



FOR KING & COUNTRY

VERSION 1.1
COLLIN TERRELL
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Setting & Flavor:

It is the year 1806. Napoleon Bonaparte's armies march with impunity across the length and breadth of Europe. The peerless general is fresh off his crushing victory at the Battle of Austerlitz, smashing the Third Coalition of Austria, Russia and Portugal. Prussia is on its heels and it's people are girding themselves for Napoleon's inevitable push into their country. Rumors are circulating that French engineers have developed some kind of new super weapon that could sweep aside all remaining resistance. A new coalition is desperately forming to try and forestall this final victory.

The development of Phlogiston technology has altered the landscape of warfare. Englishman James Watt accidentally discovered this new energy when he constructed his first industrial-grade compound steam engine in 1789. New reinforced boilers, painstakingly crafted by Watt, made it possible to use high-pressure steam for the first time. Many were concerned that this engine would be unstable and that the new boilers might explode when stressed, but Watt was confident that his hand-tooled governors and compensators would keep the steam pressure at a constant and manageable level. The results of this engine's test run were unexpected to say the least. The engine produced a vibration that harmonized with a heretofore invisible energy, generating a shimmering green field of light. This field expanded and caused all of the windows and doors in the Proving Ground to blow out. Shock and alarm quickly turned to curiosity and a series of follow on experiments were conducted to reproduce the effect. After two more years of secretive experimentation, the British developed a way to harness this energy. They dubbed it Phlogiston after the theoretical element of combustion proposed by Professor Georg Stahl in 1703. News of the British breakthrough quickly leaked to the continent. Napoleon deployed agents to Great Britain to steal the plans for this new technology. His lethal savateurs succeeded in breaking into the British laboratories and stealing the plans for the Phlogiston Engine.

An arms race has resulted from the theft and dissemination of Britain's secret technology. All of the major European powers have some degree of Phlogiston research in the works. The pace of innovation has increased by a factor of 100. It seems like new wonders are being introduced every day as new applications are found for captured Phlogiston energy. Agents representing every flag spend every last ounce of resource and effort in a never-ending quest to purloin or inhibit the inventions of their rivals.

Many notable events of the Napoleonic Wars haven't happened yet. Napoleon's ill advised invasion of Russia hasn't occurred; Waterloo remains to be fought. Anything can happen at this juncture in history and depending upon how events unfold, the French Empire may go on to dominate for decades or it could be supplanted by another power. It is up to the Game Master and the players to decide how the issue will be settled.



The Elevator Pitch:

Steampunk *James Bond* style Superspy action set during the Napoleonic Wars.

Character Creation:

All characters in this setting are human. Humans receive a free edge at creation and otherwise behave just as they do in the core *Savage Worlds* rules.

At the player's option their character can be aligned with one of the Power Groups outlined below or can be an "*agent libre*" who serves the dictates of their mercenary soul.

All characters in this setting have a new statistic called *Reputation* that starts off at 0.

Character Concepts:

There is a very wide range of characters you can play in this setting. Here are just a few suggestions:

The Acrobat: Trained in the circus, you are a physical prodigy with the agility of a cat. Your physical gifts brought you to the attention of your government's intelligence service and they promptly hired you as an intrusion specialist. Your expertise is breaking into hard to reach places.

Recommended Edges: Acrobat (N), Quick (N), Thief (N)

Starting Kit: Black bodysuit, rope & grapnel, climbing claws

The Airship Captain: Every Captain is a King on his own ship and you are the King of a dirigible airship. Your government entrusts you with an expensive vessel; in return you are obligated to keep her in one piece and to run whatever errand your superiors command of you. In those rare moments when you may have some free time, you might bend a regulation or two to take your ship out on missions of a discreet and personal nature.

Recommended Edges: Ace (N), Military Commission (N) x2

Starting Kit: Looking glass, Captain's uniform and an ornamental saber

The Anarchist: Up is down and black is white in your world. As far as you're concerned, it doesn't matter who's in charge, things will continue to run a mess for the lower classes so long as the *aristos* in England, France and Prussia remain in charge. You're out to change all of that – with high explosives.

Recommended Edges: McGyver (N), Steady Hands (N), Luck (N)

Starting Kit: Grenadoes, dynamite and black powder

The Aristocrat: You come from Quality and are a product of Good Breeding. You have friends in very high places and the means to go and do virtually anything you wish. Getting your hands dirty is the last thing you want to do -- that's why God created hirelings -- but you'll use every scrap of resource and influence you have to protect your social position. The outcome of this latest war is a topic of great interest for you and your friends. Are you on the right side?

Recommended Edges: Rich (N), Very Rich (N), Aristocrat (N)

Starting Kit: Powdered wig, culottes, colorful hose, waistcoat, piles of money

The Assassin: You've got a special talent for killing that any soldier would envy. You've spent long hours honing your mental and physical abilities so that you can blend in anywhere and strike your targets where they expect it least.

Recommended Edges: Quick Draw (N), Jack of all Trades (N), Thief (N)

Starting Kit: Assassin's Friend, wrist sheath, several hidden daggers, vial of poison, lock picks

The Commissioned Officer: You have purchased a commission in one of your country's most decorated military units. You serve with other men of quality and are responsible for carrying out the battle plans of



your superiors. The stakes are high; failure will not be tolerated but the spoils of victory could lead you to the upper ranks of the military one day.

Recommended Edges: Military Commission (N), Connections (N), Rich (N)

Starting Kit: Crisp uniform, trained warhorse, cavalry saber and silver-plated brace of pistols

The Dragoon: With sword and pistol in hand you ride fearlessly into the heart of every battle. Whether mounted or on foot, the Dragoon is a potent military force. A squad of these professional shock troops can win a battle for their side in the first crucial moments of engagement.

Recommended Edges: Two Fisted (N), Ambidextrous (N), Strong Willed (N)

Starting Kit: Warhorse, dragon carbine and infantry saber

The Engineer: You are a wizard of science and industry. All of the wonders of this age have been wrought by the hands of mechanical and electrical artisans such as you. You are constantly experimenting with new devices in the hopes of inventing something that will turn the tide of the war in your patron's favor once and for all.

Recommended Edges: Gadgeteer (N), McGyver (N), Arcane Background: Weird Science (N)

Starting Kit: Tool belt, heavy leather apron and a Phlogistonator

The Mechanaut: Part man and part machine, the Mechanaut is both an object of awe and disgust. Like a human wrecking ball, your superiors call upon your unique attributes when they need something smashed into tiny pieces. Sometimes a big, blunderbuss-armed freak kicking in the front door of an enemy base can be a stealthy infiltrators best friend.

Recommended Edges: Mechanautic (N), Hard to Kill (N), Brawny (N)

Starting Kit: Piston-driven brass arm, plate steel chest guard and a basket helm

The Savateur: You are a master of the French art of kickboxing, known as *Savate*. You are a living weapon, capable of quickly and silently neutralizing your foes. The practice of *Savate* has spread beyond the borders of France and has become standard training for many spies and infiltrators.

Recommended Edges: First Strike (N), Fleet Footed (N), Sweep (N)

Starting Kit: Hard leather slippers, comfortable clothes

The Sniper: One shot, one kill is your motto. With a rifle in your hands there is none deadlier on the battlefield. You often operate alone, or in small teams, and are accustomed to spending long, boring stretches of time waiting in cover for your target to present itself. In your line of business, the most patient man always wins.

Recommended Edges: Trademark Weapon (N), Alertness (N), Steady Hands (N)

Starting Kit: Scoped rifle, water-resistant oil cloak, a sack lunch

The Soldier: Low-born and tough, you are a rank and file soldier enlisted in your country's infantry. You've seen the worst that the battlefield has to offer: the mud, the blood, the fog of war and bad officers. You've got a reputation as someone who keeps a cool head when things get dangerous.

Recommended Edges: Nerves of Steel (N), Danger Sense (N), Brawny (N)

Starting Kit: A faded uniform, a government-issue musket, a bayonet

The Spy: State secrets can be just as lethal as any weapon when placed in the right hands. You are a master of intrigue and disguise. You can flawlessly speak several languages with just the right provincial accent for the occasion. Whether you sell the information you collect to governments or to the highest bidder, skills such as yours are always in demand.

Recommended Edges: Charismatic (N), Attractive (N), Thief (N)

Starting Kit: Bag of disguises, invisible ink, cipher ring, concealed pistol



Power Groups:

This section details the major political groups at work in Europe during this alternate-timeline version of 1806. The groups are listed in order of their power and prominence.

FRANCE:

The French Empire is the most powerful government in the world at this time. The Emperor Napoleon Bonaparte is the world's most famous and successful military general. His victories by this time cannot be easily counted. He has toppled monarchies and permanently altered the political landscape of continental Europe. Napoleon crowned himself Emperor of France in 1804 and also wears the Iron Crown of Lombardy, signaling his rulership of Italy.

