

# **THE LONG NIGHT IS OVER**

**A TRAVELLER ADVENTURE FOR WARPCON 2006**

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## 5 minute intro

1. Wake up after crash landing. The ship is in a forest. Some of the crew or men at arms are injured, but not the PCs.
2. Scout out surrounds. There are nearby ruins, similar to those left on Britannia. These ruins are inhabited by outcasts from Olderswold society. They will think the PCs are wizard agents, and will mount an Attack!
3. The PCs will probably beat off this attack. They may not... they may be captured, or surrender, or negotiate. If this happens, forces of the Wizards will come, investigating the ship, and bust outcast heads. Or, the PCs will meet them after they have defeated the outcasts. If the PCs defeat the outcasts, they may follow the tracks/fleeing cowards back to their camp. There are the women and children etc. They will flee in panic, possibly alerting the PCs that things aren't as they seem. Perhaps **now** the wizard forces arrive!
4. The Wizard forces will escort the PCs to the palace of their Wizard, who is indeed the one the monks have been speaking to. He'll make the PCs very comfortable, fawning over them, delighted to have met them, and very curious as to how they got here etc. He will be **flabbergasted** that they can actually operate their own machinery. He explains about God, and presumed when the Monks were talking about God, they meant the same (or a similar) thing. The Wizard (maybe even his forces) will have universal translators.
5. The Overlord has demanded to see the PCs. They've been invited to a formal dinner. The overlord will introduce his beautiful daughter, and several of the other wizards. There will be a ball, with dancing. This will be interrupted by two guards bringing in a prisoner. The Overlord will introduce the "Rebel leader" and order him to taken away to be executed. The Rebel leader will protest, calling the overlord "Father"! If the PCs did any damage at all to the outcasts, the Overlord will thank them, saying they have been instrumental in his capture.
6. The Overlord will offer the PCs to recover their ship, bring it here, and his tech priests will assist them in repairing it. He **insists**.
7. If a PC gets busy with the Overlord's daughter (she will be into Goodbody, but may allow herself to be seduced by Erdinger if Goodbody remains resolute), she will ask them to help her spring her brother. There will be a wizard rival to her heart... he is insanely jealous and may challenge any forwardness to a duel.
8. All the PCs need is a Widget to repair the ship, and to shut down the Meson gun. If anyone knows the Meson gun it's the Overlord's son! And he'll very much want it shut down. As an added bonus, the widget can be a Meson gun part.
9. Stealing the widget will shut down power in the fortress, causing it to collapse! (It's help up partly by grav plates). The shuttles are at the top of course, necessitating a mad dash to the top amid toppling statuary and screaming officials.

## *Dramatis Personae*

### **Wizards:**

**The Overlord**, Mergin the Magnificent, Ruler of all Olderswold.

**Clara**, his daughter, cold and beautiful, but conceals a heart of gold.

**Galdar** his son, now the leader of he rebels.

**Varlon**, master of the Far Voice, speaker to the people of Britannia.

**Xeridon**, master of flight, contender for Clara's hand.

**Demiden**, master of arms.

**Berrylia**, mistress of healing.

**Faremax**, master of energy

### **Servitors:**

**Gregor**, squadron leader (of the troop sent to investigate the ship)

### **Outcasts:**

**Fists like thunder**, war leader of the wolf clan.

**Tears like rain**, prophetsess of the wolf clan.

# Technologies

## Faster than Light

Einstein can be cheated by means of the Jump Drive. This takes the ship out of normal space for a period of about one week, after which the ship returns to normal space, up to 6 parsecs from its origin. No one knows how the jump drive works... it is postulated that all "modern" jump drives are based on those of the Ancients. Jump drives use large amounts of liquid hydrogen, to fuse as energy, as coolant, and to propagate the jump effect around the ship. The jump takes the same length of time, no matter the distance jumped, even if no distance is jumped at all. Strong gravity will stop a jump drive working... a ship risks "missjump" if it jumps within 100 diameters of a world, and will automatically "precipitate" out of jump space 100 diameters of any world it approaches.

## Slower than Light

Newton can be cheated by means of Thruster Plates. These remove the need for the bulky reaction mass (fuel) of rockets, by pushing at the fabric of space itself. Thruster plates emit blue light and exotic particles. They need only electricity to work... that electricity can come from fusion reactors, or steam engines if necessary. Thruster plates can accelerate a ship up to 6 Gs.

## Artificial Gravity

In space you don't stick to the floor... not without grav plates. These act both as the gravity on the ship and as "inertial compensators"... they act against the force of the engines that would otherwise turn corridors into vertical shafts... random shocks like impacts or crashes cannot be compensated, but predictable forces like the throttling of the engines can be.

## Contragravity

In addition to providing artificial gravity aboard a ship, a ship can be shielded from the external effects of gravity, reducing its weight to almost zero. This is useful when landing or taking off from a world with a higher force of gravity than the engines can overcome.

## History

Up to about 300,000 years ago, space was silent. Life was everywhere, on warm worlds with atmospheric blankets circling benign stars. But no vessels crossed the abyss. Then to an alien species

called the Droyne was born a mutant: a super genius. He devised technologies that have never been equaled before or since. He created 20 "children" of himself, and from those each 20 more... these 421 creatures are called the "Ancients", and their chief "Grandfather".

They explored the galaxy, on some grand quest that remains unknown. They moved the ancestors of man to more than 40 different worlds throughout known space, and genetically engineered various species, making them sentient. Then, as soon as they came, they left: A terribly cataclysmic war tore the ancient's civilization apart, shattering worlds and bursting suns in the process.

Hundreds of thousands of years passed, and mankind evolved, farming the Nile valley, learning the use of iron and steel, electricity and atomics. He left the earth to explore the solar system, but was frustrated with the slow speeds that matter and energy imposed on him. Even crossing the solar system with space ships equipped with thruster plates could take months.

A research group working on alternate means of transport hit upon the Jump Drive. Whether they invented it, or whether they had found some hulk of the Ancients floating out in the Kuiper belt and reverse engineered it no one can say for sure. They realized almost immediately that not only would it allow faster in system transport, but allow travel to other stars!

An expedition was mounted to Barnard's star, 2 parsecs from Earth. To the shock of the earthmen, Barnard was already occupied... it was just an outpost, of a vast interstellar empire encompassing thousands of systems and far in excess of earth's technology. To make matters worse, these "aliens" were human, The Villani, and claimed that the true home world of humanity was not Earth but a planet called "Vland", hundreds of parsecs away!

Earth was united overnight by this news, and this threat... the potential of being taken over by these aliens was very real and very startling! Earth began to massively industrialize, and began creating colonies behind it, further from this imposing and dangerously close empire. Soon the first war broke out. More wars followed, Earth saved from being crushed utterly by the politics and inertia of the Villani Empire. Earth began catching up, reverse engineering captured ships, and soon exceeded the empire in capability. Meanwhile plagues spread throughout the alien worlds... they seemed ill equipped to deal with earth diseases.

Within a few centuries of contact, earth had conquered the great empire of stars. They tore down the complex and static social structure that had lasted the empire thousands of years and replaced it with... nothing. Within just a few centuries more, the great empire that had lasted eight thousand years had collapsed in on itself. Systems and planets dependant on interstellar trade for their very survival died, and technology crashed.

This was known as the "long night", a dark age when interstellar trade stopped. That was 2,000 years ago. Now, some worlds have clawed their way back up, and are looking again at the stars... dawn is breaking across known space.

## **Britannia**

Britannia is a world in the Diaspora sector, about 50 parsecs from earth. It was fortunate at the onset of the Long night... it is a garden world, about the same size as the earth, with about the same atmosphere, and about the same amount of water. Like all worlds in the empire, the economy collapsed, and it's high tech marvels soon ground to a halt with no off planet spare parts, maintenance, or vital materials that could be grown only in the microgravity of space.

The people of Britannia however endured. They were able to grow their own food, feed their populace, but at the cost of reverting to a medieval level of technology. Some lore masters or obscure religious cults tried to maintain the technology, document it, store it in such a way that perhaps future generations could revive it.

Centuries, then millennia passed. Nations, kingdoms and empires rose and fell on Britannia. Continents were colonized and then forgotten, and legends grew up around the strange ruins that dominated the oldest cities, that lurked in dark forests or on imposing mountain tops. Had mankind every truly sailed the ocean of space, or were these just stories, myths told to children?

