About the Adventure

Martian Awakenings is a *GURPS Steampunk* adventure set entirely on the mysterious, unexplored planet of Mars. Taking place in the year 1888, the PCs are catapulted on to the red planet with little preparation and are thrust into an adventure of exploration and mystery. The adventure is suitable for four-to-six ~150 point characters; the end of the adventure includes six pregenerated characters so you can get started right away.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in Small-Caps. Sections marked with a map are sidequests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person are opportunities for specific types of PCs, especially the pregenerated characters from this adventure.

Adventure Summary

While experiencing a wondrous and new entertainment venue in London, the PCs are accidentally and mysteriously sent hurling through space, only to awaken on the lonely planet of Mars. Soon after arriving, the PCs discover that they are not the only ones on this distant frontier. Some of Earth's most brilliant scientists and inventors have also unwillingly arrived recently... and have been kidnapped and enslaved by a enigmatic man known only as the Pariah. With the help of his captives, the Pariah has been building an incredible device that will refill the canals on Mars and bring millions of long-dead Martians back to life... and he plans to declare himself their king.

To defeat the Pariah and rescue the hostages, the PCs must endure the harsh Martian elements, ward off alien beasts, and unravel the mystery that brought them to the red planet.

A Martian Awakening

The PCs all awaken with a sudden start. They are inside a dim, room-sized, metal sphere, which they recognize as the "Peerless Excursion Sphere" – a new entertainment that recently opened in London. The PCs all remember buying a ticket, being escorted through a theatrical recreation of Mars, and then being asked by a young Oxford professor to enter a large riveted sphere for the finale. The professor told them to be prepared to be amazed, for they would see actual projections of Mars and have the same feeling of low gravity. However, past that moment, all they remember was that the door was sealed and the experience was supposed to begin – but then there was a loud shrieking sound, pitch darkness, shaking, and then nothingness.

As the PCs regain their wits (GMs can treat this as being mentally stunned), they hear a dangerous hissing sound

emanating from a set of knobbed levers that that jut from a raised pedestal in the middle of the sphere's interior. A Perception roll (modified for anyone with Acute Touch) detects that the sphere is gently rocking back and forth, as if it has just come to a halt after rolling a considerable way.

There is a single exit from the sphere – a small metal door with a single round window. The window is badly cracked and impossible to see out of, although a bright orange-ish sunlight from outside the window helps illuminate the chamber.

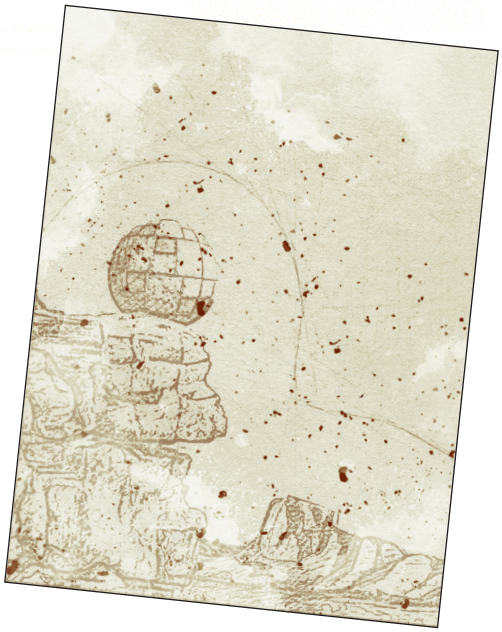
The PCs are bumped and bruised, but otherwise unharmed. Some are piled unceremoniously on the floor, others are grasping iron handles set around the spherical chamber.

If the PCs examine the controls in the middle of the sphere, they'll simply see three unlabeled, wooden levers in the down position. One is clearly jammed, as it juts out at an odd angle. The other two work, moving up and down in one of two positions. However, moving the levers seems to have no real effect. Playing with them in different combinations eventually stop sthe hissing sound that comes from a vent at the bottom of the pedestal.

Exiting the sphere requires pushing on the metal door really hard.

Atop the Cliffs of Mars

Opening the portal startles the poor person who pushed it outward, as they find themselves staring downward into a tremendously steep, precipice. The sphere is perched precariously on a red-rock cliff, and one wrong step could send the hapless fool plummeting towards their doom. The opener should make a Fright Check as she realizes she has narrowly avoided death!



Staring outward from the open door, the PCs realize without a doubt that they are no longer in England and that they are, in fact, in an utterly exotic location. The red rocks, distant sun, and crosscut canals under the horizon give anyone succeeding at an Astronomy+2 roll the realization that have *somehow landed on Mars.*

There is no easy or obvious way out of the sphere. The portal leads to a hundred yard plummet. However, brave PCs can find a few ways to escape:

- If the PCs position themselves at the edges of the sphere interior and use their body weight, they can rotate the sphere around so the door faces the flat ground. This requires at least three simultaneous ST rolls to achieve. Any critical failure, however, sends the metal sphere plummeting down the cliff, for 2d+2 cr damage to anyone inside (or 1d+1 cr damage if someone near the wall of the sphere makes a DX roll to grab on to a handle and then a ST roll to hold on for dear life).
- A good climber can carefully climb down the side of the cliff, then up again to flat ground. This feat requires a Climbing roll at -1 due to the steepness of the cliff.
- There is also a small hatch on top of the sphere, well-hidden in the dim light. A PC can hoist another person up to it, where it can be opened. The last person up needs to stand on the central pedestal to jump up (a DX or Jumping roll to get high enough to grab hold

The Thin Air of Mars

The Mars of this adventure has a thin, but perfectly breathable atmosphere. Increase all fatigue costs for exhaustion by 1 FP. Vision rolls are also at -1 without eye protection. To keep things simple, there is little chance for "altitude sickness" as described on p.B429.

These penalties can be avoided if the PCs find *Tharsis Grivalea,* a flower native to Mars, and make a tea out of it (one cup alleviates symptoms for one day). If the PCs know of the flower's existence, and it is described to them (likely by either Colonel Cooper, Old Bill, or Anna Murray Vail) they can attempt to find some. Each attempt takes an hour and requires a Naturalist roll at -4 for those not native to Mars.

of someone else's arms). However, three or more careless PCs on top of the sphere may start the sphere rolling off the cliff, forcing PCs on top to make a jump for the level ground before it plummets off the edge.

Once the PCs have escaped the riveted sphere, they find themselves alone in the rocky canyons of Mars. From their high vantage point they spot two points of interest:

A unusual **glittering and bulbous orb**, easily the size of the carriage, is located down the canyon below the sphere's location. The bulbous orb is a few hundred yards down a scree slope, but can be reached with caution. A Vision-3 roll makes out that the orb is irregularly shaped.

A **pyramid-like structure** sits amonst some of higher peaks of the cliffs. A Vision roll reveals that it is made of an unusual grey-green stone and has a metal roof. It is about a mile away from the sphere.

If the PCs fell from the cliff, it is still possible to see both of these locations. However, reaching the pyramid-like structure will be more arduous, requiring climbing and the navigation of treacherous terrain. A Survival (Mountains) or Navigation (Land) roll avoids most of the danger, otherwise each PC suffers 1d-2 damage from general environmental hazards like scraped knees and twisted ankles.

As the PCs venture forth from Eryman Cliff (see map), they are no doubt amazed to see signs of life on the red planet. Tiny insects flitter around, beetles crawl between rocks, and wispy plants and flowers grow in sunny areas. However, after an hour of travel, the PCs soon find it difficult to breathe in the thin Martian atmosphere (see p.2 text box).

The Bulbous Orb

As the PCs near the glittering orb, they see that it is a giant, alien insect of sorts, like a beetle with a glittering green shell, but a massive rhinoceros-like horn, two giant spiked head antlers, and two thin antenae sprouting from his thick neck. The unsettling but oddly-beautiful creature is unmoving and seemingly dead. A careful investigation of the insect (and a Perception roll) finds hidden wings under its carapace, and also reveals that there is a hole in its thorax. A Soldier or Physician roll identifies the hole as something caused by an unusally-large rifle. An IQ-based Guns (Rifle) roll identifies

the weapon as a 4-bore, usually only used to hunt elephants.

Investigating the area around the beetle results in an unusual discovery – a strewn pile of scattered, red gemstones of assorted shapes and sizes, some thin, metallic filaments, and a battered bronze loop, approximately 18-inches in diameter. A sucessful Geology, Jeweller, or Merchant roll identifies the stones as rubies! (~£1,000 worth!)

GM's Note: The rubies are Elysian Rubies, Martian rubies infused with a special energy that can serve many purposes. When combined with the metal band, they form an Icarian Band, a device that enables the Cerauntus Beetles (and other creatures native to Mars) to be mind controlled and "programmed" by the Pariah. This poor beetle was shot and fell from the sky, and its Icarian Band ruined upon impact.

A Perception (Vision) or Tracking roll spots tracks leading from near the beetle. Another Tracking roll (at +2 due to the soft Martian dust) allows the PCs to follow them to their source, about a mile north.

The Carlirhoe Dwelling

The tracks wind through rocky hills. Occasionally, PCs see brush, vegetation, and occasional flowers popping through the rough ground. A Biology (Botany) or Naturalist roll confirms that no such plant-life exists on Earth.

Eventually the tracks end near a cottage-sized, ruined structure set on flat ground atop a gentle hill. A makeshift red-rock, waist-high wall surrounds the structure. The structure itself is made from large, weathered slabs of rock. An Architecture or Geology roll reveals that the slabs are cut unusually, the blade having made a honeycomb pattern on the sides of the stone. Several large cracks are visible in the dwelling's walls. Some are filled with rubble, others are left open, but those are covered with a blanket that looks like primitive burlap.

There is no obvious signs of life in or near this dwelling. The PCs can enter without any issue.

Inside the dwelling, the PCs find what looks to be a makeshift hunting lodge. Three animal heads are mounted to the wall. One looks like a three-antlered deer with buck-teeth and red and black zebra-stripes, another is the head of a great lizard with blue scales, and the third is a shaggy carnivore of some sort, with large protruding teeth, three yellow eyes, and a single horn on its head.

On the floor of the lodge is some sort of hide rug that looks similar to the zebra-like creature on the wall. A man-sized beetle carapace lies on a large table in the room. Several makeshift chairs are set around the table.

In an adjoining room is a bed, its mattress made from rough canvas. A journal lies on the bed, a nice pen and inkwell set nearby on the roughly-made nightstand. The journal identifeies the owner as William "Old Bill" Finaughty. The first fifty pages of the journal describes Old Bill's elephant hunts in Africa, his love for big muzzle loaders, and his hatred of the dreaded tsetse flies. The last few pages are the most interesting, with a few entries that describe how he arrived at Mars and now survives on his own in the hope he'll find game to hunt more challenging than the African elephants of home (see **Handout A**).

Under Old Bill's bed are two items of use. The first is a large Colt revolving rifle (3d pi+, Acc 3, Range 100/1,000, RoF 1, Shots 5(10i), Rcl 4, 10 lbs., Malfunctions on a 16+). Unfortunately, the decades-old old caplock rifle is jammed and requires an Armoury roll to repair (-2 without good tools). The second is a small, polished box that contains a deck of worn playing cards, some dried *Tharsis Grivalea* flower (which, when made into a tea, helps alleviate the breating issues on Mars), and two paper cartridges for the rifle, giving the weapon exactly two shots.

It is difficult to tell how long it has been since Old Bill has lived in this place. An IQ roll leads PCs to believe that it's been at least a week or two.

The Mysterious Ziggurat

The ziggurat is a yellow-stone, multi-terraced structure. A single long stairway leads up to its main terrace, and several smaller staircases lead up to small observation terraces.

As the PCs approach this strangely-shaped structure, they see an unexpected site – numerous, colorful umbrellas are set up all along the main terrace, and there are a dozen formally-dressed people milling about in polite conversation, sparkling drinks in hand.

Approaching the ziggurat is straightforward, a worn trail leads right to long stairway. Sneaking up to this soirée is also fairly easy. The rocks surrounding the ziggurat make for good cover, and no one at the party is looking for intruders.

Colonel Cooper's Viewing Expedition

As the PCs near the colorful party, they see that it looks like the kind of event that would not be uncommon at an upper-class, English summer party. Well-dressed lords and ladies chat with each other holding glasses of champagne, occasionally stopping their conversation to look outward at the beautiful orange horizon. A fetching and focused young woman paints the landscape on an easel at the edge of the platform.

If the PCs observe for a while and succeed at a Savoir-Faire (High Society) roll, they identify the host of the party, a an older, mustachioed man dressed in an aged British military uniform, his footman, and estimations of his various guests (see p.6).

If the PCs are seen, they are approached by the mustachioed man, walking with a noticeable limp. Smiling and pleased, the man introduces himself as COLONEL REGINALD COOPER of the Royal Engineers. He admits he is befuddled as to how the PCs found his party.

On a Good Reaction or better, Colonel Cooper invites them into the party. With a worse reaction, Cooper asks for them to kindly wait outside while his party finishes, and then he returns to talk to them.

Inside the party, Cooper introduces the PCs to some of his guests (see sidebar). However, if the PCs go to shake hands or otherwise make physical contact with any of the guests, they are surprised to find that these guests are physically ethereal and ghost-like! (A successful Savoir-Faire roll also finds it unusual that the nobles of this party do not offer to shake hands.)

Once the PCs notice the incorporeal nature of the guests, or if the PCs have talked to several guests *without* noticing, Colonel Cooper chuckles and admit his secret. He explains that he built a "Martian Expedition Projector" at his estate just outside of London. Once a year, when the red planet is in just the right alignment, he invites special guests to his estate. Upon entering a carefully-constructed mirrored room – which focuses the reflections into a telescopic projector – his guests find themselves virtually on Mars, and able to see both each other as well as the beautiful Martian vista.

Cooper himself, however, *is physically* on Mars. He does not fully understand how he was transported to the planet, but it happened shortly after he constructed his projector, nearly five years ago. He blames the malfunction on his assistant, VENUS WINIFRED YETTY ZEUS, or V.W.Y.Z as he nicknamed her, who had told him that she had made some special modifications that night to the projector, just ahead of the second party. When he tried the projector again, he found himself alone here at the ancient martian ziggurat. It took a year for his faithful footman Wolfert Bouwman to discover his whereabouts. Assured that the projector was working correctly, the two decided to make the best out of a bad situation, and host annual projection parties.

If told about the Excursion Sphere that brought the PCs to Mars, Cooper is intrigued, and curious to know whether the technology is similar to his own. He asks if they know the inventor, or any of the technical details of the sphere. Regardless, he eventually concludes that V.W.Y.Z. is the likely inventor, having stolen some of his own research during his disappearance. He believes the sphere might be able to help them all return home to Earth, but he would need to take a closer look.

If Cooper is asked about the beetle carcass the PCs saw, he explains that it is a Martian Cerauntus Beetle. The insects are often seen flying around the cliffs, but he has never been able to see one up close. He has seen the beetles attack dog-sized shelled animals that live in the cliffs, so warns the PCs to be cautious around them. If shown the rubies or the band near the beetle, he does not have an explanation.

