

A Colonial Affair

Guidelines for Role Playing & Wargaming in an Imaginary 18th & 19th Century Colonial (slightly Gothic) World.



Introduction:

Within this manual you will find very few *absolutes*... but many suggestions and guidelines. The rest is pretty intuitive and is designed to *inspire* Game Hosts, not hinder them with finites that only restrict creative flow, or confine creativity to the limitations of hard... unbendable... solid rules.



Role Playing Made Simple:

Create a new character by allowing the owning player to distribute 16 points between Vigour, Might, Nimble, Mental Discipline, Reason, and Personal Charm. No attribute may start higher than a +4 in any stat. Resolution & Sanity is slightly different, and represents a character's state of morale and spirit.

Vigour {Constitution}: health, physical endurance, survival, physical well being.

Might {Strength}: the ability to apply physical prowess. The ability to carry a burden, or throw a heavy weight a short distance.

Nimble {Dexterity}: Manual co-ordination, general agility and athleticism.

Mental Discipline {Intelligence}: Mental comprehension, learning, general awareness.

Reason {Wisdom}: The ability to *apply* learning. The ability to apply logical extrapolation based on past experience.

Personal Charm {Charisma}: Leadership, Charm, Physical beauty.... often allows a measure of influence over others; especially when applied to the opposite sex.

Resolution & Sanity {Character Morale}: Combined, these two attributes determine a character's ability to function properly under stress. Usually starts at 24 for player characters.

NPC's can start at whatever level of Resolution & Sanity the Games Host decides. A Resolution & Sanity of 24 would be a stalwart, brave, strong willed character with very high morale. A Resolution & Sanity 10 would be a weak willed, lily-livered dog. 16 might be a loyal, firm minded wife and colonial homesteader, ready to take up arms to stand beside her husband at a moment's notice if needs be, especially in defence of her family and home. 18 would be about right for an American Colonial Militiaman. 20 might be a British Soldier in the employ of His Royal Majesty King George the III.

Sample Character Skills *(please feel free to invent and use many more skills)*

(Most newly purchased skills start at +4... +1 increase thereafter.)

Scuffle:

Brawling - *unarmed or improvised weapon combat.*

Knives - *short bladed weapons.*

Musket & Pistol: *skill starts at +4 and will receive +1 for each additional bonus increase.*

Revolver & Rifle: *skill starts at +4 and will receive +1 for each additional bonus increase.*

Fencing - *trained use in long bladed weapons.*

Agility - *useful for playing Errol Flynn, swinging from chandeliers, etc.*

Martial Arts - *usually applies to discipline in a highly skilled form of unarmed (but not always unarmed) fighting.*

Science:

Spell Lore - *experimentation with elemental components to produce a change in matter.*

Physics - *working understanding of natural laws and applying them in new ways.*

Medicine - *an academic and working ability in curing human/animal afflictions.*

Alchemy/Chemistry - *a branch of physical science. The study of the composition, structure, properties and change of matter.*

Civil Engineering - *construction and destruction of structures and other fixed projects.*

Dirty Engineering - *`practical... hands on` engineering knowledge.*

Naval Engineering – *construction and operation and destruction of ships and shipboard systems, including steam (or clockwork) engines.*

Scholar:

History - *knowledge of the past history of a `part` of the known civilized/uncivilized world.*

Geography and Geology - *knowledge of typical landmark features and rock structures.*

Useful for navigation, looking for shelter, gold or fresh water.

Languages - *knowledge of a smattering of other tongues (enough to get by)... or perhaps intimate knowledge of just one or two.*

Ancient Cultures - *knowledge of the ancient world (general or specialized).*

Palaeontology - *expertise in dinosaurs and other extinct species.*

Botany - *knowledge of plants.*

Lepidopterist - *the study of butterflies and moths.*

Accountant/Mathematician - *Banker, Clerk, Chartered Accountancy, Treasurer, Financial Advisor, etc.*

Writer - *someone who writes books or novels for a living.*

Social:

Leader - *the ability to issue commands and inspire subordinates.*

Charm – *used to impress, influence and even subdue... especially members of the opposite sex.*

Bounder – *how to lie, cheat, bluster, and con people.*

Social Grace – *this is the necessary skill to impress people in polite society; including elocution, etiquette, wit, and formal dancing.*

Singer - *the ability to sound pleasing to the ear when projecting the voice musically.*

Musician/Composer - *the ability to play and/or write music.*

Painter/Sculptor - *the ability to create art.*

Heightened Senses:

Vision

Hearing

Taste

Touch

Smell

Intuition

Miscellaneous:

Tracking - *The ability to follow a trail through tough terrain.*

Judge a Character - *the ability to appraise people and evaluate their mood and intent by reading subtle clues in their behaviour.*

Sense the Weather - *an unerring ability to know whether it will be foul or fair.*

Mountain Climbing - *the ability to climb mountains and scale sheer cliffs (needs equipment).*

Drive a Conveyance - *the ability to drive a vehicle.*

Negative Traits:

1: Very Weak

2: Slow

3: Delicate Constitution

4: Has a Nemesis

- 5: Buffoon
- 6: Has an Impaired Sense
- 7: Drunk/Lush
- 8: Coward
- 9: Shaky
- 10: Clumsy
- 11: Glass Jaw
- 12: Shy
- 13: Poor Reputation
- 14: Poor Traveller
- 15: Greedy
- 16: Distant/Disconnected
- 17: Huge Ego
- 18: Phobia
- 19: Has a Dependant
- 20: Addict
- 21: Narcolepsy
- 22: Halitosis
- 23: Extremely Plain Looking
- 24: Ugly
- 25: Boring
- 26: Midget
- 27: Extremely Tall
- 28: Snores loudly in their sleep
- 29: Clammy (Damp) Hands
- 30: Prone to Nightmares & Insomnia

Mystic

Medium, Psychic, Devout Exorcist, `Dabbler in the Occult`

Chameleon

The Character can blend in with the colours and shading of their surroundings and completely fade from view.

Level 4: Can blend with single coloured backgrounds. The Character is *Hard* to detect.

Level 8: Can blend with simple patterns. The Character is *Tough* to detect.

Level 12: Can blend with complex patterns. The Character is *Daunting* to detect.