Some of the artifacts that survived from the Terran times were ludicrously simple and yet miraculous in operation. Some of these were experimented on using newer technology, technology inspired by the legends and what little was known. Grav plates, thruster plates, and contra grav plates were first discovered, then experimented with, then reverse engineered. Grav plates and room temperature superconductors led to fusion power. Soon space craft were being built, without ever having to built expensive rockets or detonating devastating nuclear devices.

Eventually a new technology was discovered, Jump drive. This was not reverse engineered, but parts from dozens of hulks were used to refurbish one drive. This drive was placed aboard the HMS Endeavour, in preparation for her historic voyage...

## ***The Order of the Searchers***

The searchers are a religious group who believed God could be found in space. They pioneered many of the fields of astronomy and cosmology, building the largest telescopes and scouring the sky. With the discovery of electricity and radio, they moved on to radio telescopes, and here they found something strange indeed: signals.

Signals came from all over space, from dozens of worlds. In languages strange and yet not so strange. Linguistics experts spent decades pouring over the signals, sending answering signals of their own. Soon these languages were translated and a crude dialogue began, taking at best a few decades and at in some cases estimated centuries before any hope of an answer. The closer the signal, the better a chance for real dialogue.

The closest system was know as Olderwold. The monks and sisters of the observatory/monastery perched high in the mountains have been talking to Olderwold for nearly 200 years. Being the closest, and being the system known the best, it was chosen as the destination for Britannia's first interstellar voyage.

## ***Victoria***

Victoria is an Empire on Britannia that strangely mirrors the British Empire on earth. They retain many of the sagas of old earth, from Arthur to saint George, Dianna warrior Princess to Thatcher the Iron Lady. Their main adversaries for power on Britannia model themselves on another group of ancient Terra, the Germans.

Victoria fought a bitter war with The Kaiser about 5 years ago, the first to use space vessels in war. The Kaiser was defeated, and now Victoria is the supreme power on Britannia. The Victorian Empire shares many traits with the British Empire during the reign of Queen Victoria: The same dress, the same mannerisms, the same world view.

Victorian tech is around TL 8 (plus the grav plates, fusion et al), but achieved with mad science steampunk... cogs, gears, van der graf generators, weird sparks and arcs.

## Olderwold

Olderwold was not as lucky as Britannia. While it too enjoyed a dense core, a thick atmosphere, pleasant climates and abundant rain, in the last days of twilight before the long night, a terrible civil war broke out on the planet, and nuclear weapons were used indiscriminately. The populace huddled in the deep places of the world, awaiting the day that the radiation faded and they could take to the surface again.

### *The Meson gun*

The single most intact and impressive piece of technology to survive on Olderwold was the planet's deep site meson gun, designed to protect the planet from hostile fleets. A meson gun fires mesons, which are particles that do not interact with normal matter or forces. Therefore no shield or armour (other than special meson screens) are proof against them. The mesons are unstable, and in a short time decay into damaging particles (actually a meson is a quark and an anti quark. They decay when these two particles annihilate, producing an antimatter explosion). By speeding the mesons to relativistic speeds, the gun can slow down their subjective passage of time and so time the decay so as to occur inside the enemy target.

This means that huge meson guns can be buried miles underground with no barrel or tunnel leading to the surface for the gun to shoot out of. If the entire gun is suspended in a cradle that can rotate 360 degrees in all directions, it can target ships not only above the planet's surface, but fire back through the entire planet, and hit ships on the far side.

The Olderwold meson gun is an impressive example, with a barrel half a kilometer long. It is suspended gravitically in a spherical chamber 10 miles under the surface of Olderwold. Surrounding the chamber is the gun's power plant, control electronics (powerful computers and targetters), barracks for crew, etc etc. Tunnels lead to the surface bearing lifts, and cables to the sensors and comms equipment dotting the surface, providing it's eyes and ears and voice, so it can defend the planet against unwelcome guests.

The gun's computer is especially advanced, featuring a cutting edge artificial intelligence. Especially acute are it's self diagnostics and repair routines. These served it well once the long night set in. The people that took shelter within it's cavernous halls during the time of radiation talked to it, and it responded, becoming at first almost a pet, then a friend, a member of the family... then as

generations passed and knowledge passed, a spirit, an angel, a god.

The gun advised the people on how to care for it and repair it, and in turn it provided them with knowledge of other technologies and devices, teaching them by rote to maintain and repair them. It showed it's true worth when the time of wars came.

As the radiation faded, war spread across the land. Spots free of radiation were highly prized, as was relic technology. The lands above the meson gun had both in spades, and it's people were ill equipped to deal with the hordes descending on them. They cried out in fear and hope to their god, and their god answered their prayers. Firing up it's gigantic capacitor banks, it prepared to target the planet's surface, in the midst of the enemy armies! A pillar of flame seemed to erupt from the ground, like the sun rising in the west, reaching far up into the heavens and continuing in a threadlike line until it faded from sight. The armies were defeated, and the religion of the Gun spread.

### *The Wizards*

The head of the clans, those that "Owned" various technologies, became known as the wizards. They provided for the needs of the people, giving them power, vaccines, anti radiation dosages. And protecting them from their enemies... enemies being whoever challenged their rule, of course. The Head of the wizards, who "Owned" the meson gun, was known as the overlords. The overlord and the wizards soon became a class of demigods, holding the power of life and death in their hands. The gun thought them of Anagathics, drugs to extend their life span to centuries. They became ever more removed from the people, ever more seeing them as mere animals, and themselves as exalted heirs to all that the planet held.

#### The outcasts

Many Olderwolders are fed up with the wizards, or were exiled in ages past, and now live in the wilderness. These were originally scattered bands who had to eke out a living below the radar of The Wizards, or armed bands of servitors would come and cleanse them.

However, now The Wizard's own son

# The HMS Endeavour

The HMS Endeavour began life as a submarine in the royal navy. With the discovery/invention of grav and thruster plates, the hull was refitted for operations in space in time for the great war with the Kaiser.

During the war she served as a missile cruiser, armed with nuclear pumped X-ray laser missiles. She saw some action during the war but nothing major.

After the war she was put in mothballs awaiting decommissioning. She was recommissioned for the Oldeworld expedition, and the backup fusion reactor was replaced with the experimental Jump Drive.

## General Data

**Displacement:** 2000 dtons  
**Hull armour:** 30  
**Length:** 102m  
**Volume:** 28,000m<sup>3</sup>  
**Target Size:** Medium  
**Configuration:** Needle  
**Tech level:** 5+3/10

## Engineering Data

**Power Plant:** 1500MW Fusion Power plant  
**Jump Drive:** J1 (2800m<sup>3</sup> fuel)  
**Main Engines:** Thruster plates, 30,000 tonnes thrust (750 MW)  
**Performance:** 1.5 G  
**Other Engines:** Contra-Grav lifters (600 MW)  
**Fuel Purifier:**

## Electronics

**Computer:** 3 TL-5+3 Babbage engines  
**Comms:** 1000 AU Radio (∞; 20 MW)  
**Avionics:** TL-5+3 Avionics  
**Sensors:** HRT fixed array 30,000km  
 Radar, 60,000km