The French *Grande Armée* is the largest, most powerful and best equipped in the world. They have more cannon than any other nation and a logistical acumen that is second to none. Their mastery of supply and provision keeps their fighting men fit and fierce no matter where they may be. Napoleon's troops are incredibly well drilled; they mass their fire better than any other army and can endure long forced marches without losing efficiency. Napoleon has made good use of the new Phlogiston technology by supplementing his artillery with entire companies of Aether cannons.

Napoleon's *L'academie du Savate*, located in Paris, is a sprawling marble palace that produces the world's best spies, agents provocateur, saboteurs and savateurs.

Seeing the advantages of aerial combat quicker than most, Napoleon has insured that France maintains a firm lead in air warfare with his *Corps Aéronautique*. This force of steam-powered dirigible airships is a scourge feared by all of Napoleon's rivals. It is the Emperor's only reliable way of attacking England across the Channel; regular aerial bombing runs serve to keep the British tucked in their blast shelters.

The French have recently developed some kind of new Superweapon based on Phlogiston technology. Little is known about it, but the intelligence agencies of the other European powers all believe it is some sort of bomb with enough power to level an entire city. All are actively deploying agents in a mad bid to either neutralize or steal this technology before it can be used against them.

ENGLAND:

The primary rival of Napoleon's Empire is the British Crown. The ruling monarch in England is King George the Third.

England is the birthplace of Mechanautic technology and the peerless skill of English Engineers gives them just enough of an edge over the French to counterbalance their numeric disadvantages on the battlefield. Where Napoleon's excellence lies in management, training, organization and logistics, the British excel at daring innovation. The English Inventor James Watt created Steam Engine technology which has become the cornerstone of Mechanautic and Phlogiston science.

England can lay claim to some of the greatest military leaders in all of Europe. Admiral Horatio Nelson has heroically battled against Napoleon's forces at sea, delivering repeated bloody noses to the Lion of France and proving time and again England's naval superiority. Admiral Nelson's life was spared at the Battle of Trafalgar by emergency Mechanautic surgery. He is now as much a machine as a man, but is still every inch a legendary hero. On land, no one is more fierce and dread than Field Marshal Arthur Wellesley, the Duke of Wellington, who constantly implores the King to fund new expeditions against Napoleon's forces in the Iberian Peninsula.

Though England is strong on land and sea, their Royal Flying Corp is barely capable of repelling Napoleon's frequent bombing excursions. London bears the scars of this ongoing War in the Sky. British citizens are well used to the sound of air raid bells and are so accustomed to taking shelter during bombing attacks



that they have developed a second London under the streets of the Old City. Here commerce and daily life continues unabated while French bombs scorch the familiar landmarks of London town.

PRUSSIA:

The proud warriors of Prussia have lost more to Napoleon's predations than just about anyone else. There has been a long war of attrition with the superior French Army but that hasn't dampened the German hunger for battle one jot. At the time of this setting the historic Battle of Jena-Auerstedt has yet to be fought but the Prussian army is bracing to receive a French invasion force that everyone is expecting to arrive any day.

Prussians are incredibly proud and look back with great fondness upon the reign of Frederick the Great, the Philosopher Soldier who was King in Prussia prior to the Napoleonic Wars. His son, Frederick William III, embattled though he is by Napoleon's armies, is doing his level best to preserve the Prussian state and prepare for a time when he can reclaim the lands lost to the Empire.

The mindset of the Prussian soldier is that of the total warrior. Prussians think in strategic terms; a loss today can still put you in position for a victory tomorrow. A high premium is placed upon excellence in battle. Every Prussian warrior strives to be the best horseman, best shot and best sword he can possibly be. There is nothing that the Prussian soldiers hold dearer than their honor. An honorable duel against an adversary is viewed as an almost sacred thing. To offend or besmirch the honor of a decorated Prussian warrior is to invite a swift confrontation.

RUSSIA:

Though not one of the major powers at this point in history, the Russian Empire is still a political force in Eastern Europe. From the frozen hinterlands of Moscow, Tsar Alexander I aggressively works to preserve Russia's borders and to impose its dominance over the neighboring nations of Poland, Finland, and Lithuania. Alexander fancies himself to be something of a liberal and is trying to introduce Western European ideas in the Russian court. This has led many to brand him as a *Jacobin* (the infamous group of political liberals that helped to drive the bloody French Revolution). He laments the "barbarism" that has taken hold of his country for too many generations.

Russia is trying to maintain some semblance of neutrality at this time. A recent defeat in the Battle of Austerlitz has cast a pall over French-Russian relations. Alexander is actively searching for a diplomatic means to buy time for his country so that his beleaguered army can heal its wounds.

It is said the Tsar Alexander harbors an active interest in all things occult.

AUSTRIA:

For many hundreds of years, Austria had been the seat of the Holy Roman Empire, preserving some small flicker of the light that had been the glory of Rome through the Dark Ages. Napoleon put an end to that in the Battle of Austerlitz in 1805. With Emperor Francis the Second giving up his mantle as Holy Roman Emperor, Austria consigned itself to become a minor player in the events sweeping across Europe. Napoleon would call his victory over the Austrian-Russian coalition at Austerlitz his "finest" victory. Now calling itself the "Austrian Empire", Emperor Franz bides his time, working in the wings to help bring about Napoleon's downfall however he can.

The Austrian Emperor has strong royalist sympathies. The powerful and influential House of Habsburg, based out of Vienna, is not only tied deeply to the Austrian ruling family but is also tied by blood and marriage to virtually every other aristocratic power in Europe. This gives the Habsburgs unparalleled access to high level state information. Their network of "Gentleman Spies" is well known and respected.

If someone needs something done through “back channels”, an Austrian agent might be just the sort who can help them get it done.

With its army in tatters, Austria has turned its focus to fighting a war of intrigue against France and is hoping to rebuild its military in secret so that it can rejoin a coalition effort to overthrow Napoleon.

THE JACOBINS:

This group which was originally responsible for causing *The Terror* during the French Revolution is still at work in the shadowy background of European politics. Though the group was originally founded in France it has since spread to virtually every other European nation, opening cells in all major cities. The Jacobins are still dedicated to defending the rights of the lower classes and overthrowing monarchies – by blood and fire if necessary. They have become feared terrorists in the eyes of European aristocrats and noble liberators in the hearts and minds of the peasantry. The term *sans-culottes* applies to all Jacobin sympathizers; it refers to the low-brow “long pants” that working class people wear as opposed to the knee-length *culottes* favored by the powdered wig set.

Edges, Skills & Hindrances:

Edges

The *Noble* edge in the standard *Savage Worlds* rules is replaced by the *Aristocrat* edge described below.

Arcane Background: Weird Science (Background Edge):

You have a deep understanding of Steam Engine technology, Phlogiston theory and metal fabrication. Using a combination of these talents, you are able to produce devices that can generate extraordinary, super-scientific effects.

Characters who take this edge get 10 Power Points and 2 Powers. The *Gadgeteering* skill is used to determine the success or failure of Weird Science powers.

For detailed descriptions of different Weird Science powers, see Appendix A below.

Graft Specialist (Prerequisite: Veteran Rank; d12 Healing skill)

Your character has learned the art of Mechanautic Surgery. Given sufficient time and resources you can graft Mechanautic augmentations on to a pliant subject. See "Gameplay" below for detailed rules on Mechanautic surgery.

Mechanautic (Background Edge):

You have mechanautic prosthetics grafted on to your body. The common view of mechanautics is that it is an abomination of God's creation; anyone sporting mechanautic enhancements will be viewed with fear and disdain by polite society. You suffer a permanent -2 *Charisma* penalty for each mechanautic enhancement you have installed. See the "Gameplay" section below for more rules governing the use of Mechanautics.

Because you have taken this edge as part of your character's background, you gain 1 Mechanautic Enhancement free of charge (see "Gear" below). All future Mechanautic augmentations will cost money.

Military Commission

You are a commissioned officer in one of the European militaries, holding the rank of Lieutenant. With rank comes status; as you climb the military hierarchy new doors become open to you. Each time you take this edge increase your military rank by one step. The ranks of Private, Corporal and Sergeant are non-commissioned; they are granted to the rank and file troops who lack the money and connections for higher military office.



Rank	British	French	German	Benefit
1	Lieutenant	Lieutenant	Leutnant	+1 <i>Charisma</i> ; +1 <i>Reputation</i> ; Saber
2	Captain	Capitaine	Hauptmann	+1 <i>Reputation</i> ; Horse & Pistol
3	Major	Chef de Bataillon	Major	+1 <i>Reputation</i> ; Retainer & Tent
4	Colonel	Colonel	Oberst	+1 <i>Reputation</i> ; 1d4 Bodyguards/Staffers
5	General	General	General	+1 <i>Reputation</i> ; <i>Aristocrat</i> rank

The benefits accrued with each rank are cumulative. In general, any officer of higher rank can command lower rank officers to perform duties for them. Sometimes a *Charisma* check may be required for requests that seem out of line or bizarre.

