered conscious and may crawl away from danger you may not shout however as you have had the wind knocked out of you. After half your death count is up you fall unconscious and will continue to count until you are healed or you are dead.

Unconscious/sleep

It is possible during the game to become unconscious/sleep without taking any damage. For example someone has dropped a sleeping pill into your tea the bounder. If this is the case you do not need to start your death count merely wait until someone wakes you up this will take 15 seconds of someone gently shaking you.

Healing

If you are not downed you may heal yourself or another player this will restore some of the patients hit points. For example DR Hauskranz has taken the level one healing skill and spends one of his healing points on his patient the patient recovers 4 hit points(the Dr will tell the patient how many hit points they recover the amount they recover will not exceed they’re starting hit points) if they were downed they are now just unconscious and after being woken may continue as normal.

Game call and ability table

|  |  |  |
| --- | --- | --- |
| Ability Name | Ability description | Power cost |
| Mesmerise | The mesmerise call causes the victim to walk towards the attacker in a mindless trance for 30 seconds.  This is a mind based power | 1 |
| Sleep | The sleep call causes the victim to fall asleep until woken  This is a mind based power | 2 |
| Puppet | The puppet call causes the victim to follow the orders of the attacker for the next 2 minutes the attacker can continue to give orders to the victim within that time as long as they can see them.  This is a mind based power | 3 |
| Zap | The zap call causes the victim to drop whatever they’re are holding at the time  This is an electro based ability | 1 |
| Spasm | The spasm ability causes the victim to be in incredible pain for 30 seconds  This is an electro based ability | 2 |
| Electrocute | The electrocute ability knocks the victim unconscious  This is an electro based ability | 3 |
| Shock | The shock ability knocks the victim to the ground  This is a sonic ability | 1 |
| Pulse | The pulse ability freezes the victim in place for 30 seconds  This is a sonic ability | 2 |
| Sonic | The sonic boom ability knocks the victim unconscious | 3 |
| Disease | Causes the victim to become un well and may not move faster than a jog if not healed within 24 hours they will die | n/a |
| Toxic | Causes the victim to be poisoned they are violently unwell and can do nothing but walk for 15 minutes after which they will die if not healed | n/a |
| Radiation | The victim falls unconscious immediately after 5 minutes they will die if not healed | n/a |
| Soulless | This is any creature without a soul |  |
| Mindless | Mindless creatures are unaffected by mind based powers |  |
| Slow | Slow creatures cannot run |  |
| Spirit strength | A creature with spirit strength may also have HP  Any creature that reaches 0 spirit strength will be at half there death count |  |
| Human balance | The player is on the brink of losing they’re soul |  |
| Anti-rays | Anti-rays reverse the effect of a ray gun or ability for example an anti-sleep ray would wake someone up | Same as the ray or ability they are reversing |
| Multi-shot rays | Ray guns that shoot 2 rays for example sonic sleep  Multi shots may choose to shoot one ray at a time | Costs the amount of both abilities added together |

Physics Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Physics | REPAIR POINTS 1  1XP  The character gains 5 repair points that can be used to fix electro steam robots or cyborgs. 1 repair point heals an automata 4hp or a cyborg 2hp  (Prerequisites none) |  |  |  |
| Physics | POWER UNIT 1  1XP  May build a raygun with 5 power points  (Prerequisites none) |  |  |  |
| Physics | ZAP RAY  1XP  May build rayguns that shoot zap rays  (Prerequisites power unit 1) |  |  |  |
| Physics | SHOCK RAY  1XP  May build rayguns that shoot shock rays  (Prerequisites power unit 1) |  |  |  |

Physics Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Physics | MESMERISE RAY  2XP  May build rayguns that shoot mesmerise rays)  (Prerequisites power unit 1) |  |  |  |
| Physics | LEVEL 1 MULTISHOT  2XP  May build rayguns that shoot a maximum of 2 level 1 rays for example mesmerise shock ray  (Prerequisites at least 2 level 1 rays) |  |  |  |
| Physics | LEVEL 1 SWITCH POLARITY  2XP  May build rayguns that can negate the effect of level 1 rayguns for example anti mesmerise ray  (Prerequisites at least one level 1 ray) |  |  |  |
| Physics | LEVEL 1 BUILD POINTS  1XP  May build 5 points worth of raygun tech a week |  |  |  |

Raygun level chart

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | 5PP | 10PP | 15PP | 20PP |
| LEVEL 1 RAY | LEVEL 1 | LEVEL 1 | LELVE 2 | LEVEL 2 |
| LEVEL 2 RAY | LEVEL 1 | LEVEL 2 | LEVEL 2 | LEVEL 3 |
| LEVEL 3 RAY | LEVEL2 | LEVEL 2 | LEVEL 3 | LEVEL 3 |
| LEVEL 1 MULTISHOT | LEVEL 1 | LEVEL2 | LEVEL 3 | LEVEL4 |
| LEVEL 2 MULTISHOT | LEVEL 2 | LEVEL 3 | LEVEL 4 | LEVEL 4 |
| LEVEL 3 MULTISHOT | LEVEL 3 | LEVEL 4 | LEVEL 4 | LEVEL 4 |
| POLARITY SWITCHER 1 | LEVEL 1 | LEVEL2 | LEVEL 3 | LEVEL4 |
| POLARITY SWITCHER 2 | LEVEL 2 | LEVEL 3 | LEVEL 4 | LEVEL 4 |
| POLARITY SWITCHER 3 | LEVEL 3 | LEVEL 4 | LEVEL 4 | LEVEL 4 |