## Armament:

### Offensive:

4 \* TL-5+5 60Mj Laser turret

	Short	Medium	Long	Extreme
60-Mj Laser Turret	1:1/6-19	2:1/6-19	4:1/3-9	8:1/2-5

4 \* TI-5+3 missile turrets, with 10 \* 50kt missiles

	Short	Medium	Long	Extreme
Missile	1:1/14-43	X	X	X

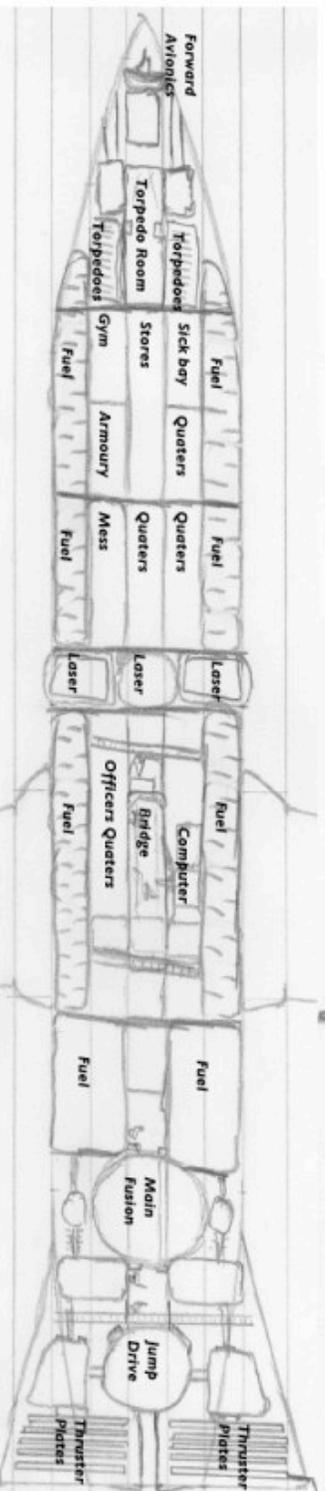
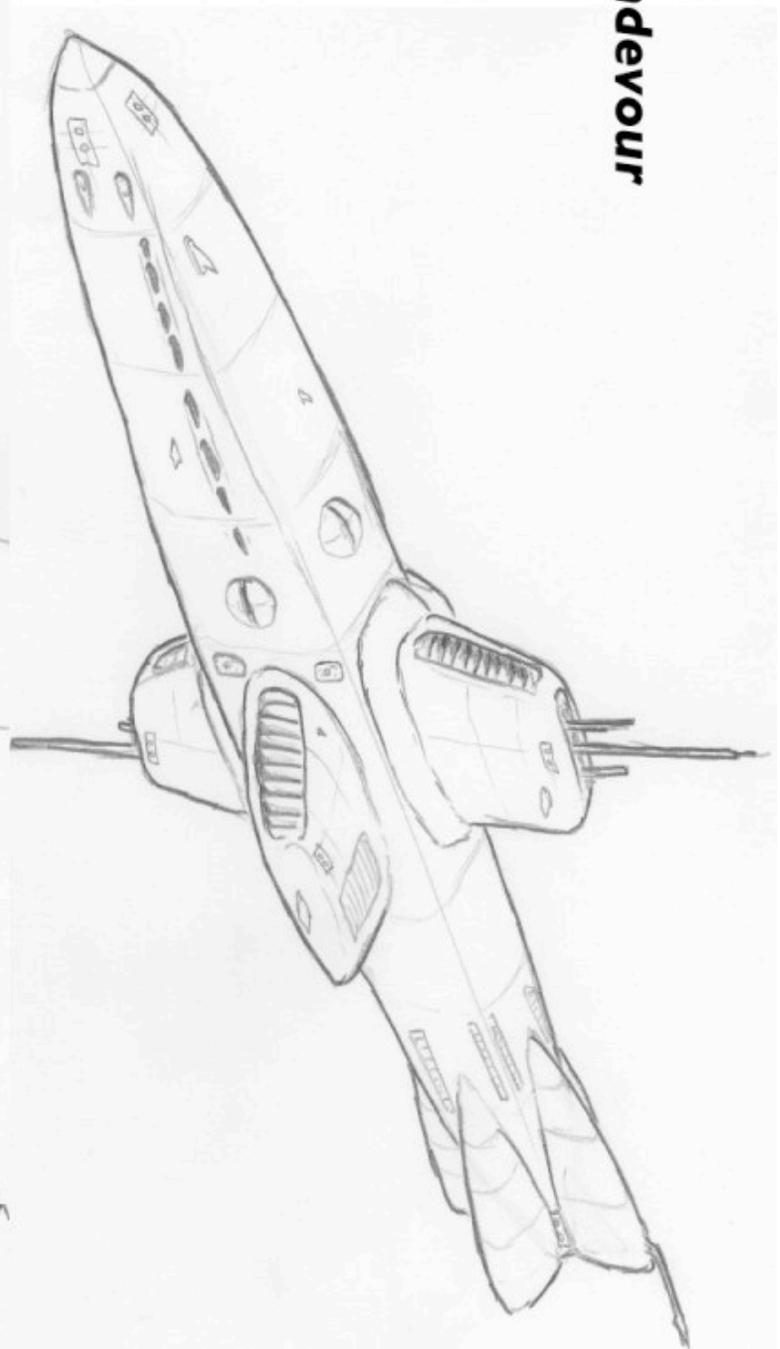
### Defensive:

4 \* TL-5+5 Sandcaster turret 1D10 x 5 beam reduction, 20 canisters

## Accommodations

**Life Support:** Extended, Gravitic Compensators  
**Crew:** 67 (2 Maneuver, 3 Electronics, 10 Engineering, 12 Gunnery, 10 maint, 20 troops, 8 command, 1 steward, 1 medical)  
**Crew qtrs:** 30 small stateroom (double occupancy), 10 small staterooms (single occupancy), 1 large stateroom (captain's cabin)  
**Psngr qtrs:** 10 small staterooms  
**Cargo:** 1400m<sup>3</sup> (100 dtons), 4 large cargo hatches.  
**Fuel:** 7,000m<sup>3</sup>  
**Small Craft:** None.  
**Air Locks:** 20

# HMS Endeavour



# Act One: Happy landings

## Scene one: Crash and Burn

To be read to the players:

*You wake up. You are lying on a cold, hard surface. You ache all over, bruised in many places, but you don't think anything is broken. The darkness is punctuated by the hissing flare of sparks, illuminating the bridge of the Endeavour. Bodies lie strewn like chaff, slumped in crash couches still strapped in, thrown against bulkheads, lying limp like dolls where they have fallen. Tendrils of smoke stalk through the air, leaving only their ozone scent in evidence when the sparks die out. How did this happen?*

*The events of the past few weeks flash by in your mind. The interviews, the parties, the night before the Endeavour's maiden voyage. The long boredom of jump punctuated with emerging into a new world, a new system of planets and moons, solemnly dancing eternally to the gravity of alien suns.*

*Endeavour, and its jump drive, worked perfectly, jump after jump. Everyone who could find an excuse gathered near the bridge, watching from hatches or loitering in the alcoves, all eyes upon the monitors awaiting the final emergence into real space with its honest, god-fearing physics. You remember elation, exuberance, as the grainy image of Oldersworld appeared on the many screens.*

*The Endeavour's communications officer announced a signal from the world. Feeding it through the speakers, the voice boomed through the bridge, crackling and crunching as the valves struggled to amplify it. At first it seemed to be speaking a strange tongue, but those who spoke Ganglic, the ancient language of the Terrans, began to understand. Most of the words seemed to be jargon, but it was asking for identification. The comms officer answered as best he could in grammar school Ganglic, and the voice grew angered.*

*Sister Albright spoke into the horn in far more fluid verse, but the voice would not be satisfied. Its words become more insistent. Then you remember the ship seeming to buck like a wild mare too proud to endure saddle or bridle. A terrible wrenching sound tore at your ears and your heart. Then the entire vessel went dark. You remember the terrifying aftermath, fire raging in the engine room, the astrogator delivering the terrifying news that unless course corrections are made, impact with the planet was inevitable. A frantic hour followed in which you*

*tried to get the battery backup online, eventually getting enough power to the drives to steal a crash landing from what would have been an impact crater.*

So the PCs wake up in the wreck of their ship. The crew and the soldiers will be groggy or unconscious. There have been casualties.

-Perkins, the Comm officer, lies slumped at his console, his forehead crushed against the bulkhead by the crash (Albright can assume his duties).

-4 of the engineering and maintenance crew, with about 5 more badly injured.

-2 of the soldiers.

Inside the ship is not **that** badly damaged... everything seems in surprisingly good order. The HRT, radar and comms will be at half effectiveness as the ventral antennae got shorn off in the crash. The ventral torpedo tubes are inoperable. The ventral thruster plate cluster has been damaged, but this is repairable.

In the engine room however, there is extensive damage to the fusion reactor. The containment chamber is cracked, as are many of the grav plates and superconducting magnets that formed the containment fields. These are all repairable. However, the **flux capacitor**, the device that actually turns the energy of the fusing plasma into electricity, has been destroyed and cannot be repaired. This was an ancient terran device that has not yet been reverse engineered.