Each rank typically has sub-ranks associated with it (2nd Lieutenants, Lieutenant Colonels, etc.) so it is possible to be outranked by officers that ostensibly hold the same rank as you. This is especially true at the rank of General where you can have Lieutenant, Brigadier, Major and Full Generals all reporting to the Field Marshal.

The rank of Field Marshal is the absolute highest rank one can achieve in the military, but for purposes of this setting the Field Marshal ranks are already spoken for.

Aristocrat

Characters with the *Aristocrat* edge are members of the nobility. Each time this edge is taken, the character gains one more aristocratic rank. Characters can take this edge as many times as they like during character creation but can only take it once per tier thereafter (i.e. once at Novice, once at Seasoned, etc.)

Though the aristocracy in France has lost much of its political power in the aftermath of the Revolution, Emperor Napoleon has established his own structure of nobility with himself at the head.

Rank	British	Germanic	French	Benefit
1	Knight	Ritter	Chevalier	Title; +2 <i>Reputation</i>
2	Baronet	Edler	Seigneur	Courtier; +2 <i>Reputation</i>
3	Baron	Baron	Baron	Hereditary Title; 20 square miles of land; +2 <i>Reputation</i>
4	Viscount	Vizegraf	Vicomte	60 square miles of land; +2 <i>Reputation</i>
5	Earl	Graf	Count	100 square miles of land; Royal Courtier; +2 <i>Reputation</i>

Knights have little more than their title to boast of. The style of 'Sir' or 'Dame' is not hereditary and the Knight holds no lands, but they can partake of the fringe benefits of aristocratic society. They get invited to all of the right social occasions and can rub elbows with a higher class of nobles.

Baronets are usually the children of landed gentry. They enjoy a bit more prestige than a Knight but do not generally hold any lands of their own, apart from those entrusted to them by their relatives. Baronets are accustomed to the niceties of courtly life and can readily obtain invitations to meet with most non-royal nobles.

Barons are landowners. The title of Baron is hereditary and carries with it a land grant of at least 20 square miles to be held by the Baron's family in perpetuity. This parcel of land comes equipped with a manor house and servants. At the Game Master's discretion, the Baron may draw an annual stipend from the labor of his tenants.



A Viscount holds more land than a Baron and is usually related to or is a vassal of a more powerful Earl or Count.

Earls are very powerful noblemen who can petition the ear of the King. They hold broad tracts of land and draw a considerable income from their tenants.

Ranks above Earl (such as Duke and Prince) are certainly possible to achieve but would require a special in-game reason to justify.

Skills

Language is a very important consideration in this setting. It is not enough to simply be able to speak the local tongue, but to speak it with the proper accent so that you don't appear to be an ill-bred bumpkin. All characters begin play with the ability to speak their native tongue in an accent that befits their social status (i.e. a poor British agent may have a thick East Ender accent whereas a well-mannered baronet would speak in posh, imperious tones). Characters can learn 1 additional language for every level of *Smarts* they possess above a d4. Each language costs 2 skill points to speak and 2 skill points to read and write.

Example: Guillaume has a d10 *Smarts*. In addition to his native French (spoken with a rustic country accent) he can learn up to 3 other languages. He spends 4 skill points to be fully literate in English (reading, writing and speaking); 2 skill points to speak German; and 2 skill points to read Latin (for some bizarre reason)

A character can make a *Charisma* check to attempt to carry themselves off as someone of higher or lower social status.

Gadgeteering is a skill required by "Weird Scientists" to use their powers.

Hindrances

Low Born (Minor/Major)

You are the product of common parents. Refined society looks down its nose at you. Nothing you do can fully cover up what you are: your accent and manner of dress always seem to betray your low born nature. The minor version of this hindrance means you were born into a family of tradesmen; you begin play with a -1 *Charisma* penalty and only £3.00 of cash. The major version of this hindrance means you were born as a serf or peasant; you suffer a -2 *Charisma* penalty and begin play with £1.00 of cash.

Gear:

There are three primary currencies in this setting: The French Franc, British Pound and Prussian Mark. For the sake of simplicity assume all currency types to have equivalent value but keep in mind that in some countries your money may be no good. For example, trying to buy a baguette in Paris with a few British pennies will probably attract the wrong sort of attention very quickly. "God save the who?" indeed!

All characters begin play with 5 bank notes in the currency of their choice.

Mechanautics:

Mechanautics are artificial parts that can be grafted on to the human body. See "Gameplay" below for detailed rules pertaining to Mechanautic enhancements.



Mechanautic Enhancement List

Enhancement Name	Loc.	Cost	Effect
Nightlamp Eyes	Head	£6.00	Eyes replaced; can see in dark
Telescopic Eyes	Head	£6.00	Eyes replaced; +1 on all <i>Shooting</i> rolls and <i>Notice</i> checks
Aqualung	Head	£4.00	Can breathe underwater
Steam Powered Arm	Arm	£10.00	+2 to all <i>Strength</i> rolls; arm replaced
Sword Arm	Arm	£5.00	STR +d6 damage sword arm; arm replaced; +1 Parry
Hidden Blade	Arm	£3.50	STR +d4 damage dagger arm; concealed weapon
Saw Arm	Arm	£8.00	2d6+4 damage; risk of jamming; arm replaced
Blunderbuss Arm	Arm	£8.00	Can fire Blunderbuss shot; arm replaced
Steam Powered Leg	Leg	£7.00	+2 Pace; leg replaced; +d6 jumping
Propeller Leg	Leg	£7.00	Doubled Swim pace; leg replaced; -1 <i>Pace</i> on land
Cannon Leg	Leg	£10.00	Leg can be loaded and shot like a cannon; leg replaced
Rocket Leg	Leg	£9.00	Fly for 3 rounds; leg replaced; 2 action reload
Wagon-taur	Legs	£10.00	Hindquarters replaced by a steam-powered wagon; both legs replaced
Armor Grafting	Torso	£6.00	Armor +3; metal plates grafted to body
Shielded Vitals	Torso	£10.00	Any time you would be Shaken, make a <i>Vigor</i> check to resist the effect
Redundant Life Support	Torso	£5.00	Ignore 1 injury or mortal wound of your choice
Vengeance Device	Torso	£3.00	When you die, you explode for 5d6 damage in a Large Blast Template area

Aqualung: Artificial gills are implanted in the Mechanaut's neck which allow them to breathe water as easily as air.

Armor Grafting: Metal plates are woven into the Mechanaut's chest, abdomen and back, giving them a +3 bonus to armor.

Blunderbuss Arm: One of the Mechanaut's forearms is replaced by a fully functioning blunderbuss. This weapon can be fired just like an ordinary blunderbuss except it can be reloaded in half the time.

Cannon Leg: The leg is replaced by a fully functioning cannon barrel, reducing the Mechanaut's pace by -2. The Mechanaut's leg can be loaded and shot just like a cannon when they are lying down. The cannon has a range of 50/100/200 and takes a full round to load. Cannon damage is 3d6+1 with a Armor Pierce rating of 4.

Hidden Blade: A switchblade is embedded in the outer portion of the Mechanaut's forearm. The metal sheath runs along the bones and is invisible to all but the closest inspection. When the Mechanaut flexes certain muscle groups, a dagger blade snaps out from the hidden sheath. The dagger inflicts STR+d4 damage. Even though this augmentation isn't readily visible, it still carries the regular *Charisma* penalty.

Nightlamp Eyes: The Mechanaut's eyes are replaced shuttered lenses that impart basic vision under both normal light conditions and absolute darkness.

Propeller Leg: One of the Mechanaut's legs is replaced entirely by an articulated propeller shaft. The leg is awkward to use on dry land and reduces the Mechanaut's walking pace by -1. However in water the propeller doubles the Mechanaut's *Swimming* pace.

Redundant Life Support: The Mechanaut's vital organs are hooked up to an internal engine that is designed to kick into gear when the body experiences major organ failure. This can be used one time to



ignore any injury or mortal wound of the Mechanaut's choice. Once used, this augmentation needs to be reinstalled to work a second time. Subsequent installations do not carry an additional *Charisma* cost.

Rocket Leg: One leg is entirely replaced by an artificial leg that has a rocket booster secreted in the calf and heel. When the Mechanaut wishes, they can ignite this booster and fly at double their normal pace for 3 rounds. The leg needs to be reloaded with fuel between flights.

Saw Arm: One forearm is replaced with a circular saw-blade. The Mechanaut loses the function of one hand. If the player rolls a Natural 1 on both their Fighting and Wild Card die, their saw blade kicks off its target and strikes the Mechanaut instead.

Shielded Vitals: The Mechanaut's vital organs are protected by a special internal housing. Any time the Mechanaut would be *Shaken* by damage, they gain a free soak roll without spending any Bennies. This enhancement stacks with the "taking it on the plating" maneuver (see Gameplay).