Cryokinesis

The Character can lower temperatures, freeze objects, and even create ice from the ambient moisture in the air. The Character may also be immune to the effects of cold and ice as determined by the Game Host and Player during Character Creation.

Level 4: Lower temperatures, cool liquids and surrounding atmosphere.

Level 8: Create frost, extinguish fires and heat sources, create snow.

Level 12: Can freeze objects solid and create solid objects made of ice.

Electrokinesis

The Character can project or control electricity and is immune to the effects of electric shocks. The Character may project arcs of electricity through the air or may use an electrical conductor when affecting a target with this Power.

Level 4: Cause a spark, static shock, and gain immunity to small shocks.

Level 8: Project a large electric jolt, overload circuitry, and gain immunity to large shocks.

Level 12: Hurl a bolt of electricity, control current, immune to lightning.

Energy Bolt

The Character can fire a bolt of energy that can stun or kill. In game terms, damage from an Energy Bolt may not be absorbed. A living target of this Power must succeed a Task Level 16 test or be rendered immobile.

Elongation

The Character can extend their appendages and/or body to great lengths and may be able to reach objects or targets that would normally be out of reach or inaccessible.

Level 4: Character may extend up to 5 feet.

Level 8: Character may extend up to 10 feet.

Level 12: Character may extend up to 20 feet.

Enhanced Speed

The Character can run, fly, or swim at fantastic speeds and may even be able to perform several actions at once.

Enhanced Strength

The Character has extraordinary Strength and can lift an incredible amount of weight.

Force Bolt

The Character can fire a bolt of pure force that is capable of causing impact damage to objects or living beings.

Force Field

The Character can generate a personal or extended wall of force. The force field can withstand all ranged physical damage *unless a "critical yes" {double 12's} is achieved*, though the force field has no effect against close quarter attacks.

Flight

The Character can fly and can carry as much weight as their normal Strength allows.

Growth

The Character can grow to a larger than normal size, increasing their Strength as they grow... but also causing the Character to become an easier target.

Intangibility

The Character can pass through solid, physical objects and may also make other objects or people intangible. If the Character becomes solid while passing through another solid object, the Character may suffer injury or even death.

Invisibility

The Character can become invisible or undetectable by normal, visual methods and may extend this invisibility to others.

Invulnerability

The Character does not suffer any injury from a specific type of damage. During Character Creation, a Player must specify the effect of this Power, such as Fire Invulnerability or Physical Invulnerability, and assign it to their Character.

Leaping

The Character can jump great distances, either vertically or horizontally, as well as land safely from great heights.

Level 4: 20 feet vertical, 30 feet horizontal.

Level 8: 40 feet vertical, 60 feet horizontal.

Level 12: 80 feet vertical, 100 feet horizontal.

Metamorphosis

The Character can alter their appearance or shape to resemble other people, animals, or objects.

Level 4: Simple change: alter hair colour, height/weight, change features slightly.

Level 8: Advanced change: duplicate another person, mimic animal features (claws, fangs, etc.).

Level 12: Complete change: duplicate others/animals perfectly, resemble objects.

Night Vision

The Character can see in near, *not total*, darkness like a cat.

Pyrokinesis

The Character can control or generate normal fire and flame, manipulate flame into shapes, and is immune to the effects of heat.

Regeneration

The Character can recover from physical damage very quickly and even regenerate lost body parts.

Shrinking (Self/Others)

The Character can reduce their size or the size of other objects or people.

Telekinesis

The Character can lift or move objects with the force of their mind.

Telepathy

The Character can read minds, send telepathic messages to others, and create mental illusions.

Time Control

The Character can slow down, speed up, or even stop time for a short while.

Teleportation

The Character has a method of travel that allows them to arrive at destinations instantaneously. The Character may choose to teleport themselves, other willing targets, or objects with accuracy. If a target ever teleports into a solid object, the target may suffer injury or even death.

Level 4: Character may teleport self or small object 100 yards.

Level 8: Character may teleport 1 additional person or a medium sized object 1/2 mile.

Level 12: Character may teleport 2 additional people or a large object 1 mile.

Weather Control

The Character can influence or manifest weather conditions in a localized area and is immune to the effects of severe weather.

Exorcise

Exorcise is the laying of one's hands on a victim while chanting fervently to drive out a ghost or evil spirit. This spell also works on houses, taverns, longhouses, and other buildings that are haunted. While there are no ingredients to this spell, there are several secret incantations that a caster must learn and memorize. The main danger with this spell is that once freed, ghosts and evil spirits can harm you: physical manifestations of ghosts will attack Vitality, while incorporeal spirits will affect your Resolution & Sanity. Successfully casting this spell drives one ghost or spirit out of a person or place. A dramatic success not only drives the ghost or spirit from their victim, that entity cannot repossess a person or place ever again. A ghost or spirit that haunts a particular location is expelled from it and cannot ever return. Failure to cast the spell does not exorcise the haunt, and the caster is unable to attempt to exorcise that particular entity ever again. A dramatic failure has dire consequences for the caster: instead of repelling haunt, the person or place acts as a "spiritual beacon," attracting more entities to haunt the area or possess the victim.

Magic

Magician, Demonologist, Priest, Vicar... etc

Level One Spells

Animalspeak

Description: This Spell allows the caster to understand and communicate with ordinary animals. This spell does not grant the caster control over animals.

Bewitch

Description: This Spell causes people to feel friendly about the caster and will trust them enough to perform minor favours for them. The spell is broken if the target is attacked or threatened in some way by the caster.

Bless

Description: The caster may choose to increase a target's Constitution, Strength... and Armour Value by +2. Duration can be a minute, can be a day.... *very hit and miss.*

Breeze

Description: This Spell causes a small breeze to blow, fanning small flames or scattering paper.

Chill

Description: This Spell lowers the temperature in a 15 foot radius, causing breath to be visible and targets to shiver. Living targets will shiver and receive -1 to all tests.

DarkSight

Description: This Spell allows the caster to see in total darkness, even if the darkness is mystical or magical in nature.

Decipher

Description: This Spell allows the caster to understand any spoken language, encrypted languages, and forgotten dialects.

Extinguish

Description: This Spell extinguishes or cancels out a single light source, such as a candle flame or a light bulb.

Flash

Description: This Spell causes a blinding flash that disorientates those who view it for 3 turns.