Most of the terrible fires that raged in the engine room were due to failure of the fuel tanks above and below it, spilling liquid hydrogen into the engine room compartment.

Careful examination of the damage will reveal that it is in a straight line, coming up through the bottom of the ship, through the armour, through the tanks, the floors, the fusion plant, and out the other side again. At all points it seems the damage spread outwards from this line, as if the line itself exploded without actually punching **through** the ship's hull.

The PCs were "lucky"... this was a grazing shot from the planet's deep site meson gun.

All power on the ship is out. The backup batteries were spent in preventing the ship leaving a glowing hole in the surface of the planet.

## Scene Two: Outside

All airlocks except those on the dorsal conning tower cannot be opened. Or if they are, outside is only burned earth or crushed rock. Emerging from the ship, the PCs are greeted to a scene of devastation. To be read to the players:

*You emerge from the hatch onto what was the deck of the endeavour in it's former life as a submarine. The teak has long been removed, leaving bare metal that is now pitted and scared from it's meteoric entry to the planets atmosphere.*

*The bow of the great ship is buried in a wave of soil. Looking back you can see the wake plowed by the ship in the ground, trees strewed about like spilled matches. Small fires dot the scar of devastation.*

*Looking wider a field you appear to be in a large subtropical forest, with trees as far as they eye can see, mounting in endless ridgelines in a thousand verdant shades. Birdsong has already returned to the forest, strange calls and cries the likes of which you have never heard before. There appears to be no sign of civilization.*

The party can scout around the ship now if they like. If they leave the ship at all, they will eventually find some ruins off in the woods. These ruins are those of the Terran Empire, the same sort of ruins that produced artifacts such as grav plates on Britannia.

These ruins were once a space tracking station and associated outbuildings. It once had a farm of great big radar dishes, all feeding their data to a central processing station via underground superconducting cables. The dishes have long since rusted and fallen over, the buildings reclaimed by the forest, but they could still probably dig up a reasonable amount of superconducting cable if they feel like it. This could be used to help repair the broken superconducting magnets on the ship's fusion plant, but it's not vital. What's vital is the **flux capacitor**, and there are none of those here.

Unfortunately for the PCs, what is here are some scouts from the rebels. They will think the PCs are agents of The Wizards (they have rifles etc afterall) and so will attack!

The rebels are led by "Fists like thunder", the war leader of the Wolf clan. The wolves are a wiley clan, and have long been a thorn in the side of The Wizards. They are based deep in the forest, safe or so they thought from the Wizard's patrols.

Regretfully, the PCs ship has landed quite close to their hideout, which will bring trouble down upon them.

### Fists Like Thunder

ST 13  
DX 12  
IQ 10  
HT 12

He is armed with a fine Bow and a fine spear, and wears leather armour (DR 1).

Spear: 1D+3 imp, skill: 14. Parry: 11

Shield: skill: 14, block: 11

Bow: 1D+3 imp, skill: 14.

Fists like thunder speaks a "low" dialect of Olderwolder, which Allbright may be able to understand and make herself understood with a difficult (-3) linguistics roll.

### Warriors

ST 11  
DX 11  
IQ 9  
HT 11

Armed with bows and spears.

Spear: 1D+1 imp, skill: 12. Parry: 9

Bow: 1D+1 imp, skill: 12.

Note it takes 2 turns to reload a bow.

Fists Like Thunder will be scouting out the ruins with his men, investigating the terrible thunder that rolled so close to their HQ. On seeing the PCs he will mount an ambush.

If defeated he will attempt to lead the PCs away from the HQ, while sending others of his men there to warn them. If captured and made to understand the PCs are not terrible servitors, he may bring them to the camp, where he'll tell them all about the terrible wizards.

If he is killed, his men will run back to the camp. If the PCs follow, the camp will be in a panic, folk trying to gather supplies, others running screaming, children crying, women despairing, etc.

If the PCs approach some warriors will attempt a "last stand" to buy their families more time in escaping. If they somehow convince the camp they are not hostile, they may eventually be invited in and told all about the Evil Wizards.

## Scene Three: Flying Monkeys

The Servitors of the wizard Varlon will be out searching for the PCs (or rather, investigating the crash). They will have gotten a day or so head start on the PCs, after all they saw the ships entry and set off while the PCs were still all unconscious. Varlon will have received instructions from The Overlord to do this.

They will have set out from Varlon's spire in trucks. Once they got to the end of serviceable roads they set off on foot. All in all it took them 3 days to get to the area.

The Ideal situation is: if it's feasible, they will be attracted by the gunfire from scene 2. They may show up before or after the whole thing with the natives.

1. If the PCs manage to talk to the natives, then delay the servitors for a while and let them talk. If they look like bringing the PCs back to the camp, skip to #4. Other wise, servitors show up now.
2. If the PCs kill the natives, and don't do anything like track them back to where they came from, have the servitors show up then.
3. If the PCs follow fleeing natives or track the dead ones back to their camp, and get in another fight, the servitors will show up mid fight.
4. If the PCs end up back in the camp on friendly terms, the servitors won't show up until the PCs have gotten on well for a while with the natives.

In case 1, the Servitors will attack the natives.

In case 2, the servitors will have scouts out and will have found the native camp.

In case 3, the servitors will see the PCs are somehow allied and try to get them away from the camp.

In case 4, the servitors will go in guns blazing. Up to the PCs to help defend the camp.

In cases 1, 2, and 3, the servitors will call in a meson gun strike on the camp. This is God's purifying flame, and a signal and a message to all who disobey God's worth. It is also a not so subtle hint to the PCs.

In case 4, the servitors will not call in a strike immediately (the PCs are there), but a strike might be called in once the PCs are gone (!). I want the strike called in because it's cool, it gives a further clue as to what took out the ship, and it reminds

them that this weapon is still a threat and must be taken out before they can take off.

### Gregor

ST 10

DX 12

IQ 12

HT 10

Gregor is armed with a gauss rifle, capable of firing single shots only. He is dressed in long red robes.

Gauss rifle: 6D (3) pi-, ROF 3, Skill 12

### Servitors

ST 11

DX 11

IQ 10

HT 12

The servitors are dressed like roman centurians and are armed with bolt action rifles and short swords.

Their armour gives them DR 3.

Rifle: 5D, ROF 1, skill 12

Short sword: 1D+1 cut, 1D-1 imp, skill 12, parry 9

Note: One servitor carries a radio. This allows communication back to Varlon. It is possible that the PCs will try to pick up radio traffic. So it might be possible that they try to pick up Gregor's traffic, and/or try to speak with them. In this case, it plays out more or less the same, except that Gregor will be immediately friendly to the PCs

Note that there will be portable radios aboard the ship, but these will be "short range" and so won't pick gregor up 'till he's close. The ship's own radio needs power from the plant, and the antennas are worse for wear.

## Act Two: Not in Kansas

### Scene One: Off to see the wizard

If the PCs encounter Gregor, he is under instruction to bring them before Varlon. In the event that the PCs fought Gregor, then... survivors can lead them back to the trucks, or they can track the servitors back to the trucks. The below assumes the PCs went peacefully enough with Gregor... even if they went with Gregor as a captive ("Take me to your leader!") If they're on their own with Gregor dead, perhaps another delegation can meet them, or they can get to the tower under their own steam.

All roads lead to Varlon's spire. The trucks are in a turning circle at the end of a forest road. Following this forest road for maybe a day, the PCs emerge into the farmland of Varlon's demesne. The road steadily improves.

The surrounding farmland is primitive but well ordered. Peasants do not seem to use machinery, but rely on horses and other beasts of burden, including themselves. The whole place has a medieval serflike vibe, all the more surreal for being in the back of a 2 ton covered truck as it hurtles down the road, peasants and chickens scattering before it.

As the second day of travel draws to a close, the PCs will see the great spire of Varlon silhouetted against the evening sky. The spire is maybe 1 km tall, and at it's peak is crested with a dazzling array of comms devices, dishes, antennae, sensor probes, etc. Varlon is the lord of the far voice and the all seeing eye, the master of electronic warfare and communications.

A welcoming committee will already be in place. A red carpet laid out, servitors in parade ground formation, and an escort of young women in white robes. The PCs will be led into the tower and (thankfully) up the lift to Varlon's chamber at the top of the tower.