Steam Powered Arm: One arm is replaced entirely by a piston driven steam powered arm. This arm includes a fully articulated hand. The Mechanaut gains a +2 bonus to all *Strength* checks and a +2 to melee damage from this arm

Steam Powered Leg: One leg is replaced entirely by a piston driven steam powered leg. The Mechanaut's *Pace* is increase by +2 and they can add an extra d6 to any *Leaping* rolls.

Sword Arm: One forearm is replaced with a 3' sword blade. The Mechanaut loses the function of one hand but gains a +1 to their *Parry* score.

Telescopic Eyes: The Mechanaut's eyes are replaced by zoom lenses that can extend to render distant objects in fine detail. This can be stacked with *Nightlamp Eyes*.

Vengeance Device: The Mechanaut has a bomb implanted in their chest cavity that is wired to explode when their heart stops. The explosion inflicts 5d6 points of damage over a Large Blast Template area.

Wagon-taur: Both legs are surgically removed and replaced with a four-wheeled wagon bed. A steam engine provides locomotive force. The Mechanaut's Torso is installed at the head of the wagon where it is hooked up to the drive train. The Mechanaut can move at a *Pace* of 8 and a *Sprint* of d10 even while carrying very heavy loads. The wagon bed is about 5'x5' in size. This enhancement counts as two augmentations.

Weapons List

Weapon Name	Cost	Effect
Dagger	£0.25	STR+d4 Damage
Saber	£1.00	STR+d6 Damage
Assassin's Friend	£1.00	3/6/9 Range; 2d4+1 Damage; 2 actions to reload
Flintlock Pistol	£1.50	5/10/20 Range; 2d6+1 Damage; 2 actions to reload
Musket	£2.50	10/20/40 Range; 2d8 Damage; 2 actions to reload
Long Rifle	£3.00	15/30/60 Range; 2d8 Damage; AP: 2; 2 action reload
Grenade	£0.75	Range: <i>Throwing</i> ; 3d6 Damage; Medium Blast Template
Peppermill	£3.00	5/10/20 Range; 1d6 Damage (x6 shots); 4 action reload
Blunderbuss	£3.00	10/20/40 Range; 1d6-3d6 Damage; 2 actions to reload
Dragon Carbine	£2.50	5/10/20 Range; 2d8 Damage; 2 actions to reload
Cannon	Military	50/100/200 Range; 3d6+1 Damage; AP: 4; 2 actions to



		reload
Phlogistonator	£20.00	30/60/120 Range; 3d6 Damage; 24 Shots; Snapfire; Backfire
Aether Cannon	Military	100/200/400 Range; 6d6 Damage; AP: 8; 4 action reload

Dagger: A simple, double edged and hilted short blade.

Saber: Single edged curved blade favored by cavalry soldiers.

Assassin's Friend: This very small pistol is easy to conceal and fires a weakly powered, low caliber shot that will scarcely break the skin unless it is aimed at someone's vulnerable parts. In the hands of an amateur this weapon is a nuisance; in the hands of a trained killer who has the drop, this gun can be lethal.

Flintlock Pistol: Your typical single-shot ball and powder pistol.

Musket: Your typical single-shot ball and powder long arm.

Long Rifle: This long arm has a scope and a rifled barrel to provide greater accuracy for longer distance shots. It is primarily a sniper's weapon and is unwieldy in close combat situations.

Grenade: A metal ball filled with black powder and lit by a wick. Only crazy people carry these things around.

Peppermill: A peppermill is a pistol-sized weapon that actually has six separate barrels welded together. Each barrel is loaded separately and can either be fired one at a time or all at once.

Blunderbuss: Precursor of the shotgun, this stocky gun has a bell shaped aperture at the end of its barrel and can fire a handful of musket balls in a spread pattern. This weapon is very lethal at short range but is highly inaccurate over distance. The blunderbuss is popular with marines as a close-quarters brawling gun.

Dragon Carbine: A Dragon Carbine is a cavalry gun specifically designed for use by mounted Dragoons. It has a short stock and barrel which makes it easy to maneuver and aim in the saddle, but packs the same punch as a longer gun, albeit at shorter effective range.

Phlogistonator: A Phlogistonator is a hand-held weapon that can fire a beam of pure Phlogiston energy at a target, causing it to burst into flames. These are cumbersome devices requiring two-hands to use and special components to reload. The risk of backfire is ever present with a Phlogistonator; many Engineers have lost their lives when their Resonance Chambers overloaded causing their Phlogistonators to blow up in their hands.

Any time the user of a Phlogistonator rolls a natural 1 both on their *Shooting* die and their *Wild Card* die a backfire results. This causes the weapon to discharge its damage on the wielder.

Aether Cannon: An Aether Cannon uses Phlogiston technology to fire massive bolts of green energy at a target. These cannons take twice as long to recharge as conventional cannons do to load (4 rounds) but can lay down some withering damage.

Vehicles List

Vehicle Name	Cost	Effect
Horse	£3.00	Pace: 10; Toughness: 8



Steam Wagon	£10.00	Acceleration: 5; Top Speed: 16; Toughness: 8 (6)
Airship	£1500.00	Acceleration: 20; Top Speed: 48; Toughness: 12 (10)
Sailing Ship	£1500.00	Acceleration: 2; Top Speed: 8; Toughness: 19 (15)

Miscellaneous Equipment List

Enhancement Name	Cost	Effect
Wrist Sheath	£0.75	Can conceal a dagger or Assassin's Friend
Looking Glass	£1.50	Telescope enables clear vision at 4x normal distance
Cipher Ring	£0.50	Can create and decode encrypted messages
Vial of Poison	£1-5	See Below; 3 doses
Lockpicks	£2.00	Attempting to pick a lock without tools incurs a -2 penalty
Grappling Hook	£1.00	
Torch	£1.00	Phlogiston powered light source
Imager	£3.00	A steampunk camera
Vial of Acid	£0.50	Used for etching and melting intricate mechanisms. Inflicts 2d8 damage.

Poisons:

Arguably the most potent arrow in the Assassin's quiver, poison has been used for millennia to remove pests of both the verminous and political persuasion. Common poisons are relatively cheap and easy to get (costing £1-2 per vial). Rarer poisons may cost £5 or more and could be difficult to source.

1. Wolfsbane

Delivery Method: Ingestion, Contact

Onset Time: 1-4 hours

Vigor Modifier: 0

Availability: Rare

Effect: Death

Description: Also known as Monkshood or Aconite, Wolfsbane is a potent alkaloid that is poisonous to the touch. Wolfsbane comes in a white powder form that dissolves completely in alcohol, making it simple to administer in a glass of wine or ale. This poison causes topical numbness followed by a warming sensation that quickly escalates to painful burning.

2. Antimony

Delivery Method: Ingestion

Onset Time: Minutes

Vigor Modifier: 0

Availability: Common

Effect: Emetic

Description: The Romans used Antimony as a purgative to facilitate their days long eating and drinking binges. When ingested, it causes sudden and severe vomiting. In normal doses this poison is not deadly but when administered over a sustained period of time it can be lethal. The symptoms of Antimony poisoning are indistinguishable from a range of common stomach ailments, making it difficult to diagnose.

3. Arsenic

Delivery Method: Ingestion

Onset Time: 12 hours

Vigor Modifier: -2

Availability: Common

Effect: Death



Description: The "King of Poisons", Arsenic has a long and sordid history as a remover of inconvenient people. What makes Arsenic special is the fact that it is truly flavorless, making it ideal for hiding in a target's food or drink. Couple this with a relatively slow onset time and symptoms that resemble Cholera or Dysentery and you have a poison that takes care of business discreetly after the assassin is long gone. Arsenic is readily available as a pesticide.

4. *Cyanide*

Delivery Method: Ingestion

Onset Time: 5 minutes

Vigor Modifier: -4

Availability: Rare

Effect: Death

Description: Highly toxic, Cyanide is the poison of choice for those that absolutely, positively need someone dead. With a taste like bitter almonds, Cyanide is harvested from the pits and seeds of many common fruits. Cyanide is popular in the espionage world as a last ditch method for avoiding capture by ones enemies, when death is preferable to interrogation.

5. *Hemlock*

Delivery Method: Ingestion

Onset Time: 10 minutes

Vigor Modifier: -2

Availability: Uncommon

Effect: Paralytic

Description: Distilled from the plant of the same name, Hemlock is both a dangerous paralytic drug and, in the proper doses, a medical sedative. People affected by Hemlock feel a dullness in their limbs and a gradually spreading paralysis. A normal dose incapacitates in about 10 minutes; a double dose will kill in 2-3 hours. Hemlock poisoning is easily cured by the application of emetics and coffee.

6. *Nightshade*

Delivery Method: Ingestion

Onset Time: 30 minutes

Vigor Modifier: -2

Availability: Uncommon

Effect: Hallucinogen

Description: Also called Hyoscine, Nightshade is a vegetable drug that has long been popular with witches and shaman for its hallucinogenic properties. Normal doses will induce feelings of extreme euphoria, nausea and full visual/auditory hallucinations. In strong doses Nightshade can be used as a sort of truth serum, as it batters all inhibitions into nothing. It is possible to die from Nightshade overdose but this isn't common.