REGINALD COOPER

ST	11	HP: 11
DX	11	Will: 14
IQ	13	Per: 13
HT	12	FP: 12

Basic Speed: 5.75 SM: 0
Move: 3 Dodge: 6

Traits: Charitable; Courtesy Rank 4 (Retired Colonel of the Royal Engineers); Missing Finger; Pacifism (Reluctant Killer); Status 2; Wealth (Filthy Rich).

Quirks: Tends to ignore people of lesser status; Enjoys playing gentle practical jokes on friends; Vegetarian.

Skills: Area Knowledge (Roseate Cliffs area)-12; Armoury (Heavy Weapons)-12; Carousing-12; Connoisseur (Tea)-13; Engineer (Materials)-13; Engineer (Expedition Projectors)-14; First Aid-12; Guns (Pistol)-11; Guns (Rifle)-11; Naturalist (Mars)-12; Riding-11; Saber-11; Savoir-Faire (High Society)-14; Scrounging-12; Soldier-12; Tactics-12.

Equipment: Trusty Webley revolver (2d pi+, Acc 2, Range 120/1,300, Rof 3, 6(3i) shots, Rcl 3, 2.7 lbs.)

Colonel Cooper's Guests

Each year, Cooper and his footman invite a dozen, bright and often-famous guests to his extraordinary viewing expedition. Four of his notable guests at this year's party include:

Wolfert Bouwman. Colonel Cooper's footman is middle-aged and arrogant. Bouwman spends his time judging guests and gently complaining about minor incidents at the manor that require his constant attention. He shows disdain for PCs of modest intellect, calling men "shunters" and women "church bells".

John Boyd Dunlop. The inventor of the inflatable bicycle tire, Mr. Dunlop is soft-spoken Scottishman who enjoys talking invention, horses, and dogs. He is nervous that the Martian sunlight will worsen his various maladies.

Amelie Toulouse. A up-and-coming french painter known for her "petits boulevards" of Paris. She sits on the terrace with an easel, painting the Martian sunset. She does not like to be distracted, as she knows she is on a time limit, but she will talk art with afficianados.

Anna Murray Vail - A twenty-something American botanist, now traveling through Europe passionately learning about rare flowers and mosses. She is curious to ask the PCs about any respiratory issues on Mars, and whether they have seen the native *Tharsis Grivalea* flower, which she has heard alleviates breathing issues on the red planet.

If Cooper is asked about Old Bill's abode, he'll be very curious, telling them that about two years ago he saw a silver bullet streak across the sky. Nervously, Cooper says he always wondered if someone else had arrived on Mars, but he has not seen anyone. With his limp, he's been unable to venture far from the ziggurat.

At sunset, Colonel Cooper bids farewell to his party guests. One by one, they each fade away. Finally, he says goodbye to his footman, Wolfert Bouwman, briefly discussing a few names for next year's guest list. Once Wolfert fades away (with a jealous glare at the PCs), the Colonel invites the PCs into the ziggurat for tea and rest.

A Ghostly Plea

Inside the large and plain interior of the ziggurat, Colonel Cooper serves the PCs some tea made from native Martian flowers; it is warm, spicy, and earthy, with a touch of a metallic aftertaste. He laments it isn't quite as good as the tea from India, but admits he's grown quite fond of it over the last few years.

In the middle of tea, an abnormal event occurs. Colonel Cooper accidentally drops his tea cup, gasps, and it shatters on the floor without making a sound. Suddnely, the entire room is swept with sudden silence. No one in the room can hear anything except their own breathing, and even then, their lungs and ears feel filled with a strange pressure. This weird state calls for a Fright Check at +2.

A hoarse, French-accented voice rattles in the minds of all in the room.

"Cooper...! Can you hear me?"

Suddenly, a ghost-like entity forms in the middle of the road. It is a middle-aged man, dressed in plain clothes, a large, unkempt moustache and big muttonchop sideburns flaring from his face.

Cooper gasps, "Le Prince?"

The newcomer looks around, as if frightened he may get caught. He hurriedly continues, his voice echoing both audibly as well as in the minds of those in the room:

"Thank the Lord I have found you, Colonel. Your party was memorable years ago, but I'm afraid I never made it back to London," the man says.

"Impossible!" gasps Cooper.

"But yet not. I desperately need your help, Colonel. For years the Pariah has been collecting some of your brightest guests and making slaves of us. We've been kept... underground, I think, and forced to do work under the threat of torture. We need your assistance, Colonel. I know this is not what you would ever intend. We're kept at the Pariah's sanctuary... at a place known as Canalwatch, I think. Please, hurry! Our task is nearly complete, and we all dread what the Pariah intends for us after we are done with his project."

With that, Le Prince looks fearfully over his shoulder, starts to say something else, but then flickers away.

Cooper is aghast. He identifies the man as LOUIS LE PRINCE, a French inventor who had been working on multiple-lens cameras. He invited Le Prince to his grand viewing expedition three years ago. By all accounts, the Frenchman should have returned home after the party, but Cooper fears that someone figured out how to intercept and kidnapped him. Cooper is distraught, wondering how many of his guests have never made it home.

If asked, Cooper reluctantly admits that he has heard of this Pariah. Two years ago, he ventured further to the east than he had done before. He encountered a few dozen, primitive, plant-like natives near the dry Hebrus Canal. He estimates that they have the intelligence of young human children, and found them milling about aimlessly. He studied them for a while, but decided they were too primitive to warrant further attention. However, a year ago he returned to the area, and found that they had organized, and were rebuilding a towering structure across the canal, which he thinks must be this "Canalwatch". Cooper could not figure out how to cross the chasm to get any closer to the tower. But that night, he had a strange dream of a man in an iron mask looming over him and threatening that the "Pariah would steal all that he has accomplished." He awakened suddenly and found a feral, ape-like creature nearly upon him. He fought the thing off with his revolver, but his leg was badly wounded and has never healed right. Fearing for his life and his sanity, Cooper retreated to the ziggurat and has not visited that area again.

Cooper believes that Le Prince, and others, are imprisoned at Canalwatch. He fears greatly for what it means for his guests, "many of which are geniuses," to be captured and meant to serve the Martians. Cooper politely, but desperately asks the PCs to mount a rescue mission. He himself cannot come, due to his wounded leg, but he offers to guard their Excursion Sphere until they return, as he fears that the Pariah may be interested in seizing it.

Cooper offers his trusty Webler revolver to the PCs (2d pi+, Acc 2, Range 120/1,300, Rof 3, 6(3i) shots, Rcl 3, 2.7 lbs.), a dozen extra bullets, as well as an exotic sword that he found in the ziggurat upon his arrival. He fondly calls it "The Saber of Ares" (treat it as a *fine*, thrusting broadsword). He hands them a pack of provisions (Martian tea and some grainy, salty flatbread). He also offers the PCs a map of the area from his journal (see **Handout B**).

Disappointed that he cannot accompany the PCs, Colonel Cooper tells the PCs they should leave in the morning, as the night is cold and the darkness hides too much of the harsh Martian landscape.

The Red Plains of Magon

The Red Plains is a vast stretch of rubble-strewn terrain. It about twenty miles from the cliffside Ziggurat to the Hebron Canal to the east.

Traversing the hostile Martian landscape requires a Survival (Desert) roll at -2 due to the unfamiliar terrain. A failure indicates 1d-2 damage from various environmental injuries (twisted ankles, rough falls, sunburn, et cetera).

There are several encounters that can happen in the Plains of Magon. The GM can choose some or all of the following:

The Corax Herd (for the curious)

About an hour into the journey, the PCs behold a wondrous natural sight. A herd of a hundred beasts graze the dry scrub of the plains. The creatures are the size of bison, have six legs, leathery-skin, and gorilla-like faces. When the animals see something unusual, they make occasional, high-pitched warbling sounds to call lone pack members back to the herd.

In the midst of the herd, a Vision roll spots a dark scar cut into the terrain. It is a deep trench torn into the landscape, a silvery, bullet-shaped object at its end.

If the PCs are careful, it's unlikely that the corax herd pay them much mind. However, if the PCs walk close to the herd, at least a few of the younger, more curious creatures wander up to smell the humans.

The young corax are gentle, as long as the PCs do not make sudden moves, loud noises, or anything else that might be viewed as dangerous. The corax nuzzles the PCs, make soft

CORAX

ST	24	HP: 25
DX	11	Will: 11
IQ	4	Per: 11
HT	14	FP: 14

Basic Speed: 6.25 SM: +2 (3 hexes, 2,200 lbs.)
Move: 12 Trample: 2d+2 cr
Dodge: 9

Traits: Curious (but startled easily); DR 2 (skull only); Enhanced Move 2; Extra Legs x2; Weak Bite.

warbling sounds, and then eventually grow bored and wander way. However, an Animal Handling (Cattle) roll allows a PC to befriend a particularly chummy corax. Roll at -2 due to the unfamiliar Martian nature of these creatures, another -2 if the PC has a different Animal Handling speciality, but +2 if the beast is fed something like one of Cooper's biscuits). A befriended corax will happily follow the PC for some distance (and if a second Animal Handling roll is made after 24 hours, the corax will even let the PC ride it!).

Newton's Cannonball

To safely approach the silvery bullet-like object, the PCs either have to startle the herd to scare it away, or slowly maneuver into the middle of the herd. Walking in the middle of the herd is a good way to get challenged by one of the larger male coraxes, who will grunt, stop his feet, and make threatening warbles at intruders. An Animal Handling (Cattle) roll at -5 will calm it down (and again, at -2 due to their Martian origin, but +2 if fed) enough to walk past it. If a PC has befriended a young corax, add +5 to the roll! If the roll is failed, the beast will charge. If wounded (more than half HP), the corax retreats, leading the other coraxes away from the potential danger.

The mangled, metal bullet is as big as a double-sized coffin. A circular hatch popped open and discarded a dozen steps from the thing. Embossed into the bullet's side are the words "Newton's Cannonball."

The inside of the bullet is plain. A worn leather seat is mounted inside, but there's nothing else interesting here. A thorough search (and a Search roll), however, finds one paper cartridge for Old Bill's muzzleloader under the seat.

GM's Note: This bullet was the vehicle that Old Bill traveled in to get to Mars. He was launched from a space gun from Chicago in 1887, landed here, and began his spectacular Great Martian Hunt. He did not have a plan to return to Earth, believing the scientists of Chicago would send a vessel for him at a later date. As such, his "bullet" has no mechanics or propulsion of its own.

The White Swoopers (for the bold)

A few hours into their trek, the PCs see that the landscape has become pitted with large holes. Each hole is a few yards wide, and deep enough that only blackness is visible at the bottom. A warm, earthy-smelling wind emanates from some of the holes, and occasionally they spew a yellowish gas upwards into the atmosphere.

The holes are the homes of white swoopers, a Martian lifeform that resembles a large, 3-foot, fleshy worm with a hardened, metallic stinging tail nearly as big as its body. They have feathery wings and spiralling orifices on its head, which help them detect their prey by listening for the vibrations in the earth near their lairs.

White Swooper

ST	13	HP: 11
DX	12	Will: 12
IQ	2	Per: 12
HT	12	FP: 12

Basic Speed: 6 SM: 0
Move: 12 (fly), 2 (ground) Sting: 1d+1 (2) imp (Reach C,1)
Dodge: 9

Traits: Bad Sight (Farsighted); DR 1 (Tough Skin); Flight (Winged); High Pain Threshold; Injury Tolerance (No Eyes); Reduced Move (Running) -4; Striker (Long, Cannot Parry); Vibration Sense.

If the PCs lurk too close to the holes, the swoopers emerge (assume one, plus another one per PC; GMs can reduce this if the PCs are totally unarmed or unprepared for a fight). Seeing a swooper squirm grossly out of the whole, untangle its wings from its milky body, and then leap to the air with weird precision is worth a Fright Check-2!

The Experiment (for the narrativists)

As the PCs near the canal, they see a dozen y-shaped pylons jutting from the ground in the distance. As they get closer, they see what looks to be straw tied to each pylon. However, when they are within a dozen yards or so of the pylons, they see get their first look at the Martian natives that Cooper mentioned.

Each pylon contains the dessicated corpse of a Hebrus Martian. Three-legged, assymetrical plant-like creatures, the Martians were tied up and left here to dry in the harsh Martian sun... an experiment by the Pariah to see how long the Martians could go without any kind of water. Searching the area discovers a ceramic vase, a half-buried, primitive spear, a coil of vine-like rope, and torn-off beetle antenae, similar to the one the PCs may have discovered earlier in the adventure.

If the PCs think to splash water on a Martian, it will twitch and show signs of life. However, rejuvenating a fully-dried out Martian takes days, so it's unlikely that the PCs will be able to revive it enough for it to communicate to them.

Old Bill Returns

At some point while crossing the Plains of Magon, the PCs encounter Old Bill, the famed South African trophy hunter who launched himself to Mars without an escape plan – and now roves on the red planet looking for great beasts to hunt.

The GM can have this encounter be separate from the above encounters, or combine Old Bill's arrival with one of them. For example, he might come riding in as the corax herd stampedes off, save the PCs from a particularly nasty white swooper, or be camped out at the site of Pariah's victims.

In any case, the PCs see a trail of dusty at the horizon heading towards them at fast speed. Old Bill comes riding forward on a brass and wood chariot pulled by a horse-sized lizard whose back is covered in a bright-blue sail. A massive 4-bore gun is strapped to the side the chariot. He whoops for the creature to stop, hops off, and addresses the PCs with conviction:

"Kingdom come! Earth strangers on the fields of Magon!"

Old Bill is happy to pull out a worn bottle of whisky and offer a finger of it to the men of the group. He assumes the PCs got to Mars in a similar sort of way he did – launched from a space gun – and that they are here for some sort of feat of derring-do. He'll grow more and more disappointed as the PCs shatter his belief that they are here for anything but the most dangerous reasons.

Old Bill's motivations are simple. He's on Mars to bag something – anything – bigger and more dangerous than an elephant. He's spent two years here, but hasn't found anything truly impressive yet. He recently returned from a year-long hunt to the south, but only found "game as big as a buffalo".

Old Bill is intolerant and easily annoyed. If he finds the PCs boring, he'll become distant and irritable. On a Bad reaction or worse, especially if he sees that the PCs have stolen anything from his campsite (such as his revolving rifle), he'll threaten them with "a punishing dewskitch" with the butt of his massive rifle.

If asked about Canalwatch, he'll be surprised that anything has gotten built near the canal since he left. He remembers the Martian plant-people ("mucksnipes" as he calls them), but remembers them as Cooper did – primitive and simple-minded creatures. He admits to have shot a couple to see if they would make an interesting hunt, but found it unchallenging to say the least. "Those mucksnipes didn't run, didn't hide, just got shot and then sat down and thought about it. Hunting them was as boring as shopping for used boots."