Ignite

Description: This Spell creates a small spark of heat that can ignite candles, fuses, or paper.

Light

Description: This Spell creates a floating sphere of light that illuminates an area within a 15-foot radius.

Push/Pull

Description: This Spell moves light objects (book, eyeglasses, keys, etc.) towards or away from the caster.

Shield

Description: This Spell creates a barrier of force in front of the caster that will absorb 1D6 attacks.

Sleep

Description: This Spell causes a target to fall into a deep, pleasant sleep. The target cannot be awakened by normal means until the Spell has expired.

SummonAnimal

Description: This Spell summons an ordinary animal that is native to the area to the caster. This Spell does not grant the caster control of the summoned animal.

Level Two Spells

Befuddle

Description: This Spell causes a target to be confused and dazed. The target is unable to perform any useful actions for the duration of the Spell.

Deflect

Description: This Spell creates a shield of force that can repel projectiles or energy rays. The deflected projectiles or energy will bounce off the shield away from the caster and may hit other targets anywhere in front of the caster.

Disenchant

Description: This Spell disenchant and cancels any Level 1 or Level 2 Spell - *succeeds on the D6 roll of 2 to 6.*

Fear

Description: This Spell causes a target to become frightened, making it difficult for them to perform an action. Target receives -4 to all actions.

Flame

Description: This Spell creates a large flame that can consume objects, such as a book or chair, or deals burning damage (serious wound) on a target.

Frost

Description: This Spell covers an object or target with a layer of frost. Living targets will shiver and receive -1 to all tests.

Levitate

Description: This Spell causes a person or human-sized object to rise and float in the air. The target may (at will) continue to rise for the duration of the Spell unless stopped or moved by some other means.

Lock/Open

Description: This Spell seals an object shut with a magical lock that cannot be open by normal means. This Spell also unlocks a locked object (normal or magical).

Stun

Description: This Spell renders the target immobile, unable to take any actions. The target remains conscious, but just barely and will not be able to speak until they are no longer stunned.

Wind

Description: This Spell causes a strong gust of wind to blow through the area, blowing up dust clouds or loose debris. Can also be used to power sails on ships.

Awake

Description: This spell's use was first reported in 1564, cast by French agents on a member of Queen Elizabeth I's Privy Council in hopes that they would drive him mad. Discovery of this spell by an English mage led to a description of it being published in the small folio titled *Wakeful Mind*, written by Wallis Scott in 1578. Rumours persist that dark practitioners have found a way to use a variant of Awake on multiple enemies at a time, clouding their judgment and making them easy prey. By performing this clever spell, the intended target is unable to fall asleep for a number of days equal to the caster's level. A person who cannot fall asleep is unable to replenish their Vigour or Might, and also loses 2 Resolution & Sanity every day they are unable to sleep. Dramatic success in casting this spell doubles the duration of the spell. Failing to cast the spell has the intended target unaffected by the spell (for ever).

Level Three Spells

Apportation

Description: This Spell causes the caster or target to disappear from one location and reappear in another. Range is up to 10 miles.

Wall

Description: This Spell creates a wall of force that not only repels projectiles, but also cannot be passed physically.

Banish

Description: This Spell causes a spirit or otherworldly entity to return to its plane of origin. A banished spirit can return to the caster's dimension if it has the means to do so on its own.

Skin

Description: This Spell allows the caster to transform himself or herself into an ordinary animal or duplicate of another person.

EraseMemory

Description: This Spell allows the caster to remove a specific memory from a target. It may be possible, however, to retrieve the memory through magical means.

Flight

Description: This Spell allows the caster or target to fly at speeds up to 30 mph. The caster cannot carry more than their normal strength allows.

Freeze

Description: This Spell freezes a target or human-sized object inside a chunk of ice.

Heal

Description: This Spell heals a target to full health. It will mend wounds, stop bleeding, and even set broken bones so they may heal properly.

Illusion

Description: This Spell creates a convincing illusion complete with appropriate sound effects.

Metamorphosis

Description: This Spell transforms the caster or a living target into any normal animal. The transformed target retains its memories of its former self but may not be capable of speech if its new form does not allow for it.

Weathercraft

Description: This Spell allows the caster to manipulate the weather, creating thunderstorms, heat waves, or powerful winds in a localized area. Note: The magician can *summon*, *not control* the weather with this Spell.

Spell Attainment

Level One Spells may be learned by beginning characters up to level 8 (or higher). Level Two Spells may be learned by characters who have attained level 8 or higher. Level Three Spells may be learned by anyone of level 12 or higher.

Details *as with Mystic abilities* have been left deliberately vague to help Game Hosts... not hinder them with absolutes and fixed equations.



Playing Cards:

Each player will own and use his/her own deck of playing cards. New characters will start with a 3 card hand. The game host **will** allow the player controlling the character to increase this hand by 1 card every time the character reaches 4 levels (4th, 8th, 12th, 16th, 20th) - up to a total of 8 cards... 3 being a `beginning level` character and 8 being the absolute best. The player may use the card hand at any time to perform all manner of actions and skills. A card hand allows the player to possess a greater measure of control over his/her character.

Once a card is used it is discarded and is not replenished during the game session... or in game day {8 hour rest and sleep} *whichever comes first*.

To use a Player Card:

The player simply chooses a card from the hand and lays it on the table, stating *clearly* what the game character is attempting to achieve. The Game Host will then draw the top card from his own card deck. If the Player card is equal to or higher than the Game Host card, the player`s character succeeds in the desired action.

It`s as simple as that! Players will, of course, quickly ascertain that the more cards they have at their disposal, the more options they have to lay down *high* numbered *winning* cards; and as the cards get used up... so too their options quickly diminish *unless a few high numbered cards are kept back in reserve for just the right moment*.

Players will always draw a freshly shuffled hand at the beginning of each new game session or a new `in game` day.

A Game Host may decide in a given situation *not* to allow a card to alter play as described above. It is always the Game Host`s prerogative to decide when necessary to over-ride the rules.

Levels:

Characters rise in level with every 1000 experience points (new characters start with an assumed default 3000 points). Thus, a character with 5000 experience points would have acquired level = 5.