Raygun build points chart

|  |  |
| --- | --- |
| RAYGUN LEVEL | COST TO BUILD |
| LEVEL 1 | 20 BUILD POINTS |
| LEVEL 2 | 40 BUILD POINTS |
| LEVEL 3 | 60 BUILD POINTS |
| LEVEL 4 | 80 BUILD POINTS |

Chemistry Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Chemistry | HEALING UNGUENT  1XP  Player may create a potion that heals humans 4hp and undead 2hp  (prerequisite none) |  |  |  |
| Chemistry | REDUCTION OIL  2XP  Player may create a potion that removes the effects of disease  (Prerequisite none). |  |  |  |
| Chemistry | OXIDISATION FLUID  1XP  Player may create a potion that when drunk or sprayed on a victim cause the victim to be infected with disease  (prerequisite none) |  |  |  |
| Chemistry | ENFEEBLING POWDER  2XP  Player may create a potion that when drunk or sprayed on a victim cause the victim to be mesmerised (toxic)  (prerequisite slumber tonic)  ) |  |  |  |

Chemistry Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Chemistry | HARVESTER  1XP  The player may gather ingredients for further study in the lab  (prerequisite none) |  |  |  |
| Chemistry | IN THE FIELD 1  2XP  The player may create one potion during uptime a day using a portable lab and ingredients they have on them.  (prerequisite level 1 brew points and at least one potion skill) |  |  |  |
| Chemistry | MIXER 1  2XP  The player may mix two potions together at the cost of one brew point to create a potion with both of the previous potions effects  (prerequisite at least 2 potion skills) |  |  |  |
| Chemistry | LEVEL 1 BREW POINTS  1XP  May build 5 points worth of potions a week  (prerequisite none) |  |  |  |

Chemistry potion chart

|  |  |
| --- | --- |
| POTION AMOUNT | COST TO BUILD |
| 5 A WEEK | 20 BUILD POINTS |
| 10 A WEEK | 40 BUILD POINTS |
| 15 A WEEK | 60 BUILD POINTS |
| 20 A WEEK | 80 BUILD POINTS |

Engineering Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Engineering | BUILD PISTOLS  1XP  May build both one shot pistols crossbows and slingshots.  (prerequisite none) |  |  |  |
| Engineering | BUILD AMMO 1  1XP  May build ammunition for pistols and revolvers  (prerequisite none) |  |  |  |
| Engineering | BUILD 18 INCH MELEE WEAPONS  1XP  May build 18 inch long melee weapons  (prerequisite none) |  |  |  |
| Engineering | LEVEL 1 REPAIR  1XP  May spend 1 repair point fixing a piece of level 1 tech or may spend 1 repair point healing a clockwork automata 2 HP or a cyborg 1 HP  (prerequisite none) |  |  |  |

Engineering Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Engineering | LEVEL 1 REPAIR POINTS  1XP  5 repair points  (prerequisite none) |  |  |  |
| Engineering | BUILD LEVEL 1 ARMOUR  2XP  May build level 1 armour  (prerequisite none) |  |  |  |
| Engineering | BUILD LEVEL 1 TECH  1XP  May build level 1 tech  (prerequisite none) |  |  |  |
| Engineering | LEVEL 1 BUILD POINTS  1XP  May build 5 points worth of equipment a week  (prerequisite none) |  |  |  |

Engineering Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Engineering | PISTOL USE  1XP  The ability to use any 1 shot weapon  (pre requisite build pistol) |  |  |  |
| Engineering | LEVEL 1 ARMOUR USE  1XP  Player may wear level 1 armour  (pre requisite build level one armour) |  |  |  |
| Engineering | MELEE WEAPON USE  1XP  The ability to use any melee weapon up to a length of 26 inches  (pre requisite build 26” melee weapon) |  |  |  |

Tech build points chart

|  |  |
| --- | --- |
| Level of tech | COST TO BUILD |
| PISTOLS | 5 BUILD POINTS |
| REVOLVERS | 10 BUILD POINTS |
| SEMIAUTOMATICS | 15 BUILD POINTS |
| AUTOMATICS | 20 BUILD POINTS |
| 18” MELEE WEAPONS | 4 BUILD POINTS |
| 26” MELEE WEAPON | 8 BUILD POINTS |
| 36” MELEE WEAPONS | 12 BUILD POINTS |
| 36”+ WEAPONS | 16 BUILD POINTS |
| LVL 1 HEAD ARMOUR | 1 BUILD POINTS |
| LVL 2 HEAD ARMOUR | 3 BUILD POINTS |
| LEVEL 3 HEAD ARMOUR | 6 BUILD POINTS |
| LEVEL 1 ARM/LEG ARMOUR | 3 BUILD POINTS |
| LEVEL 2 ARM/LEG ARMOUR | 6 BUILD POINTS |
| LEVEL 3 ARM/LEG ARMOUR | 9 BUILD POINTS |
| LEVEL 1 TORSO ARMOUR | 5 BUILD POINTS |
| LEVL 2 TORSO ARMOUR | 10 BUILD POINTS |
| LEVL 3 TORSO ARMOUR | 15 BUILD POINTS |
| 12 BULLETS | 1 BUILD POINTS |
| LEVEL 1 TECH | 5 BUILD POINTS |
| LEVEL 2 TECH | 10 BUILD POINTS |
| LEVEL 3 TECH | 15 BUILD POINTS |
| LEVEL 4 TECH | 20 BUILD POINTS |
| GUN EXTRAS (SCOPES,SIGHTS ETC) | 1 BUILD POINT |