"Old Bill" Finaughty

ST	13	HP: 13
DX	12	Will: 12
IQ	12	Per: 13
HT	12	FP: 12

Basic Speed: 6 SM: 0
Move: 6 Dodge: 9

Traits: Compulsive Behaviour (Hunting Big Game); Daredevil; Fit; Intolerance; Overconfidence; Status 2; Wealth (Wealthy). Languages: English, Zulu, Afrikaans.

Quirks: Anxious about fever and disease; gun and cannon connoisseur; loves spectacle; chauvinistic.

Skills: Animal Handling (Equines)-13; Area Knowledge (Plains of Magon)-12; Armoury-12; Camouflage-14; First Aid-13; Guns (all types)-16; Knife-12; Merchant-14; Riding (Cerauntus Beetles)-11; Riding (Equines)-15; Savoir-Faire-12; Stealth-13; Teamster (Chariot)-12; Tracking-14.

Equipment: Pith helmet (DR 1); field glasses; 4-bore muzzle-loader (7d pi++, Acc 2, Range 100/1,200, RoF 1, Shots 1(40), Rcl 9, Min ST 14, 13 lbs.); gun cleaning and repair kit; medical kit; large hunting knife (hidden in boot).

If asked if he's seen any other Earth people on the planet, he mentions he sighted Colonel Cooper with his field glasses and had been meaning to introduce himself. But he saw a great flying beast that took him away from this area for a year and never got the chance. He also admits to having met an "arrogant young Spanish hunter" during his trip to the south, but refuses to talk of the man, muttering that he owes him a punishing dewskitch as well.

If asked about his chariot, he'll explain that he found it in a cave at the base of the Roseate Mountains to the south. He has no idea who the previous owner is.

On a Good reaction or better, Old Bill provides some aid to the PCs (though he won't outright *give* them a possession of his on anything less than an Excellent reaction):

- He has a satchel-full of *Tharsis Grivalea* flower, which when made into tea, temporarily alleviates the inconvenience of Mars' thin atmosphere. If asked about its origin, he'll show the PCs what the flower looks like in pressed form, from between two pages in his travel journal (see **Handout C**).
- He'll patch up any wounds with his first aid skill and supply of clean bandages.
- He'll give advice that if the PCs encounter a *Sarmatian*

Ophorus – a carnivorous ape-like creature that looks like "God put its head on upside-down," to aim for the creature's throat. "It has twice the number of arteries as any other creature I've hunted, and thus its head will explode in a particularly gruesome and satisfying way."

- If the PCs are unarmed, he'll feel sorry for them and let them *borrow* a large hunting knife that he has hidden in his boot.

On a Very Good or better reaction roll, he'll agree to check up on Colonel Cooper, either at the ziggurat or at the sphere. Ultimately, however, Old Bill is not interested in hanging out with folks new to Mars that don't share his same love of trophy hunting. Eventually, unless the PCs are *extremely* convincing, Old Bill gives a terse goodbye and rides off.

The Hebrus Canal

The Hebrus Canal is an impressive trench carved into the Martian rock. Half a mile in breadth and half a mile deep, it would take the most skilled and equipped climbers days to traverse the chasm. Whereas a thousand years ago this canal would have been filled with lavender-colored water, it is now barren and parched.

Far across the canal, the two curved, unfinished towers of Canalwatch are visible. Made from glass and silvery metal, the towers cut through the Martian haze and gleam in the sunlight.

The beginnings of a suspension bridge connect the two sides of the canal. The two anchor towers of the bridge appear to be complete on either side of the canal, two massive, glass-like main cables running between them. The bridge itself is just barely begun, with only a few segments hanging from the support cables. The only obvious way across the canal would be to traverse the cables themselves.

The western anchor tower is vaguely rectangular, with a towering spire that juts upwards, at least fifteen stories in the air. The spire has single glass-like tube alongside it – a vacuum lift that rapidly ferries occupants up and down from the inside of the tower to the circular chamber at the spire's top.

If the PCs observe the anchor tower, they occasionally spot Cerauntus Beetles emerge from a hole in the circular chamber at the spire's top. They awkwardly buzz across the sky to Canalwatch. An Observation roll reveals that crated cargo is being pushed up the glass-tube lift, and then the beetles are flying it across the canal to Canalwatch. A Vision roll (at -4 due to the altitude and haze) confirms that the beetles carry some kind of boxed payload on their backs.

A door is set into the front of the anchor tower. If the PCs approach the door, it automatically slides open with a loud a metallic shriek.

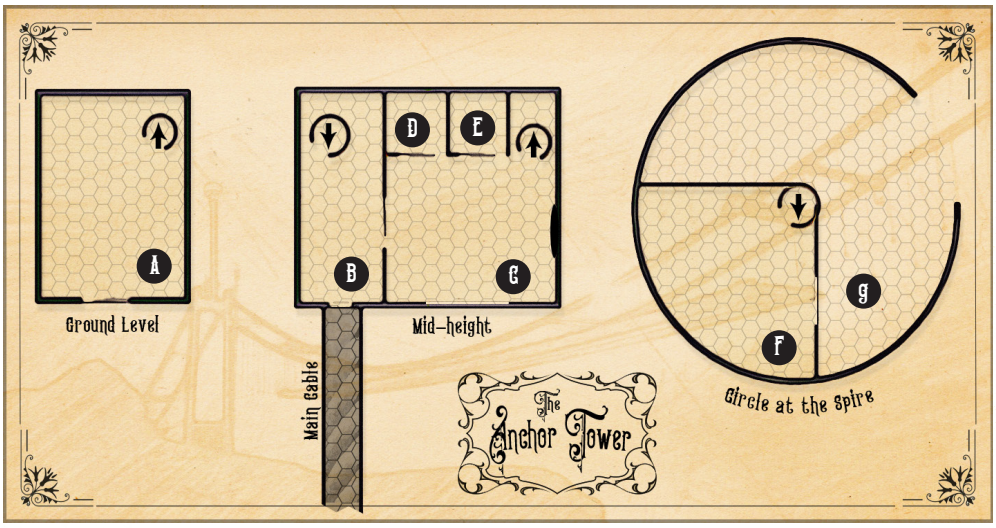
The Western Anchor Tower

There are three sections to the anchor spire:

Ground Level Entry (A) – The entrance room is scattered with ceramic tables and chairs of unusual, three-legged design. On several of the tables and chairs are smooth, blood-red stones the size of ostrich eggs. Two of the tables hold large machines of some kind. Two riveted rollers are mounted one above each other and attached to a heavy metal crank. An Engineer roll devises that these machines are designed to crush rocks.

Some of the stones are cracked open, revealing that they are hollow and pearlescent on the inside. A Geology roll reveals that these stones bear some resemblence to Earth amethyst. It looks like someone was cracking these stones open in the hopes that they would find large crystals. A Search-2 finds a small, earring-sized ruby on the floor amongst the rubble, identical to the ones the PCs may have found near the beetle carcass at the beginning of the adventure.

In the northeast corner of the room, a glass cylinder, big enough to hold six people, shoots upward into the tower. Stepping into the glass chamber activates a musical chime,



and then sends the occupants a dozen stories up the tower to the Mid-Height Entrance Chamber.

Mid-Height Entrance Chamber (B) – The glass tube deposits occupants in another rectangular chamber just over halfway up the spire. Small portals around the room let the PCs see into the western expanses.

There are two doors in the room. The first is a metal hatch in the southern wall, just big enough for someone to crawl through. The hatch is locked with an unusual mechanism made from three wheel-like sawblades that are interlocked with each other. Opening the hatch either requires a Forced Entry roll versus the door's hinges (ST 20), smashing the lock (it has DR 12, 30 HP), or an Engineer roll at -2 to figure out the mechanism. Once figured out, the PCs discover that a small ruby must be inserted between the sawblades at a specific point. Once smashed, the energy released from the gem charges the wheels and unlocks the door. (A ruby can be found either in the entrance chamber, near the Cerauntus Beetle at the beginning of the adventure, or off one of the Martians here). If opened, this door leads directly on to one of the massive suspension cables that allow the PCs to precariously make their way across the canal.

The second door automatically slides open into a laboratory.

The Mid-Height Laboratory (C) – More ceramic furniture is strewn throughout this room. Bales of thin copper wire are on each table in here, and tools – such as the kind a jeweler might use (a Jeweler or Merchant roll identifies these as such) – can also be found.

A large open-air window is in the south wall, only a small railing separating occupants from the swirling winds high-up the tower. From this grand window, the PCs can easily see the two towers of Canalwatch in the distance.

GM Note: It's possible for PCs to shimmy from the open-air window to the main cable, but very dangerous! The PC can climb to the cable, but the sheer tower material and the winds require a Climbing roll at -4!). It's also possible for a bold PC to leap from the window to the cable. This requires a spectacular 14-foot jump, requiring either a Basic Move 7 (requiring a Will roll at -4 for a for a Move 6 character using Extra Effort) or Jumping skill 14+.

In the northeast corner of the room is another glass tube, which transports occupants to the Circle at the Spire at the top of the tower.

Mounted on the eastern wall of the room is a huge round mirror. Images in the mirror is blurry and warped, like looking into deep and murky water. On a panel near the wall are two spools with wire connected between them. If the PCs toy with the spools, they'll see that the spools control the focus and defocusing effect on the mirror. An IQ roll enables a PC to focus the mirror, which summons the angry image of the Pariah (see textbox)!

The Prison Rooms – There are also two locked doors in the lab which are meant to securely hold tools, but have been converted to detain two prisoners. The doors are locked with similar mechanisms as the door to the main cable – an Elysian Ruby is required to unlock them.

The Pariah Looms

By tuning the wire spools by the mirror, the PCs can cause the looming image of the Pariah to appear. A hooded figure in an impenetrable glass mask and a single, fist-sized ruby-red eye, the Pariah will angrily demand an explanation for the PCs uninvited entry into his kingdom.

The Pariah will interrogate the PCs, looking for bits of information he can use against them. He demands to know how they got to Mars and whether that "shivering jemmy" Cooper brought them here. He asks them if there are any other humans on Mars with them. Finally, he hurls a constant stream of insults at the PCs, calling "half-wit glocks" and "idiot mumpers," and laughing at the thought of enslaving them and hearing them "whimper and pucker." (A Savoir-Faire roll will notice that the Pariah uses lower-class insults.)

Eventually, he'll grow tired of the conversation and end it, saying it doesn't matter that they came to Mars, because his plan is nearly complete and soon "a legion that would make Lucifer proud" will be on their way to enslave them or kill them horribly.

If the PCs gave any useful information to the Pariah, he will use it to his advantage, for example, immediately dispatching Cerauntus Beetles to locate and recover their sphere, or capturing Colonel Cooper or Old Bill Finaughty to use agains the PCs at the finale of the adventure.

Sarmatian Devil

ST	17	HP: 17
DX	12	Will: 12
IQ	6	Per: 10
HT	12	FP: 12

Basic Speed: 6 SM: +1
Move: 7 Punch: 2d-2 cr (Reach C, 1)
Dodge: 9 Bite: 2d-2 cut (Reach C)

Traits: Acute Hearing +2; Appearance (Monstrous); Arm ST +3; Bad Grip 2; Bad Temper; Brachiator; DR 1; Night Vision 4; Sharp Teeth; Vulnerability (Throat, x2); Wild Animal.

If the PCs make their presence known, by either talking loudly or banging on the doors, they'll be able to ascertain who is in each cell.

In **(D)**, a loud and angry roar, followed by berserk pounding on the metal door, startles the PCs. This cell is the home to a wild *Sarmatian Ophorus,* a carnivorous ape-like creature. It wandered near the suspension bridge some days ago, climbed the spire, and ate two Cerauntus Beetles before the Hebrus Martians incapacitated it.

Room **(E)** is occuped by ELLEN EGLIN. A middle-aged, African-American inventor, Ellen snuck into one of Colonel Cooper's viewing parties two years ago, after bribing his laundress with a promise to send her one of her newly-invented clothes wringers. Unfortunately, after witnessing the breathtaking beauty of Mars, she too was kidnapped by the Pariah.

- If Ellen hears human voices, she'll bang on the door and call out for someone to open it. She be able to explain the locking mechanism to the PCs, and insist that they find a ruby to free her.
- If asked about the other cell, Ellen warns the PCs to stay away from "that upside-down headed devil" unless they are looking to "be dinner for a beast God didn't finish thinking about."
- Ellen does not know the identity of the Pariah. "Always a hood and a mask with that one." She explains that she snuck into one of Cooper's parties but she never returned back to London. The Pariah put her to work smashing rocks to look for the Elysian Rubies. Eventually, the Pariah found that she was too strong-willed to be kept with other captives, so he contained her here at the anchor tower to do her work with no one but the company of Hebrus Martians. "You'd think plants with feet and arms would be more *interesting* than regular plants... but you'd be wrong." She admits she's surprised the lab isn't scurrying with Martians.
- If asked about the Elysian Rubies, Ellen says that they have to smash a hundred of the egg-shaped rocks to find one big one. "The Pariah uses the thumb-sized crytals for some big invention of his at Canalwatch." She says that the little rubies are used for jewelery, which let the Pariah control the minds of the Cerauntus Beetles, as well as some Martians, which transport the rubies to Canalwatch, and also bring more stones to smash here. "The Pariah kept threatening to use the rubies to control my mind," she says, "but I don't think it works on humans."

The Circle at the Spire (F) – The glass lift opens to a triangular chamber. Viewing windows are evenly spaces around the room, giving a phenomenal view to the southwest. A dozen or so boxes, made from some sort of woven reeds, are neatly stacked around the room. The boxes are filled with whole egg-shaped rocks, ready to be taken downstairs and cracked open for Elysian Rubies. Double sliding doors are set into the eastern wall.

GM Note: If the PCs study the egg-shaped rocks for long enough (at least an hour) it is possible, although very difficult, to tell which ones might contain rubies. A Geology-5 finds two rocks with the larger crystals, thumb-sized rubies in them, and about ten rocks with the smaller gemstones in them. Otherwise, Ellen Eglin is correct, and finding a large ruby is about a 1 in 100 chance, and a small one a 1 in 6 chance.

The Cerauntus Hangar (G) – This room is cacophonous with the clicking and buzzing of three Cerauntus Beetles! A half-dozen Hebrus Martians methodically unload containers from saddles on the giant insects' backs. Both the beetles and the Martians wear Icarian Bands on their heads, and are under the Pariah's mind control.

If the PCs are noticed by the Martian workers, they pause momentarily as the Pariah sends them instructions. They then begin to throw the egg-shaped rocks at the PCs. The heavy rocks do 1d-1 cr on a hit. However, there is a 1 in 6 chance a rock contains an Elysian Ruby and explodes (2d cr ex damage). A *critical hit* on a roll of 3 indicates that a rock has a *large* Elysian Ruby inside, and explodes like a concussion grenade for 5dx2 cr ex damage!

As the Martians distract the PCs with rocks, the Cerauntus Beetles are also ordered to attack.