This is Varlon's nerve center, a huge semispherical chamber of crystal occupying the entire top of the tower. The floor is polished marble. At the center of the chamber is a great array of monitors and other devices, showing scenes gathered by his sensors and satellites. One of them will show the crash site, another the meteoric entrance of the ship itself into the atmosphere.

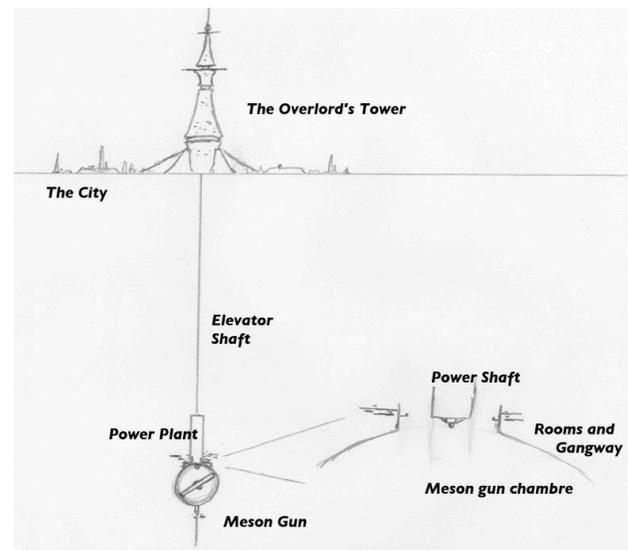
Varlon will make the PCs quite comfortable, and will have many questions to ask, and no doubt too will the PCs. He will also have "babel fish" devices.

After tea and scones have been had all round, the conversation will be interrupted by a message from The Overlord! Think the emperor's communiqués to Darth Vader: The overlord will appear as a HUGE holographic image overshadowing everything, with Varlon on one knee, bowed as he speaks.

The Overlord requests the pleasure of the PCs company.

### Scene Two: Emerald City

The Overlord lives in a tower just like Varlon, except even bigger and surrounding it is a big industrial city. Under the tower is of course The Meson Gun.



Travel to the Overlord's tower is via large air/raft (the size of a bus) courtesy of Varlon. Arriving at the Overlord's tower, there are many landing platforms budding from it, and you land at one of them.

Near the peak of the tower, again occupying the entire level and with a vaulted roof hundreds of feet high, is the throne room of The Overlord. There are servitors in their gaudy gold and red centurion's uniforms, as well as all manner of exotic servitors, priests, servants, as well as the other wizards and their equally exotic entourage.

Basically, think the throne scene from Flash Gordon... yes the one with queen.

The Overlord (think Ming) will present the PCs to his court. He will introduce his daughter Clara (yes think Ming's daughter) and the other wizards. He will invite the PCs to dine with him.

## ***Scene Three: Monkey brains***

Dinner is exotic and full of pomp and circumstance. Rigid waiters and silent servants tend to the diner's every need, and present course after course of the most exotic dishes.

During dinner, a servitor will whisper in The Overlord's ear. His face will harden, and he will bellow "bring him to me!" Some centurions will bring in a struggling prisoner, and will throw him to the floor in front of the table. More observant PCs will notice the similarities to The Overlord.

This is the "Rebel Leader", captured near the PCs crash site! It seems that was a hotbed of rebel activity that had gone undiscovered until now. The Overlord will remark at how "strange" it was that this was right under Varlon's nose... he'll try to divert attention back to the prisoner.

The Overlord will announce that his public trial, conviction, and execution will be held tomorrow. The PCs are of course invited. Meanwhile he is dragged off, screaming "Father! Don't do this to me!"

Clara is visibly troubled. She loves her brother, and hates her father. Her brother tried to early to wrest power from his wicked and evil father, and for that he now pays the ultimate price. Galdor cares too much for the people to see them suffer under The Overlord.

Gauging the other wizard's reactions, if PCs have appropriate social skills: Varlon and Berrylia seem uncomfortable with Galdor being dragged away to face death on the morrow, while the others seem quite jovial about the whole thing.

The Overlord will mention to the PCs that he can help them fix their craft. He will offer to transport it here to the city in order for his servitors to repair it. He assures the PCs that the servitors will go over every inch of it, ensuring that it is perfect. Of course, he wants to see how the tech works. He'll be **most** insistent. If the PCs ultimately do resist, he'll have them arrested.

## **Act Three: Balls and Spheres**

### ***Scene One: Blue Danube***

Next on the agenda is a ball in the PCs honour. Clara will latch on to Goodbody if he's the slightest bit gracious towards her, if not she'll target Erdinger.

She'll tell them all about her evil father and how he means to trick them, keep them and their ship for himself.

Her warning comes with a cost: please rescue her brother! And take her away from this horrid place!

PCs can feel free to socialize with other wizards or what have you. Varlon or Berrylia can be easily convinced to help the PCs.

With the help of Clara, Galdor, and/or Varlon or Berrylia, the PCs should have no trouble finding the way to the meson gun. Berrylia, if being seduced by a PC, will even offer to show it to them.

The Overlord has the hots for Ms. Thompson, and will dance with her, try to seduce her. He figures he can just kill the rest and just have her, after all she's the one who can work the jump drive.

### ***Scene Two: The Meson Gun***

If the PCs make it down to the gun, it's AI will try to talk to them, try to find the location of their home world. If they tell them it's rough size, atmosphere, star type, and distance, it can get exact co-ords from it's databases. But presumably they're here to destroy it.

They can also get a **flux capacitor** from it's banks of power plants above it.

If they try to blow the gun, centurions alerted to their presence will show up and try to ruin their day. Cue exciting fight. If time is running low don't bother though, or just have them as background (they miss, you hit, they die).

### ***Scene Three: That was a load bearing boss!***

The destruction of the meson gun will probably be quite catastrophic. How is up to them... explosives, hacking it to fire at itself, setting the power plants to overload, etc. If the power plants get taken out, the emense tower will begin to crumble, as it relies on contragrav for it's structure. Presumed the PCs want to steal an Air/Raft and get off the tower, escape back to the ship, repair it, and be on their way.

The Overlord and some cronies will try and steal it first though. Cue titanic showdown on a crumbling landing platform two miles above the city.

Um... The end!

## Alan Halfspear

As a youth you were bored so you joined the army. See interesting new places, meet interesting new people, and kill them. You served king and country for a full term and then left, but you had fallen in love... here was a land wild and untamed, peoples that spoke in strange tongues and thought in ways unconstrained by the stifling brace of "civilization". As you walked the land and shared the lives of these people, learning their ways and the ways of the wild, you realized the truth: That "civilization" was a myth, a fantasy told by those afraid of the wild, who could not embrace it. These "savages" were every bit as civilized as your countrymen, in their own way.

You did not turn your back completely on your country. You served as a guide, as an explorer, as a scout, and a trail blazer. You helped the Royal Geographical society as they endeavored to map the globe, and you helped Prof. Penniesworth on his adventures, finding ruins of the ancient Terran civilization, lost amid the forests and mountains of the world.

You became a victim of your own success. The geographical society pushed back the edges of the unknown, and "here be dragons" was soon replaced with orderly contours, rivers, mountains, lakes, all marked and neatly labeled and named. You and others like you were the last in the world of Britannia to look upon vistas unseen before by "civilized" man, to encounter societies that had never before been contacted, so set foot where before no man had.

Prof. Penniesworth became quite the celebrity, as he discovered the secrets of the Terran's technology, allowing the construction of ships that could fly in space. This hammered the last nail in the coffin of the explorer... now maps could be drawn from orbit, or copied from photographs. You settled down to a nice quiet retirement, writing your memoirs. Until Prof Penniesworth came to you again, with a proposition: The secret to interstellar travel had been discovered. A whole new world lay waiting, which no man of Britannia had seen in two thousand years. You gathered up your rifle, set your hat on your head, and followed him out the door.

### **Personality:**

You exude a gruff exterior, a demeanor to match your grizzled and rough appearance. Under this bear like guise beats a heart both good and true, however. Your sense of honour and right is often at odds with the imperial and haughty ideals of your countrymen. However you are far too old to change now.

### **Goals:**

To see new vistas, to contact new peoples, to be an explorer once again.