Biology Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Biology | LEVEL 1 HEALING  1XP  You may spend 1 heal point to heal 2 points of damage.  (Prerequisite none) |  |  |  |
| Biology | LEVEL 1 HEAL POINTS  1XP  5 heal points.  (Prerequisite none) |  |  |  |
| Biology | DETECT DISEASE  1XP  Detect what kind of diseases the patient is infected with.  (Prerequisite none) |  |  |  |
| Biology | CURE DISEASE  1XP  Cure a diseased patient for 1 heal point)  (Prerequisite detect disease) |  |  |  |

Biology Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Biology | VACCINATE  2XP  Create a vaccine for 5 heal points that protect a player from diseases all day.  (Prerequisite cure disease) |  |  |  |
| Biology | CHECK PULSE  1XP  May determine within 5 seconds weather a player is dead or unconscious  (Prerequisite none) |  |  |  |
| Biology | SMELLING SALTS  2XP  May wake an unconscious player up in 5 seconds  (Prerequisite none) |  |  |  |
| Biology | BLOOD TRANSFUSION  3XP  May take 2 HP from any conscious human player to increase any other human player by 1 HP  (Prerequisite none) |  |  |  |

Rogue Modern Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Rogue modern | PISTOL USE  1XP  The ability to use any 1 shot weapon  (pre requisite none) |  |  |  |
| Rogue modern | LEVEL 1 ARMOUR USE  1XP  Player may wear level 1 armour  (pre requisite none) |  |  |  |
| Rogue modern | LEVEL 1 RAYGUN USE  2XP  The ability to use a level one raygun  (pre requisite none) |  |  |  |
| Rogue modern | MELEE WEAPON USE  1XP  The ability to use any melee weapon up to a length of 26 inches  (pre requisite none) |  |  |  |
| Rogue modern combat | SLEEP DARTS  2XP  May use sleep darts with pistols.  (pre requisite pistol use) |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Rogue modern combat | FENCE  1XP  May sell stolen goods without running the risk of getting caught.  (pre requisite none) |  |  |  |
| Rogue modern combat | INSIDE CONTACTS  2XP  Your character may wear the symbol of the underground network and may use this to identify with certain law officials it will also prevent them in some cases from being arrested.  (pre requisite none) |  |  |  |
| Rogue modern combat | CRYPTOLOGY 1  1XP  May use level one (red) crypto goggles to break codes.  (pre requisite none) |  |  |  |

Rogue Antiquarian Combat Skill Table

|  |  |  |  |
| --- | --- | --- | --- |
| Rogue Antiquarian Combat | PISTOL CROSSBOW USE  1XP  May use 1 shot crossbows or slingshots  (pre requisite none) |  |  |
| Rogue Antiquarian Combat | BLOWPIPE USE  2XP  May use a blowpipe to shoot standard darts.  (pre requisite none) |  |  |
| Rogue Antiquarian Combat | THROWING KNIVES  2XP  May throw knives at enemies to cause damage  (pre requisite none) |  |  |
| Rogue Antiquarian Combat | LEVEL 1 ARMOUR USE  1XP  Player may wear level 1 armour  (pre requisite none) |  |  |
| Rogue Antiquarian Combat | PISTOL USE  1XP  The ability to use any 1 shot weapon  (pre requisite none) |  |  |
| Rogue Antiquarian Combat | MELEE WEAPON USE  1XP  The ability to use any melee weapon up to a length of 26 inches  (pre requisite none) |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Rogue Antiquarian Combat | FENCE  1XP  May sell stolen goods without running the risk of getting caught.  (pre requisite none) |  |  |  |
| Rogue Antiquarian Combat | INSIDE CONTACTS  2XP  Your character may wear the symbol of the underground network and may use this to identify with certain law officials it will also prevent them in some cases from being arrested.  (pre requisite none) |  |  |  |
| Rogue Antiquarian Combat | TRACKING  2XP  Player may learn the tracking symbol. The symbol indicates the direction of the next track.  (pre requisite none) |  |  |  |

Lawful Modern Combat Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Lawful modern | PISTOL USE  1XP  The ability to use any 1 shot weapon  (pre requisite none) |  |  |  |
| Lawful modern | LEVEL 1 RAYGUN USE  2XP  The ability to use a level one raygun  (pre requisite none) |  |  |  |
| Lawful modern | MELEE WEAPON USE  1X  P  The ability to use any melee weapon up to a length of 26 inches  (pre requisite none) |  |  |  |
| Lawful modern | ELECTRO MELEE WEAPON USE 1  2XP  The ability to use lvl 1 electro melee weapons  (pre requisite melee weapon use, weapon length allowed equivalent to melee weapon use skill taken) |  |  |  |
| Lawful modern | LEVEL 1 ARMOUR USE  1XP  Player may wear level 1 armour  (pre requisite none) |  |  |  |
| Lawful modern |  |  |  |  |
| Lawful modern | BADGE  2XP  Your character may legally wear a badge of the law to gain access and be recognised by other law officials  (pre requisite none) |  |  |  |
| Lawful modern | CRYPTOLOGY 1  2XP  May use level one (red) crypto goggles to break codes.  (pre requisite none) |  |  |  |
| Lawful modern | BOMB DISPOSAL  2XP  Learns which wires to cut in an explosive device ask the ref for the bomb number of the day the wires cut will add up to the |  |  |  |
| Lawful modern | SCAVENGER  2XP  A player may reclaim 2 bullets per killed foe from those on the floor usually picked up by the monster crew.  (Prerequisite Pistol use and at least 2 other Lawful Modern skills) |  |  |  |