Clever PCs can attempt to yank an Icarian Band from their opponents. This requires a grapple and then winning a Quick

Cerauntus Beetle

ST	21	HP: 21
DX	9	Will: 8
IQ	1	Per: 13
HT	11	FP: 11

Basic Speed: 5
Move: 5 / 10 (fly)
Dodge: 8

SM: +1 (3 hexes)
Pincers: 2d pi+ (Reach C)
Acid spit: 1d corrosive, Acc 0, Range 5, roll HT or *Nauseated*

Traits: DR 4; Flight (Winged); High Pain Threshold; Injury Tolerance (No Blood); Peripheral Vision; Striker (cutting, cannot parry, weak); Vibration Sense; Wild Animal.

Hebrus Martian

ST	11	HP: 11
DX	9	Will: 9
IQ	8	Per: 9
HT	11	FP: 11

Basic Speed: 5
Move: 5
Dodge: 8

SM: 0
Punch: 1d-1 cr (Reach C)

Traits: DR 1; Claws (Blunt); Dependency (Weekly, Sunlight); Extra Arm; Extra Leg; High Pain Threshold; Injury Tolerance (No Vitals, Blood, Brain); Innumerate; Longevity; Mute; Unfazeable.

Contest of DX to pull it off. This immediately *mentally stuns* the subject. After they recover, Martians immediately flee from any hostile opponents. Cerauntus Beetles back off and clack menacingly at the humans. After a few moments, the GM should make a reaction roll for the beetles to see how they react.

To calm a beetle (once its Icarian Band is removed), a PC must succeed at an Animal Handling roll (at a -2 penalty due to the unfamiliarity of dealing with giant Martian beetles!). Once calmed, the beetles behave domestically, mostly ignoring the PCs. If a PC thinks to ride a Cerauntus Beetle, they must mount it, which takes two turns (or a Riding, Acrobatics, or Jumping roll to do it at one; the strange shape of the beetle penalizes the roll by -2). Riding a beetle well enough to actually guide the thing requires a Riding (Cerauntus Beetle) roll, which defaults to other Riding skills at -3! A failure means the beetle just instinctively flies to the top of one of the Canalwatch towers to drop off supplies.

A Cerauntus Beetle can carry two people on its back, although Riding rolls are at a -1 penalty in that configuration.

V.W.Y.Z's Plea for Help

At some point during the PCs occupation of the upper hangar, the mirror in the laboratory makes a loud and long warbling noise. The noise travels clearly up the glass tube lift. If the PCs are in the middle of a battle, a Hearing roll is required to hear it. Otherwise, the sound is obvious.

Returning to the laboratory finds a blurry and shadowy silhouette of a person in the communication mirror. Tuning the threaded spools (and succeeding at an IQ roll) will focus the image into a young woman.

"What Pierre said was true!" exclaims the woman in a surprised and hopeful voice as she sees the PCs. "My name is Venus Winifred Yetty Zeus and I've been kidnapped."
With perfect diction, Venus Winifred Yetty Zeus hurriedly explains that she recently heard the Pariah shouting at someone through the mirror. After he stormed out of his relay chamber, she snuck in and tried contacting whoever it was at the other end. She says that she and eight other intellectuals from Earth are being held prisoner in a glass dome at Canalwatch. But what's worse, she says, the Pariah's scheme is nearly complete, and that "she and the others are to blame."

"He forced me and the others to find a way to refill the Hebrus Canal. Once filled with nutrient water, millions of Hebrus Martians will come back to life and serve the Pariah as slaves! But water has largely vanished from Mars... leaving us with only one option, else the Pariah do terrible things to us. I designed an *etheric decacoil.* The decacoil connects invisibly to an *ether tube* positioned in the English Channel in the Atlantic Ocean. Once activated, water from Earth will pour into Mars' canals via the decacoil and bring new life to the red planet. But the Pariah means to enslave that life like he did to us!"

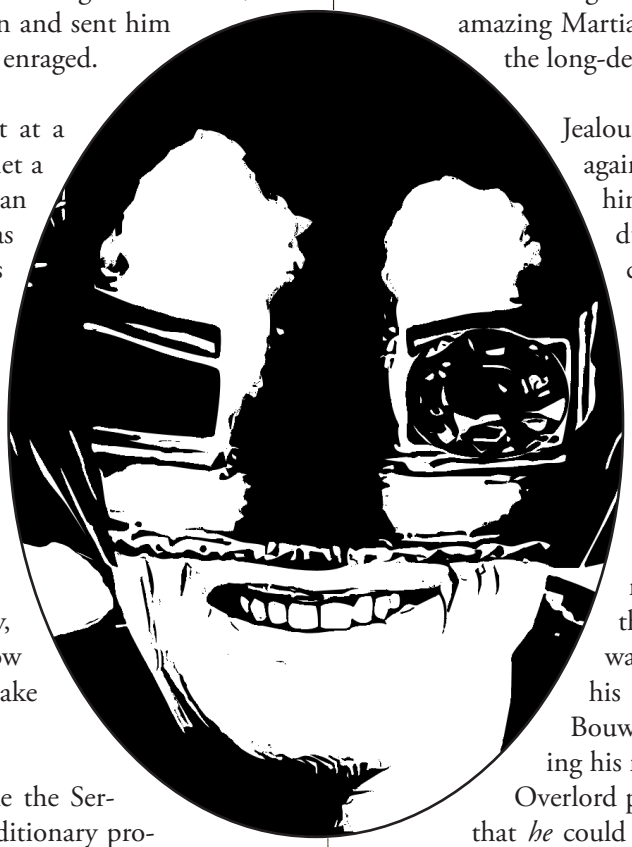
VWYZ begs the PCs to destroy the coil, which is mounted under the suspension bridge, before it activates. Before she can finish, she is suddenly jerked from the image with a shout... and the mirror goes blank.

On the Hebrus Bridge

The etheric decacoil (D) is an upside-down, coach-sized coil of translucent glass mounted on the platform directly under the bridge. The decacoil is designed to generate enough energy to connect to a sister node in the Atlantic Ocean, and then pull water across the ether down into the Hebrus Ca-

The Story of the Pariah

The Pariah's true identity is Wolfert Bouwman, the footman of Colonel Reginald Cooper. For years, Bouwman served as Cooper's errand-man and go-getter. He acquired all of the unusual components that Cooper, and his assistant V.W.Y.Z., needed to build their mirrored expeditionary room. After serving the colonel for ten long years, Bouwman grew tired of the Colonel's dismissive nature for anyone who was not born from status and wealth. As Cooper began astounding the world with his cleverness and invention, Bouwman felt unthanked. The final straw came when then the press arrived for the unveiling of the room, and Cooper dismissed Bouwman and sent him out for groceries. Bouwman was enraged.



Bouwman got drunk that night at a rowdy London pub. There he met a brilliant young Serbian-American physicist and engineer, who was happy to hear about Bouwmann's grievances, and also about the secrets of Cooper's project. The physicist was intrigued, and was convinced that a few small modifications could *physically* send someone to another planet, versus only giving them a view of the place. Over the next few days, the physicist shared his ideas with Bouwman. Eventually, Bouwman left with an idea how he could be rid of Cooper and take over his operation.

Late one night, Bouwman made the Serbian's modifications to the expeditionary projector. The next day, he told Cooper that V.W.Y.Z. had made some tweaks and encouraged Cooper to try them. When Cooper activated the projector, he was physically teleported to Mars. Naturally, Colonel Cooper blamed V.W.Y.Z., not ever imagining that his footman had the mental capacity to tinker with his amazing invention.

The next week, Bouwman told V.W.Y.Z. that Cooper had passed away in his sleep, his heart having given out at the excitement of the invetion. Bouwman tried tro convince V.W.Y.Z. to resume the viewing parties with him, but she was heartbroken and refused. A year later, however, she would meet with investors from Oxford to recreate a smaller version of the invention – the Peerless Excursion Sphere (the invention that, years later, would bring the PCs to Mars).

Bouwman happily lived off of Cooper's money for a year. He thought he would never think of Cooper again. But slowly his curiosity got the better of him, and he wondered whether his old master was even still alive. He reactivated the projector and was shocked to learn that not only was the colonel alive, but was thriving on Mars. Cooper was thrilled to see his old footman again, and told Bouwman all about the amazing Martian canals, the strange creatures, and the long-dead civilizations.

Jealous of Cooper's discovery, Bouwman again tweaked the projector to send himself to Mars... smartly bringing a duplicate of the projector so that he could send himself back and forth.

During his early explorations of Mars, Bouwman stumbled into a lost cavern underneath the ruined towers of Canalwatch. There, he found a strange metal helmet, and met an ancient, withered alien entity – the Overlord – who once ruled millions of Hebrus Martians when the Canal was filled with its lavender water. Desperate to return himself and his people to life, the Overlord used Bouwman as a pawn to help him. Softening his mind with telepathic vibrations, the Overlord planted the suggestion to Bouwman that *he* could become king of Mars... if only he refilled the canals.

Bouwman was thrilled at the premise that he, a lowly servant, a pariah, might become lord of an entire planet. Knowing that Cooper still had the social standing to invite some of the Earth's most brilliant minds into his projector, Bouwman convinced the Colonel to begin the expeditions once again. Every year, Bouwman and the Cooper would concoct the perfect guest list... and every year one or two of those brilliant scientists and inventors would not return to Earth... but instead reappear at Canalwatch to help Bouwman, the Pariah, devise a method to refill the canals.

The Kidnapped Nine

Over the last three years, the Pariah has captured nine scientists and inventors from Colonel Cooper's parties. He forced them to work on his etheric decacoil, promising that he'd release them once their work was done.

While the kidnapped inventors do not play much of a direct role in the adventure, the GM can use them to add color and complexity to finale. In the order of their kidnapping:

Venus Winifred Yetty Zeus (V.W.Y.Z.)
Colonel Cooper's brilliant assistant, V.W.Y.Z. believed Cooper had died of a heart attack the night after his invention was finally shown to the world. Locked out of Cooper's manor by Bouwman, she moved into London to begin engineering her own projection project with Oxford university students. However, months into the project, she was kidnapped by Bouwman, taken to Mars, and forced to design the decacoil.

Louis Le Prince
A French optics inventor who had been working on multiple-lens cameras at the time of his kidnapping. The Pariah used Le Prince to fine-tune his projector, enabling him to better control where he could project his own image on Mars.

Joseph Swan
English physicist, chemist, and an inventor of the light bulb, Swan was kidnapped to help lead the decacoil project. He figured out how to harness solar rays to power the decacoil. Swan acts as a father-figure to the other hostages. He's also figured out that the Pariah was once Cooper's servant, but has not yet figured out a way to use that information to his advantage.

Ellen Eglin
The American inventor of the clothes-wringer. Ellen was not actually an invited guest at Cooper's party. She snuck into the event after hearing about it from one of Cooper's maids. The Pariah decided to kidnap her when he misheard and thought she was a *hose* inventor. Stubborn, feisty, and not especially useful to him, the Pariah grew tired of her and confined her to the anchor tower to help crush rocks to recover Elysian Rubies.

Henry Bessemer
The oldest of the hostages, 75-year English metallurgist Bessemer was kidnapped to lead the project to build the Hebrus suspension bridge. Bessemer is actually the only hostage who doesn't want to leave Mars. He loves his work here.

Dmitri Mendeleev
Struggling to understand the properties of Martian metals, the Pariah kidnapped this middle-aged Russian chemist and inventor of the periodic table. He spent most of his time on Mars authoring books on chemistry, occasionally assisting with the decacoil, and writing angry missives to the Russian Academy of Sciences (which the Pariah reluctantly agreed to deliver on his behalf).

Alice Ida Antoinette Guy
A young French woman obsessed with new forms of narrative. The Pariah was fascinated by her when Cooper invited her to his party, and by the end of the night he decided to kidnap her to chronicle his story. She is intrigued by the Pariah, and is the closest thing he has to a friend on Mars. Guy, however, is using this relationship to better figure out how to escape back to Earth and tell her *own* story.

John Boyd Dunlop
The introverted Scottish inventor of the inflatable bicycle tyre, brought to Mars during this adventure. The Pariah plans to use him to devise a pneumatic communication system so that he can better control the Hebrus Martians when they come to life.

Anna Murray Vail
A twenty-something American botanist, also brought to Mars shortly after the start of this adventure. The Pariah is desperate to know more about the biology of the Hebrus Martians, so arranged to have her kidnapped and taken to his dome.

nal. Given its location, and the half-constructed state of the suspension bridge, getting to the coil is dangerous and difficult. There's no way to simply walk on to the bridge and get to it, as only the center platform of the bridge has been constructed, hundreds of yards from the canal edge.

The easiest way to get to the coil platform is to jog down one of the main suspension cables, accessible from the Mid-Height of the Anchor Tower. Just under two yards in width, with a thin wire rail to hold on to, the cable is big enough to walk on without too much fear of falling. However, occasional, powerful gusts of wind cause a Fright Check for anyone on the bridge! Once to the middle of the bridge, the PCs can climb down one of two ladders a small platform (A) that is suspended underneath the bridge.

PCs then must leap the 5-yard gap to the larger decacoil platform where the device is mounted. Leaping the distance requires a good run, either Jumping skill 12+ or a Basic Move of 6, and a DX or Jumping roll to stick the landing. A PC not wanting to make the jump can swing to the main platform on one of the loose suspension cables (B) that dangle from the underside of the bridge (which merely requires a DX roll, else the PC is swinging awkwardly for the turn).

The other way to get to the bridge is by flying a Cerauntus Beetle to it! While this requires a good Riding skill to coax the beetle in the right direction (see the Cerauntus Hangar section above), it is the most direct way to get there.

The underside decacoil platform itself is precarious, swaying in the canal winds. The platform has no rails, and four open-air vents (C) mean a careless stumble can result in a deadly plummet to the rocky bottom of the canal.

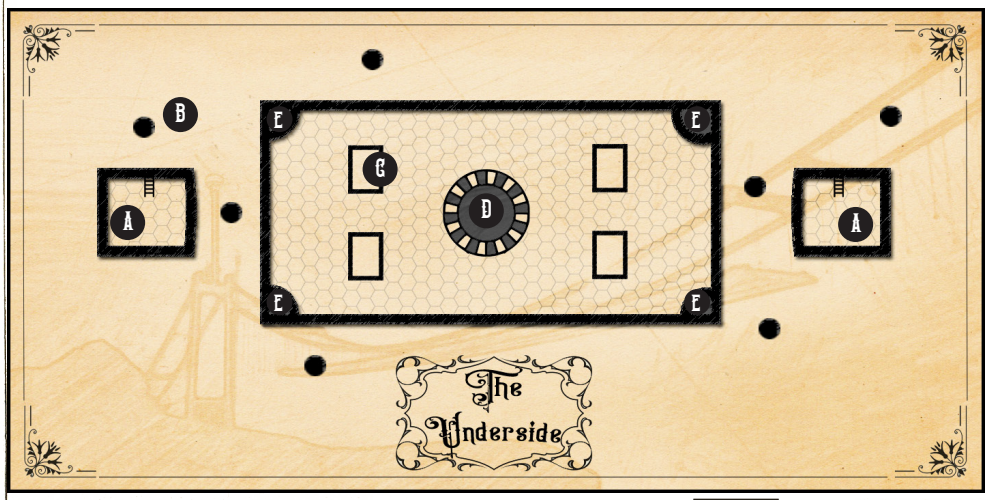
The Etheric Decacoil

Once activated, the decacoil progresses through three activation phases. The timing of the phases can be seconds to minutes apart. (Decacoils aren't exact science, and it's encouraged the GM up the ante as the adventure heads towards the finale!)