7. *Morphine*

Delivery Method: Ingestion, Injection, Inhalation

Onset Time: Minutes

Vigor Modifier: 0

Availability: Common

Effect: Analgesic

Description: Arguably the most popular drug in the world, Morphine is a powerful pain killer that can impart feelings of tremendous well-being. This substance, rendered from the essence of the Poppy, can be smoked, snorted and injected. It is highly addictive and habit forming. Morphine is very useful for knocking someone out when you don't need to kill them. Fatal overdoses are possible; any dose of 300 mg or more can cause respiratory failure. When someone is afflicted by morphine poisoning, their pupils become unreactive to light stimulus.



8. Strychnine

Delivery Method: Ingestion

Onset Time: Minutes

Vigor Modifier: -2

Availability: Rare

Effect: Death

Description: If you really, really don't like someone then Strychnine poisoning is simply the most painful and brutal way to take them out. About 100 mg of this substance will kill a normal sized target. Death is caused by violent muscle spasms driving the target into convulsions that eventually lead to death by suffocation. The victim remains alert and helpless throughout the entire process. Most assassins refuse to use this substance unless it is specifically mandated by a very insistent and wealthy customer.

Gameplay:

This section outlines some of the rules and themes unique to this setting:

Classism:

The divide between the upper and lower classes is very pronounced at this point in history. The player characters may be low born or noble but in general a very numerically inferior aristocratic class rules just about everything in Europe while a very large working class ekes out a subsistence living. Money is extremely powerful in this setting. So much wealth is concentrated in the top echelons of society that the value of a pound, franc or mark has become extremely inflated.

Money would be an incredibly powerful motivator for just about any sane person in this time. While player characters can have any reason they wish for doing what they do, the allure of money would probably factor significantly into their hazardous career choices.

Cash alone, however, does not insure that a player character can move and operate in the highest circles of aristocratic life. Blood is nearly as important as money in this time period. Low born individuals are looked down upon and are openly persecuted by the Entitled classes. With a word any aristocrat can have a commoner thrown in prison, often bypassing due process entirely. Cracking into the nobility can be a great challenge. Often this can only be done by marrying well, and a marriage to someone with dubious blood can only be achieved by the generous application of money and fame on the suitor's part. On rare occasions, someone who has rendered tremendous service to their government can be granted titles, lands and incomes. Great valor in battle is typically the surest way to win ennoblement through service.

Even amongst aristocrats there is a very specific pecking order that is determined by the dictates of fashion and taste. Merely being noble isn't enough, you need to also look the part, sound the part and play the part. A boorish or crude noble, no matter how kingly their blood, can quickly find themselves on the outside of "salon culture". Those who pay great attention to the latest trends can find themselves befriending a greater class of noble than their status would normally permit.

See "Reputation" below for more information on how class can affect gameplay.

Espionage Campaigns:

A major component of the flavor of this setting is espionage and intrigue. Most adventures should take place slightly "off stage" occurring around major events in European history but not directly taking part in them. This setting isn't intended for historical recreationism; rather it is to explore "what might have been" in an alternate reality version of Napoleonic Europe. Players will enjoy the most freedom and the most open game play experience by lurking in the shadows of history and causing certain dominos to fall at opportune moments. The Game Master should try to foster this by creating scenarios that give the



players many options for travel, out of the box problem solving and independent action without slavishly tying the players to a particular historical timeline.

Adventuring sessions should be "mission based". The players receive some kind of assignment or contract from agents representing the major European powers and are given a timetable and some limited resources to see it through. How well the players carry out their missions will determine how richly they are compensated in the future. As they become known, the players may be presented with opportunities to turn their coat, or may find themselves the targets of direct attacks.

Encourage your players to come up with a group identity for their band of agents. In this world there are many such teams of discreet operators lurking in the shadows of Kings and Emperors. The players can be affiliated with one of the major powers of Europe or can be a mercenary group that works on a contract basis. Bear in mind, mercenaries are not always viewed in the best light; while the pay may be good, governments will regard them only a touch more warmly than common thugs. Agents who work in the service of King and Country can expect to earn a higher *Reputation*, which should compensate them for getting paid only slightly better than a public servant.

The player's group should have a "Handler" who brokers most of their missions for them. This non-player character is both a useful device for the Game Master, who can leverage the Handler as a source of missions and plot continuity, and an opportunity for the GM to introduce a colorful, morally ambiguous figure with secret motives that will keep the players guessing.

See the "Mission Generator" below for some quick mission ideas.

Mass Battles:

It is not inconceivable that the players may find themselves embroiled in a clash between armies at some point in their travels. Players may elect to take an active or passive role in a military conflict, influencing the outcome by their direct contributions in combat or by bolstering morale through indirect support.

Consult the *Savage Worlds* rulebook for comprehensive Mass Battle rules.

Mechanautics:

Characters who possess the *Mechanautic* background edge or who are fabulously wealthy are eligible to receive Mechanautic augmentations. These surgeries are incredibly expensive (see "Gear" for more details on cost) and painful but a true Mechanaut has learned to handle this.

A Mechanaut can have as many Torso augmentations as they like, but can only have one augmentation per limb. For each augmentation, the Mechanaut suffers a cumulative -2 to their *Charisma* score. This penalty reflects both their unnatural appearance and their gradual slide away from humanity. Multiple Torso augmentations do not incur additional *Charisma* penalties; only the first Torso augmentation counts.

If a character manages to have their Torso and all five limbs augmented (both arms, both legs and head) they essentially become a robot. They still possess their human mind (and can continue to be played as a character) but have become so divorced from their humanity that they no longer recognize the sanctity of biological life (and should be role-played accordingly). Fully augmented Mechanauts gain *Construct* traits: +2 to recover from being *Shaken*, never suffer penalties from Wound modifiers, immune to poison and disease and immune to extra damage from called shots. A full augment Mechanaut cannot be killed in the conventional sense. If the Mechanaut sustains mortal damage it becomes inert until a skilled Mechanautic surgeon can resuscitate them. Disintegration, smelting and surgery can permanently destroy a full augment Mechanaut.



There are very few surgeons in the world who possess the knowledge and the resources to surgically graft Mechanautic components. Generally, only high ranking military doctors fit this profile, but there are a few surgeons known as "Tinkers" that will graft Mechanautics for a fee. These Tinkers usually operate out of barely legal clinics under the auspices of some criminal authority. A Mechanaut who is affiliated with the military can receive permission to purchase additional upgrades if their commanding officer is able to justify the procedure. In short, a character needs to have a good "in game" reason to buy additional Mechanautics; they cannot simply walk down to the corner store and pick up new augmentations.

Mechanautic surgery is extremely invasive and has a long recovery time. Expect each augmentation to have a one month recovery and rehabilitation time. Allow the character to make a single *Vigor* check to reduce the duration of their recovery. For each success and raise, the recovery time is reduced by 1 week. In the interest of simplicity, assume that Mechanautic surgery always succeeds. If you wish to add an element of chance to the procedure, have the surgeon make a *Healing* check to determine the outcome of the surgery. Failure doubles the recovery time.

In certain dire cases, Mechanautic surgery can be used to save a character from death. If a mortally wounded character is taken directly to a Mechanautic surgical suite immediately after battle they can be spared if their wounded limb is replaced by a Mechanautic limb.

If a character wishes to learn how to become a Mechanautic Surgeon they must take the *Graft Specialist* edge. This advanced edge requires the character to have expert medical skills and only imparts the knowledge to perform Mechanautic surgery -- it does not endow the character with the materials and surgical tools to do the work. For this they must still have the backing of an influential patron (a government agency or independently wealthy benefactor).

In addition to imparting people with superhuman abilities, mechanautic enhancements also make the Mechanaut physically tough. Any time a Mechanaut would be Shaken or Wounded in combat they can try to "take it on the plating" by using their artificial limbs as shields. This maneuver works just like a soak roll except the Mechanaut must make an *Agility* check instead of a *Vigor* check to try and soak the damage and it doesn't cost a Benny. For each additional augmentation beyond the first, the Mechanaut gains a +1 bonus to their soak roll. Multiple Torso augmentations do not impart additional bonuses; only the first augmentation counts. The Mechanaut cannot attempt this maneuver if they are flat-footed (i.e. if their opponent has The Drop on them) and must already have taken a *Full Defense* action in preparation. A Mechanaut cannot avoid called shots in this manner.

A successful called shot against a Mechanaut's limb will cause any enhancements in that region to become unusable until *Repaired*. Called shots do not affect Torso enhancements. A limb can only be destroyed permanently via surgical removal.

Mission Generator:

If your session has hit a lull and you need to quickly generate a new plot thread, you can use this simple mission generator to come up with a premise on the fly. Simply draw three cards from a deck of regular playing cards and consult the table below. Keep or lose whatever results you wish.