Lawful Antiquarian Combat Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Lawful Antiquarian | SHIELD USE  2XP  May use a shield like in days gone by shields have infinite hits but you may only use one at once.  (pre requisite none) |  |  |  |
| Lawful Antiquarian | PISTOL USE  1XP  The ability to use any 1 shot weapon  (pre requisite none) |  |  |  |
| Lawful Antiquarian | LEVEL 1 ARMOUR USE  1XP  Player may wear level 1 armour  (pre requisite none) |  |  |  |
| Lawful Antiquarian | MELEE WEAPON USE  1XP  The ability to use any melee weapon up to a length of 26 inches  (pre requisite none) |  |  |  |
| Lawful Antiquarian | BADGE  2XP  Your character may legally wear a badge of the law to gain access and be recognised by other law officials. |  |  |  |
| Lawful Antiquarian | FINGERPRINTING  2XP  May fingerprint a character and identify weather they match that of prints on objects or crime scenes.  (pre requisite arrest) |  |  |  |
| Lawful Antiquarian | TRACKING  2XP  Player may learn the tracking symbol. The symbol indicates the direction of the next track.  (pre requisite none) |  |  |  |

Steam electro automaton Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Steam electro | FUEL CELL 1  1XP  Player gains 5 power points (PP)  (Prerequisite none) |  |  |  |
| Steam electro | ARMOUR 1  2XP  Player gains 5HP  (Prerequisite none) |  |  |  |
| Steam electro | LEVEL 1 RAYGUN  Player gains a built in level 1 ray gun either electron or sonic that runs off the internal power nothing else can be held in the hand that a ray gun is built into  (Prerequisite fuel cell 1) |  |  |  |
| Steam electro | ELECTRO SHIELDING 1  2XP  Reverts spasm damage back into spasm damage  (Prerequisite armour 1) |  |  |  |
| Steam electro | DISEASE SHIELDING  2XP  The player is immune to the effects of disease  (Prerequisite armour 1) |  |  |  |
| Steam electro | BUILT IN MELEE WEAPON  2XP  The player gains a built in melee weapon up to 36inchs that is immune to the spasm power. Nothing else can be held in the hand after this upgrade is taken.  (Prerequisite none) |  |  |  |

Clockwork automaton Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Clockwork automaton | SPRINGS  1XP  Player gains 5 wind points(WP)  (Prerequisite none) |  |  |  |
| Clockwork automaton | ARMOUR 1  2XP  Player gains 2HP  (Prerequisite none) |  |  |  |
| Clockwork automaton | THE CLAMPS!  2XP  May spend 30 seconds locking hand so no item may be dropped or released  (Prerequisite none)  May be taken twice |  |  |  |
| Clockwork automaton | MIASMA VISION  2XP  The player gains the ability to detect diseased areas and players  (Prerequisite none) |  |  |  |
| Clockwork automaton | DISEASE SHIELDING  2XP  The player is immune to the effects of disease  (Prerequisite miasma vision) |  |  |  |
| Clockwork automaton | LIFE PRESERVER  2XP  At the cost of 1WP  the player may extend another characters death count by 5 minutes as long as they are in contact with them.  (Prerequisite none) |  |  |  |
| Clockwork automaton | CRYPTOLOGY 1  2XP  May use level one (red) crypto goggles to break codes.  (pre requisite none) |  |  |  |
| Clockwork automaton | SONIC SHIELDING 1  2XP  Player is immune to shock attacks |  |  |  |
| Clockwork automaton | DEMAGNITISER  2XP  At the cost of 1WD a player may ignore the effects of one electro attack  (Prerequisite none)  (Prerequisite none |  |  |  |

Vamp Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Vamp | BLOOD POINTS 1  1XP  The player gains 5 blood points that can be used to cast spells and use abilities  (Prerequisite none) |  |  |  |
| Vamp | FANGS 1  2XP  The player may feed on the dead to regain 1hp per body fed on.  (Prerequisite none) |  |  |  |
| Vamp | DISEASE IMMUNITY  2XP  The player is immune to the effects of disease.  (Prerequisite none) |  |  |  |
| Vamp | RUN  2XP  The player may run  (Prerequisite none) |  |  |  |
| Vamp | BLOOD POINT REGEN 1  2XP  The player may instead of gaining 1hp when feeding on corpses may regain 1bp instead  (Prerequisite blood points 1 and fangs 1) |  |  |  |
| Vamp | MESMERISE  3XP  The player may cast the spell mesmerise at the cost of 1BP  (Prerequisite blood points 1) |  |  |  |