The *first phase* is a loud, tuning fork-like humming. Anyone near the decacoil has a hard time hearing (-2 to all Hearing rolls). The *second phase* creates a field of static electricity around the decacoil. Anyone within 3 yards of the coil takes 1d-2 burn damage every turn. The *final phase* causes a torrent of ocean water to pour from the underside of the bridge. Steam and mist envelops the platform (-6 combat and vision penalty); nearby PCs must make a ST roll to stay on their feet!

The decacoil has DR 12, 80 HP, making it difficult to destroy with most available weapons. Some options include:

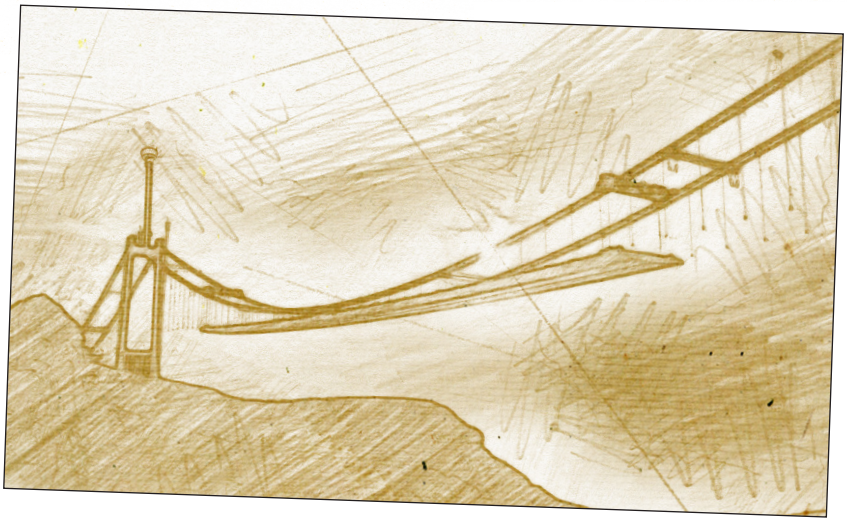
- Old Bill Finaughty's mighty 4-bore rifle will make quick work of the decacoil.
- If the PCs have found *large* Elysian Rubies, their explosive potential (5dx2 cr ex damage) can also destroy the machine.
- An Engineer (Civil) roll identifies that the cables suspending the platform below the bridge are half-complete, and more vulnerable than the machine itself. They have DR 7, 30 HP each. Destroying two of them will destabilize the platform, causing it to lurch for 2d seconds (DX roll to grab on to something and not slide off!) then break off and plummet into the canal below.
- Crashing a beetle (or the Pariah's sky chariot) directly into the machine during phase two causes the decacoil to short out and explode!



The Pariah's Defense

Once the Pariah observes the PCs heading towards the bridge, he'll do two things to stop them from interfering with the decacoil. First, he'll remotely unlock the door to the Sarmatian Devil's cell in the Anchor Tower. The creature, hungry and angry from its imprisonment, is thrilled with the opportunity to chase prey out on to the bridge!

Second, the Pariah activates the de-



cacoil from Canalwatch. The machine has three phases of activation (see text box) before it begins to flood the canal with Earth's water.

If it looks like the Sarmatian Devil will fail to kill the PCs, the Pariah mounts his sky chariot to stop them himself. He'll also order a few enslaved Hebrus Martians to mount their own beetles and fly alongside him as backup. These Martians are armed with gravity crossbows (1d(∞) cr, Acc 1, Range 100/600, RoF 1, Shots 1 (2), 3 lbs, Bulk -4) and have Crossbow-12 and Riding-12. The martians' three arms let them simultaneously pilot the beetles and shoot at the PCs, although firing from an unstable mount like a beetle is at a -1 penalty.

The Pariah does not engage the fight directly. He circles the underside platform, using his leadership and tactics to order his Martians to attack the PCs at their most vulnerable spots, so that he can better protect his decacoil.

If the PCs fail to stop the decacoil from activating, he gloat sfrom his sky chariot. "You see, it is too late to stop me. With the Canal filling, it is only a matter of time before Mars reawakens... under my control!" Or some variation of a classical bad guy victory speech. He then crows that now that his work is done, he intends to dispatch with his Canalwatch prisoners imminently. If it looks like the PCs have lost all hope of disrupting his decacoil, he'll zoom off back to Canalwatch. Otherwise, he'll try to finish the PCs off for good.

If the Pariah is *hit* during the fight, he suddenly *flickers away*, his remotely controlled Sky Chariot spiralling out of control and crashing in an epic fashion. An IQ roll (in case the players can't figure it out for themselves) reveals that he was merely an illusion, much like the guests at Colonel Cooper's party!

If the PCs destroy the decacoil, the Pariah cries out in defeat, either from his sky chariot (or by flickering back in place near the PCs for an angry taunt):

"Gibfaced fools! You destroyed the only chance Mars had at life! You may have stopped me for now... but your "friends" at Canalwatch will pay the ultimate price for your interference!"

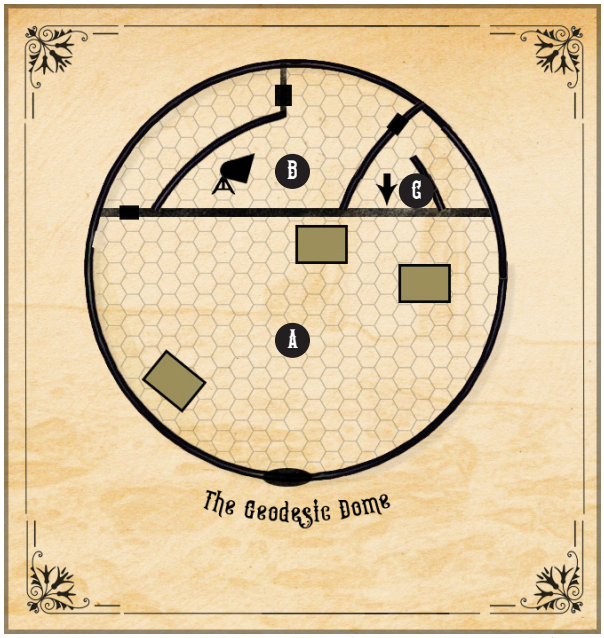
Once his threat is complete, the Pariah vanishes, either by flying back to Canalwatch, or his illusion vanishing entirely.

Finale at Canalwatch

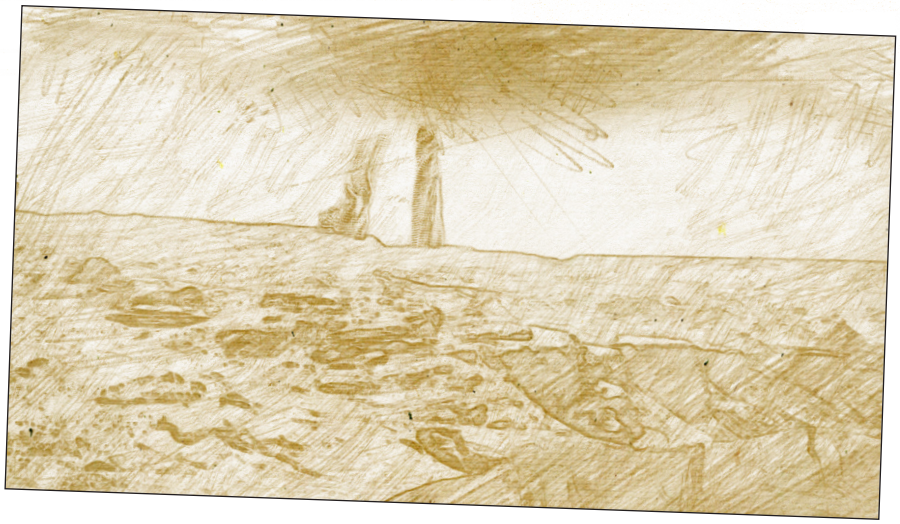
Canalwatch describes two, enormous spiraling towers that shoot twenty stories into the air. The towers are still under construction – large silvery girders criss-crossing all the way up to the top, with only a few floors in place. A hundred Hebrus Martians work the bamboo-like scaffolding mounted around the towers, placing giant beams into place with their three massive limbs. Most of the Hebrus Martians have Icarian Bands on, enslaved to work on the tower at the Pariah's bidding. These Martians are not eager warriors, however, and likely ignore the PCs (although the GM can always use them as extra thugs during the finale if he needs them).

The Geodesic Dome

A house-sized geodesic dome is located between the two towers. The Pariah himself stands atop the dome, ready to confidently address the interlopers. (However, if the PCs stopped the canal from refilling, the fearful Pariah has actually fled into the dome to his projection room, and instead projects an image of himself atop the dome.)



"Idiot shunters," he taunts the PCs. "Your friends are trapped inside this dome with several, ravenous Cerauntus Beetles. With a mere thought, I will order them to devour your friends. Surrender to me is your only option."



Indeed, looking through the glass of the dome sees eight or so captives huddled together in a laboratory, three beetles clicking frantically at them, just yards away.

The glass to the dome is transparent and fragile (DR 1, HP 3). An Engineering (Materials) or Architecture roll easily calculates this fact, giving the PCs a shot at either shooting through the glass or shattering it enough to storm the inside. If the Pariah is not physically at the dome, it takes him a few moments (1d seconds) to react due to the "lag" of his projections. If he is there, he immediately orders the beetles to attack if the PCs show hostility.

The Pariah might also be able to be reasoned with, especially if his plan his foiled and he feels he has no viable escape. The Pariah knows he has the leverage of holding the kidnapped scientists, but is reluctant to outright kill them unless the PCs have truly enraged him. He also knows he possesses the only way back to Earth (via his projection room inside the dome). Several other factors may play into whether or not the Pariah negotiates:

- If the Pariah found out about the' Excursion Sphere that brought the PCs to Mars, he dispatche Hebrus Martians and a formation out to capture it. He will use its capture as as leverage (claiming he can repair the sphere and send them back to Earth... or destroy it and trap them here forever!).
- If the Pariah suspected that Colonel Cooper was involved in helping the PCs, he will have also kidnapped him. (If the Pariah is physically a the dome, he'll dramatically hold him hostage on top of the dome; if not, Cooper will have been thrown in with the other captives).
- If the PCs revealed that Old Bill was around, the Pariah will have also captured him. Worse, Old Bill's years on Mars have made him vulnerable to the Elysian Rubies! The Pariah has Old Bill positioned nearby on the scaffolding of Canalwatch, armed and ready to assist the Pariah in case violence breaks out.
- If the PCs have figured out the Pariah's identity, they will have gained tremendous leverage over him, as he knows he can't flee back to England without consequences.

Ultimately, the Pariah is looking for a way he can be left to continue to fulfill his mission of refilling the Canal and bringing millions of Hebrus Martians back to life. If the PCs have destroyed his decacoil, he's far less likely to give back the hostages. Otherwise, he reluctantly agrees to a reasonable bargain.

If, at any point, the Pariah's helmet and mask are removed, the Overlord's suggestive power begins to wain. Bouwman's primary objective immediately changes to escaping Mars with his life and reputation intact.

The finale of the adventure can play out several different ways. The PCs can potentially save the hostages by assaulting the dome, killing the beetles, and forcing the Pariah to surrender. Or, perhaps they can negotiate freeing them, promising to return to Earth and leave the Pariah alone forever. Or, it's even possible to distract the Pariah, sneak around to the back of the dome, and interrupt him as he is projecting his image.

The dome itself is sectioned into three parts. The largest part is the lab (A), the area where the captured scientists work. Three large tables are littered with glass, exotic metals, smaller decacoil prototypes, and beautiful lenses designed to improve the Pariah's projectors.

Behind a locked door is the Pariah's projector room (B). A Lockpicking-2 roll unlock the door. A spidery contraption with multiple lenses is attached to a gleaming, silvery floor. An Engineering roll at -4 (due to the mind-numbing complexity of the device) figures out how to activate the device via a dozen knobs. Of course, if Colonel Cooper or V.W.Y.Z. is with the PCs, they already know how to use it.

Two hexagonal metal plates are built into the floor in front of the projector. One plate has a beautiful carving of the Earth, the other of Mars. Standing on the Earth plate sends the subject to Cooper's manor outside of London. Standing on the

The Pariah

ST	11	HP: 11
DX	12	Will: 14
IQ	14	Per: 14
HT	12	FP: 12

Basic Speed: 6 SM: 0
Move: 6 Dodge: 9

Traits: High Pain Threshold; Intolerance; Overconfidence.

Quirks: Fond of crude language (in his mask)

Skills: Architecture-14; Area Knowledge (Hebrus Canal)-14; Current Affairs (People)-14; Engineer (Expedition Projectors)-14; Guns (Pistol)-14; Intimidation-14; Mathematics-13; Naturalist (Mars)-13; Piloting (Sky Chariot)-12; Savoir-Faire (Servant)-15; Scrounging-14.

Equipment: Elysium Helm (DR 2. Also grants Mind Control of those wearing Icarian Bands and Obsession - Refill Canals); Webley RIC .442 Revolver (1d+2 pi+, Acc 2, Range 110/1,200, RoF 3, Shots 6 (3i), ST 9, Bulk, -2, Rcl 3).

The Pariah's Sky Chariot: ST/HP 40, Hnd/SR +1/3, HT 10f, Move 6/9, SM+2, DR 3, Range 200, holds 2 occupants.

Mars plate lets the subject project himself to somewhere on Mars, within fifty miles or so.

Also in the projector room is a relay mirror, similar to the one in the Anchor Tower. This was the mirror that V.W.Y.Z. used to communicate to the PCs.

Finally, a large closet (C) of sorts holds miscellaneous projector parts, a rack of recent newspapers (which includes the stories about the missing inventors), and two shovel-like agricultural tools of Martian origin (which the Pariah mistakely believes are weapons). An oriental rug on the floor here hides a heavy, metal trap door.

The trapdoor uncovers a cave shaft that leads downward into the cavern of the Overlord, the ancient, hibernating leader of the Hebrus Martians. Pitons are hammered into the rock every few feet, enabling an explorer to venture downward, as long as he has a light source (and makes a Climbing+3 roll).

The Throne of the Overlord

The shaft descends ten yards into the Martian rock. It deposits the PCs into an open chamber. Half of the chamber is natural rock, but the other half shows remnants of curved pillars, triangular tiles, and unusual writing carved into the slab floor.

