

INTRODUCTION

-The Nature of the Game-

Uchronia 1890 is a roleplaying game set during the last decade of the Nineteenth century. It mixes history, action, mystery and period science fiction as part of the **steampunk** genre and its glorious predecessors like Jules Verne and H.G. Wells. The players take on the roles of simple (but heroic) mortals thrown into incredible adventures where they will have to thwart sinister plots, overcome dangerous situations, and face the most terrifying threats: Mad Scientists, Infernal Devices, Strange Phenomena, Supernatural Powers... But Wait! Before we say more we must inform you that there are Grand Secrets at work here. Secrets that are to be discovered at a measured pace by the story's Heroes. For now know only this: the world of Uchronia reserves for you many surprises. Prepare yourself to enter a world where all is possible and where nothing is what it appears to be...

-A Quick Briefing on the Rules-

The system for playing **Uchronia 1890** is intentionally straightforward and flexible. Its intent is *not* to present an exhaustive encyclopedia of tedious rules but to offer a simple, solid base that allows the Players and the Chronicler free rein to their creativity and imagination. As part of this philosophy it uses only common six-sided dice and never calls for their use in easy or everyday activities. Using the dice to resolve particularly difficult or dangerous situations is called a **Check**. There are two types of Checks: the **Test** and the **Conflict**. A Conflict is when a Hero is clashing directly with another person, a Test is when a Hero faces any other type of trial. (See the **Rules of the Game** chapter for more information.)

-Some Game Terminology-

Uchronia 1890 uses game terminology that differs from traditional roleplaying games. For instance we will say Episode where other games say scenario. We choose to adopt this distinct terminology in order to give the game its appropriate historical and dramatic tone. (You can also find these, and other terms in the game's **Glossary**)

- **Chronicler:** Game master. In a roleplaying game he is the game's writer, director, narrator and rules referee. He is the one that knows all of the Grand Secrets.

- **Episode:** Scenario. An Episode is a focused adventure or investigation resolved over a few short sessions or one long one. An Episode contains many Scenes.

- **Hero or Heroine:** Player character. The role taken on by the Player. The term "Hero" indicates not only status as a Principal character in the story but the type of behavior expected from the characters. Put plainly: the characters are the Good Guys of the Serial.

- **Scene:** The various acts of an Episode. A Scene is a unit for measuring narrative and is not a set amount of time. Depending on the story a Scene could be a few minutes of confused combat or several hours of patient investigation.

- **Season:** A succession of interconnected Episodes (usually from three to six) framed by common themes where extended story-lines are brought to a close. The interludes between Seasons of a Serial allow the Chronicler to move the full story along and for the Heroes to mature and perhaps attain new Assets.

- **Serial:** Campaign. A series of Episodes that make up the completed story arch and featuring this the same Heroes and re-occurring Supporting Characters. A Serial is composed of several Seasons.

- **Supporting Cast/Character:** Non-player characters. Characters controlled by the Chronicler, rather than a Player. Essentially, all of the people in the game who aren't the Heroes. Depending on the character's importance to the story they are either a Principal or Secondary Supporting Character.

-A Glance at the World of 1890-

In Europe, life is marked by the continuing triumph and tumult of the Industrial Revolution. Bit by bit a new social order is rising, marked by the end of the aristocracy and the rise of the middle-class. It is said that "the sun never sets" on the British Empire, the greatest world power of the day. Its Colonial possessions reach from the Indies to Canada, from Australia to Egypt. London is considered the capital of the civilized world and British international influence is at its apex. Queen Victoria has reigned for over fifty years and, to the eyes of her subjects, she has brought the mythical Albion into reality.

The principal rivals of the United Kingdom are France and Germany. In France the Third Republic rules and Paris shines with an intense cultural and artistic life. But numerous political and financial scandals loom on the horizon. Germany is still a young nation, its various provinces having only been unified in 1871. The once celebrated architect of the unification, Chancellor Bismarck, is forced into retirement in 1890 by Emperor William II. The Franco-German war of 1870-1871 saw Germany break France's power over Europe and the relationship between the two countries is now the axis of tension on the continent.

As for the old Austro-Hungarian Empire of the Habsburgs, its power has been on the decline since the 1860s, even though it still dominates a great portion of Central Europe. Vienna remains one of the premier intellectual centers of the

continent. Together with London and Paris it forms the great trio of European capitals. The descent of the Austro-Hungarian Empire coincides with that of its nemesis the Ottoman Empire. The Ottomans have been losing territory since the Crimean War (1853-1856) to the benefit of the British, French, and Russians. Russia, under the reign of Tsar Alexander III, faces a period of deep change and interior turmoil. The country witnesses attacks by political revolutionaries, the rise of the secret police and pogroms against the Jews.

The major part of East Africa is under the heel of Europeans. The colonial masters feel no pangs of guilt over the systematic plundering of the region's natural resources and the exploitation of the indigenous peoples. Diplomatic practice is to add various protectorates and dominions to colonies there by expanding their sphere of influence. European colonial expansionism extends into the Far East. The West supports the massive opium trade in China that directly accelerates the collapse of the Empire. As for Japan, it emerges from its isolationism as it industrializes and modernizes. The Japanese make no secret of their military ambitions in Asia.

Another great power is coming into its own: the United States. The US is witnessing an unprecedented economic vitality and industrial growth. American imperialism rises in Central America, Cuba and the Antilles. New York City, with more than three million residents, has grown into a gigantic cosmopolitan metropolis. The Statue of Liberty stands as a symbol of hope to hundreds of thousands of immigrants fleeing the oppression of the Old World.

HEROES

-Creating a Hero-

When creating a cast member for **Uchronia 1890** the player must keep in mind that they're not just creating a "character" they are creating a Hero. The persona they take on is an exceptional individual with resources, capabilities and ambitions which distinguish them from the prosaic populace. Their Hero belongs to the great family of Intrepid Explorers, Adventurous Scientists, Eccentric Aristocrats, and Gentlemen Spies.