Were Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Were | BLOOD POINTS 1  1XP  The player gains 5 blood points that can be used to cast spells and use abilities  (Prerequisite none) |  |  |  |
| Were | FANGS 1  2XP  The player may feed on the dead to regain 1hp per body fed on.  (Prerequisite none) |  |  |  |
| Were | DISEASE IMMUNITY  2XP  The player is immune to the effects of disease.  (Prerequisite none) |  |  |  |
| Were | BLACK NAILS  2XP  The character gains 2 additional HP and they’re nails turn black  (Prerequisite none) |  |  |  |
| Were | BLOOD POINT REGEN 1  2XP  The player may instead of gaining 1hp when feeding on corpses may regain 1BP instead  (Prerequisite blood points 1 and fangs 1) |  |  |  |
| Were | HEIGHTENED EMOTION  3XP  The player may ignore 1 point of damage at the cost of 1BP  (Prerequisite none) |  |  |  |
| Were | MIGHTY STRIKE  2XP  The player may spend 1BP to use the shock ability when striking an opponent  (Prerequisite none) |  |  |  |
| Were | SCENT  2XP  Player may learn the tracking symbol. The symbol indicates the direction of the next track.  (pre requisite none) |  |  |  |

RE-AN Skill Table

|  |  |  |  |
| --- | --- | --- | --- |
| RE-AN | AETHER POINTS 1  1XP  The player gains 5 aether points that can be used to cast powers and use abilities  (Prerequisite none) |  |  |
| RE-AN | GUTLASS  2XP  The player may ignore any disease effects  (Prerequisite none) |  |  |
| RE-AN | WITHER  2XP  The player may cause disease to a single person in sight as a cost of 2AP  (Prerequisite gutless) |  |  |
| RE-AN | ELECTRO IMMUNITY  3XP  The player may ignore any electro rays of powers  Prerequisite none) |  |  |
| RE-AN | MINDLESS  3XP  The player may ignore any mind rays of powers  (Prerequisite none) |  |  |
| RE-AN | SONIC PROOF  3XP  The player may ignore any sonic rays of powers  (Prerequisite none) |  |  |

RE-AN Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| RE-AN | ONE FOOT IN THE GRAVE  2XP  The player gains 2 additional HP but loses 1 minute of its death count.  (Prerequisite none) |  |  |  |
| RE-AN | CORPSE TALK  2XP  The player may talk to a dead body for 5 minutes at the cost of 1AP  (Prerequisite none) |  |  |  |
| RE-AN | NECROTIC FEEDER 1  1XP  The player may feed on the dead to regain 1hp per body fed on.  (Prerequisite none) |  |  |  |

Clunker Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Clunker | ARM UPGRADE  1XP  The player gains a mechanical arm which grants them 3 additional HP and an additional 2 power  (prerequisite none)  (may be taken twice) |  |  |  |
| Clunker | LEGS UPGRADE  1XP  The player gains a mechanical leg which grants them 3 additional HP and an additional 2 power  (prerequisite none)  (may be taken twice) |  |  |  |
| Clunker | TORSO UPRADE  3XP  The player gains a mechanical torso which grants them 3 additional HP and an additional 2 power and makes the player electro sensitive  (prerequisite none) |  |  |  |
| Clunker | HEAD UPGRADE  2XP  The player gains a mechanical head which grants them 2 additional HP and an additional 1 power and makes the player electro sensitive  (prerequisite none) |  |  |  |

Clunker Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Clunker | CLOCKWORK HAND  1XP  The clockwork hand is immune to any spasm so no item may be dropped. . This stops the arm upgrade gaining another built in weapon The clockwork hand may not use any weapon over 18 inches or any gun bigger than a pistol.  (prerequisite arm upgrade) |  |  |  |
| Clunker | DECRPYTION EYE LEVEL 1  2XP  The player may use red lens to decrypt codes  (prerequisite head upgrade) |  |  |  |
| Clunker | CLUNKER HEALING  2XP  The player may heal a clunker 4hp at the cost of one power  (prerequisite clockwork hand auto repair and healing touch) |  |  |  |

Ghost in the machine Skill Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Ghost in the machine | CORPSE TALK  1XP  Player may spend 1SS  (prerequisite none) |  |  |  |
| Ghost in the machine | POLTERGEIST 1  1XP  Player may use the shock ability for 1SS  (prerequisite none) |  |  |  |
| Ghost in the machine | OPEN LOCKS  2XP  Player may spend 2SS to open a lock this does not require lock picking cogs  (prerequisite none) |  |  |  |
| Ghost in the machine | SPIRIT STRENGTH 1  1XP  Player gains 5 spirit strength (SS)  (prerequisite none) |  |  |  |
| Ghost in the machine | ARMOUR 1  2XP  Player gains 2HP  (prerequisite none) |  |  |  |
|  | ECTOPLASMIC RECHARGER 1  2XP  Player may regain 1SS per dead undead harvested  (prerequisite spirit strength 1 and poltergeist 1) |