Across the room is the ancient OVERLORD OF MARS. Like a Hebrus Martian, but twice the size, the Overlord is made from fragile, withered plant material. The vines that make up his body are brown and dry. His body is twisted and tangled around a stone chair of sorts, but it is difficult to tell where his body ends and the throne begins.

And yet, the Overlord is still alive. His head slowly, silently turns towards intruders (no doubt causing a Fright Check upon seeing that this strange alien creature is alive). But he does nothing (at least nothing that humans can comprehend), unable to communicate to anyone who is not wearing an Icarian Band or the Pariah's Elysian Helm. (If someone *is* wearing one of those contraptions, they'll hear an overwhelming, raspy voice in their head beckoning them to come closer and hear the Overlord's command – which, of course, is to refill the canals and bring his people to life!)

The PCs are free to interact however they want with the Overlord. Perhaps they will destroy the Martian king, or pity him and abadon him to his lonely cave for centuries yet to come.

GM's Note: This adventure purposely avoids describing the true motivation of the Overlord. The Overlord is tens of thousands of years old and inscrutably alien. It saw an opportunity to control Bouwman and bring his Martian people back to life. Whether the Overlord then wants to simply rebuild his lost civilization, or unleash a terrible war against other Martian tribes or even the people of Earth, is entirely up to the GM and whether he plans to continue the story beyond this adventure.

Conclusion

With some grit and cunning, the PCs can stop the Pariah, rescue the scientists, and then head back to Earth using either the Pariah's projector, or a repaired sphere courtesy of Cooper and V.W.Y.Z.). If asked, Cooper and V.W.Y.Z. bicker over what caused the PCs to get pulled to Mars. Cooper believes the sphere somehow got caught up in the energy from the Pariah's own projector. V.W.Y.Z. believes that a test of the etheric decacoil, which happened at the same time, pulled it to Mars.

For completing the adventure, the PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance. Saving the scientists and inventors also likely earns the PCs a great Reputation in the scientific community.

Special Thanks

Thanks to the creative team at Origin Systems who were behind *Worlds of Ultima: Martian Dreams* for inspiring this adventure. While I never played the game back in the day (but *Savage Empire* was great!), I read enough reviews and watched enough YouTube videos to get inspired and write this adventure.

Special thanks to hafizaprilio, angeloquintero, and alioo7 on fiverr.com for their artwork. Also thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure. Gear icons vector created by alvaro_cabrera - www.freepik.com.

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a note to @SageThalcos on Twitter or post a comment on 1shotadventures.com

Virtual Tabletop Notes

Visit www.1shotadventures.com for additional VTT assets for this adventure, including tokens, handouts, and maps.

Disclaimer

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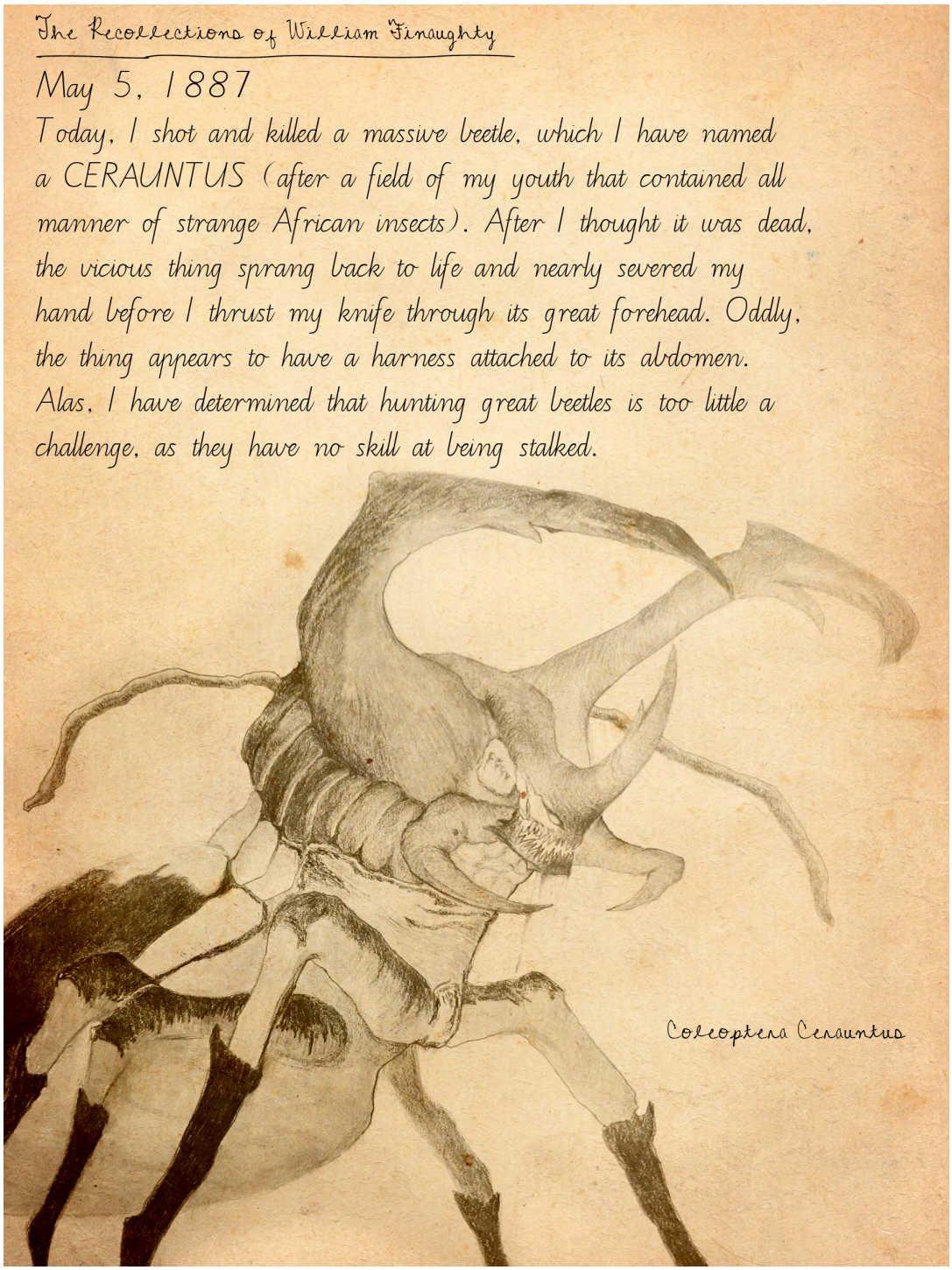
Version History

1.0 - Original release
1.1 - Adjusted statistics, text editing
1.3 - Fixed layout issues, added bookmarks



The Recollections of William Finaughty

May 5, 1887

Today, I shot and killed a massive beetle, which I have named a CERAUNTUS (after a field of my youth that contained all manner of strange African insects). After I thought it was dead, the vicious thing sprang back to life and nearly severed my hand before I thrust my knife through its great forehead. Oddly, the thing appears to have a harness attached to its abdomen. Alas, I have determined that hunting great beetles is too little a challenge, as they have no skill at being stalked.

Coleoptera Ceraunus

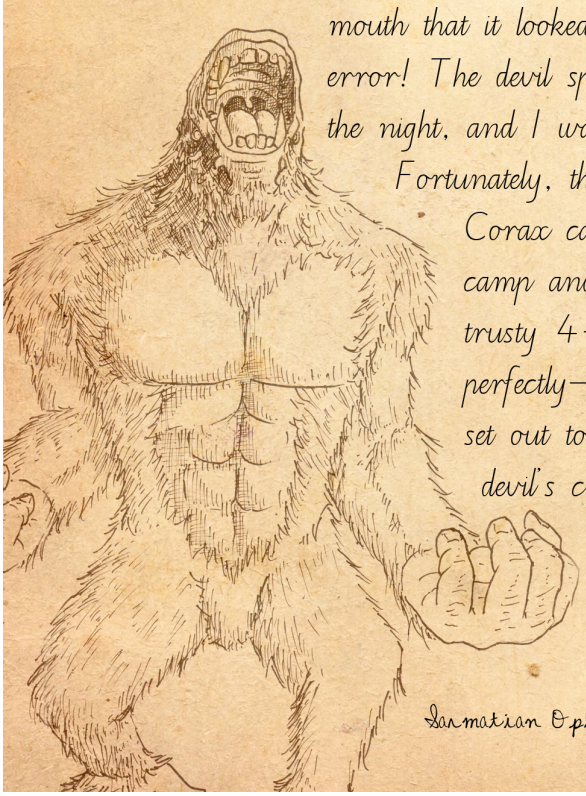
HANDOUT A - Journal pages found in Old Bill's abode (1 of 3)

Nov 12, 1886

My first day on Mars! I have survived Newton's Cannonball! I landed amidst a herd of large, six-legged cattle-like creatures. I attempted to take a shot with my revolving rifle (as I had not yet assembled my 4-bore), but the landing jammed it and the herd fled, making unusual warbling noises. I shall make camp tonight, and look to hunt one of these creatures in the morning. I imagine it shall be easy to follow their trails.

Jan 12, 1887

Today I encountered the first creature that challenged my ability. It was a great ape-like creature, with its eyes located so far below its mouth that it looked like God Himself made an error! The devil sprang on me in the middle of the night, and I was barely able to fend it off. Fortunately, the thing got distracted by a Corax carcass I had strung up in camp and I was able to load my trusty 4-bore. Took it down in one perfectly-aimed shot. Tomorrow I will set out to see if I can find more of this devil's companions. I dream of finding a creature with this much savagery and facing it in a fair hunt!



Sarmatian Ophonus

HANDOUT A - Journal pages found in Old Bill's abode (2 of 3)

Feb 2, 1887

I killed another Sarmatian Devil this morning. While the creatures are brutal and clever, they take too much work to find. And I have been unable to find a way to preserve their carcass as a trophy.

March 7, 1887

I encountered an exotic creature today. I believe this might be a form of native, intelligent life on the red planet. The small creatures are made from plant matter, not flesh, and amble around aimlessly. Most unusually, they have three arms and three legs, although why the Creator made them like this I cannot decipher. I think I shall call them Mucksnipes, and shall try hunting one tomorrow.

March 8, 1887

Alas, hunting Mucksnipes is as thrilling as hunting a baobab tree. The primitive things barely respond when hit with a shell, and eventually just topple over and fidget. I fear I have exhausted the Callirhoe hunting grounds. I still have not found a creature as delightful to hunt as the wonderous African Elephant, and I cannot return to Earth until I have achieved this quest. Tomorrow, I shall pack my belongings and set out for a month-long journey to the south, beyond the Roseate Cliffs and the Parcae Canal.

HANDOUT A - Journal pages found in Old Bill's abode (3 of 3)

HANDOUT B - Cooper's Map of Mars (Player Safe)

HANDOUT C - Pressed image of a *Tharsis Grivalea* flower in Old Bill's travel journal, shown to the PCs by Old Bill if they ask to learn more about the flower

STEAMPUNK

Name Charlie Westinghouse **Player** _____ **Point Total** 139
Ht 5'10" **Wt** 175 **Size Modifier** 0 **Age** 17 **Unspent Pts** –
Appearance Adopted nephew of the famed inventor and businessman, now an inventor in his own right

					CURRENT	
ST	10	[40]	**HP**	10		[0]
DX	11	[20]	**Will**	12		[0]
IQ	12	[40]	**Per**	13		[5]
HT	11	[10]	**FP**	13	CURRENT	[6]

MOVE 5

DR 0

BASIC LIFT (ST × ST)/5 20 lbs **DAMAGE Thr** 1d-2 **Sw** 1d
BASIC SPEED 5.5 [0] **BASIC MOVE** 5 [0]

Encumbrance

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

Active Defenses

Dodge	Parry	Block
8	–	–

Reaction Modifiers

Appearance +0
Status +1 (and +1 from Social Regard)
Reputation +0
+2 from Artificer (those you do work for)
+2 from Overconfidence (naive folk), –2 (experienced)
+3 from Honesty (when honor matters)
–1 from Odious Personal Habit

Advantages & Perks

Absolute Timing	[2]
Ambidexterity	[5]
Artificer 2	[20]
Gizmo 1 (once per session, pull a useful item out of your satchel)	[5]
High Manual Dexterity +1 (+1 to DX rolls w/ fine movement)	[5]
Intuition (you usually guess right – the GM makes an IQ roll)	[15]
Social Regard (Respected Name) +1	[5]
Status +1	[5]
	[ ]
	[ ]
	[ ]
	[ ]

Disadvantages & Quirks

Bad Sight (Nearsighted) – Glasses	[-10]
Honesty (never breaks the law)	[-10]
Odious Personal Habit (talks endlessly about science)	[-5]
Overconfidence	[-5]
Shyness (Mild)	[-10]
	[ ]
Voracious reader, especially explorers' memoirs	[-1]
Uses the phrase "that's bang up to the elephant!" when impressed	[-1]
Gets hungry a lot more than usual	[-1]
Nervous around women	[-1]
Doesn't spend money frivolously	[-1]
	[ ]
	[ ]

Skills

Name	Level	
Artist (Drawing)	10	[1]
Astronomy	10	[1]
Bicycling	12	[2]
Carpentry (includes +2 from Artificer)	14	[1]
Chemistry	11	[2]
Current Affairs (Science & Technology)	14	[4]
Engineer (Electrical) (includes +2 from Artificer)	13	[2]
Engineer (Materials) (includes +2 from Artificer)	14	[4]
Explosives (Demolition)	11	[1]
Games (Chess)	13	[2]
Geology	11	[2]
Machinist (includes +2 from Artificer)	13	[1]
Mathematics (Applied)	12	[4]
Mechanic (Steam Engines) (includes +2 from Artificer)	13	[1]
Metallurgy	10	[1]
Navigation (Land)	11	[1]
Savoir-Faire (High Society)	11	[1]
Slingshot	11	[2]
Survival (Woodlands)	13	[2]
Swimming	11	[1]
		[ ]

Languages	Spoken	Written	
English (American)	Native	Native	[0]
			[ ]
			[ ]

SteamPunk

Character Sheet

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
Brass Catapult (Slingshot)	1d-1 cr	1	60/100	1	1 (2)	6†	-2	-		£30	1 lb
w/ brass marbles	1d cr		120/200							£5	

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

£15

POSSESSIONS

Item	Location	Cost	Weight
5 brass marbles	Pocket	£9	- lbs.
Canvas carrier bag		£3	- lbs.
William Will's *The Argus*	Satchel	£2	- lb
Robert L. Stevenson's *The Black Arrow*	Satchel	£2	- lbs.
	Totals:	£51	1 Lbs.

You are the adopted nephew of George Westinghouse, the famous enterpreneur and engineer. For the last two years, you've worked on Gaulard-Gibbs transformers in his Pitts-burgh lab, helping hone his theory of alternating current. Uncle George invited you to London to help him prepare for an investment presentation to Barings Bank. Today is your day off, and you spent the day sightseeing. When you saw a sign for a new entertainment venue – the "Peerless Expedition Sphere" that would give you a glimpse of another planet, you knew you had to buy a ticket!

CHARACTER NOTES

Take notes here...