As a Game Host, initiative always falls to that person to hand out experience points as they see fit. My personal advice would be: allow a character in a new campaign to advance about a level (1000 points) for about every two full game sessions played. After this (when the character has reached level 6) allow the character to advance to a new level maybe after three or four full game sessions... right through until they reach the level 10 to 12 mark. After this the curve should become much harder: I would suggest handing out experience points at between 50 and 100 per game session from this point on.



Skills:

A new character may choose 3 skills, but must also pick 1 negative trait. It is advisable to start characters (by default) around the level 3 mark, as this game world can be a highly volatile and dangerous place to live... *if you try to step outside the rules of life in this world, you can quickly stumble into a whole, different, macabre layer of pain.*

A skill purchased starts at +4 when checking for success with that ability.

After this, a character will gain a +1 to two *existing* skills... each and every time he/she attains a new game level. A character may choose a new skill - *or* assign a point to an existing skill - every 4th level attained.

In addition, upon gaining every 4th level (from level 8 onwards)... throw a D6: if the roll yields a `6` then pick an additional negative trait.

Every time a character gains 4 levels (4th, 8th, 12th etc), all attributes ***Vigour, Might, Nimble, Mental Discipline, Reason, Personal Charm*** plus ***Resolution & Sanity*** increase by +1.

(Optional) Negative traits may be chosen randomly using a D30 *or* chosen by the player.

Sample of a newly made Heroine: Take Rachel Weisz *the Heroine from the 1999 Mummy Movie*. If I were making this character up as she appears in the first movie, I'd probably make her like this:

Evelyn: Heroine

Movement: 4 (*can ride a horse or camel - move 10*)

Melee: X1 attack 2D12

Card Hand: 3 Player Cards

Positive Skills: Fencing.... Ancient Cultures.... Ancient Egyptian Languages.

Negative Trait: Clumsy.

Vigour: +2: Might 0: Nimble +4: Mental Discipline +4: Reason +2: Personal Charm +4.

Resolution & Sanity 24.

Wounds:

Flesh Wound: loose the next turn

Light Wound: -2 all attribute and skill rolls.

Serious Wound: -4 to all attribute and skill rolls.

Fatal Wound: check for death.

3 light wounds count as 1 serious wound.

3 serious wounds make a character incapacitated.

If a character suffers a Fatal Wound, throw a D12. This is the number of turns that character has before final death. A physician's skill, some forms of magic, or an administered potion will stabilize a fatal wound and reduce its severity to that of a Serious Wound.

A wound will (if left naturally) reduce by one grade after a period of no less than 24 hours... and including 8 full hours of uninterrupted sleep. In special circumstances the Game Host may deem that other rules and conditions apply.

Wound Severity Increases (or decreases):

Every 4 character levels the attacker possesses {4th, 8th, 12th, 16th and 20th} increases the chance of inflicting a *worse/lesser* wound on an intended target. At level 4 the attacker may throw a D6 and if the number yields a 1 the wound may be shifted up or down one notch. Attacker level 8 may shift one notch on a D6 roll of 1 or 2. At level 12 the attacker may shift one notch on the roll of 1, 2 or 3... etc *etc*.

Throw a D6 for location: a +4 *or more* skill with a weapon allows the die to be altered by 1 pip in any direction the attacker chooses. If the attacker has +8 skill or more: may shift by 2.

6) head

3) left arm

5) chest

4) right arm

1) left leg

2) right leg

Severity of the wound:

1 or 2: Flesh Wound

3 or 4: Light Wound

5: Serious Wound

6: Fatal Wound

Armour:

Padded Armour +1

Leather Armour +2

Hide... Metal Mesh *or enforced leather*: Armour +3

Chain... *or Kevlar*: Armour +4

Plate... *or Bullet Proof Jacket*: Armour +5

Shield +1

Animal/Monster

Weak 0
Robust +2
Tough +4
Impregnable +6
Impenetrable +8
Won't Die +10

Combat:

Throw a 2D12 to make your attack (plus an additional attack each 4th level). include Might & Nimble... plus any appropriate Scuffle adds if you have any. A score that is equal to or higher than the target's Armour will score a hit.

***Example:** Lady Melissa wants to fire her flintlock pistol (loaded with a silver ball) at a werewolf that is charging towards her. The creature is at medium range, so Melissa will shoot now and if her shot misses, she will attempt to fire again at close range (on the next turn, using her second...and last... pistol). Melissa asks the Game Host what her target number is, and he kindly informs her she needs to make 16, +4 for being at medium range +2 for target being Robust +4 for the target having amazing Nimble which allows it to move very fast = 26. Melissa takes aim, and fires! She throws 2D12 and gets a 7 and a 9 = 16. But she has +2 Might, +3 Nimble, and a Scuffle (Pistol) skill of +4 = 25. Melissa **just** misses the werewolf this turn.*

Let's suppose Melissa's shot had hit the werewolf. We would now be checking for the location of the hit. Throwing a D6 Melissa rolls a 4 (right arm), but she may check to shift this to a 5 if she wishes (body). She does so... and rolls another D6 for the severity of the wound and rolls a 3 (Light Wound); but the Game Host remembers she is using a silver ball and shifts this by two... to make the die roll a 5 (Serious Wound). Melissa also asks the Game Host if she may try to increase the wound severity – because she has a weapon skill of +4. She rolls a 1 and succeeds: altering the werewolf's wound from Serious to Fatal. This means the Werewolf is shot dead, and crashes to the ground before it reaches Melissa.

Ranged Weapons:

Point Blank Range: -2
Short Range: 0
Medium Range: +4
Long Range: +8

To Do Everything Else roll 2D12. Just like combat, apply your attributes, talents and skills to determine success or failure where ever needed or the Game Host decides. Throw the dice... add any ability bonuses... make any deductions, and check against the task resolution table below. This table is a catch all to cover all and any given `in game` situation.

Task Resolution Numbers:

The basic number needed to hit a target with a ranged attack starts at 16 (*for example: a target at medium range would add +4, to make the total needed a 20*).

The basic number needed to make contact with an enemy in Melee (*before adds or minuses*) would be 14.

When trying to *do something... like pick a lock... gallop fast on a horse and trying to jump a fence... tell if someone is lying to you... read an ancient map written in an old language... win a game of cards, etc etc....* the Game Host may like to use the following table as a guideline.