The creation of a Hero for **Uchronia 1890** is presented here in five simple stages. Like all roleplaying games the player must have a solid concept for their Hero before they start. *Unlike* other roleplaying games your Hero will not be defined by numerically ranked "attributes".

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By way of example we are including five completed Heroes: explorer Paul Lombard, engineer Adrien Forestal, aristocrat Lord Clarence Maybury, secret agent James Neville, and adventuress Jane Huntington. Players are welcome to use these Heroes as templates or merely as inspiration. Chroniclers may make use of them as handy Principal Supporting Characters. You will also encounter them in our examples of play when we illustrate various points of rules.

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-First Stage: Vocation-

The first characteristic which defines a Hero is their Vocation. A Hero can be:

... a **Man of Action**
... a **Man of Science**
... a **Man of Society**
... a **Man of Mystery**
... or a **Jack-of-All-Trades**

The Hero's Vocation lays down the broad guidelines for their choice of Assets. Assets, in turn, define what the character is capable of doing. Before choosing your Vocation consult with your Chronicler and the other players as to what is most appropriate for the game. The ideal is to create a balanced and complementary team so that each Hero can find their place and role within the group.

The Vocation of your Hero obviously influences the Assets you are likely to have. Each Vocation has its Requirements and Restrictions, but these are sufficiently broad enough to allow an extensive pallet of possibilities. Thus the Typical Assets mentioned here are only suggestions intended to guide your player in the creation of the Hero.

Vocation vs Profession

Even if the two concepts are closely related, the Hero's Vocation should not be confused with a his profession. Simply put a profession is how a Hero earns his living, a Vocation is how he approaches life. The same Vocation does not mean that two characters have the same occupation. For instance two Heroes may both be Men of Action but one may be a Big Game Hunter and the other a Dashing Soldier. By the same token Heroes of the same profession could easily have different Vocations. A Detective may be a Man of Science using forensics to solve a crime or he may be a hard-bitten Man of Action chasing criminals across the Paris roof tops.

Heroines

If a player wishes to take on the role of a Heroine they must remember that the 19th Century was fundamentally traditionalist and sexist. As such this puts limits on the professions available to women. However, keep in mind that a Vocation represents a Heroine's point of view, not their job, and that they are still exceptional people whose destiny can exceed middle-class prejudices. Also note that many modern retellings of Victorian literature have successfully added or expanded the roles of female characters. The description of each Vocation contains a side bar regarding Heroines.

The Man of Action

The Man of Action is defined primarily by his physical qualities and his determination in the face of danger. He is drawn to occupations that satisfy this yearning for adventure: explorer, mercenary, sailor, big game hunter... or he could just be an amateur who lives to take up any dangerous challenge for the risk alone. Literature and film frequently feature Men of Action like H. Rider Haggard's Allan Quatermain, Jules Verne's Michel Strogoff and even the cinema's Indiana Jones (who could be easily incorporated into **Uchronia 1890**).

Characteristic: A Man of Action is always guided by a particular *motivation*, be it the love of adventure, the thirst for glory and fame or the even the simple desire to have a damned good time.

Essential Assets: The Man of Action must have *at least two* of the following Assets:
Accomplished Athlete, Iron Will, Robust Constitution

Restrictions: By definition, a Man of Action would rather do something than talk about it. He would rather seize opportunities than meditate on all the consequences. In terms of play this Hero *cannot* have either of the Assets Analytical Mind or Visionary Mind.

These restrictions have nothing to do with the Hero's degree of intelligence they just reflect his perspective on the world. Nothing prevents the Man of Action from having other Assets associated with higher intellectual ability (Eidetic Memory, Intuitive Mind, Keen Strategist) or a thorough education (Medical Training, Extensive Scholarship, Expert).

Typical Assets: Accomplished Athlete, Big Game Hunter, Born Leader, Colossus, Constant Vigilance, Exceptional Agility, Iron Will, Keen Strategist, Marksman, Nerves of Steel, Pugilist, Practical Mind, Robust Constitution, Seasoned Navigator, Skilled Equestrian, Veteran Outdoorsman, World Traveller

Example: Paul Lombard represents a Man of Action

Heroines

Historical examples of "Women of Action" are very rare. Americans like the sharpshooter Annie Oakley and journalist Nellie Bly (who went around the world in 72 days) or English explorer Mary Kingsley may provide inspiration for those interested in playing an Adventuress.

The Man of Science

The Man of Science is characterized by his exceptional intellectual abilities, his scientific knowledge and his appetite for discovery. According to his field of study this Hero could be an engineer, physicist, chemist, naturalist, anthropologist, mathematician or medical researcher. Many of Jules Vernes' heroes, like Pierre Aronnax from *Twenty Thousand Leagues Under the Sea*, belong to this Vocation. Other fictional Men of Science include Arthur Conan Doyle's Professor Challenger and George Griffith's Professor Hartley Rennick. Historical examples of this Vocation include Lord Kelvin, Charles Darwin, Wilhelm Röntgen, Jean-Baptiste Charcot and Louis Pasteur.

Characteristic: A Man of Science is initially defined by his *attitude*. Is he an incorrigible dreamer always lost in his thoughts, or a naive idealist driven solely by his desire to uncover new discoveries or is he so ambitious that he wants to be remembered as one of the great innovators of history?

Essential Assets: The Man of Science must choose an Asset in Scientific Foundation corresponding to his scientific speciality (physics, chemistry, anthropology etc).
Additionally he will take *at least one* of the following :
Analytical Mind, Expert, Visionary Mind

Restrictions: The Man of Science devotes the preponderance of his time to study and research and this hardly leaves him the respite to focus on physical activity. In game terms the Hero *cannot have* any Asset reflecting or requiring specific physical training such as: Acrobat, Excellent Fencer, Pugilist, Skilled Equestrian or Marksman.