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Deliver sealed documents	At a brothel, inn or tavern	Caught between warring armies
3	Capture an enemy spy	At a military camp	While disguised as enemies
4	Plant or defuse a bomb	In a prison or fortress	Stricken by plague/famine
5	Hunt down a turncoat	At an enemy city	While avoiding local bandits
6	Spread disinformation	At a friendly city	Pursued by assassins
7	Recon enemy movements	At sea	Guarded by Mechanauts
8	Sabotage supply lines	At a neutral city	Targeted by Jacobins



9	Steal money	In transit between destinations	Stolen/Kidnapped by Other Agents
10	Rendezvous with agents	In a neighboring country	Under Siege
J	Deliver a large shipment	At a secret guild house	Without being detected
Q	Escort a V.I.P.	On an airship/submersible	Without killing anyone
K	Infiltrate an organization	At a noble's estate	Without using guns
A	Assassinate a V.I.P.	In a faraway country	Caught in a military coup
Joker	Steal a Phlogiston device	At a Royal Palace	Opposed by a Super Spy

Reputation:

Reputation is as important as life and death. With reputation comes money, opportunity and power. All characters begin play with a Reputation rating of zero, meaning nobody has ever heard about them one way or the other. Reputation is gained or lost by conducting good or bad deeds. Characters with a positive reputation are considered to be "Famous"; characters with a negative reputation are "Infamous". If your reputation is greater than someone else's, their default attitude toward you will be positive without the need for a *Charisma* check. Clever players can parlay this into favors and access to the higher strata of society.

A positive reputation score can be used to influence law-abiding people, most aristocrats and government figures. A negative reputation score can be used to influence criminals, anarchists, renegades and turncoats. People from opposite ends of the spectrum have no pull over one another; a sainted nun couldn't get the time of day from a Vienna cut-purse without offering something besides her divine charm.

In this setting, Reputation is hard to win and hard to lose. You don't go from being a Hero to a Goat in the span of a couple gaming sessions. Your Reputation does not erode over time in this campaign setting; only actions can cause it to increase or decrease.

Here is a rundown of some actions that raise and lower reputation. Try to award only 1 to 2 reputation points per gaming session and then only if it is really warranted by valorous player actions.

Good Reputation

+1	Successfully accomplishing an important mission for your government
+1	Visibly defeating a Champion of an enemy government
+1	Going out of your way to save 100 or more people from death and destruction
+1	Saving the life of a respected citizen (i.e. Governor, Mayor, Ranking Officer, etc.)
+2	Single-handedly capturing an enemy stronghold and placing your country's flag on the tower

Bad Reputation

-1	Publically fouling up an important mission for your government
-1	Guilt by association in the commission of a crime against the upper classes
-1	Treating honorable prisoners with bloodthirsty ruthlessness
-2	Participating in a bloody massacre where innocents get caught in the crossfire
-2	Getting caught double-crossing your government and working for the other side

There are many intangible benefits to Fame and Infamy. Use the table below to describe the different levels of fame that a character can achieve:

Reputation Level	Reputation Description	Benefits
+10	Saint of the Crown/Republic	Your government is carving a statue of you right now -- your third. People literally throw themselves at your feet. You could marry into High Society and keep the Marchioness as your secret lover.



+9	Hero of the Crown/Republic	You are one of your country's finest. They have you up on their recruiting posters. You could probably marry into High Society.
+8	Keeper of the Peace	You are readily identified with the leadership of your government. People look up to you as a sort of paragon.
+7	Patriot	When one thinks of the definition of a true patriot, they think of you. The scars you've earned in the service of your country have become fashion statements. Gentlewomen quietly pine after you.
+6	Celebrity	You are something of a star. People from all around want to know more about you. Requests for interviews and private meetings pour in.
+5	Deputy	You could be some important government official's right hand man, or a valet for Man of Consequence. You have a reputation for "knowing people".
+4	Honorable Gentleman	Your reputation precedes you. Society people have heard of you and your exploits. Your betters might trouble you for an old war story or two.
+3	Gentleman	You play the game well and are able to mix with Society types without causing too much of a stir.
+2	Genteel	You get polite nods from the good folk you pass on the street.
+1	Nice Guy	You seem like a decent sort. No real benefit.
0	Neutral	Nobody knows or remembers you. No benefit.
-1	Surly	You have a demeanor that tells others to leave you alone. No real benefit or penalty.
-2	Rough Customer	People think you might be dangerous and are wary around you.
-3	Scoundrel	You are openly crooked. People whisper lurid stories about your drinking, whoring and unseemly carrying-on
-4	Rapscallion	You take being a Scoundrel as a badge of pride. You openly provoke members of polite society with your coarse barbs and thuggish personality.
-5	Road Agent	Committing crimes is your favorite hobby. You see the civilized world as nothing more than a bank account that you can withdraw from freely.
-6	Anarchist	You wear your anti-establishment sentiments on your blood-stained sleeve. For you, disobeying law and order is a kind of artistic statement.
-7	Dread	You just have to look at someone funny to set them quaking in their boots. Everyone assumes you want to kill them.
-8	King/Queen of the Vagabonds	You could lead your own gang if you don't already. Other malcontents want to join up with you and take over a small country. People tell very tall tales about your nefarious exploits.
-9	Nihilist	You simply don't care about other people. Murder is a tool. Your government might still use you as an occasional hatchet-man, but they don't like to admit that they know you.
-10	Faithless Swine	You are so utterly despicable that no government wants to claim you and even anarchists look at you askance. You'd be better off living in the wilderness at this point.

Monsters:

The only monsters in this setting are the sort that march under foreign flags.

Assassins:



Trained in disguise, stealth and intrusion techniques, every government in the world employs Assassins as political weapons. These highly skilled agents are deadly combatants.

Assassin (Wild Card)				
Strength: d6	Smarts: d6	Agility: d10	Spirit: d6	Vigor: d6
Pace: 6	Parry: 7	Toughness: 5	Fighting: d10	
Gear & Weapons: Assassin's Friend (3/6/9 Range; 2d4+1 Damage; 2 actions to reload); Dagger (STR+d4); Wrist Sheath; 1d4x3 bank notes; Random Poison				
Powers: <i>Two Fisted, Ambidextrous</i>				

Cannoneers:

Cannon have become an essential component of every army in Europe. One of Napoleon's major innovations was to create entire units of cannon so that he could mass firepower upon strategic locations on the battlefield.

Cannoneer				
Strength: d6	Smarts: d8	Agility: d8	Spirit: d4	Vigor: d4
Pace: 6	Parry: 6	Toughness: 4	Shooting: d8	
Gear & Weapons: Cannon (50/100/200 Range; 3d6+1 Damage; AP: 4; 2 actions to reload)				
Powers: None				

Clockworks:

A clockwork is a type of automaton that is manufactured by master Gadgeteers. They are made of brass and iron and come in an array of humanoid, insect and animal forms. Most clockworks are small in size, no bigger than 3 feet tall, but some specially designed larger models have been experimented with.

Clockwork				
Strength: d4	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d10
Pace: 6	Parry: 5	Toughness: 9(7)	Fighting: d6	
Gear & Weapons: Claws (STR+d4); Armor Plating +2				
Powers: <i>Construct</i> (+2 to recover from Shaken; immune to poison & called shots; ignore Wound modifiers); <i>Frenzy</i> (2 attacks per round)				

Dragoons:

The Dragoon is a type of heavy infantry soldier that fights with both sword and firearm. Dragoons ride horses into battle but dismount to fight on foot, unlike regular cavalry. Every nation employs its own version of this type of soldier. In particular, the Prussian *Jager* are famously valiant Dragoons.

Dragoon				
Strength: d6	Smarts: d6	Agility: d8	Spirit: d6	Vigor: d8
Pace: 6	Parry: 5	Toughness: 6	Fighting: d8	
Gear & Weapons: Dragon Carbine (5/10/20 Range; 2d8 Damage; 2 actions to reload); Saber (STR+d6); Horse (Pace 10); 1d2 bank notes				
Powers: <i>Steady Hands; Two Fisted; Nerves of Steel</i> (ignore 1 point of Wound penalties)				

Fusiliers:

Fusiliers are your typical musket men. The bulk of any army from this era was composed of Fusiliers fighting in ordered ranks.

Fusilier				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d8



Pace: 6	Parry: 5	Toughness: 6	Shooting: d6	
Gear & Weapons: Musket (10/20/40 Range; 2d8 Damage; 2 actions to reload)				
Powers: None				

Greenjackets:

Greenjackets are English Sharpshooters. Their French counterparts are called *Chasseurs*. They are precursors of the modern sniper and are tasked with taking out opposing commanders from a safe distance. Greenjackets are armed with the latest in rifle technology.