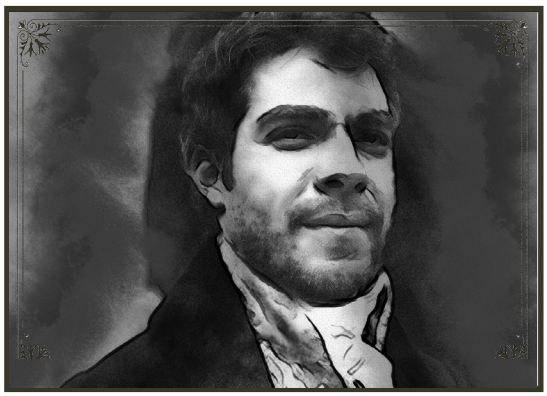
SteamPunk

Name Arthur Thompson Shaw **Player** _____ **Point Total** 150
Ht 6'2" **Wt** 215 **Size Modifier** 0 **Age** 29 **Unspent Pts** –
Appearance Vintner and stalwart mayor of a small town – with a reputation for being tough on criminals

					CURRENT	
ST	13	[30]	**HP**	13		[0]
DX	12	[40]	**Will**	12		[0]
IQ	12	[40]	**Per**	12		[0]
HT	11	[10]	**FP**	11		[0]

MOVE 5

DR 5 (3 vs Crushing)



BASIC LIFT (ST × ST)/5 34 lbs **DAMAGE Thr** 1d **Sw** 2d-1
BASIC SPEED 5.75 [0] **BASIC MOVE** 5 [0]

Encumbrance

None (0) = BL	34
Light (1) = 2 × BL	78
Medium (2) = 3 × BL	112
Heavy (3) = 6 × BL	224
X-Heavy (4) = 10 × BL	340

Active Defenses

Dodge	Parry	Block
9	11 (Boxing)	–

Reaction Modifiers

Appearance +0
Status +3
Reputation +1 (Tough mayor, only sometimes)
+1 from Merchant (when buying/selling)
+1 from Compulsive Generosity (when noticed)

Advantages & Perks

Combat Reflexes (+2 to fright checks, +6 to recover from stun)	[15]
Fit (+1 to all HT rolls)	[5]
Reputation +1 (Tough mayor, London and the surrounding towns, 10 or less)	[1]
Status +3 (Mayor of Alfriston)	[10]
Wealth (Wealthy)	[20]

Disadvantages & Quirks

Bad Back (Mild – see reverse)	[-15]
Code of Honor (Gentleman's)	[-10]
Compulsive Generosity	[-5]
Obsession (Unmask Jack the Ripper)	[-10]
Secret Identity (Helps police as "The Skulker" – Utter Rejection)	[-10]
Has an eternal five o' clock shadow	[-1]
Dislikes wine, rarely drinks other spirits	[-1]
Tends not to trust people at first	[-1]
Rarely merciful when it comes to punishing criminals	[-1]
Always on the lookout for corrupt officials	[-1]

Skills

Name	Level	
Acrobatics	11	[2]
Breakfall	13	[2]
Administration	11	[1]
Architecture	11	[1]
Boxing	14	[8]
Climbing	12	[2]
Rope Up	11	[1]
Forensics	11	[2]
Merchant	11	[1]
Professional Skill (Vintner)	12	[1]
Savoir-Faire (High Society)	12	[1]
Search	12	[2]
Stealth	13	[4]
Tactics	11	[2]
Throwing	12	[2]

Languages	Spoken	Written	
English	Native	Native	[0]

SteamPunk

Character Sheet

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Boxing punch	1d+1 cr	C	11	-2 to parry kicks -3 to parry swings		
w/ brass knuckles	1d+2 cr				£10	

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
Fine shuriken (x3)	1d cut	1	6/13	1	T(1)	5	0	-	Skill 12	£10	- lbs

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

£1,000

POSSESSIONS

Item	Location	Cost	Weight
Collapsible 3X Spyglass	Pocket	£5	- lbs
Fine, light mail (DR 5 / 3 vs. crush)	Torso	£3600	15 lbs
Black leather carrier bag	-	£10	1 lb
Iron mask of the Skulker (DR 1)	Satchel	£5	- lbs
Lockpicks	Satchel	£5	- lbs
Heavy leather boots (DR 2)	Feet	£80	3 lbs
Silk cord (10', holds 300 lbs.)	Satchel	£5	- lbs
Soft leather gloves (DR 1)	Hands	£10	- lbs
Totals:		£3740	19 Lbs.

Your proudest moment as mayor came not when you ordered the Doorknocker to be hanged, but when you confronted him the night before and beat him into unconsciousness. The man had murdered three boys near the pond, and he deserved every minute of what he got. The streets of Alfriston have been safe since that day. But there was one criminal who got away, the one you called Gaspipes. He liked stalking the ladies. Just as you were tracking him down, you heard he moved to London... and that's when the stories of the Ripper started. If escaped to London, it's your fault... You heard a young lady writer may know where Gaspipes lives, so you followed her to this strange venue that promises a look at another planet. Can't hurt to look... but then you'll confront her.

CHARACTER NOTES

Bad Back - When you make a ST roll or roll a 17-18 on an attack, defense, or athletic roll, make a HT roll. On a failure, suffer -3 IQ for one turn, and -3 DX until you rest or someone makes a First Aid-2 roll.

STEAMPUNK

Name Henrietta Whiston **Player** _____ **Point Total** 142

Ht 5'2" **Wt** 102 **Size Modifier** 0 **Age** 26 **Unspent Pts** –

Appearance Famous – and often scandalous – author of gothic novellas

					CURRENT	
ST	10	[0]	**HP**	10		[0]
DX	10	[0]	**Will**	14		[0]
IQ	14	[80]	**Per**	14		[0]
HT	12	[20]	**FP**	13	CURRENT	[3]

MOVE 5

DR 0

BASIC LIFT (ST × ST)/5 20 lbs **DAMAGE Thr** 1d–2 **Sw** 1d

BASIC SPEED 5.5 [0] **BASIC MOVE** 5 [0]

Encumbrance

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

Active Defenses

Dodge	Parry	Block
8	–	–

Reaction Modifiers

Appearance +1

Status –

Reputation +3 (famous writer), –3 (married murderer)

+1 from Academic (students and teachers)

+1 from Compulsive Carousing (like-minded folk)

–1 from Compulsive Carousing (sober-minded folk)

Advantages & Perks

Absolute Direction	[5]
Academic 1	[5]
Appearance (Attractive)	[4]
Flexibility (+3 to Climbing and Escape; ignore up to –3 in tight spaces)	[5]
Night Vision +3	[3]
Reputation +3 (Famous author; 10 or less)	[7]
	[ ]
Alcohol Tolerance	[1]
	[ ]
	[ ]
	[ ]
	[ ]

Disadvantages & Quirks

Bad Temper	[–10]
Compulsive Carousing	[–5]
Lecherousness	[–15]
Reputation –3 (Married an accused murderer; 7 or less)	[–5]
	[ ]
	[ ]
Has a macabre sense of humor	[–1]
Huge connoisseur of absinthe	[–1]
Enjoys shocking her audience – in writing and in real life	[–1]
Scoffs at those she sees as not as clever as herself	[–1]
Hates the sight of blood	[–1]
	[ ]
	[ ]

Skills

Name	Level	
Acting	13	[1]
Artist (Drawing)	13	[2]
Astronomy	12	[1]
Carousing	14	[4]
Erotic Art (includes +3 from Flexibility)	13	[2]
Escape (includes +3 from Flexibility)	12	[2]
Fast-Draw (Pistol)	10	[1]
First Aid	14	[1]
Guns (Pistol)	11	[2]
Literature	14	[4]
Occultism	14	[2]
Psychology	13	[2]
Public Speaking (includes +1 from Academic)	14	[1]
Research (includes +1 from Academic)	15	[2]
Riding	11	[4]
Sex Appeal (includes +1 from Appearance)	13	[2]
Sociology	14	[4]
Speed-Reading (includes +1 from Academic)	14	[1]
Survival (Plains and Woods)	13	[2]
Swimming	12	[1]
Writing (includes +1 from Academic)	16	[4]

Languages	Spoken	Written	
English	Native	Native	[0]
French	Accented	Literate	[4]
			[ ]

Steampunk

Character Sheet

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
Colt-Theur Derringer	1d pi+	0	60/650	1	1(4)	6	-1	2		£85	0.5 lb

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

£75

POSSESSIONS

Item	Location	Cost	Weight
Leather boots	Feet	£15	1 lb
Expensive purse		£30	- lbs
Writing journal and pen	Purse	£2	- lb
5 bullets for derringer	Purse	£2	- lbs
Totals:		£134	2 Lbs.

Marrying George "Gaspipes" Whiston wasn't exactly a mistake. if you factor in your book sales. Your next novel, The Castle of Bloody Jimm, sold thousands of copies! But then people started talking behind your back, saying you LIKED being married to a man once accused of murder. So you left him. Well, not exactly. You just ignored him. And one day, Gaspipes wasn't around anymore at home. You have no idea where he went. But he was getting darker... more intense... these last few weeks. But you were bored of him anyway. Tired of men who skulk around at night. So when a dashing young polo player asked you to attend an unusual new venue, you said yes.

CHARACTER NOTES

Take notes here...

STEAMPUNK

Name Charlotte "Charlie" Nicoles **Player** _____ **Point Total** 150
Ht 5'5" **Wt** 130 **Size Modifier** 0 **Age** 22 **Unspent Pts** –
Appearance A secretive, well-mannered and confident lady, said to be able to convince anyone of anything

					CURRENT	
ST	11	[10]	**HP**	11		[0]
DX	12	[40]	**Will**	12		[5]
IQ	11	[20]	**Per**	11		[0]
HT	10	[0]	**FP**	10	CURRENT	[0]

MOVE 5

DR 0

BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+1
BASIC SPEED 5.5 [0] **BASIC MOVE** 5 [0]

Encumbrance

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	290

Active Defenses

Dodge	Parry	Block
8	9 (Brawling)	–

Reaction Modifiers

Appearance –
Status +3
Reputation +1 (Charisma)
+2 from Voice (when voice heard)
+3 from Smooth Operator (con artists, sales-types)

Advantages & Perks

Charisma +1	[5]
Smooth Operator 3	[45]
Status +3 (Lady)	[15]
Voice	[10]
	[ ]
Great accent (British and similar)	[1]
Disarming Smile	[1]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

Disadvantages & Quirks

Curious	[-5]
Kleptomania	[-15]
Secret Identity (not really nobility, imprisonment possible)	[-20]
	[ ]
	[ ]
	[ ]
Has a high opinion of her own abilities	[-1]
Delighted by cute mice and rats	[-1]
Older people exhaust her	[-1]
Loves the opera, always thinking about auditioning	[-1]
Terrified of asylums (and the people in them)	[-1]
	[ ]
	[ ]

Skills

Name	Level	
Acting	15	[4]
Area Knowledge (London)	11	[1]
Brawling	13	[2]
Knee Strike	13	[1]
Crossbow	12	[1]
Detect Lies (includes +3 from Smooth Operator)	13	[2]
Fast-Draw (Knife)	12	[1]
Fast-Talk (includes +5 from Smooth Operator and Voice)	15	[2]
Filch	12	[2]
Guns (Pistol & Shotgun)	13	[4]
Intimidation (includes +3 from Smooth Operator)	15	[2]
Knife	12	[1]
Leadership (includes +4 from Smooth Operator and Charisma)	14	[1]
Musical Instrument (Piano)	12	[1]
Observation	11	[2]
Performance (includes +2 from Voice)	13	[1]
Pickpocket (default from Filch)	8	[0]
Riding (Equines)	11	[1]
Savoir-Faire (High Society) (includes +3 from Smooth Operator)	15	[2]
Shadowing	11	[2]
Singing (includes +2 from Voice)	13	[2]

Languages	Spoken	Written	
English (American)	Native	Native	[0]
French	Accented	Literate	[4]
			[ ]

SteamPunk

Character Sheet

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brawling punch	1d-2 cr	C	9 (-3 vs. non-thrusts)			
Brawling kick	1d-1 cr	C, 1	if you miss, roll DX or fall down			
Knee strike	1d-1 cr	C	No penalty to attack groin!			

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

£50

POSSESSIONS

Item	Location	Cost	Weight
Soft leather boots	Feet	£15	1 lb
Ridiculously expensive purse		£150	- lbs
Pet midget rat ("Copperkettle")	Purse	£-	- lb
Totals:		£165	1 Lbs.

You grew up in rural Louisiana as Charlotte Boudreaux, making a living singing at gentlemen's clubs (and swiping valuables when the men weren't looking). When you almost got caught, you spent all your coin on a trip to London. There you met a kind, befuddled old dowager, Countess Permilia Nicoles. Poor thing. It was so easy to convince her that you were her long-lost granddaughter. She invited you to stay at her manor, paid you a handsome stipend, and even wrote you into her will! With extra money in your purse, you've been going to all of London's shows. Today, it is the new "Excursion Sphere" that promises to give you a look at something inimaginable...!

CHARACTER NOTES

Take notes here...