### **Other Characters:**

**Captain Erdinger:** You'd laugh if it wasn't so serious. This is the great war hero? Without his lackey Pip, he wouldn't know how to tie his shoes. Unfortunately, the command of the Endeavour has been entrusted to this man.

**Captain Goodbody:** Most would think Goodbody is a very fine man, an officer of distinction and honour. You know better... his kind are dangerous. He leads the expedition's contingent of soldiers.

**Jane Thompson:** The boffin responsible for unlocking interstellar travel, she travels with the ship to watch over the interstellar drive. Most of your countrymen would be scandalized at the idea of a woman in such a position of responsibility, but you've no doubt that she's the one for the job.

**Prof. Penniesworth:** An old friend of yours, and father of modern space travel. He reverse engineered the technology found in the Terran ruins. He is the head of the expedition.

**Sister Allbright:** A nun of the order of the Searchers. They set up radio telescopes on remote mountain tops, listening out for interstellar signals. Allbright is the expert on the language of Olderwold, the expedition's goal.

# Captain Goodbody

You are an officer, descended from a long line of officers. Your family has served the King and the Empire with distinction for generations, and you are proud to carry on this tradition. You have fought in many campaigns, some against barbarous savages in Victoria's distant colonies, others in the Great War against the Kaiser. In all you have done your duty to the best of your ability, and have had honour and recognition worthy of your forefathers heaped upon you.

Change is something you acknowledge as necessary, and Victoria must be a leader in the Pandora's box of technological wonder opened up by Prof. Penniesworth and his scientists, if it is to maintain its supremacy in the world. You do pine for a simpler time however, when war was fought with horse and sabre, bayonette and bullet, and not whole platoons wiped out anonymously by some engine of destruction hurled from orbit. Such tactics, necessary though they may be, are a mockery of the traditions and honour of the soldiers on both sides, traditions that have lasted centuries.

Who knows what a new world will bring. One thing you do know is that outside of Victoria's borders, there is only uncouth savages and howling barbarians. You expect it to be no different here. It is good then that the HMS Endeavour is bringing the light of civilization to this no doubt dark and unquiet world. If the new technologies bring nothing else, they can bring Victorian civilization to the savages that need it so badly. Perhaps the savages on these other worlds will be more grateful than those on Britannia.

## **Personality:**

Sharp as a razor, straight as a ruler, you are Victoria distilled and made flesh. You hold to your honour and that of your flag, but you are flawed by your arrogance and pride. You believe that men are not all born equal, that some are destined for greatness, and you are one of those destined. Common citizens of Victoria are to be defended by your arm and sword, for which you expect deference and obedience. Savages are unruly children, to be educated by their betters, but like rabid dogs often bite the hand that feeds them.

## **Goals:**

*You are in command of a detachment of soldiers, to protect this voyage to another world. This is your duty and you will carry it out to the best of your abilities. You do have another, secret mission however: Perhaps there is something dangerous out there. Some beast, some technological horror greater even than this ship. In that case, your orders are to destroy the Endeavour and its Jump Drive, lest some enemy use Thompson's engine to return to Britannia and threaten your homeland.*

## **Other Characters:**

**Captain Erdinger:** Of the Royal Space Corp, and commander of the Endeavour. You have never met a man so uncouth and insufferable, a disgrace to the uniform. Already you have wanted to demand satisfaction of him on numerous occasions... but that would leave the ship in a perilous situation. Perhaps on the way back.

**Alan Halfspear:** You've seen it happen too many times. Good men go out into the wild, hoping to bring civilization to the savages, but they come back changed. They'd gone native. Halfspear has gone native. As such you don't trust him.

**Prof. Penniesworth:** A brilliant man, a son of a noble house. You should be proud of his achievements, of the gains he has given Victoria, but you cannot help but feel resentment to the man that has robbed the battlefield of its honour and glory. He is the nominal head of the expedition.

**Jane Thompson:** You're not sure what to make of Ms. Thompson. A woman playing at being a scientist? You've heard that even as Penniesworth opened up space, she has opened up the stars, but you find it hard to believe. Other than that she seems a good woman, if a little odd and distracted.

**Sister Allbright:** She and her order have apparently been in contact with the people of this new world for decades, over the wireless. She can speak the language of the natives.

# Jane Thompson

You are the daughter of a well to do gentleman, and so therefore were sent to college “in order to find a husband”. Your mother still despairs that you are single at 28, but what you didn’t find in a husband you more than made up for (in your eyes) in a passion, a work, a life... the machines of the Terrans.

All your life you had read the stories and legends of the Terrans, the ancient peoples that sailed the stars in wondrous machines, leaving behind them ruins and stories and the hulks of their flying craft. You had heard of Professor Penniesworth, head of the Royal Library, who had made it his life’s work to refurbish these machines, find out how they work, recreate them. The Great war against the Kaiser was just over when you began your studies. Your parents gave you free reign in your choice of course... they didn’t care what you actually got a degree in, so you applied for physics and maths, hoping someday to work on the Terran machines just like Prof. Penniesworth.

For your final year project you studied a peculiar device, found on many of the hulks but no one had figured out what it did. These were often quite large, and so must be important. A final year project led to several papers, then a masters, then a doctorate, and you came closer and closer to the truth. You were working with the professor himself at this stage. Suspecting that perhaps the gravity of the planet might be effecting the machine, you moved your research to deep space, and there discovered the truth: this was the device that allowed the ships to travel faster than light, to cross the gulf of interstellar space in mere days instead of centuries! Being basically the world expert on Jump Drives, you were an inevitable choice for the crew of the first interstellar ship, the *HMS Endeavour*.

## **Personality:**

Imagine Kaylee crossed with Zephram Cochrane, written by Jane Austen and played by Emma Thompson. You love machines, you have a natural flair for mechanical and electronic devices. You are however a prim and proper Victorian lady. You have led a sheltered life, first at your parents estates and then in the ivory towers of academia, and most of what you know of the world comes from books.

## **Goals:**

You are bound for another world! If the Terrans left relics on Britannia, surely they left them here too. You want to find them.

## **Other Characters:**

**Captain Erdinger:** One of the first officers of the Royal Space Corp, and a hero of the Great War with the Kaiser. He seems far... odder, in real life than you expected.

**Captain Goodbody:** Head of the detachment of soldiers aboard the ship. He is handsome, polite, and stiff as a board.

**Alan Halfspear:** A rugged and grizzled explorer, more at home in the jungles or veldt than aboard a space ship. He’s good natured despite his gruff exterior.

**Prof. Penniesworth:** A great man, almost like a father to you. He’s also the father of Victorian space flight, the man who in his youth reverse engineered the Terran’s gravitics and fusion technology.

**Sister Allbright:** A nun from an order who have been trawling deep space for radio signals from other stars for centuries. She is fluent in the language spoken by the inhabitants of Olderwold, the expedition’s destination.

# Professor Penniesworth

*Your family is one of some means in the Victorian Empire. Folk of means are excused from the normal riggers of time and money, able to indulge in their hobbies. The hobby of your father, and you after him, was always the Terran relics. You father was an Arcaeologist specializing in the relics, but you wanted to know how they worked, if it was possible to make the live again, even replicate the wonders legend assigned to them.*

Your first success was in gravitics. Ceramic plates, found everywhere in the Terran ruins, that when supplied with electricity counteracted gravity, or increased it, or pushed against nothing at all and went flying across the laboratory. This led to a revolution in flying machines, even machines that could go into orbit around the world. There were found hulks, Terran space craft preserved in the vacuum of space.

It was a more innocent time then, and you shared all of your discoveries with the nations of Britannia. But soon war came, and this was a war fought in space as well as on the ground. Fortunately the Royal Space Corps, led by a young lieutenant Erdinger, routed and destroyed the forces of the Kaiser, giving Victoria space supremacy and victory in the war.

After the war you continued your work, dreaming of the day when mankind can take back the stars. The key to the stars, the Terran "Jump Drive", was delivered to you as the final year project of a very promising young woman, Jane Thompson. You took her under your wing, and with your resources she has been able to get one of the Jump Drives working. Now is the maiden flight of HMS Endeavour, the first of Victoria (and Britannia's) star ships... first in 2,000 years that is.

## Personality

Eccentric, brilliant, a genius, a dreamer... age has caught up with you, your mind may not be as sharp, your body not as spry, but at last you are realizing your dream, and mankind is at long last setting sail once again on the sea between the stars.