Let's suppose a character wants to determine if it's safe to rest and sleep in the clearing of the jungle the party find themselves in. The Character has chosen a skill of +4 in an ability called Survival Lore (which has been picked to specialize in jungle environment).

To this, add Reason (applied learning based on experience) and throw the 2D12 as normal. For this, maybe set the difficulty level at 20.

Level of Resolution:	Task Number Required:
In Your Sleep:	3
Really Easy:	5
Routine:	10
Need to Concentrate:	12
Challenging	14 or 16
Hard	20
Tough	24
Daunting:	30
Gruelling	35
Almost Impossible:	40

*A **Critical Fumble:** a natural `2` on 2D12 is a critical failure... a total fumble.*

*A **Critical Yes:** a natural `24` on 2D12 is a massive success... an amazing fluke.*

Optional Rule - Vitality:

An additional attribute Vitality can be included in a character's initial make up. This is a percentage (%) based stat and is used as a `saving roll` (to roll equal to or lower) when dire emergency renders it essential to make such a test: e.g. to survive a night in ice and freezing conditions with no blankets while sitting in wet clothes. To save from an incredibly high fall. Seemingly to `come back from death's door` after an illness, curse, or plague.

Every time a character gains a level: throw 1D6 and add this to the character's Vitality total.

By default, newly created characters start the game with a Vitality of 45.



Basic Suggested Movement:

On Foot: Male 4: Female 3 *dressed femininely*: 4 *dressed appropriately*.

Ox Drawn Cart: Elephant: 5

Mule: Pony Cart: 6

Dog: Pony:: 8

Camel: Horse & Carriage: Pony & Trap 10

Wolf: Horse: 12

Train: Motor Vehicle: 12

~Bestiary ~

Werewolf

Might +4, Nimble +4, Vigour +10, Reason +4, Resolution & Sanity 20: Cause Fear (+4 to enemy morale task number), Vitality 55

Skills: Brawling [+8], Observe [+8], Tracking [+8], Stealth [+12] Speed 4 [12 in wolf form].

Combat: Bite & Claws (automatic wound category increase of one shift). Lycanthrope - *may infect victims*.

The Werewolf is one of the most feared creatures of the supernatural. They are cursed with the disease of Lycanthropy. Though some who contract this disease are unable to control their transformation, true Werewolves can change their shapes at will, assuming the form of a wolf, or a hybrid of wolf and human. Werewolves are hunters, and their favoured prey is humans... craving their blood and flesh... often transforming into a huge wolf to hunt.

Zombie

Might 0, Nimble -2, Vigour +10, Reason -8, Resolution & Sanity *Non Applicable*, Cause Fear in others (+2 to enemy morale task number), Vitality 40.

Skills: Brawl [+8]

Combat: Claws - *wounds may infect victims with zombie blight*: Damage Reduction (reduce wounds by one category from all firearms), Night Vision, Undead.

Zombies are the hungry dead shambling through the night feeding on whatever living thing they find.

Wendigo(Others)

Might +4, Nimble +4, Vigour +8, Reason +4, Resolution & Sanity 14, Horrific Visage (cause fear +5 to enemy morale task number), Vitality 55

Skills: Brawl [+6], Observe [+10], Stealth [+8]

Combat: Bite & Claws, Shape Change: Weakness (Fire & Heat).

Made from mud and ice, the Wendigo are creatures of pure evil. They hide in the shadows, where they stalk humans, their favourite prey. Their mouths are lined with jagged teeth, and their claws as the natives claim, are sharp as ice. Natives fear even to name Wendigo: instead calling them `Others` (Other - singular).

Vampire

Might +8, Nimble +6, Vigour +10, Reason +6, Resolution & Sanity 16, Fear (+2 to enemy morale task number), Vitality 85

Skills: Brawl [+8], Intimidate [+10], Diplomacy [+10], Sense [+10]

Combat: Bite - Drain (drains 1d12 points of Vitality. To continue draining Vitality, they must make a Brawl test, with a success result in the vampire draining an additional 1d12 points of Vitality the following combat round etc. *A Vampire, once it has tasted of its victims blood, may well become fixated on that one and seek to finish the feeding at a later time using stealth and cunning to achieve its goal*), Insubstantial(see below), Mind Control, Night Vision, Rejuvenate, Shape Change (see below), Spawn (see below), Summon Undead, Weakness (see below).

One of the greatest evils to walk the earth, Vampires are thralls of the Devil that exist to inflict pain and feed upon the living.

Notes on Traits: A Vampire can transform into mist, which allows them to float through any cracks. While in this state, all physical attacks pass through them causing no damage, but they are unable to make any physical attacks themselves.

As an Action, Vampires are able turn into a bat or wolf. While in this form, their Abilities remain unchanged as they simply take the form of the animal and gain the animal's abilities. A victim bitten by a Vampire loses Vitality. If a victim loses over half Vitality, then that one must make a Resolution & Sanity test (Task Resolution Number 20)... with failure results in them becoming a Vampire in 1d12 days.

Vampires can summon a swarm of bats, or a pack of wolves. To do so counts as an Action, taking 1d12 combat rounds for the creatures to arrive. Garlic repels Vampires. They cannot cross running water. Driving a wooden stake into their heart immediately turns them into mist. While in their mist form, the vampire must return to their coffin, where they rejuvenate until fully reconstituted.

Removing their head kills them instantly.

Spirit

Might +2, Nimble +8, Vigour +2, Reason +5, Resolution & Sanity 20 *or whatever Games Host decides*, Cause Fear in others (+3 to enemy morale task number).

Skills: Brawl [+4]: Spells (up to Game Host).

Combat: Drain (Successfully touching the target, a spirit drains the number of Resolution & Sanity equal to the Spirit's Resolution - *divided by 4*), Insubstantial.

Some sprits are associated with the five elements, while others are associated with various plants, trees, and other environmental features. Spirits come in many shapes and sizes, and typically represent the element or feature they are associated with. For example, a Corn Spirit might resemble a Scarecrow, and a Water Spirit resembles a shifting ball of water with human-like features.

Skeleton

Might 0, Nimble 0, Vigour *Non Applicable*, Reason *Non Applicable*, Resolution & Sanity *Non Applicable*, Cause Fear in others (+1 to enemy morale task number).

Vitality 35

Skills: Brawl [+8]

Combat: weapon. Night Vision, Undead.