However he is not prevented from having beneficial natural physical capacities or maintaining a healthy physique and is free to take Assets like Exceptional Agility or Robust Constitution. If he follows the philosophy of *Mens sana in corpore sano* ("A healthy spirit in a healthy body") the Hero may even be an Accomplished Athlete.

Typical Assets: Analytical Mind, Eidetic Memory, Expert, Extensive Scholarship, Extreme Patience, Linguist, Keen Strategist, Mechanic, Medical Training, Powers of Observation, Visionary Mind

Example: Adrien Forestal represents a Man of Science

Heroines

Women of Science are rare but completely admissible as Heroines. Unfortunately they are likely to face the intolerant sexism and paternalism found in any number of their fellow scholars. This may constrain them to living in the shadow of their more noted husband, father or mentor. Historical examples of Women of Science include Madame Marie Curie, Mary Fairfax Somerville and the world's first "computer programmer", Countess Ada Lovelace. H.G. Wells eponymous heroine Veronica Ann defies her father and social convention to study biology.

The Man of Society

Whether he is an aristocrat or of the upper middle class the Man of Society is distinguished by his privileged social status, his thorough education, his impeccable style and his elegant manners or, contrarily, by his ambition, his extravagance and his natural charisma. According to his nature the Hero could be a perfect gentleman, a wealthy eccentric, a captain of industry or a brilliant diplomat. Like Phileas Fogg certain Men of Society do not hesitate to strike out on the most haphazard adventures. These adventuring socialites may leave their creature comforts for a variety of reasons: they may be defending their honor, seeking even greater wealth, following their true love or even just staving off the ennui of staid society.

Characteristic: A Man of Society is characterized by a particular personality trait or *eccentricity*. He may be a chivalrous gentleman, an inveterate gambler, a fashionable dandy, an incorrigible Casanova, a dilettante who regulates his life by the clock or a collector of rare treasures.

Essential Assets: The Man of Society is obliged to have *at least two* of the following Assets: Aristocrat, Connected, Large Fortune

Restrictions: It should go without saying that certain activities, types of training and avenues of education are completely unworthy of a true gentleman. Thus the Hero may not have any of the following Assets: Acrobat, Burglar, Conjuror, Gadgeteer, Master of Disguise, Mechanic, Street Savvy

Typical Assets: Accomplished Athlete, Aristocrat, Born Leader, Business Acumen, Charming, Connected, Excellent Fencer, Exceptional Agility, Extensive Scholarship, Immense Fortune, Large Fortune, Linguist, Magnetic Personality, Marksman, Nerves of Steel, Skilled Equestrian, Trusty Servant, World Traveller

Example: Lord Maybury represents a Man of Society

Men of the (New) World

As noted under the Asset description no Hero of American extraction may take Aristocrat even if he is a railroad "baron" or a "prince" of Wall Street. An American Man of Society owes his privileged position solely to his family's fortune or his own financial success. At the end of the 1800's the United States is the country of billionaires, of colossal fortunes accumulated in just a handful of years. In order to reflect the difference between the Old World and the New an American Man of Society's Required Assets may be either Large Fortune and Connected *or* Immense Fortune (which counts as *two* Assets).

Heroines

Few Women of Society leave their life of comfort and ease for the dangers of the world at large. Those that take this daring step are generally regarded as colorful, eccentric or even scandalous, which may make playing them that much more interesting. It's possible that, like Lady Redgrave of "A Honeymoon in Space", the Heroine Woman of Society is the spouse or ward of one of the other Heroes. In fiction absent-minded inventors and wealthy recluses are frequently paired with a caring niece or competent nurse. Players may investigate writer, Egyptologist and world traveller Amelia Edwards as possible inspiration.

The Man of Mystery

The Man of Mystery is a person who operates by applying stealth, secrecy, skill and style. This Vocation represents careers that are at least clandestine if not illegal, fields that are founded on subterfuge and deception: spies, swindlers, secret agents, cat-burglars... unless the Hero has reformed or works for a private police and detection force like the Pinkerton Agency in America. Fictional examples of Men of Mystery include gentlemen thief Arsène Lupin, his British counterpart the "Amateur Cracksman" A.J. Raffles, or de Balzac's Vautrin (who was based on real life criminal turned police detective Eugene Vidocq).

Characteristic: All Men of Mystery of are burdened with a well kept *secret*. Typical secrets for these rogues include: wanted criminal, double agent and dual identity.

Essential Assets: The Man of Mystery is required to have *at least four* of the following Assets: Burglar, Constant Vigilance, Exceptional Agility, Intuitive Mind, Keen Strategist, Master of Disguise, Nerves of Steel, Powers of

Observation, Street Savvy

Restrictions: Since Men of Mystery follow a calling a bit more specialized than the other Vocations they are restricted to having only *three* Assets that are *not* listed as one of their Essential Assets.

Typical Assets: Burglar, Conjuror, Connected, Constant Vigilance, Eidetic Memory, Exceptional Agility, Extreme Patience, Gifted Actor, Intuitive Mind, Keen Strategist, Marksman, Master of Disguise, Nerves of Steel, Powers of Observation, Practical Spirit, Street Savvy

Heroines

Women of Mystery can represent excellent "anti-heroines" in the grand tradition of femme fatales, jewel thieves, demimondes, con-artists, spies and other political conspirators. Most depend on their charm and talents of misdirection... and the fact that men are prone to underestimate them. Players may take their cues from the embellished life of Mata Hari (the prototype for the Woman of Mystery) or from Irene Adler, the only woman to outwit Sherlock Holmes.