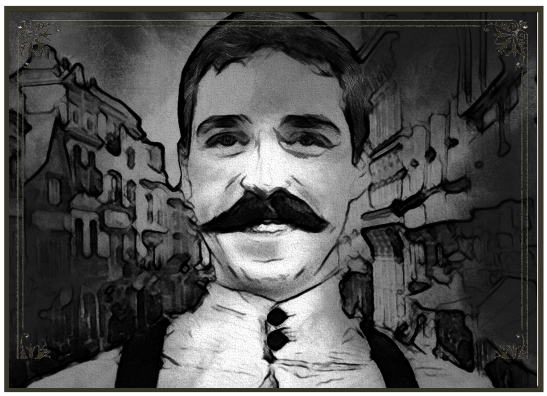
SteamPunk

Name Domenico "Dom" Costanzi **Player** _____ **Point Total** 150
Ht 6'1" **Wt** 195 **Size Modifier** 0 **Age** 23 **Unspent Pts** –
Appearance Up and coming polo star; strapping, handsome, and always out of his depth

					CURRENT	
ST	12	[20]	**HP**	12		[0]
DX	13	[60]	**Will**	9		[0]
IQ	9	[-20]	**Per**	10		[5]
HT	13	[30]	**FP**	13	CURRENT	[3]

MOVE 6

DR 0



BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2
BASIC SPEED 6.5 [0] **BASIC MOVE** 6 [0]

Encumbrance

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

Active Defenses

Dodge	Parry	Block
9	–	–

Reaction Modifiers

Appearance +1
Status +1
Reputation +2 from Natural Athlete (sports fans)
-2 from Clueless
+1 from Fashion Sense (when dressed prepared)

Advantages & Perks

Appearance (Attractive)	[4]
Fashion Sense	[5]
Fit (+1 to all HT rolls)	[5]
Luck (once per hour; reroll a roll twice more, choose the best)	[15]
Natural Athlete	[20]
Status +1	[5]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

Disadvantages & Quirks

Chummy (-1 to IQ-based skills when alone)	[-5]
Clueless	[-10]
Gluttony	[-15]
Pacifism (Cannot Harm Innocents)	[-10]
	[ ]
	[ ]
Thinks he's more famous than he is	[-1]
Spends lots of money on nice clothes; offers fashion advice	[-1]
Thinks rugby is for uncouth barbarians	[-1]
Meat and potatoes man	[-1]
Easily smitten	[-1]
	[ ]
	[ ]

Skills

Name	Level	
Brawling	13	[1]
Carousing	13	[1]
Climbing	12	[1]
Current Affairs (People and Sports)	9	[2]
Dancing	13	[2]
Diplomacy	8	[1]
Gesture	9	[1]
Guns (Pistol)	13	[1]
Guns (Rifle)	13	[1]
Public Speaking (Storytelling)	9	[1]
Riding (Equines)	15	[8]
Saber	13	[2]
Savoir-Faire (High Society) (includes -4 from Clueless)	5	[1]
Soldier	8	[1]
Sports (Polo) (includes +2 from Natural Athlete)	15	[2]
Swimming (includes +2 from Natural Athlete)	15	[1]
Throwing (includes +2 from Natural Athlete)	14	[1]
		[ ]
		[ ]
		[ ]
		[ ]

Languages	Spoken	Written	
Italian	Native	Native	[0]
English	Accented	Literate	[4]
			[ ]

SteamPunk

Character Sheet

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	9	Skill 13		
Kick	1d cr	C, 1		Skill 11		
				if you miss, roll DX or fall down		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
										£85	0.5 lb

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

£100

POSSESSIONS

Item	Location	Cost	Weight
Fine riding boots	Feet	£75	2 lbs.
Impressive suit		£400	- lbs.
Moustache comb	Pocket	£2	- lbs.
Bouquet of pink roses	Hand	£1	- lbs.
Packet of Belgian chocolates	Pocket	£1	- lbs.
	Totals:	£ -	2 Lbs.

Amazing! You actually met a woman who didn't recognize you! And she has a wonderful sense of humor, often pretending to not even understand how the king's game of polo is played. She even writes books (although you certainly haven't heard of them, and they all seem to have macabre titles...) Smitten with this Henrietta, you invited her to London's newest attraction, the "Peerless Excursion Sphere" – a venue that promises to give fellows a look at the surface of the moon! She is sure to be impressed, which will make dinner at Candleman's go even better.

CHARACTER NOTES

Take notes here...

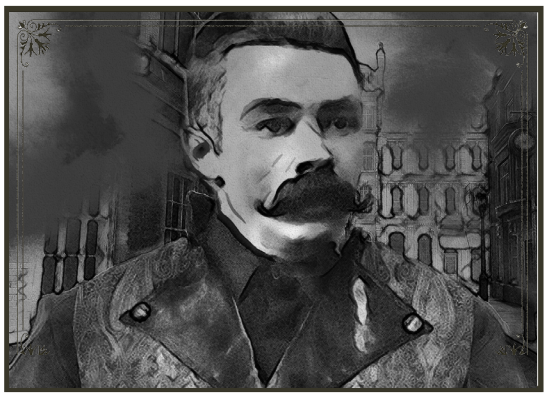
STEAMPUNK

Name Walter J. Walther **Player** _____ **Point Total** 150
Ht 5'11" **Wt** 175 **Size Modifier** 0 **Age** 52 **Unspent Pts** –
Appearance Famous explorer of the Peruvian jungle, with unswerving, old-fashioned sensibilities

					CURRENT	
ST	11	[10]	**HP**	10		[-2]
DX	12	[40]	**Will**	12		[0]
IQ	12	[40]	**Per**	12		[0]
HT	12	[20]	**FP**	12	CURRENT	[0]

MOVE 6

DR 0



BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+1
BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

Encumbrance

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	96
X-Heavy (4) = 10 × BL	240

Active Defenses

Dodge	Parry	Block
10	8 (Cane)	–

Reaction Modifiers

Appearance –
Status –
Reputation +2 (famous explorer, 10 or less)
+1 from Merchant (when buying or selling)
+1 from Honesty (when known), +3 (matters of honor)

Advantages & Perks

Acute Hearing +2	[4]
Combat Reflexes (+2 to fright checks, +6 to recover from stun)	[15]
Danger Sense	[15]
Longevity	[2]
Reputation +2 (famous explorer, 10 or less)	[5]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

Disadvantages & Quirks

Bad Sight (Farsighted, w/ glasses)	[-10]
Code of Honor (Gentleman's)	[-10]
Curious	[-5]
Phobia (Snakes and other venomous things)	[-5]
Wealth (Poor)	[-10]
	[ ]
Embarassed by any talk about money	[-1]
Confused by the youth of today – blames them	[-1]
Annoyingly polite (to people like him)	[-1]
Loves immersing himself in new cultures	[-1]
Really terrible at delivering bad news	[-1]
	[ ]
	[ ]

Skills

Name	Level	
Boating (Unpowered)	11	[1]
Broadsword (and Gentleman's Cane)	11	[1]
Cartography	12	[2]
Climbing	12	[2]
Geography (South America)	11	[2]
Gesture	12	[1]
Guns (Pistol and Rifle)	13	[4]
Hiking	12	[2]
History (Europe and South America)	11	[4]
Knife	12	[1]
Merchant	11	[1]
Navigation (Land)	13	[4]
Observation	13	[4]
Packing	11	[1]
Physician	11	[2]
Riding (Equines)	12	[2]
Saber	11	[1]
Survival (Jungle)	14	[8]
Swimming	12	[1]
Teamster (Equines)	11	[1]
		[ ]

Languages	Spoken	Written	
English	Native	Native	[0]
Quechua (Indiginous Peruvian)	Broken	None	[1]
			[ ]

Steampunk

Character Sheet

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	–	Skill 12		
Small knife	1d-2 cut	C, 1	8	Skill 12		
	1d-2 imp	C				
Gentleman's cane	1d+2 cr	1	8	Skill 11		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

£5

POSSESSIONS

Item	Location	Cost	Weight
Worn boots	Feet	£75	2 lbs.
Nice, but old hat	Head	£20	– lbs.
Reading glasses	Pocket	£5	– lbs.
Thomas Hardy's *The Woodlanders*	Briefcase	£1	– lbs.
Worn leather briefcase		£5	– lbs.
	Totals:	£ –	2 Lbs.

Your last expedition was an utter embarrassment. Thousands of pounds of trade goods lost down the Putomayo River in a flash flood. Natives on your heels for days, and then what you had left was stolen by that "investor" Bartlesby. And your poor nephew was killed by an enormous boa constrictor hidden away on the steamship back to London. You swore to tell your sister the terrible news today, but you just don't have the stamina for it. Instead, you decided to distract yourself and spend a few shillings to buy a ticket for this new "Peerless Excursion Sphere" venue.

CHARACTER NOTES

Take notes here...

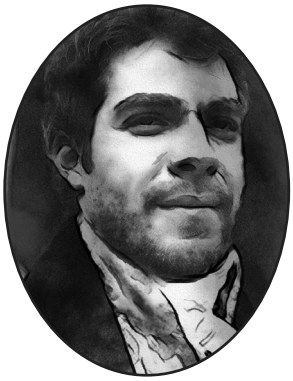
Charlie Westinghouse

Nephew of the Famed Inventor

Per 13 · Intuition (12)

Arthur Thompson Shaw

Wealthy Vintner, Mayor of Alfriston



Per 12

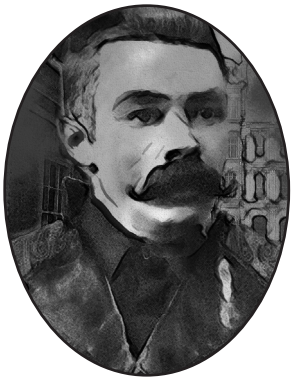
Henrietta Whiston

Gothic Novelist and Socialite

Per 14

Walter J. Walther

Famed South American Explorer



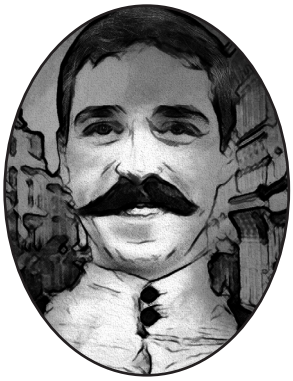
Per 12 • Danger Sense (12)

Lady Charlotte Nicoles

Grand-daughter of
Dowager Countess Nicoles

Per 11

Dom Costanzi



Dashing Polo Player

Per 10

Charlie Westinghouse

Niece of the Famed Inventor

Per 13 › Intuition (12)

Additional female version of Charlie Westinghouse

STEAMPUNK

Name Charlie Westinghouse **Player** _____ **Point Total** 139
Ht 5'10" **Wt** 175 **Size Modifier** 0 **Age** 17 **Unspent Pts** –
Appearance Adopted niece of the famed inventor and businessman, now an inventor in her own right

					CURRENT	
ST	10	[40]	**HP**	10		[0]
DX	11	[20]	**Will**	12		[0]
IQ	12	[40]	**Per**	13		[5]
HT	11	[10]	**FP**	13	CURRENT	[6]

MOVE 5

DR 0

BASIC LIFT (ST × ST)/5 20 lbs **DAMAGE Thr** 1d-2 **Sw** 1d
BASIC SPEED 5.5 [0] **BASIC MOVE** 5 [0]

Encumbrance

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

Active Defenses

Dodge	Parry	Block
8	–	–

Reaction Modifiers

Appearance +0
Status +1 (and +1 from Social Regard)
Reputation +0
+2 from Artificer (those you do work for)
+2 from Overconfidence (naive folk), –2 (experienced)
+3 from Honesty (when honor matters)
–1 from Odious Personal Habit

Advantages & Perks

Absolute Timing	[2]
Ambidexterity	[5]
Artificer 2	[20]
Gizmo 1 (once per session, pull a useful item out of your satchel)	[5]
High Manual Dexterity +1 (+1 to DX rolls w/ fine movement)	[5]
Intuition (you usually guess right – the GM makes an IQ roll)	[15]
Social Regard (Respected Name) +1	[5]
Status +1	[5]
	[ ]
	[ ]
	[ ]
	[ ]

Disadvantages & Quirks

Bad Sight (Nearsighted) – Glasses	[-10]
Honesty (never breaks the law)	[-10]
Odious Personal Habit (talks endlessly about science)	[-5]
Overconfidence	[-5]
Shyness (Mild)	[-10]
	[ ]
Voracious reader, especially explorers' memoirs	[-1]
Uses the phrase "that's bang up to the elephant!" when impressed	[-1]
Gets hungry a lot more than usual	[-1]
Nervous around handsome young men	[-1]
Doesn't spend money frivolously	[-1]
	[ ]
	[ ]

Skills

Name	Level	
Artist (Drawing)	10	[1]
Astronomy	10	[1]
Bicycling	12	[2]
Carpentry (includes +2 from Artificer)	14	[1]
Chemistry	11	[2]
Current Affairs (Science & Technology)	14	[4]
Engineer (Electrical) (includes +2 from Artificer)	13	[2]
Engineer (Materials) (includes +2 from Artificer)	14	[4]
Explosives (Demolition)	11	[1]
Games (Chess)	13	[2]
Geology	11	[2]
Machinist (includes +2 from Artificer)	13	[1]
Mathematics (Applied)	12	[4]
Mechanic (Steam Engines) (includes +2 from Artificer)	13	[1]
Metallurgy	10	[1]
Navigation (Land)	11	[1]
Savoir-Faire (High Society)	11	[1]
Slingshot	11	[2]
Survival (Woodlands)	13	[2]
Swimming	11	[1]
		[ ]

Languages	Spoken	Written	
English (American)	Native	Native	[0]
			[ ]
			[ ]

Steampunk

Character Sheet

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
Brass Catapult (Slingshot)	1d-1 cr	1	60/100	1	1(2)	6†	-2	-		£30	1 lb
w/ brass marbles	1d cr		120/200							£5	

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

£15

POSSESSIONS

Item	Location	Cost	Weight
5 brass marbles	Pocket	£9	- lbs.
Canvas carrier bag		£3	- lbs.
William Will's *The Argus*	Satchel	£2	- lb
Robert L. Stevenson's *The Black Arrow*	Satchel	£2	- lbs.
	Totals:	£51	1 Lbs.

You are the adopted niece of George Westinghouse, the famous enterpreneur and engineer. For the last two years, you've worked on Gaulard-Gibbs transformers in his Pittsburgh lab, helping hone his theory of alternating current. Uncle George invited you to London to help him prepare for an investment presentation to Barings Bank. Today is your day off, and you spent the day sightseeing. When you saw a sign for a new entertainment venue – the "Peerless Expedition Sphere" that would give you a glimpse of another planet, you knew you had to buy a ticket!

CHARACTER NOTES

Take notes here...

STEAMPUNK

Name Charlie Westinghouse **Player** _____ **Point Total** 139
Ht 5'10" **Wt** 175 **Size Modifier** 0 **Age** 17 **Unspent Pts** –
Appearance Adopted niece of the famed inventor and businessman, now an inventor in her own right

					CURRENT	
ST	10	[40]	**HP**	10		[0]
DX	11	[20]	**Will**	12		[0]
IQ	12	[40]	**Per**	13		[5]
HT	11	[10]	**FP**	13	CURRENT	[6]

MOVE 5

DR 0

BASIC LIFT (ST × ST)/5 20 lbs **DAMAGE Thr** 1d-2 **Sw** 1d
BASIC SPEED 5.5 [0] **BASIC MOVE** 5 [0]

Encumbrance

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

Active Defenses

Dodge	Parry	Block
8	–	–

Reaction Modifiers

Appearance +0
Status +1 (and +1 from Social Regard)
Reputation +0
+2 from Artificer (those you do work for)
+2 from Overconfidence (naive folk), –2 (experienced)
+3 from Honesty (when honor matters)
–1 from Odious Personal Habit

Advantages & Perks

Absolute Timing	[2]
Ambidexterity	[5]
Artificer 2	[20]
Gizmo 1 (once per session, pull a useful item out of your satchel)	[5]
High Manual Dexterity +1 (+1 to DX rolls w/ fine movement)	[5]
Intuition (you usually guess right – the GM makes an IQ roll)	[15]
Social Regard (Respected Name) +1	[5]
Status +1	[5]
	[ ]
	[ ]
	[ ]
	[ ]

Disadvantages & Quirks

Bad Sight (Nearsighted) – Glasses	[-10]
Honesty (never breaks the law)	[-10]
Odious Personal Habit (talks endlessly about science)	[-5]
Overconfidence	[-5]
Shyness (Mild)	[-10]
	[ ]
Voracious reader, especially explorers' memoirs	[-1]
Uses the phrase "that's bang up to the elephant!" when impressed	[-1]
Gets hungry a lot more than usual	[-1]
Nervous around handsome young men	[-1]
Doesn't spend money frivolously	[-1]
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Steampunk

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