Faith Skill Table

|  |  |  |  |
| --- | --- | --- | --- |
| Faith | FAITH POINTS 1  1XP  Player gains 5 faith points (FPP)  (Prerequisite none) |  |  |
| Faith | SPIRITUAL HEALING 1  2XP  The player may heal another person 2Hp at the cost of 1FP  Living only  (Prerequisite faith points 1) |  |  |
| Faith | HOLY ARTEFACT  1XP  The player may use 2 faith points to shock any undead in ear shot (Call shock all undead)  (Prerequisite none)s |  |  |
| Faith | OCCULT KNOWLEDGE  1XP  The player knows the occult knowledge symbol  (Prerequisite none) |  |  |
| Faith | FAITH POINTS REGEN 1  2XP  Player regains 1FP for every undead they slay  (Prerequisite spiritual healing 1 and faith points 1) |  |  |
| Faith | MEDITATION  1XP  The player can heal themselves 2HP at the cost of 1FP if they do not move for 1 minute  (Prerequisite none) |  |  |
| Faith | PREACH MYSTIC WISDOM  2XP  The player may preach some mystic wisdom to another player for a minimum of 30 seconds at the cost of 2FP.  The player who receives the magic wisdom may ignore 1 mind effect.  (prerequisite blessing) |  |  |
| Faith | DETECT DISEASE  2XP  Detect what kind of diseases the patient is infected with.  (Prerequisite spiritual healing 1) |  |  |
| Faith | CURE DISEASE  2XP  Cure a diseased patient for 1FP)  (Prerequisite detect disease) |  |  |

Player’s equipment tables

Physicist equipment table

|  |  |  |
| --- | --- | --- |
| Item | Cost | Pre requisite skill/notes |
| Power level 1 zap raygun | 4S | Requires the zap ray ability or level 1 raygun use to use this item. |
| Power level 1 shock raygun | 4s | Requires the shock ray ability or level 1 raygun use to use this item. |
| Power level 1 mesmerise raygun | 4s | Requires the mesmerise ray ability or level 1 raygun use to use this item. |
| Polarity reverse upgrade for level 1 raygun | 1s | Requires polarity reverse ray ability or level 1 raygun use to use this item. |
| Physicists tool kit | 3s | Requires the electro steam repair skill use to use this item. |

|  |  |  |
| --- | --- | --- |
| Item | Cost | Pre requisite skill/notes |
| Portable lab | 3s | Requires the in the field skill to use to use this item. |
| Harvesting tools | 2s | Requires the harvester skill to use to use this item. |
| Healing unguent | 8d | Used by anyone  potion that heals humans 2hp and undead 1hp |
| Reduction oil | 1s | Used by anyone  potion that removes the effects of disease |
| Oxidisation fluid | 6d | Used by anyone  potion that when drunk or sprayed on a victim cause the victim to be infected with disease |
| Slumber tonic | 1s | Used by anyone  potion that when drunk or sprayed on a victim cause the victim to fall asleep |

Chemist equipment list

Biology equipment list

|  |  |  |
| --- | --- | --- |
| Item | Cost | Pre requisite skill/notes |
| Healing wand | 3s | Requires any biology skill to use. |
| Stethoscope | 1s | Requires the check pulse skill to use |
| Transfusion kit | 1s | Requires the transfusion skill to use |
| Smelling salts | 4d | Requires smelling salts use to use wakes patient instantly unless poisoned (toxic, radiation) |

Engineer’s equipment table

|  |  |  |
| --- | --- | --- |
| Item | Cost | Pre requisite skill/notes |
| Repair tools | 3s | Requires the repair skill to use. |

Armour table

|  |  |  |
| --- | --- | --- |
| Item | Cost | Pre requisite skill/notes |
| Level 1 head armour | 6d | Gives the player 1Hp extra  Requires level 1 armour use |
| Level 1 arm armour | 1s | Gives the player 2Hp extra  Requires level one armour use |
| Level 1 leg armour | 1s | Gives the player 2Hp extra  Requires level 1 armour use |
| Level 1 torso armour | 2s | Gives the player 3Hp extra  Requires level one armour use |
| Level 2 head armour | 1s | Gives the player 2Hp extra  Requires level 2 armour use |
| Level 2 arm armour | 2s | Give the player 3hp extra  Require level 2 armour use |
| Level 2 leg armour | 2s | Gives the player 3hp extra  Requires level 2 armour use |
| Level 2 torso armour | 3s | Give the player6Hp extra  Requires level 2 armour use |
| Level 3 head armour | 2s | Gives the player 3hp extra  Requires level 3 armour use  Gives the player electro vulnerability |
| Level 3 arm armour | 4s | Gives the player 6hp extra  Requires level 3 armour use  Gives the player electro vulnerability |
| Level 3 leg armour | 4s | Gives the player 6hp extra  Requires level 3 armour use  Gives the player electro vulnerability |
| Level 3 torso armour | 6s | Gives the player 9hp extra  Requires level 3 armour use  Gives the player electro vulnerability |

Guns cost table

|  |  |  |  |
| --- | --- | --- | --- |
| Body cost | Ammo feed cost | Trigger cost + extras | Mechanism |
| Small 6d | Single barrel 4d | Standard trigger 1d | Hammer 1d |
| Large 12d | Twin barrel 8d | Standard + secondary 3d | Slide 3d |
| Custom small 1s | Triple barrel 1s | Light 8d | Pump action 4d |
| Custom large 2s | Cylinder 3d per chamber | Scope 8d | Semi auto 6d |
|  | Clip 4d per chamber | Tripod 1s | Automatic 8d |