Example: James Neville represents a Man of Mystery

The Jack of All Trades

As the name implies the Jack of All Trades possesses a large range of skills and an array of talents. This Vocation can include a wide variety of backgrounds and occupations: writer, detective, artist, student...Heroes taking this Vocation might not have any specific profession, or they may ply several at the same time. Many Jacks of All Trades start life (and possibly the game) as being no more exceptional than any man on the street, but their heroic potential is revealed when they are faced with extraordinary challenges. Sherlock Holmes, Joseph Rouletabille, and Richard Henry Savage (the "real" Doc Savage) represent excellent examples of the Jack of All Trades.

Characteristic: The Jack of All Trades may borrow their *Characteristic* from any of the game's other Vocations as long as it fits the Hero's profession, temperament or personal history. Thus you may find a young writer desperate for fame, an amateur detective guided by his scientific curiosity, a journalist driven by his passion for women or a bank clerk with a secret double life.

Essential Assets: The Jack of All Trades is created with no less than *three* of the following Assets: Acrobat, Charming, Conjuror, Connected, Eidetic Memory, Exceptional Agility, Gadgeteer, Gifted Actor, Intuitive Mind, Large Fortune, Magnetic Personality, Powers of Observation, Scientific Foundation, Street Savvy, Visionary Mind, World Traveller

Restrictions: The Jack of All Trades is the opposite of a specialist. Because of this the following restrictions are employed to help ensure a depth of attributes and to emphasize the difference between this and the game's other Vocations.

- **A Jack of All Trades is not a Man of Action.** He can only have *one* of the following:
Accomplished Athlete, Exceptional Agility, Robust Constitution
- **A Jack of All Trades is not a Man of Science.** He cannot accumulate several types of Scientific Foundation and cannot have the Expert Asset in a scientific field.
- **A Jack of All Trades is not a Man of Society.** He can only have *one* of the following:
Aristocrat, Connected, Large Fortune
- **A Jack of All Trades is not a Man of Mystery.** He can only have *one* of the following:
Burglar, Conjuror, Master of Disguise, Street Savvy

Typical Assets: Obviously the Jack of All Trades is much too eclectic to have a typical list of anything!

Heroines

The Jack of All Trades is perhaps the most apt Vocation for a Heroine. It is the choice that gives the Player the freedom to build the most atypical and original personas. "Jills" of All Trades are often characterized by a strong independent streak and their passion for challenging the restrictions of Victorian society. Examples of this Vocation include Harriet Martineau and fictional characters like comic strip journalist-investigator Adèle Blanc-Sec, George R. Sims' "lady detective" (and former actress) Dorcas Dene, and Elizabeth Peters' Amelia Peabody. If you review the other sections on Heroines it should be clear that many of the examples could also be created using this Vocation.

Example: Jane Huntington represents a Jack of All Trades

-Second Stage: Assets-

An **Asset** is a trait that a Hero has that allows him to positively effect the outcome of a situation or Check, it defines what your Hero is capable of doing. An Asset may be an inborn advantage like remarkable strength or a sturdy constitution or it may be a learned skill like medicine or hypnosis. Your Vocation obviously influences the Assets your Hero is likely to have. Each Vocation has a list of Asset Requirements and Restrictions but these limits are generous enough to allow a wide range of options to the player. Keep in mind that the Typical Assets noted under each Vocation are only suggestions intended to guide the player in creating their Hero.

YOUR HERO BEGINS THE GAME WITH SEVEN ASSETS, selected from the list below.

Review the description of each Asset carefully as many have Prerequisites and special Restrictions.

Accomplished Athlete

The Hero is an adept sportsman who displays an uncommon agility and endurance. This Asset is advantageous in all situations directly related to the Hero's physical capabilities: running, jumping, climbing, swimming, and forms of hand-to-hand combat like boxing or fencing. Accomplished Athletes are frequently conversant in the rules and regulations of their country's most popular sporting styles and events.

Note: This Asset makes it possible for the Hero to develop more specialized Assets such as *Acrobat* and *Pugilist*.

Acrobat

The Hero is gifted with an excellent flexibility and a heightened sense of balance that allows him to perform gymnastic stunts most people could not. In addition this asset gives him a benefit in any Checks involving jumping or tumbling. Acrobat can also be used in Conflicts to counter the penalties due to uncertain footing on treacherous terrain (like fighting on a roof).

Prerequisites: *Accomplished Athlete* or *Exceptional Agility*

Analytical Mind

The Hero has a remarkably keen intelligence when it comes to solving logic problems or applying abstract reasoning. This Asset is advantageous in all situations where the Hero must integrate and manage information: complex calculations, scientific research, intelligence analysis, forensic deductions, etc.

Note: This Asset is incompatible with *Intuitive Mind*

Aristocrat

The Hero comes from nobility and likely has a title (Baron, Sir, "von") attesting to his uncommon origins. This bestows on him a high social position in any country with a monarchy, even former monarchies like the republic of France. In practice this Asset can be used to gain access or introductions into the most private homes and exclusive clubs. Aristocrats also enjoy certain legal privileges due to social class. Minor crimes and scandals may be ignored or even covered up by the authorities and a gentleman's word carries more weight than that of the common man. Keep in mind that this Asset is by no means reserved for Socialites and that there are many Socialites who've never been part of the gentry. Being an Aristocrat confers no level of wealth to the Hero. It's true that most Aristocrats have a Large (or even Immense) Fortune yet there are many who are struggling or even completely ruined.

Restriction: Heroes of American extraction can not be *Aristocrats*.

Big Game Hunter

The Hero is an experienced hunter of large animals (lions, tigers, elephants, etc.) and has taken part in many safaris in Africa, India or other "wild" regions. He will be favored in all situations related to the art of hunting: tracking, camouflage, stealth, trapping, etc. Depending on the Hero's travels he may have learned the use of exotic or "primitive" weapons like bows, blowpipes, javelins, or boomerangs. This Asset is frequently combined with Constant Vigilance and Veteran Outdoorsman.