## Goals

Make sure the mission is a success, and the ship and all who sail in her return safely home to Britannia. You can't afford to have come so far and have the birthright of man foundered upon the shoals of space.

### **Other Characters:**

**Captain Erdinger:** You always wondered by what fluke this oaf managed to pull off the greatest victory in Victoria's short history of war in space, but he's the darling of the King and the people. He better not mess this up.

**Captain Goodbody:** A perfect example of everything it means to be a Victorian officer: Honorable, diligent, loyal, courageous. Hopefully you will not need him or his men, but it always helps to be prepared.

**Jane Thompson:** She is like a daughter to you. A brilliant scientist, and the one who unlocked the secret of the Terran Jump drive.

**Alan Halfspear:** Last of a dying breed, a rugged and grizzled explorer and adventurer. There are few places left on Britannia that have not now been explored, but if this mission is a success his kind may be needed once again to explore new worlds and new civilizations.

**Sister Allbright:** A devotee of an order who have used radio telescopes to search for signals from other worlds for centuries. Her order has been in contact with the world the mission is going to, the destination chosen because of this. She can speak the language of the aliens fluently.

## Sister Allbright

At first you weren't sure if taking holy orders were the right thing to do. But your family was poor, and you had older brothers and sisters to inherit and be given a dowery, and your parents were very devout. However, you found that being a nun was not at all like you thought it would be.

The order to which you were admitted, the Searchers, devoted themselves to searching the sky for lost children of God. Initially they used telescopes, but as electricity and then radio was rediscovered, huge radio telescopes were built in the high places of the world, to pick up any signal sent out by those on other worlds. Much to everyone's surprise, a signals were found: many signals. Some were from relatively nearby systems, others from distances hard to imagine.

The nearest signal was from a planet called Oldeworld. At a distance of 3 parsecs, it was only a 20 year round trip for the radio signals, so that monks or nuns crafting questions could hope to receive answers in their own lifetimes. The source at Oldeworld identifies themselves as Varlon. Varlon is almost certainly a title, perhaps hereditary, as the order has been conversing with him/her/it for almost 200 years now.

*You learnt astronomy, physics, the use of Babbage engines and electronics, in order to tend to the mighty ears and voices that could shout and be heard across the void. The folk of the mountains, highly spiritual people, thought you meditation and their balletic martial arts, to hone the body and the mind. You also learnt the language of Oldeworld and Varlon, so that you may understand and make yourself understood, when speaking to these strangers on another world.*

Now that a ship capable of travel between stars has been built, nearby Oldeworld has been selected as the destination of it's maiden flight, and you have been selected as part of the crew, due to your command of the language.

### **Personality:**

You are cheerful (perhaps annoyingly so), pious, enthusiastic about the expedition and honoured to be a part of it.

### **Goals:**

To contact "Varlon" and finally meet them face to face. You're far too young to have sent a message and received a reply... in fact, the Endeavour will arrive on Oldeworld before any of your messages will!

### **Other Characters:**

**Captain Erdinger:** Commander of the Endeavour, and a great war hero. In person however, he is a sleazy and insufferable character. You dislike how his gaze lingers on Ms. Thompson, and yourself.

**Captain Goodbody:** As different from Erdinger as night is from day. Goodbody is noble, polite, and honourable. He leads the contingent of soldiers assigned to the expedition.

**Jane Thompson:** The scientist without whom the expedition would not be possible, she repaired and rebuilt one of the ancient Jump Drives, now installed on the Endeavour.

**Prof. Penniesworth:** The expedition head, and father of modern space travel. A renaissance man now in failing years.

**Alan Halfspear:** A rugged and grizzled explorer and adventurer. His gruff exterior hides a heart of gold.

## Rafe Erdinger

They say every dog has his day... and Rafe Erdinger's day was the great space battle of Magnar 7. It was the Great War, and both the Victorians and the forces of the Kaiser... the great enemy... had developed space travel. You were one of the first officers in the Royal Space Corp, just a lieutenant at the time. Fortune favored you that day, and ever since you've been milking it for fame, drink and women.

The strategy was brilliant... so brilliant an idiot could have thought of it. Actually it wasn't you, it was a young ensign named "Pip" that thought of it, but you **implemented** it... or at least took the credit. Poor Pip could never have handled the aftermath... you did him a favour by taking the apropos, the lime light. What does Pip know of the love of a woman? He'd have wasted this opportunity. Still you were not ungrateful to Pip. You watched his career, you helped him through the ranks, shared a little of the glow so he could bask in it. Pip is now a lieutenant commander, and your Right Hand Man.

After the war you were hailed as a hero. And the romance, the glamour of space opened doors that before had always been slammed in your face. Your position as the most celebrated space officer in the Royal fleet is secure. To you has been granted the task of commanding the *HMS Endeavour*, the Empire's first interstellar vessel. You have hand picked the crew yourself, and with you at the helm, nothing can go wrong.

### **Personality:**

Ok you are Zapp Brannigan only somewhat more competent, courageous, and honourable. You believe yourself to be the greatest strategist since Alexander the great, the greatest lover since Casanova, only slightly less important than the King. And yet you are a patriot, and take pride in your Duty. You are entirely selfish, barely aware of the underlings around you... men are lives to be thrown against the enemy, women are yours to be conquered.

### **Goals:**

You are on the first mission to another star system. Your goal is therefore simple: to make it with a Hot Alien Babe. For is that not what man has dreamt of, since he first looked at the stars?

### **Quotes**

Erdinger's law is like Erdinger's love... Hard and Fast.

I don't pretend to understand Erdinger's law... I just enforce it.

If we hit that bullseye, the rest of the dominos will fall like a house of cards. Checkmate.

You win again, gravity!

In a game of chess you can never let your opponent see your pieces.

Now, like all great plans, my strategy is so simple an idiot could have devised it.

## The other characters

**Captain Goodbody:** An infantryman. He is the past, you are the future. You can almost pity him, sometimes.

**Jane Thompson:** You don't know if you agree with having women aboard ship... the men, or you, might get distracted. She's with Penniesworth, something to do with the new engines.

**Alan Halfspear:** You grew up reading of his exploits in the jungles, exploring dark continents. Perhaps when more planets are discovered you could retire your commission and explore them, slashing through the jungles with a machete and seducing dusky eyed savage princesses...

**Prof. Penniesworth:** Even you are aware of Penniesworth, the man responsible for Victoria's space fleet. He is the nominal head of the expedition.

**Sister Allbright:** She's a nun, but she's sexy. They say she talks the alien's lingo.

## Alan Halfspear

**ST** 11     **HP** 12  
**DX** 12     **Will** 11  
**IQ** 11     **Per** 13  
**HT** 12     **FP** 12

### Damage

Thrust: 1D-1  
 Swing: 1D+1

Move: 6  
 Dodge: 10  
 Parry: 11  
 Block: -  
 DR: 1

### Advantages:

Acute vision (+2)  
 Animal empathy  
 Combat reflexes  
 Hard to kill +2 (+2 to rolls to avoid death)  
 Hard to subdue +2 (+2 to rolls to avoid unconsciousness)

### Disadvantage:

Loner  
 Gruff  
 Addiction: Tobacco  
 Broad minded  
 Gentlemanly behaviour towards women  
 Low tech level (5+1)

### Stuff:

Very fine bolt action rifle with scope  
 Fine large knife  
 Stout leather jacket and lucky black hat  
 Hip flask of fine whiskey  
 Tobacco pouch and pipe.