Melee weapons and shields

|  |  |  |
| --- | --- | --- |
| Weapon size | cost | Pre requisite skill/notes |
| 18 inch weapon | 1s6d | none |
| 26 inch weapon | 2s6d | 26 inch weapon use |
| 36 inch weapon | 3s6d | 36 inch weapon use |
| 36+ weapon | 5d | All melee weapon use |
| 26 inch shield | Cylinder 3d per chamber | Shield use |
| 26inch+ shield | Clip 4d per chamber | Shield use |
| Blowpipe | 2s | Blowpipe use |
| 18 Electro melee | 3s | Elector melee use  5 zaps a day |
| Throwing knife | 8d | Throwing knife use  (coreless weapons only) |

Tech equipment chart

|  |  |  |
| --- | --- | --- |
| Item | cost | Pre requisite skill/notes |
| Compass | 1s | Navigator |
| Periscope | 1s | Level one tech use |
| Telescope | 2s | Level one tech use |
| Micro fixer | 2s | Level one tech use |
| Lock picking cogs | 6d each | Lock picking use |
| Crypto lens1 (red) | 2s | Level 1 cryptology |
| Crypto lens 2 (green) | 2s | Level 2 cryptology |
| Crypto lens 3 (blue) | 2s | Level 3 cryptology |
| Forgery kit | 3s | Forgery |
| Forgery detection device | 3s | Detect forgery |
| Cartography kit | 3s | Cartography |
| Pair of communicators | 3s | Level 2 tech use |
| Transmagnetic locator | 3s | Level 2 tech use |
| Fingerprinting kit | 2s | Finger printing |
| Holy artefact | 2s | Faith only |

Ammo chart

|  |  |
| --- | --- |
| Item | cost |
| Pistol and revolver ammo | 1d each |
| Semi auto and automatic ammo | 2d each |
| Blow darts | 1d each |
| Sleep darts | 8d each |

Starting money

|  |  |
| --- | --- |
| Race | Starting money |
| Human | 10s |
| Electro steam automaton | 4s |
| Clockwork automaton | 4s |
| Vamp | 6s |
| Were | 6s |
| Re-an | 6s |
| Clunker | 8s |
| Ghost in the machine | 8s |

Misc. items equipment chart

|  |  |  |
| --- | --- | --- |
| Item | cost | *Pre requisite skill/notes* |
| Begging bowl | 1d | *n/a* |
| Cravat | 2d | *n/a* |
| Fancy cravat | 4d | *n/a* |
| Fancy hat | 7d | *n/a* |
| Monocle | 6d | *n/a* |
| Booze | 3 1/2d | *n/a* |
| Camera | 2s | *n/a* |
| Camera plates | 2d | *n/a* |
| Doll | 1s | *n/a* |
| Harmonica | 1s | *n/a* |
| Dice | 1d each | *n/a* |
| Lantern | 4d | *n/a* |
| Playing cards | 6d | *n/a* |
| Rope 6ft | 6d | *n/a* |
| Spectacles | 1S | *n/a* |
| Tobacco | 2s | *n/a* |
| Pocket watch | 1s | *n/a* |
| Gold pocket watch | 2s | *n/a* |
| Picnic hamper | 2s | *n/a* |
| Emergency tea kit | 1s | *n/a* |
| Teapot | 4s | *n/a* |
| Exotic bird | 3s | *n/a* |
| Pet monkey | 5s | *n/a* |
| Pet lizard | 4s | *n/a* |
| Pet rat | 6d | *n/a* |
| House keys | 1d | *n/a* |
| Mirror | 3d | *n/a* |
| Apron | 8d | *n/a* |
| Snuff | 2d | *n/a* |
| Umbrella (non-combat) | 1s4d | *n/a* |
| Goggles | 1s | *n/a* |
| Ring plain | 6d | *n/a* |
| Ring gold | 1s6d | *n/a* |
| Ear trumpet | 8d | *n/a* |
| Spoon | 1d | *n/a* |
| A cog | 1d | *n/a* |

|  |  |  |  |  |
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Raygun construction chart

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Body | Power level | Multishot | Polarity switcher | Ray |
| Small  Cost 6d | 5PP  Cost 2s | Level 1  Cost 6d | Level 1  Cost 1s | Zap (level 1)  Cost 1s6d |
| Large  Cost 1s | 10pp  Cost 4s | Level 2  Cost 6d | Level2  Cost 1s | Spasm (level 2)  Cost 3s |
|  | 15pp  Cost 6s | Level 3  Cost 6d | Level 3  Cost 1s | Electro (level 3)  Cost 4s6d |
|  | 20pp  Cost 8s |  |  | Shock (level 1)  Cost 1s6d |
|  |  |  |  | Pulse level 2  Cost 3s |
|  |  |  |  | Sonic (level 3)  Cost 4s6d |
|  |  |  |  | Mesmerise (level 1)  Cost 1s6d |
|  |  |  |  | Sleep (level 2)  Cost 3s |
|  |  |  |  | Puppet (level 3)  Cost 4s6d |

The above pricing is for any character wishing to buy a premade raygun

Cost for physicist to build is as above divided by 2

Electro Melee Cost Table

|  |  |  |  |
| --- | --- | --- | --- |
| Weapon length | Power unit | power | Multishot unit |
| 18” 6d | 5 power points 1s | Level1 rays  Zap and shock 1s and 6d | Level 1 1s |
| 26” 2/6 | 10power power 2s | Spasm, pulse 3s | Level 2 1s |
| 36”4/6 | 15 power 3s | Electro ,sonic 4s6d | Level 3 1s |
| 36”+7/6 | 20 power 4s |  |  |