One of the most commonly encountered creatures of the supernatural. Skeletons are mindless creatures, often used by Black Magicians as servants and guards.

Rat

Might +1, Nimble +3, Vigour 0, Reason +2, Resolution & Sanity 10, Cause Fear +2 (+6 in females), Vitality 5.

Skills: Stealth [+3]

Combat: Bite & Claw. Disease (Carry diseases like *Camp Fever and Rabies* and any target attacked by a rat, must make a successful Vigour test, with failure resulting in the contraction of *Camp Fever...or worse*), Night Vision.

The disease-ridden rat can be found on nearly every ship, along every wharf, and in nearly every building or structure London, and in the Colonies.

Ghoul

Might +16, Nimble +4, Vigour +8, Reason +2. Resolution & Sanity 1. Fear +2, Vitality 45

Skills: Brawl [+6], Stealth [+4]

Combat: Bite & Claws – *Diseases of the Grave*, Night Vision, Undead

Haunting graveyards and battlefields, Ghouls are creatures that feast on the dead. Digging in the earth, Ghouls make graveyards their home where they feast and worship their dark foul gods. As to the origins of Ghouls, some speculate that they trace their origins back to the Fall of the Devil, while others believe that this creature has always existed.

Headless

Might +7, Nimble +9, Vigour +7, Reason +6, Resolution & Sanity 24, Fear +3, Vitality 90.

Skills: Intimidate [+9], Melee [+9], Resist Spells [+7] - *Task Resolution 20*.

Combat: Drain (Touch drains 1d12 Vitality), Infernal, Moan of Sorrow (see below), Shadow Mount (see below), Rejuvenate (convert drained Vitality into life energy on a one-for-one basis)

Anyone can become a Headless, all Headless having the same thing in common: they lost their head in a conflict. Headless roam the world of the living searching for a replacement for their missing head. Headless always appear wearing black clothing and riding a large black horse that seems to be made from shadows. Headless are anchored to a certain spot, usually in the location where they lost their head and died.

Notes on Traits: Anyone hearing the Moan of Sorrow a must make a Resolution & Sanity test, if Failed they lose 4 Resolution & Sanity points (8 Sanity if a dramatic failure). Headless always ride a large horse. The horse is made from shadows and, though it looks to be substantial... it is actually an illusionary mount as far as touch and combat are concerned.

Ghost

Might 0, Nimble +12, Vigour +4, Reason +4, Resolution & Sanity *as Games Host decides*, Fear + 4, Vitality 45.

Skills: Move Objects and Throw Objects, Hold Open or Shut Doors +12.

Combat: Drain (Vitality equal to Resolution & Sanity - *divide by 4*: if it successfully touches an Opponent. Illusions (see below), Rejuvenate (Replenish their Vitality by successfully draining Resolution & Sanity from an opponent. Telekinesis (see below), Undead.

Ghosts are the restless spirits of the dead, haunting the living to exact their vengeance on them.

Ghosts have haunted the land for many years. With the onset of the wars, the number of ghosts has increased dramatically. They haunt battlefields and old buildings, spreading fear and misery whenever some poor fool crosses their path.

Notes on Traits: Ghosts are able to create illusions that they can use to frighten people, and drive them away in fear. Examples of illusions are rattling chains, phantom footsteps, bleeding walls, and paintings that seem to have their subject come alive. Illusions can affect as many people as the ghost wants, but it costs 5 Vitality per person to do so... in fact all effects and attacks cost a Ghost 5 Vitality to make. Thus, if the ghost wants five people to see bleeding walls, it costs the ghost 25 Vitality points to do so. An illusion forces an opponent to make a Fear test at a default of +4 to the Task Resolution Number needed... resolution set at 20. (Games Host must decide the exact details).

Ghosts are able to move objects without touching them by using Vitality. They are able to move the number of objects equal to the amount of Vitality the ghost spends (5 Vitality per object, thus, if the ghost wants to move 2 objects, it costs 10 Vitality).

Devils

Devils are the fallen angels who took Lucifer's side when he dared to challenge God. Failing in his attempt to claim the Throne of Heaven, Lucifer was cast out of Heaven and those taking his side were cast out as well. Sent to the realm of Hell, Lucifer and his followers created a place that was the opposite of Heaven. Devils are schemers, and they mirror the heavenly choir of angels in a grotesque parody, seeking to manipulate humans through temptation. There are many Devils that exist who enjoy plaguing the living world, which they view as theirs by right.

Devil, Imp

Might 0, Nimble +4, Vigour +2, Reason +4, Resolution & Sanity 14, Fear +1. Vitality 45.

Skills: Dodge [+10], Lore [+6], Sense [+6], Stealth [+10]

Combat: Bite, Immunity [Fire, Smoke, Poison, and Disease], Infernal, Invisibility, Night Vision.

Imps are the smallest Devils and they delight in causing mischief. This mischief ranges from tearing pages from books to killing livestock. Imps are born from the souls of mischievous children who died while causing trouble. Reborn as Devils, they enjoy causing as much harm as they can on the living world. Imps stand no taller than two or three feet and resemble small babies. Their skin is pale orange and they have goat-like horns.

Devil, Tormentor

Might +3, Nimble +3, Vigour +4, Reason +6, Resolution & Sanity 18, Fear +3, Vitality 55.

Skills: Brawl [+6], Melee [+8], Observe [+10], Resist Magic [+10]

Combat: Claws & Tail, Immunity [Fire, Smoke, Poison, and Disease], Infernal, Night Vision.

While Imps are small devils, Tormentors are large devils. Tormentors come to the living world to punish the wicked. Tormentors take pleasure in causing pain, and pride themselves in how much pain they can cause. They stand roughly six feet in height, with dark red scales covering their body.

Bat

Might 0, Nimble +12, Vigour 0, Reason 0, Resolution & Sanity 14, Vitality 5.

Skills: Observe [+5], Stealth [+6]

Combat: Flight [60 feet/round], Night Vision, Swarm.

Bats are nocturnal creatures that many link to the supernatural. They are seen as creatures that desire blood, and many consider their appearance to be a sign that the supernatural is close by. Bats are found throughout England and the Colonies. The Mandoag view bats as being lucky, which is probably why many others view bat as being evil.