Born Leader

The Hero is trained in giving orders *and* earning the respect of those under his command. In short his is a natural officer with an inspirational temperament and experience in leading others. He is excellent at capitalizing on the talents of those he leads and is able recognize potential and recruit qualified individuals.

Burglar

This Asset encompasses the skills used in breaking and entering: stealth, climbing, concealment, lock picking, safe cracking and the like. To successfully pick a lock or break into a safe the Hero will need appropriate tools and supplies to even make the attempt. The majority of ordinary locks can be picked without a Check by a qualified Burglar, only the most sophisticated and complex locks require a Test (generally a Challenging or Impressive Test) based only on this Asset. As for safes, their surreptitious opening would constitute a Formidable Test. Combining Burglar with Acrobat would allow the player to create a gifted cat-burglar.

Business Acumen

Whether he is an ambitious financier or a skillful swindler the Hero with Business Acumen has a remarkable talent to make money. By using their skill, talent or instinct the Hero will have an advantage in any financial, commercial or banking matter. It is probably best not to bog down the game with the details of all of the Hero's wheeling and dealing, but if the matter is important to the game the Chronicler can handle it like any other Check or Conflict.

Charming

The Hero is particularly alluring. This Asset favors them in all situations where good impressions are important especially in regards to members of the opposite sex. A smooth, successful use of this Asset may allow the Hero to divert people's attention or sooth their suspicions.

See also: *Magnetic Personality*

Colossus

The Hero is physically very large, strong, and imposing. This Asset will favor him in all situations directly related to strength (in particular hand-to-hand combat) and physical endurance.

Prerequisites: *Robust Constitution*

Restriction: A *Colossus* may not take *Exceptional Agility* as it is incompatible with his physiology.

Conjurer

The Hero has the talents of a stage illusionist and prestidigitator. He is familiar with the tricks and skills of the theatrical magician, mentalist and juggler. Since a Conjurer is trained at misdirection and beguilement this Asset can be used in Conflicts where the intent is to lie or deceive. In such a Conflict the applicable assets may include Conjurer, Exceptional Agility and Gifted Actor for the charlatan and Conjurer, Constant Vigilance, Power of Observation and Iron Will for the intended victim. Conjurer could also be used to quickly palm a object and hide it on their person or pick someone's pocket without their realizing. The Assets of Powers of Observation and Street Savvy may be utilized to identify a likely target for pickpocketing.

Connected

Thanks to his high social standing, his notoriety, or even his talent for social networking the Hero has contacts in closed circles especially with influential, famous, or prestigious personalities. In general these relations are limited to a particular domain or locale such as the aristocracy, the business world, politics, or "all of Paris". A Hero having both Connected and Large Fortune should be able to easily extend his contacts to the whole of the privileged classes. There are two main ways of managing the Connected Asset. First the player could draw up a list of the Hero's most influential connections during the Finishing Touches phase of creation. The second method is for the Chronicler to allow the Hero to "remember" an old friend or colleague in the course of the game as it suits the needs of the story. Obviously contacts should be reasonable and probable, even then the Chronicler should limit the number of helpful acquaintances to no more than one or two per Episode.

Constant Vigilance

The Hero is blessed with keen senses that allow him to always be alert and attentive to his surroundings. He is very difficult to surprise and is favored in situations where his perception will come into play. As with Powers of Observation the Chronicler could use this Asset to supply additional or more detailed information to the Hero.

Eidetic Memory

The Hero has a "photographic" memory and is capable of storing every detail of what he has seen, heard, read or experienced. The player is free to ask the Chronicler to supply him with any tidbit of information that his Hero would have been privy to such as: the name of an obscure adversary met months previously or the descriptions of all the guests at a dinner party. A Hero Combining Eidetic Memory with Extensive Scholarship will be a virtual living encyclopedia.

Excellent Fencer

The Hero is proficient in the noble art of fencing. He excels in the handling of all one-handed swords (rapiers, sabers, foils, etc). In the era of Uchronia 1890 the techniques of fencing also cover the use of the cane or the sword-cane.

Prerequisites: *Accomplished Athlete* or *Exceptional Agility*

Exceptional Agility

The Hero has a natural dexterity that favors him in all situations which call upon physical or manual coordination, like the majority of combat Conflicts.

Note: This Asset makes it possible for the Hero to develop more specialized Assets such as *Acrobat*, *Excellent Fencer*, and *Marksman*.

Expert

Thanks to this Asset a Hero can have an extensive knowledge in a particular discipline or field of study. The field of expertise always supplements a more general Asset like Medical Training, Extensive Scholarship, or Scientific Foundation. For example a Hero with Scientific Foundation: Naturalist will be able to become an Expert in entomology, botany or geology. To be an Expert in anthropology, art history or the study of Eastern cultures the Hero would first have to take Extensive Scholarship.

Note: *The same general Asset can give only one Expert specialization.* i.e. A Hero with *Medical Training* could only have one *Expert* Asset, say in surgery. He could not take *Expert* multiple times to also have forensic medicine or toxicology.

Extensive Scholarship

This Asset, the purview of scholars, historians and other academics, gives the Hero a considerable background in the humanities. As such he is well versed in literature, the arts, history, philosophy and cultural studies. This "classical" education would also include fluency in Latin, Ancient Greek and an additional foreign or archaic language of the player's choice. If the Hero wishes to he can take Expert Assets in a specific branches of academic knowledge like Egyptology, German culture or military history. An Extensive Scholarship is frequently the result of a higher education at a university but can also represent years of dedicated solitary study and personal research. The player and the Chronicler will have to review the Hero's Vocation and history to agree on the details of his education and training.

Extreme Patience

The Hero has the perseverance to endure any tedious task without becoming disheartened, frustrated or rushed. He can calmly abide lengthy vigils, meticulous research or delicate repairs. In many situations his is able to ignore the penalty due to a Desperate Attempt.