Greenjacket				
Strength: d6	Smarts: d6	Agility: d10	Spirit: d4	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Shooting: d10	
Gear & Weapons: Long Rifle (15/30/60 Range; 2d8 Damage; AP: 2; 2 action reload)				
Powers: <i>Marksman</i> (gains the benefits of the <i>Aim</i> action whenever stationary)				

Grenadiers:

Grenadier units are formed from picked men, usually the strongest and most experienced troops from other infantry companies. Being selected for Grenadier duty is an honor; these men are considered elite soldiers. Grenadiers wear distinctive mitre caps (bishop's hats). Grenadiers will often serve double duty as Sappers or demolition experts.

Grenadier				
Strength: d8	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d8
Pace: 6	Parry: 5	Toughness: 7	Fighting: d6	Throwing: d10
Gear & Weapons: Grenadoes x3 (Range: <i>Throwing</i> ; 3d6 Damage; Medium Blast Template); Saber (STR+d6); Flintlock Pistol (5/10/20 Range; 2d6+1 Damage; 2 actions to reload); 1d2 bank notes				
Powers: <i>Strong Throw</i> (Throwing Range multiplied by 2); <i>Nerves of Steel</i> (ignore 1 point of Wound penalties); <i>Brawny</i>				

Hessians:

These German mercenary soldiers have a black reputation. Hessian companies are usually composed of conscripts, debtors and criminals that have been run out of their home country to earn blood money abroad.

Hessian				
Strength: d6	Smarts: d4	Agility: d8	Spirit: d4	Vigor: d8
Pace: 6	Parry: 6	Toughness: 6	Fighting: d8	
Gear & Weapons: Musket (10/20/40 Range; 2d8 Damage; 2 actions to reload); Flintlock Pistol (5/10/20 Range; 2d6+1 Damage; 2 actions to reload); Dagger (STR+d4)				
Powers: None				

Hussars:

Hussars are cavalry units, sometimes called light horse. They originated in Hungary but by the time of the Napoleonic Wars every nation maintained several units of these horse soldiers. Hussars were noted for their recklessness in battle; they would often ride straight into the teeth of an assault to break opposing infantry with horse and saber. Hussars would fight from horseback (unlike dragoons) using a combination of sabers, pistols and carbines. It is always easy to spot a Hussar; they dress in a flamboyant style showing off the colors of their regiment and usually wearing some kind of shako (fur hat).

Hussar				
Strength: d4	Smarts: d6	Agility: d8	Spirit: d6	Vigor: d6
Pace: 6	Parry: 6	Toughness: 5	Shooting: d8	



Gear & Weapons: : Dragon Carbine (5/10/20 Range; 2d8 Damage; 2 actions to reload); Saber (STR+d6); Flintlock Pistol (5/10/20 Range; 2d6+1 Damage; 2 actions to reload); Horse (Pace 10); 1d2 bank notes
Powers: <i>Ace; Steady Hands; Two Fisted</i>

Janissaries:

These Turkish riflemen were once regarded amongst the finest soldiers in Europe but by the time of Napoleon's ascendancy they have become a shadow of their former selves. The Janissaries have almost become a gang, extorting Turkish sultans for increased pay and benefits. Some are disgusted by this loss of honor and have chosen to travel west in search of valorous combat. Others see profits to be made by selling their gun to the highest bidder. These turbaned soldiers cut a very distinctive figure on the battlefield. They sometimes like to whirl their huge curved blades in a fearsome display of swordsmanship to frighten their opponents.

Janissary				
Strength: d6	Smarts: d6	Agility: d8	Spirit: d6	Vigor: d8
Pace: 6	Parry: 5	Toughness: 7 (5)	Fighting: d6	
Gear & Weapons: Long Rifle (15/30/60 Range; 2d8 Damage; AP: 2; 2 action reload); Falchion (STR+d8)				
Powers: <i>Trademark Weapon (Falchion)</i>				

Marines:

Marines are specialized infantrymen who serve as both crewmen on naval or aerial vessels as well as riflemen. Their specialties are close-quarters combat, boarding actions and establishing beachheads.

Marine				
Strength: d8	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d8
Pace: 6	Parry: 5	Toughness: 7	Fighting: d6	
Gear & Weapons: Blunderbuss (10/20/40 Range; 1d6-3d6 Damage; 2 actions to reload); Dagger (STR+d4)				
Powers: <i>Steady Hands; Nerves of Steel (ignore 1 point of wound penalties); Brawny</i>				

Redcoats:

The iconic British Redcoats are among the world's finest line infantrymen. Their discipline is legendary; they are purported to never break in combat, regardless of their casualties.

Redcoat				
Strength: d8	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d10
Pace: 6	Parry: 5	Toughness: 7	Shooting: d8	
Gear & Weapons: Musket (10/20/40 Range; 2d8 Damage; 2 actions to reload); 1d2 bank notes				
Powers: <i>Drilled (when firing en masse, Redcoats get a +1 to Shooting rolls); Fearless; Hard to Kill</i>				

Savateur:

Pugilists trained in the French martial art of Savate, the Savateur is a human weapon. These specialists can silently neutralize foes using their fists and feet. Even though the forms of Savate were invented in France, every other nation has its own schools devoted to the practice.

Savateur				
Strength: d8	Smarts: d6	Agility: d10	Spirit: d6	Vigor: d8
Pace: 6	Parry: 8	Toughness: 6	Fighting: d10	
Gear & Weapons: Punch/Kick (STR)				
Powers: <i>Frenzy (2 attacks per round); First Strike; Block (+1 Parry); Dodge (-1 to be hit by ranged)</i>				



Voltigeurs:

Voltigeurs (or 'Acrobats') are among the finest soldiers in Napoleon's army. These shock troops are skilled swordsmen and gunners, capable of breaking an enemy formation with a combination of speed and firepower.

Voltigeur				
Strength: d6	Smarts: d6	Agility: d8	Spirit: d6	Vigor: d6
Pace: 8	Parry: 7	Toughness: 5	Shooting: d8	
Gear & Weapons: Flintlock Pistol x2 (5/10/20 Range; 2d6+1 Damage; 2 actions to reload); Saber (STR+d6); 1d2 bank notes				
Powers: <i>Two Fisted; Ambidextrous; Fleet Footed; Block; Nerves of Steel</i> (ignore 1 point of wound penalties)				



Atlas:

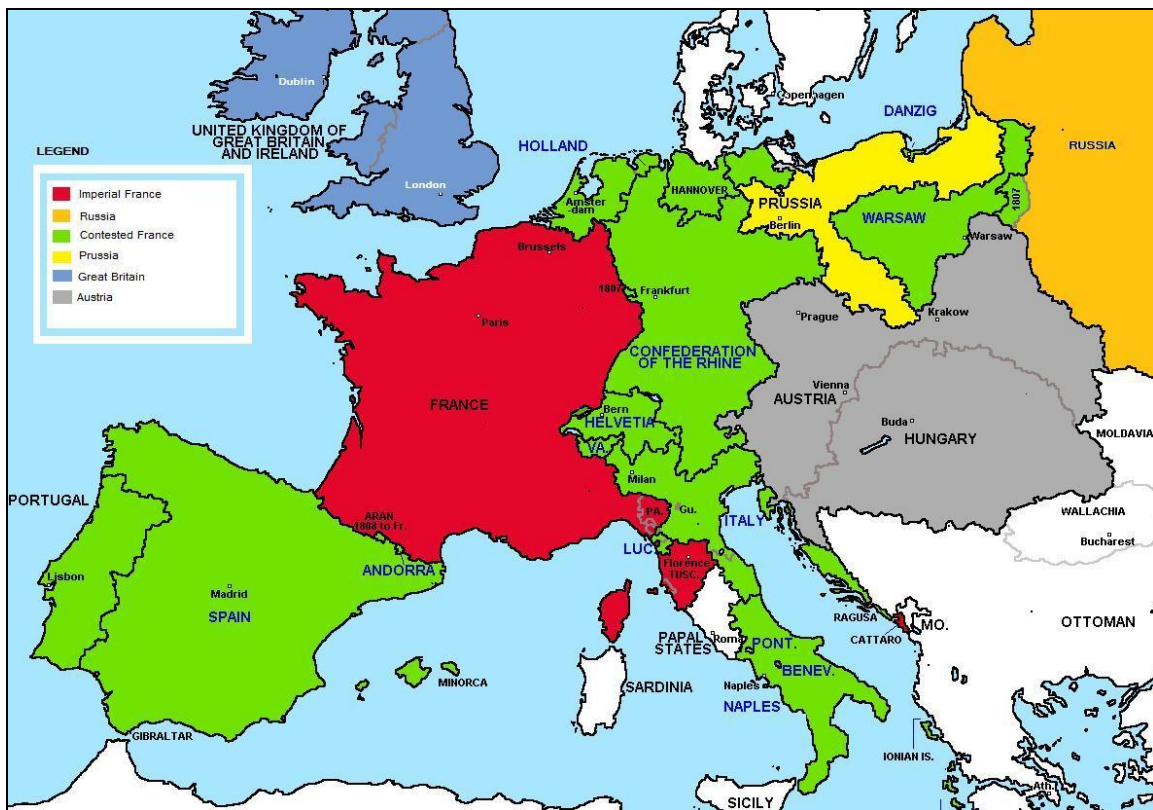
Here is a map that approximates the political landscape in Europe around 1806.