Attack	Dam.	Reach	parry	Notes
Knife thrust	1d	1	11	Impale
Cut	1d	1	11	Cut
Punch	1d	c	11	Skill=14
Kick	1d	1	11	Skill=12

Attack	Dam.	Rof	Shots	Acc	Rcl
Rifle	7d	1	6	8	4



Skill	Level
Brawling	14
Camouflage	11
Climbing	12
Cooking	11
Connoisseur (tobacco)	11
Diplomacy	11
Geology	9
Guns (rifle)	17
Guns (pistol)	14
Guns (shotgun)	14
Hiking	14
Linguistics	11
Knife	14
Naturalist	15
Running	13
Stealth	15
Survival	15
Tracking	15
Swimming	13

### Languages

Victorian: Native.  
 A variety of savage tongues: Native

## Captain Goodbody

**ST** 13     **HP** 15  
**DX** 12     **Will** 10  
**IQ** 10     **Per** 10  
**HT** 12     **FP** 12

### Damage

Thrust: 1D  
 Swing: 2D-1

Move: 6  
 Dodge: 10  
 Parry: 12  
 Block: -  
 DR: 5

### Advantages:

Combat reflexes  
 Status: Gentleman  
 Rank: Captain  
 Attractive

### Disadvantage:

Gentleman's code of honour  
 Duty to king and country  
 Stubborn  
 Chauvenistic  
 Proud  
 Arrogant  
 Intollerent of "those beneath him"  
 Intollerent of non Victorians  
 Quotes Shakespear

### Stuff:

Mirror polish cuirass and helmet with puffy plume.  
 Spiffy uniform  
 Hip flask of brandy.  
 A pocket sized 'works of Shakespear'  
 Very fine quality sabre  
 Revolver

Attack	Dam.	Reach	parry	Notes
Sabre thrust	1d+3	1	12	Impale
Cut	2d	1	12	Cut
Punch	1d-1	c	10	

Attack	Dam.	Rof	Shots	Acc	Rcl
Revolver	2d	3	6	2	2



Skill	Level
Boxing	12
Fastdraw pistol	12
Finance	8
Pistol	15
Heraldry	10
Hiking	12
History (Victorian)	10
Intimidation	11
Law	9
Leadership	12
Literature	12
Sabre	16
Observation	9
Ride (horse)	12
Savoir Faire (military)	10
Savoir Faire (nobility)	10
Carousing	13
Soldier	10
Strategy	10
Tactics	10

### Languages

Victorian: Native.  
 Ganglic: Broken

## Jane Thompson

**ST** 7      **HP** 9  
**DX** 10    **Will** 13  
**IQ** 13    **Per** 13  
**HT** 9      **FP** 9

### Damage

Thrust: 1D-3

Swing: 1D-2

Move: 4

Dodge: 7

Parry: -

Block: -

DR: -

### Advantages:

Gadgeteer

Gizmos \* 5

Honest face

### Disadvantage:

Near sighted (wears glasses)

Clueless

Curious

Pacifism: Reluctant killer

Distractable

Likes machines

Prim and propper

### Stuff:

300 mega cog portable babbage engine.

Large glasses

Large coat with many pockets, containing numerous tools and gadgets.

Attack	Dam.	Reach	parry	Notes
Punch	1d-4	c	8	



Skill	Level
Astronomy	11
Computer programming	14
Computer hacking	12
Engineering:	
Clockwork	14
Electrical	13
Jump drive	16
Gravitics	13
Chess	15
History (Victorian)	11
Mechanics (fusion)	14
Violin	13
Physics	16
Applied mathematics	16
Philosophy	13
Teaching	13
Savoir Faire (academia)	13

### Languages

Victorian: Native.

## Sister Allbright

**ST** 10      **HP** 11  
**DX** 13      **Will** 13  
**IQ** 13      **Per** 13  
**HT** 11      **FP** 11

### Damage

Thrust: 1D-2

Swing: 1D

Move: 6

Dodge: 9

Parry: 11

Block: -

DR: -

### Advantages:

Attractive

Clerical investment

Contact: Varlon on Olderwold.

Language talent

Religious rank: Sister

### Disadvantage:

Honesty

Selfless

Pacifism: Reluctant killer

Truthful

Vow: Poverty, Chastity, Obedience

Pious

Responsive

Cheerful

### Stuff:

Habit, rosary beads, bible, Kung Fu.

Attack	Dam.	Reach	parry	Notes
Punch	1d-1	c	11	skill=16
Kick	1d	1	11	skill=14



Skill	Level
Astronomy	15
Applied mathematics	15
Bicycling	13
Computer opp	13
Karate	16
Linguistics	15
Physics	13
Religious ritual	13
Singing	11
Teaching	11
Theology	14
Writing	13
Philosophy	13
Meditation	13
Comms	14

### Languages

Victorian: Native.

Ganglic: Native

Olderwolder: Native

Ghural: Native

## Professor Penniesworth

**ST** 9      **HP** 10  
**DX** 10     **Will** 14  
**IQ** 14     **Per** 14  
**HT** 10     **FP** 10

### Damage

Thrust: 1D-2  
 Swing: 1D-1

Move: 5  
 Dodge: 8  
 Parry: 9  
 Block: -  
 DR: -

### Advantages:

Academic rank: Professor  
 Status: Famous scientist  
 Charisma  
 Status: Gentleman  
 Tenure

### Disadvantage:

Absent minded  
 Near sighted (wears glasses)  
 Obsession: Return man to the stars!  
 Space sickness  
 Speaks in a "rhubarb" accent  
 Says "by gum" and "good news everyone!" a lot

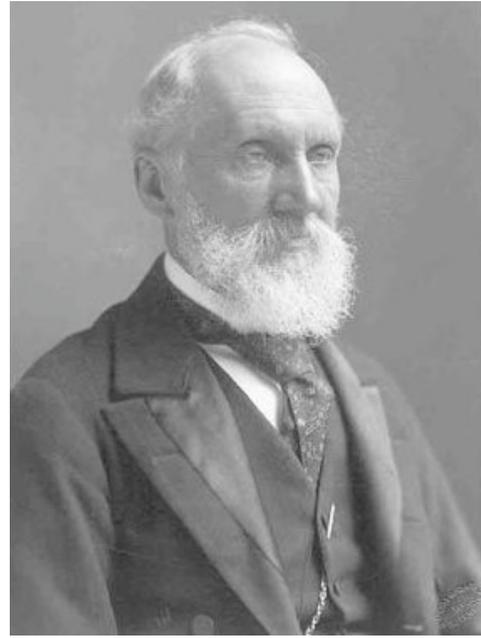
### Stuff:

Monacle  
 Very fine cane sword  
 Fine double barreled shotgun  
 Safari khakis  
 Pocket watch

Attack	Dam.	Reach	parry	Notes
Sword thrust	1d+2	1	9	Impale
Punch	1d-2	c	8	

Attack	Dam.	Rof	Shots	Acc	Rcl
Shotgun	1D+2	2x9	2	5	1

(-2 to skill because no longer strong enough to use it)



Skill	Level
Boxing	11
Anthropology	14
Archaeology	16
Carousing	12
Cartography	14
Dancing	10
Economics	13
Electronics repair	15
Engineering	
Electrical	17
Gravitic	16
Mechanical	14
Clockwork	14
Fishing	14
Geology	13
Guns (shotgun)	12
Hiking	12
History	15
Literature	14
Smallsword	12
Physics	15
Observation	15
Savoir Faire (nobility)	15

### Languages

Victorian: Native.  
 Ganglic: Native

## Captain Erdinger

**ST** 9      **HP** 12  
**DX** 13     **Will** 9  
**IQ** 11     **Per** 11  
**HT** 12     **FP** 12

### Damage

Thrust: 1D-2  
 Swing: 1D-1

Move: 6  
 Dodge: 9  
 Parry: 10  
 Block: -  
 DR: 3

### Advantages:

Rank: Captain  
 Extraordinary luck (every 30 mins, can take best roll of 3)  
 Social regard: War hero  
 Unfazeable  
 Minion: Pip

### Disadvantage:

Duty: To king and country  
 Lecherous  
 Megalomania  
 Selfish  
 Chauvenistic  
 Congenial

### Stuff:

Very fine smallsword  
 Shiny silver spacesuit, with bubble helm and sash of medals.  
 Little black book and pen  
 Snub revolver

Attack	Dam.	Reach	parry	Notes
Sword thrust	1d+1	1	10	Impale
Punch	1d-3	c	9	

Attack	Dam.	Rof	Shots	Acc	Rcl
Revolver	2d	3	6	2	2



Skill	Level
Boxing	13
Carousing	16
Computer ops	12
Comms	11
Sensors	11
Connoisseur (wine)	11
Dancing	13
Environmental suit	13
Freefall	13
Gambling	13
Guns (pistol)	15
Leadership	10
Literature	9
Savoir Faire (military)	11
Sex appeal	14
Ship handling (space)	12
Small sword	14

### Languages

Victorian: Native.