Gadgeteer

The Hero is an amazingly resourceful handyman or "bricoleur". He can jury-rig mechanical repairs with next to no parts or tools, sabotage mechanisms quickly and find ingenious uses for everyday materials. With a little time and enough supplies he can manufacture a variety of small, but useful, gadgets like a cane gun or shoe with a spring loaded knife blade. This Asset does not

require a Scientific Foundation and a Gadgeteer's gizmos would not compare to the work of a true engineer.

Gifted Actor

Regardless of whether or not he has received specific training to appear on the stage the Hero is a talented actor. This comes as an advantage when he wishes to impersonate someone, counterfeit an emotion, imitate an accent or even tell a convincing lie. He has also learned some basic make up techniques but nothing approaching the depth of Master of Disguise.

Hypnotist

The Hero closely follows the new theories and practices that allow influence over the human mind. He is familiar with the work of Mesmer, Charcot and Braid and can perform hypnotic suggestions (generally with the use of a simple pendulum). Normally the hypnosis can only be conducted on a willing subject. To hypnotize a person against their will would involve a Conflict based on the Assets Hypnotist and Magnetic Personality for the hypnotist versus Alert and Iron Will for the subject.

Immense Fortune

The Hero is *extremely* rich. His personal fortune is comparable with that of Rothschild or Rockefeller and comes to him either from a family inheritance or astounding success in the financial or business worlds. He may be an Old World lord or an American railroad Baron, either way the Hero can afford several sumptuous residences complete with all necessary staff. Because of these financial resources there is practically nothing that he can not buy and he can subsidize the most outlandish projects. He could easily bankroll dangerous research, incredible inventions and expeditions to lost lands. Being this wealthy also confers considerable political and social influence and a certain notoriety on the Hero. This renown is not without its drawbacks. Con artists, blackmailers, thieves, sycophants and crackpots are all drawn to the rich and powerful.

Note: *Immense Fortune* is so potent it counts as *TWO* Assets

Intuitive Mind

The Hero is particularly perceptive and attentive of his surroundings, especially in regards to other people. This sharpened insight allows him to detect lies and half-truths, to identify something (or someone) that's out-of-place or predict the reactions of an individual to a given situation. It's possible that the Chronicler could use Intuitive Nature as a form of premonition giving the Hero warnings or hints about the future.

Note: This Asset is incompatible with *Analytical Mind*

Iron Will

The Hero has incredible determination and outstanding willpower. He is not easy to impress, upset or intimidate and once he is focused on an objective he is driven to see it through. He will be favored in any situation involving a clash of wills or a test of moral fortitude. Iron Will can also assist in overcoming the effects of wounds and disease.

Keen Strategist

The Hero has sharp tactical instincts and is a skilled organizer. In practice Keen Strategist can be used to help in the formation of a plan, to anticipate the reactions of an adversary and to detect any defects in the course of action. He is also favored in debates, politics and in any other mental Conflict.

Large Fortune

The Hero is *very rich*. This wealth could be from any source: inheritance, hard work, financial investments, scientific patents etc. Money should not play too large of a role in Uchronia 1890 so rather than expressing wealth with concrete numbers the game assumes that the Hero is wealthy enough to live very comfortably with out needing to work. If he wishes it the Hero may have a private mansion and a second home or two, all with the appropriate personnel. This Asset can also be used when interacting with high society, wealth always has it's influence.

Note: If you desire an even wealthier Hero refer to the *Immense Fortune* Asset

Linguist

The Hero has an aptitude for learning languages quickly and easily. The learning of new languages during the course of play is left to the discretion of the Chronicler but the Hero starts the game with two additional languages.

See also: *World Traveller*

Magnetic Personality

The Hero is exceptionally charismatic. As such other people find him impressive, fascinating or alluring. Used in conjunction with Actor or Born Leader this Asset could make the Hero an inspirational public speaker able to exert his influence over his entire audience. Similarly a Hero with Magnetic Personality and Charming would be a seducer par excellence. On the other hand the personality of the Hero is so strong that he inevitably draws attention where ever he goes. For example it is very difficult, perhaps even impossible, for him to be inconspicuous in a conventional assembly. Moreover such a person never leaves a neutral impression on others. If someone has Magnetic Personality others either revere him or despise him. Assets like Constant Vigilance or Iron Will will assist anyone trying to resist Magnetic Personality. Once a target has resisted Magnetic Personality they remain free of that person's influence indefinitely.

Marksman

The Hero has an acute accuracy with firearms. At the discretion of the Chronicler this Asset may also be applied to all missile weapons (bow, sling, spear, etc). See Big Game Hunter for notes on exotic missile weapons.

Prerequisites: *Exceptional Agility* or *Nerves of Steel*

Master of Disguise

The Hero is a "man of a thousand faces", a true human chameleon. Not only can he mask his features to make himself utterly unrecognizable but he can also pass off as any individual of approximately the same size and build. He can make himself up to appear ten years younger, thirty years older or even as a member of the opposite sex (provided no one looks too "closely"). At a typical glance the Hero's masquerade should pass detection. If the Chronicler estimates that someone has a chance to take a long, hard look at the impersonator they may be able to see through the illusion. This situation is handled as a Conflict between the Hero (using Master of Disguise and Gifted Actor) and the observer (possibly assisted by Powers of Observation or even Master of Disguise).

See also: *Gifted Actor*

Mechanic

The Hero is a competent and trained technician. In terms of play he is favored in all situations related to the use, the maintenance and the repair of all manner of mechanical devices: clockwork gadgets, steam engines, hydraulic devices etc. If combined with Scientific Foundation: Physics this Asset makes the Hero the equivalent of a qualified engineer who is able to imagine and invent all kinds of mechanisms.

Medical Training

The Hero has enough training to qualify as a medical doctor (even if they are not licensed as one). He is able to diagnose the majority of diseases, to prescribe appropriate treatments, to carry out surgeries, and to oversee a patient's convalescence. Provided that the Hero has all of the needed supplies, instruments, and medicines these abilities can be used without resorting to a Check. Only exceptional conditions should call for the use of the dice.