France controls all of the areas shaded in Red and Green, though the Green regions are currently contested and could be considered “war-torn”.

Germany has been broken into several pieces, with the Prussians controlling the region shaded in Yellow and the Austrians controlling the areas shaded in Gray. France has set up a number puppet governments in the other parts of Germany.

Russia and Britain are both presently intact, with Russia controlling the area shaded in Gold and Britain controlling the Dark Blue regions.

White areas are either uncontested, neutral or irrelevant.



Appendix A: Weird Science

Novice:

Aqualung

Cost: 2
Duration: 1 Hour
Range: Touch
Trappings: Slipping on a helmet that looks like a fishbowl, you jump into the water without fear.
Success: Target can breathe underwater for 1 hour
Raise: Duration is increased to 2 hours
Fail: No effect

Detoxifier

Cost: 2
Duration: Instant
Range: Touch
Trappings: Drawing the subject's blood into a syringe with activated Phlogiston crystals, the combined mixture is then re-injected, burning toxins out of the subject's circulatory system.
Success: Cures the target of any and all poisons administered in the last 10 minutes
Raise: Cures the target of any and all poison no matter how long ago it was administered
Fail: No effect

Flamethrower

Cost: 2
Duration: Instant
Range: Cone
Trappings: You load a homebrewed flask of greek fire into a hand-pumped sprayer and douse your enemies with volatile inflamminates.
Success: Targets within cone must succeed an *Agility* roll or suffer 2d10 damage. Victims have a 1 in 6 chance of catching fire.
Raise: Damage is increased to 3d10
Fail: The device malfunctions and lights the caster's clothing on fire

Flare

Cost: 1
Duration: 1 Hour
Range: Cone
Trappings: By striking a stick of Activated Phosphorous Magnesiate on the ground you produce a shockingly bright ball of white light.
Success: Produces bright light in a Large Blast Template area for one hour
Raise: The flare burns for 2 hours.
Fail: No effect

Experimental Gunpowder

Cost: 2
Duration: 1 Hour
Range: Touch
Trappings: You are able to grind up a batch of black powder that is infused with crystallized Phlogiston.
Success: A single shot of ammunition gains a +4 damage bonus



Raise: A single gunshot gains a +6 damage bonus
Fail: Backfire! The target's gun explodes for 2d6+2 points of damage in a Small Blast Template radius

Cochlear Implant

Cost: 1
Duration: 10 minutes
Range: Touch
Trappings: You slip a small brass device in your ear and can suddenly make sense of any barbaric jargon you hear.
Success: You are able to understand any language you hear for the duration of the effect.
Raise: The implant works for 1 hour
Fail: No effect

Metal Detector

Cost: 1
Duration: 10 minutes
Range: Smarts x2
Trappings: You produce a copper-wrapped electro-magnet from your jacket pocket. It whines in the presence of metal.
Success: You are able to detect the presence of metal objects within a *Smarts x2* radius. This includes indentifying concealed objects like hidden guns, knives and mechanautic implants.
Raise: The effect works for 1 hour
Fail: No effect

Phlogiston Bolt

Cost: 2
Duration: Instant
Range: 12/24/48
Trappings: Pulling out a device that looks like a brass pistol with a crystal chamber in place of the flint striker you fire a bolt of lambent green energy at your target.
Success: The bolt inflicts 2d6 points of damage.
Raise: The bolt inflicts 3d6 points of damage.
Fail: The resonance chamber explodes showering you with crystal shards. Caster sustains 1d6+1 damage.

Elyctrickal Shield

Cost: 2
Duration: 3 Rounds
Range: Self
Trappings: Turning a copper knob on your utility belt, you are suddenly surrounded by a field of crackling blue energy.
Success: Attackers must subtract 2 from any attack roll directed at the recipient of this spell
Raise: Attackers must subtract 4 from any attack roll directed at the recipient of this spell
Fail: No effect

Resin Bomb

Cost: 2
Duration: 3 Rounds
Range: Throwing
Trappings: You toss a small leather pouch at your target, coating them with fast-acting alchemical cement.
Success: Target must succeed an *Agility* check opposed against the caster's *Spellcasting* roll or they suffer a -2 Pace and a -2 to all *Agility* and *Strength* related skills for 3 rounds



Raise: Effect is extended to 6 rounds
Fail: The bomb misses its target and scatters to a random adjacent location

Smoke Grenadoe

Cost: 2
Duration: 3 Rounds
Range: Throwing
Trappings: You stuff a lit fuse into a lead globe filled with Chinese smoke powder and lob it at your adversaries
Success: A Large Blast Template area is filled with thick black smoke for 3 rounds. Anyone attempting to use a skill in or through the smoke suffers a -6 penalty.
Raise: No additional effect.
Fail: No effect. The fuse goes out.

Stun Grenadoe

Cost: 2
Duration: Instant
Range: Throwing
Trappings: You hurl a lit grenado containing a magnesium flash powder mix at your enemies.
Success: All targets in a Medium Blast Template area must succeed a *Vigor* check or be Shaken.
Raise: No additional effect.
Fail: No effect. The fuse goes out.

Seasoned:

Speed Loader

Cost: 4
Duration: 3 rounds
Range: Touch
Trappings: With a couple quick twists of your gunsmith's screwdriver, you modify a handgun for rapid fire operation.
Success: Firearm can be loaded and fired in the same round
Raise: The modification lasts for 3 additional rounds
Fail: Firearm is broken

Elyctrickal Barrier

Cost: 1/section
Duration: 3 rounds
Range: Throwing
Trappings: Laying down a strip of conductive wire, you hastily erect a barrier of crackling electricity.
Success: The electrical barrier incinerates any projectiles that pass through it and causes 2d6 damage to living beings.
Raise: Duration is increased by 3 rounds
Fail: No Effect

Phlogiston Bomb

Cost: 4
Duration: Instant
Range: Throwing
Trappings: You spoil the containment on a Phlogiston battery and hurl the improvised bomb at your foe.
Success: The bomb explodes over a Medium Blast Template area for 3d6 points of damage.



Raise: The bomb explodes over a Large Blast Template area
Fail: The bomb misses its target and scatters to a random adjacent location

Photon Shroud

Cost: 5
Duration: 3 Rounds
Range: Touch
Trappings: You affix a device on your target's lapel that warps light, making them invisible to the naked eye.
Success: Target is invisible for 3 rounds
Raise: Duration is extended by 3 rounds per raise
Fail: No effect

Veteran:

Anti-Gravity

Cost: 3
Duration: 3 Rounds
Range: Touch
Trappings: You touch your target with an amber rod and fiddle with an ornate box on your utility belt. Suddenly they become lighter than air.
Success: Target can fly at their standard *Pace*. Inanimate objects float upward for the entire duration of the power.
Raise: Duration is extended by 3 rounds
Fail: No effect

Clockwork Minion

Cost: 6
Duration: One combat
Range: Special
Trappings: You produce a small clockwork robot from your satchel of oddments and turn a crank in its back to awaken it.
Success: The Clockwork Minion will obey your commands for the duration of an entire combat. See the "Monsters" section for Clockwork statistics. The construct must remain within line of sight of its creator.
Raise: Your minion acts as a Wild Card; it gains 3 bennies and a Wild Card die.
Fail: Your minion has some critical flaw and fails to power up. There's a 1 in 6 chance that it turns on its creator.

Explosive Shot

Cost: 6
Duration: One combat
Range: Touch
Trappings: You produce several experimental musket balls from your belt pouch and load them into your weapon.
Success: All shots from the targeted firearm inflict damage over a *Small Blast Template* area
Raise: All shots from the targeted firearm inflict damage over a *Medium Blast Template* area
Fail: The firearm explodes the first time it is fired, inflicting its damage upon its wielder.

Lodestone

Cost: 5
Duration: 3 Rounds



Range: Throwing

Trappings: You hurl a sphere of metal that suddenly becomes powerfully dense and magnetic, pulling all metal objects toward it at high speed.

Success: All metallic objects in a *Large Blast Template* radius are pulled inexorably to the area's center. This includes all fired bullets, any metallic objects held by hand and any Mechanaut. Mechanauts are immobilized for the duration of this effect.

Raise: Duration is increased by 3 rounds

Fail: No effect

Somnambulizer

Cost: 3 [*opposed*]

Duration: 3 Rounds

Range: Smarts

Trappings: You produce a stopwatch from your jacket pocket and set it swinging rhythmically. Your target's eyes begin to glaze over....

Success: If the caster succeeds an opposed roll (*Gadgeteering* skill vs. target's *Spirit*) the target must obey the caster's commands for 3 rounds. If this command would put the target or the target's friends in mortal danger, they are allowed a second opposed roll to try and break free of the compulsion. The caster can only attempt to control one target at a time.

Raise: No effect.

Fail: No effect.