Wolf

Might +2, Nimble +5, Vigour +4, Reason +2, Resolution & Sanity 12, Vitality 15

Skills: Observe [+5], Stealth [+7], Tracking [+5]

Combat: Bite, Scent (40 feet, 80 feet if upwind, and 20 feet if downwind)

Proud, fierce, and known for their hunting prowess, the wolf is feared by all. Among the Colonists, the wolf is seen as an agent of the Devil. Natives, however, honour the wolf for its hunting prowess and strength.

Horse

Might +8, Nimble +6, Vigour +4, Reason +2, Resolution & Sanity 14, Vitality 40

Skills: Brawl [+9]

Combat: Bite & Kick

Though not native to the Colonies, horses were brought over by the Spanish, French, and English. The horse is the predominant form of transportation and is therefore a very important part of life in England, Europe, and the Colonies.



Resolution & Sanity

Characters (by default) start at 24 in this combined stat. Though a Game Host may decide to alter a character's starting total... *especially for NPC's*. Any time a character comes under stress, the Game Host will need to throw D30 and try roll equal to or under the character's Resolution & Sanity stat.

A natural 1 rolled will increase the *Resolution & Sanity* stat by 1 point. A natural 30 rolled will lower it by 1 point.

The player must roll equal to or lower than *Resolution & Sanity* to keep full control of the character. If a player character fails a test *Resolution & Sanity* drops by 1 point; and the Game Host will have to decide the immediate detriment to that character: temporary insanity or breakdown, perhaps loss of morale causes the character to route and flee from a fight... or have the character curl whimpering into a ball, etc etc.

Resolution & Sanity points can be regained either by rolling a natural 1 on a D30 when making a test, *or* by spending 500 experience points (assuming a character has the experience points to spare) for a +1 *Resolution & Sanity* point increase.

If a character's *Resolution & Sanity* ever drops to 0, the character is considered permanently insane and can no longer be used by the owning player (Game Host may keep the character as an NPC).

Diseases

Ague

This disease is marked by fever and chills, regardless of what the weather is like outside. If your character contracts Ague, roll 1D12 to see how many days this disease lasts. Under the effects of this disease, your character will be at -1 to all Vigour-related tests until healed.

Barrel Fever

Your character suffers from nausea and sickness that lasts 2D12 hours. While your character is sick with Barrel Fever, Vitality is reduced by half until the sickness passes.

Bloody Flux

Your character suffers from flowing fluids, which lasts for 4 days. As a result your character loses 1 Vitality each day, and -2 to all tests while sick.

Bright's Disease

Bright's Disease causes your character's kidneys to become inflamed. This disease lasts for 1D12 days, and until your character is cured, is at a -3 to all Might related tests.

Bursten

General fatigue sets in, causing your character to be constantly tired and weak. Your character's muscles ache from lack of use for 1D12 days. While under the effect of the disease, your character is at a -2 to all tests related to Might and Nimble.

Camp Fever

Your character has an unnaturally high fever, and experiences bouts of vomiting and uncontrollable weakness for 5 days. During this time, your character's Vigour, Might, and Nimbleness are reduced by half, and is at -2 penalty to all tests until healed.

Chin Cough

Your character suffers from nonstop coughing which causes your character to suffer a -2 to all tests. Chin Cough lasts for 12 days, and at the end of that time your character can make a Vitality test. Success means the disease breaks, while means the victim suffers for another 1D12 days. A dramatic success means your character becomes immune to this disease, while a dramatic failure has the disease last for 2D12 days.

Consumption

Your character has been diagnosed with an early form of tuberculosis. During this time your character's Vigour is reduced by 4, and Vitality is reduced by 8. It takes 1D12 days for consumption to run through the character's system... with occasional reoccurring infliction.

Curse of the Grave

Sometimes contact with the undead has life-altering consequences. A rare disease, Curse of the Grave, is contracted only when a character comes into contact with a ghoul. To resist the disease you must make a successful Vigour test (18). Failure results in contracting the disease, and you turn into a ghoul yourself. There is no known cure for this disease. It manifests in 1D12 days. A dramatic failure, and the Curse attacks in 1D12 hours. Once the incubation period is past, the character turns into a ghoul. As a ghoul, your character retains all of his memories, but now becomes a mockery of the character he once was. So what happens to your character? In most cases, they would become a Villain and fall under the control of the Game Host. However if the whole group agrees, might want to use this as a opportunity for some rewarding role playing; and allow the character to stay in the game and deal with their new affliction.

Diphtheria

Your character has difficulty breathing, has a high fever, and is debilitated. While suffering from diphtheria, your character's body mass is reduced by half, and loses 2 Vitality each day of sickness. Every day your character must make a Vigour test, and if successful, the effects of the disease stop and your character regains his Vitality at 2 points per day. Failing the Vigour test, your character still suffers and loses another 1D12 Vitality, and cannot heal until the condition ceases.

Dock Fever

You burn with a fever so high your character is hallucinating pink, fluffy bunnies. Also called "Yellow Fever," Dock Fever strikes down even the strongest people with no warning. This disease is commonly caught near the waterfront. Your character's Vitality is reduced by half, and is unable to be restored through any methods of healing or magic rituals for 1D12 hours.

Enteritis

Your character suffers from an inflammation of the intestines. While suffering he has a -2 to all tests, and is unable to eat. The disease lasts for 1D12 days, and each day your character suffers, must make a Vigour test. If failed the character loses 2 Vitality. A dramatic failure costs 5 Vitality... while a dramatic success regains 1Vitality. While suffering from enteritis, your character is unable to regain lost Vitality naturally.

Falling Sickness

Your character suffers from spells of fainting and convulsions. There is no cure for this disease unless your character seeks a magical one. Once a character contracts this disease, each day (especially when under stress) roll a 1D12, and on a 12 the character will faint and going into convulsions, and loses 2 Vitality.

French Pox

This disease is spread through contact among unsavoury people. Contracting this disease, your character suffers from slurred speech and high fever. While under the effects of French Pox your character's Vitality is reduced by half, and is unable to be restored naturally for 1D12 days. Seeking medical or magical healing will remove the illness in 2D12 hours.

Gripe

Your character suffers from a high fever, coughing, nausea, and difficulty breathing. For 1D12 days your character's Vitality is reduced by half and is unable to be healed while suffering from this disease. In addition, the character suffers a -2 to all tests.