Expert: A Hero with *Medical Training* may refine his knowledge and skill by taking the *Expert* Asset in a related field such as: Surgery, Alienism, Forensic Medicine, Toxicology, etc.

Nerves of Steel

The Hero is gifted with considerable self-control. This enables him to keep calm, cool and collected in the most perilous or chaotic situations. In game terms the Hero is favored in situations where self-control is crucially important and is never penalized by stress or by being surprised.

Powers of Observation

The Hero is remarkably adept at noticing incongruous or revealing details. This Asset, essential to all detectives worthy of the name, can favor the Hero in any situation that focuses on noticing clues. The Chronicler may also use Powers of Observation to provide additional or more thorough detail to the Hero, as he sees fit.

Practical Mind

The Hero has a very valuable gift: common sense. His Practical Nature allows him to evaluate a situation or puzzle and readily identify the most reasonable solution *and* to spot the most fool-hardy option. The Chronicler will be able to use this Asset to warn the Player when his Hero is about to do something ill-advised or down right stupid. Alternately the Chronicler could put the Hero on the right track if the "obvious" solution has escaped the Player.

Note: This Asset is incompatible with *Visionary Mind*

Pugilist

The Hero is trained in the "sweet science", the art of boxing. He may apply this Asset in situations where he is fighting with his fists.

Prerequisites: *Accomplished Athlete* or *Exceptional Agility*

Robust Constitution

The Hero has a remarkable vitality, health and endurance which favors Him in all situations where physical resilience comes into play.

Scientific Foundation

This Asset (essential and generally reserved for The Man of Science) confers on the Hero a solid basic knowledge in the various branches of science and it also gives him a more extensive foundation in his chosen scientific specialty. This specialty must be selected when the Hero is created, most likely from the popular fields of: Physics, Chemistry, Mathematics, Anthropology or the Natural Sciences. The Hero may take this asset multiple times giving him several specialties. In terms of game play a Hero with Scientific Foundation will be favored in the majority of situations that require a knowledge of scientific principles and theories. He will be particularly good at applying knowledge from his specialty. Heroes with Scientific Training often bear the title of "Professor".

Expert: A Hero with *Scientific Foundation* may refine his knowledge by taking the *Expert* Asset. Thus someone with *Scientific Foundation: Physics* would be able to become an Expert in electricity, mechanics, astronomy etc. A Naturalist may be an Expert on botany, ornithology, entomology and so on.

Seasoned Navigator

The Hero a knowledgeable and experienced sailor and pilot. He would not only be familiar with the skills of a capable seaman but is also well versed in navigation, cartography and meteorology. A Seasoned Navigator who is also a Born Leader will make an exemplary ship captain able to command a crew under the hardest of conditions.

Skilled Equestrian

The Hero is a master of the art of horsemanship, as such he is favored in all situations that involve horses. He isn't just talented at riding, racing, and jumping these fine beasts but also has expertise in the care and maintenance of his mount.

Prerequisites: *Accomplished Athlete* or *Exceptional Agility*

Street Savvy

Your Hero was raised on the mean streets and in the rough alleys of a large city like Paris, London, or New York. He can speak the local slang, find his way around dangerous districts and is familiar with the habits of the criminal underworld. He knows how to track down illicit goods, how to recruit shadowy characters and where to collect the best rumors. With the approval of the Chronicler the Hero's background may have offered them the chance to learn dubious skills like pick-pocketing, shadowing, surveillance, scrounging, etc.

Restrictions: *Street Savvy* is incompatible with *Extensive Scholarship* or *Scientific Foundation* as they both reflect a higher education.

Trusty Servant

Like Phileas Fogg or Pierre Aronnax, the Hero has contracted the services of a skilled or capable servant like a valet, personal secretary or bodyguard. The Trusty Servant will have to be created like a Hero but developed using only four Assets chosen from the following list:

Acrobat, Business Acumen, Colossus, Constant Vigilance, Eidetic Memory, Exceptional Agility, Extreme Patience, Marksman, Mechanic, Medical Training, Nerves of Steel, Practical Mind, Pugilist, Robust Constitution, Seasoned Navigator, Street Savvy and Veteran Outdoorsman.

Trusty Servants are generally built to complement the Hero and cover his short comings.

Veteran Outdoorsman

The Hero has considerable experience surviving in a variety of hostile wilderness environments. Whether in the jungles of Africa or the tundra of the Arctic North he has taken part in many expeditions that lead him into inhospitable regions. As such he has learned the necessary skills to survive and fight against the forces of mother nature: he can find water, build shelter, identify useful or dangerous plants, spot hazards, act as a scout, read weather signals, tie an array of knots and lashings, track animals, set snares, catch fish, prepare meals, pack gear, is a veteran hiker and is capable at any other "camping" or survival skill. In order to help apply this Asset more suitably the Chronicler will ask the player to draw up a list of the locales familiar to the Hero. This Asset could benefit all of the Heroes if the Veteran Outdoorsman is acting as an expedition's leader.

Visionary Mind

The Hero has a keen imagination which he applies to a specific intellectual pursuit or field of interest (specified when the Hero is created). In the field of science and technology an individual with a Visionary Nature may be able to anticipate, with astonishing accuracy, the future applications of a discovery. This type of Visionary Nature can be seen at work with writers like Jules Verne and H.G. Wells. Visionary Nature can also be used to deduct the purpose of Infernal Devices and possibly allow the Hero to come up with inventive solutions that may save the day when all else has failed. When combined with Scientific Training this Asset could, over time, make the Hero a brilliant inventor.