Electro Melee Level Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | 5 power points | 10 power points | 15 power points | 20 power points |
| Level 1 power | Level 1 Electro melee use | Level 1 Electro melee use | Level 2 Electro melee use | Level 2 Electro melee use |
| Level 2 power | Level 1 Electro melee use | Level 2 Electro melee use  2 | Level 2 Electro melee use | Level 3 Electro melee use |
| Level 3 power | Level 2 Electro melee use | Level 2 Electro melee use | Level 3 Electro melee use | Level 3 Electro melee use |

The British Empire is a vast and sprawling affair, and all of the nations that make up our magnificent Commonwealth place supreme importance on civility and manners. The following things are most naughty and must be avoided in all situations where a dainty maiden or good old bobby might be present:

**The carrying of concealed projectile weapons**

Any weapon that can be hidden in the pocket is consider too small and is against the law to carry.

Typical punishment: confiscation and a fine.

**Carrying of throwing knives**

The carrying of knives made for the purpose of being thrown is against the law.

Typical punishment: confiscation and a fine.

**Murder**

Taking the life of any human or legal undead is considered murder; destroying an automaton is considered theft/criminal damage (see below).

Typical punishment: death by hanging.

**Poisoning**

The use of poisons is against the law.

Typical punishment: death by hanging.

**Treason**

Be it against the Country or Queen, either way, it’s just not on.

Typical punishment: death by firing squad.

**Not raising one’s pinkie when drinking tea**

A capital offence that will see you cast out of all decent society.

Typical punishment: a slap on the wrist or a stern tutting.

**Raising RE-ANS without prior consent**

Some people wish to stay dead and do not wish to shamble across the earth, so unless the deceased has asked to be re-animated, it is against the law to do so.

Typical punishment: confiscation of items used for reanimation and imprisonment.

**Theft/ Piracy / Grave Robbing**

Stealing, pickpocketing or generally taking things without permission is against the law.

Typical punishment: confiscation of stolen goods and a fine.

**Witchcraft**

Dabbling in the dark arts is considered a major crime and will be dealt with accordingly.

Typical punishment: death by hanging.

**Smuggling**

Moving of stolen or contraband goods is against the law.

Typical punishment: confiscation of goods and imprisonment.

**Assault**

Attacking a person but not killing them.

Typical punishment: fine, imprisonment or more severe punishment dependant on crime.

**Impersonating a member of either the military or constabulary**

The Peelers are some of the most upstanding gents in the land and Her Majesty’s Army do a sterling job defending the Empire from tyranny. Impersonation of either is a serious crime- one does not take a title, one earns it.

Typical punishment: death by firing squad.

**Defection from the Empire**

Fighting for the other side and not being true to queen and country.

Typical punishment: death by firing squad.

**Organ harvesting**

Taking the organs from a person (dead or alive) without prior permission.

Typical punishment: imprisonment or death, depending on severity of crime.

**Kidnap**

Keeping a prisoner without right to do so.

Typical punishment: imprisonment.

**Torture**

To inflict pain on a person with the purpose of causing suffering.

Typical punishment: death by starvation.

**Looting**

Stealing items from crash ships and dirigibles.

Typical punishment: confiscation of items and a fine.

**Poaching/Scrumping**

Stealing food items from another’s land… or hamper for that matter.

Typical punishment: a fine.

|  |  |  |  |
| --- | --- | --- | --- |
| Major Sin | Description | Minor Sin | Description |
| Taking Life | Taking the life of anything with a soul. | lying | Not telling the truth |
| Witchcraft | The use of hoodoo and jujus. | Assault | Causing injury to another with a soul |
| Blasphemy | Denying the existence of your chosen deity denying your own faith or cursing your deity | Placing ones Holy artefact on the ground | Placing ones Holy artefact on the ground |
| Perverting justice | To prevent justice being done, lying to the law or in court to aid a criminal. | To uncover one’s Head | Not wearing a hat or other head covering |
| Old ways | The use of “modern” technologies e.g. rayguns, clunker skills, non-basic armour (lvl3) semi-automatic use tech use. | Use of poisons | To cause disease toxic or radiation by any means |
| Negligent Homicide | Knowing someone is bleeding to death and not attempting to heal them | Cowardice | To run away scared |
| Theft | Stealing things | Blooded blade | Drawing ones melee weapon without causing at least 1 wound |
| Fighting an unarmed foe | To attack an enemy who is not armed. | Swearing | Cussing swearing use of bad language |
| Worshipping another deity | Worshipping another deity e.g. praying at another deities shrine, asking of blessings from another deity | Desecration of nature | Damaging trees poisoning water sources building great factories in the middle of meadows. |
| Breaking an oath | To not keep a secret or to break a promise | Healing by non-godly means | Healing by alchemy bio skills or any other non-spiritual healing skill |
| Not aiding the poor | To not help the poor, to ignore there please of help not offering the things you have the ability to offer. | simony | The selling of blessings or healing |
| Wealth | To have more than 5 shillings | gambling | Betting on things for personal gain |

Faith list of sins

With great power comes great responsibility faith characters must choose 2 major and 2 minor sins