Head-mould-shot

Your character suffers from water on the brain. Unless healed (either through magical arts or through medical skills) within 1D12 days, the character will permanently lose 4 points of Reason.

Hemiplegy

Your character suffers from palsy on one side of her body. There is no known cure for a hemiplegic (other than magical aid), and once it is contracted your character permanently loses 1 point of Nimble. Also, anything that normally takes your character one hand to accomplish now requires both.

Jaundice

Your character's skin has a yellowish cast to it, and the character has lost all appetite... which causes a weakened constitution. Jaundice lasts for six days, and while ill, your character's Might is reduced by half.

Lung Fever

Your character suffers from constant coughing, loss of breath, and weakness. This disease lasts for 1D12 days and while suffering from it, the body mass is reduced by half. Your character also loses -1 Vitality each day, while suffering, is unable to have it restored.

Lycanthropy

A rare disease, Lycanthropy is the only one contracted through a werewolf's bite. Once your character is bitten by a werewolf, he/she must make an unmodified Vigour test (16) to see if infected by Lycanthropy: failure means the character will become a werewolf. Dramatic success and dramatic failure do not come into play, because this is a black-and white situation for your character: he/she either becomes a werewolf or remains human. There is no known cure for Lycanthropy, magical or otherwise. A character contracting this disease reverts into a wolf-human hybrid upon each full moon. The effects of Lycanthropy are devastating to "changed" characters and are applicable once they have turned into a werewolf:

- Might, Vigour, and Nimble all increased by +2.
- Resolution & Sanity decreased by -6.
- Obsession/Disorder: Eats humans, infect others.
- Amnesia (Temporary): Whenever your character turns back into a human, he/she will have no memory of the previous night's events.

Morsal

A wound begins to fester and a foul smell emits from it. After two days the wound begins to turn blackish green. This disease affects one body part on your character. The character loses -2 Might and Nimble, and -1 Vigour each day that character is sick. Unless the wound is healed magically, the only cure is to amputate the affected limb, or excise the infected tissue if not on a limb.

Spotted Fever

Your character suffers from weakness and a high fever. This disease lasts for 1D12 days, and each day of sickness, the character loses -1 Vitality. While sick the character is unable to restore Vitality naturally, suffering a -2 to all tests.

Rickets

What your character thought was a lack of energy turns out to be a bout of rickets: a disease that targets your character's bones and causes weakness for 1D12 weeks. Until the case of rickets is healed, your character's Might is reduced by -3, and any type of physical damage suffered causes one extra point of damage due to brittle bones.

St. Anthony's Fire

Angry, red blotches cover your skin, all over your body including your face, your hands, your scalp, even your eyelids and mouth. This disease lasts for 1D12 days and while it is not painful, it mars your character's appearance so greatly that people turn away or run in fear... believing the disease is something much worse and more contagious than it is.

St. Vitus' Dance

This disease has no known natural cure, and, once your character contracts it, will experience uncontrollable convulsions and contortions of the body. The effects of this disease cause your character to lose -4 Nimble and in addition, any skill requiring Agility experiences a -1 penalty.

Poison

Villains use poison to debilitate or assassinate their enemies. In a manner similar to that with known diseases, your character can develop immunities to these poisons by rolling a dramatic success when attempting to resist their effects. If your character ingests a poison or wishes to determine which poison she is dealing with, an appropriate skill test on Botany, Survival, etc, will allow the character to identify what poison he or she is facing.

Hemlock

Hemlock is a plant with a purple-spotted stem and fern-like leaves; its small, white flowers give off an unpleasant aroma. If your character is poisoned with Hemlock, he/she must make an unmodified Vigour test (16). If the test fails, the character will lose the ability to heal for 1D12 days unless healed with rare medicine. A dramatic failure will kill the character outright.

Hellebore

Hellebore flowers in the winter with large white, green or purplish flowers, and is known as the Winter Rose. The juice of this plant is extracted and is highly poisonous. Extracting the juice, and having it reduce over a low fire, creates a thick and highly lethal toxin. If poisoned with Hellebore, your character must make an unmodified Vigour test (18) to see if the Hellebore has rendered him/her unconscious... draining your character's Vitality by all but one point.

Arsenic

Arsenic has been known since ancient times, but it was the French who discovered that by heating realgar (a reddish naturally occurring mineral) they created a substance known as white arsenic. If your character is poisoned with arsenic... an odourless, colourless, poison... the character will experience a mild heart attack (a loss of 8 Vitality), which will weaken them for 1D12 days of recovery time. During this time, your character will be at a 21 to all Nimble and Might-related tests.

Cyanide

Cyanide is a poison created by cooking down bitter almonds and cherry laurel. One of the rarer poisons, cyanide is difficult to concoct because of lethal fumes created during the cooking process. Although it is easy to recognize, cyanide is a deadly poison. Once it is ingested, your character's Vitality is reduced to zero after 1D12 hours - unless healed.

Curare

Curare is only poisonous if mixed with the blood. Ingesting or inhaling curare will not produce poisonous effects. Curare was used as a paralyzing poison by South American indigenous people. The prey was shot by arrows or blowgun darts dipped in curare, leading to asphyxiation owing to the inability of the victim's respiratory muscles to contract. The word 'curare' is derived from *wurari*, from the Carib language of the Macusi Indians of Guyana. If available, the muscle paralysis can be reversed by administration of Plue. The indigenous tribes of South America claim to have an antidote for curare poisoning that is effective if applied immediately after exposure. However, they have refused to release its secret.

Plue

Plue is the sticky inner juice of an extremely rare mountain fruit called Bolan Berry. Distilled it makes a delicious (and somewhat addictive) alcoholic liquor, highly sought after in some esoteric circles. The effects are said to be slightly hallucinogenic, some would say mentally stimulating and enlightening. Used as a poison, the raw berry juice needs to be ingested (similar to hemlock, there is no effective cure). Plue is a very powerful narcotic which causes hallucination, fever, and death. If your character is poisoned with Plue, he or she must make an unmodified Vigour test (16). If the test fails, the character will die in 1D12 hours. If successful, the character will fully recover in as many hours as the character's Vigour, and will be immune to Plue for ever more.



Stephen Gilbert September 2014