Note: This Asset is incompatible with *Practical Mind*

World Traveller

The Hero has journeyed to many corners of the Earth. He may have done this for professional reasons or just as a tourist but he has visited many countries, experienced many cultures and is familiar with the habits and styles of many peoples. As such this Asset can be applied in wide variety of ways: to haggle with a Souk in Tunis, to socialize with cossacks of the Russian steppe, to flatter a tribal chieftain without giving offense, to be able to pass for an Italian in Italy, to identify the principal orthodox monasteries in Greece etc. As with Veteran Outdoorsman, the Chronicler will ask the player to present a list of locales visited by the Hero so that this Asset may be most accurately applied. This Asset also increases the linguistic repertoire of the Hero, he is fluent in two additional languages and understands the rudiments of several more.

See also: *Linguist* if you desire more languages

-Third Stage: Portrait-

The Third Stage in creating your Uchronia 1890 Hero consists of describing them in more detail. If you haven't named your Hero yet, now would be the time!

Start with a physical description of the Hero: How old is he? Is he tall? Short? Does he have a heavy build or is he lean? What color are his eyes? What about his hair? Is he handsome? Does he have a mustache, scars or any other distinguishing marks? How does he dress? Make sure to think about the Hero's Assets, Personal History and personality as you make these choices. A Colossus isn't going to be thin and short. If you're playing an Indian he is unlikely to have blonde hair. A soldier may have notable scars. A nervous man may be bald before his time. Reviewing period photographs may help choose a style for your Hero. If you can't draw you could even use a vintage photo to depict your Hero.

Next focus on personality. Is your Hero outgoing or reserved? Radical or traditional? Does he possess any notable phobias or obsessions? Is he generally happy? What are his favorite pastimes? When presented with an unusual situation how does he face it? What are his ambitions? How does he deal with authority? Obviously the Hero's Vocation, Assets and Personal History will influence his personality. Men of Action are less contemplative than Men of Science. A Hero is unlikely to be rash if he has Extreme Patience. First born children tend to be more conservative than their youngest siblings. Americans are seen as being more ebullient and less polite than their British cousins. *Remember: Even the greatest Heroes have their weaknesses.* The various elements of personality are not managed by particular rules of play. But the Player is expected to PLAY them; revealing them in the Hero's behavior, reactions and decisions.

-Fourth Stage: Personal History-

Now is the time to furnish your Hero with his past; to explore his background, education and upbringing. What nationality is the Hero? Was he raised poor or wealthy? Is his family large or small? Do they have fame or social influence? Where did the Hero grow up? Where did he receive his education, the Sorbonne or the street? Is he married? Has he been engaged or has he never known love? Does he have children of his own? Is he financially secure? What does he do for a living? Who are his friends? Where does he spend most of his time? Does he belong to any clubs or political parties? *What are the most notable moments in our Hero's life?* What made him the Hero he is? Again, his Vocation and Assets will help define the Hero's Personal History.

For this stage of Hero creation it is best to consult with the Chronicler. This will help ensure that your Personal History fits the tone of the game and is integrated into the framework of the Serial. Your Hero's history may also inspire future story elements. Remember that the Assets Veteran Outdoorsman and World Traveller require the Player to compose a list of countries and regions visited.

-Fifth Stage: Finishing Touches-

The final stage in completing your Hero involves practical minutiae, the common everyday details that need to be resolved before play starts: How do the Heroes know each other? What sort of personal equipment and belongings does the Hero have? What languages does he speak? If he has servants, assistants or students what are their names? Have there been any important recent events? Certain things like where the Hero is and what he's specifically doing must be coordinated with the Chronicler.

*Once these small issues are clarified your Hero is ready to boldly strike out into the adventurous world of **Uchronia 1890!***

Languages: Each Hero is fluent (as befits their Personal History) in their native language. Specific Assets accord the Hero with additional languages: Extensive Scholarship provides for one additional language, Linguist provides for two and World Traveller for two more. In addition you may choose to exchange a fluency in one language for a rudimentary knowledge in two languages. If the setting for the game will have a dominant language (ie: English in Britain or America) the Chronicler may choose to give foreign Heroes the dominant language for free (though with less than full fluency and a distinct accent) .

EXAMPLE HEROES

-Adrien Forestal-

Presentation: If Paul Lombard (see below) is the typical representative of the category of the adventurous explorers than Adrien Forestal is the model of the "scientific hero" in the vein of Jules Verne. He is a brilliant engineer with an idealistic spirit.

Vocation: Man of Science

Assets: Analytical Mind, Eidetic Memory, Expert: Electricity, Extreme Patience, Large Fortune, Mechanic, Scientific Foundation: Physical Sciences

Portrait: French, 36 years old.

Average physique, thin, fair hair, a very open face, gray-blue eyes, round glasses

Adrien's personality is characterized by his methodical nature and a temperament that has been described as "obstinate".

Forestal is an idealist who is deeply attached to the idea of progress but who is concerned with the unforeseen consequences that unchecked progress could have on the future of humanity.

History: Adrien Forestal was born in Lille in 1851, the third child of wealthy parents. His interest in science blossomed early and was encouraged by his maternal uncle who was a Professor of Chemistry at the University of Brussels.

When he attended school Adrien was characterized by his exceptional intellectual abilities which marked him as a wonder child. At only 16 years old he entered the very prestigious École Polytechnique. At 21 he received his diploma in engineering and he decided to devote his brilliant talents to research. The wealth of his family allows him to live quite comfortably while exploring his research.

He transformed his Paris house and environs into a real laboratory. There he continued his experiments in electricity and proceeded to make important advances in the field and opening up the possibility of untold uses for this type of energy. His work gained him a certain notoriety which enabled him, in 1886, to meet the famous American inventor Thomas Edison.

Alas, the great man was quite different from his shining public persona. Adrien found Edison to be arrogant and egocentric, driven only by his thirst for power, money and fame. Worse Edison does not hesitate to "adapt" the creations of other inventors, making sure they get no credit. Deeply shocked Forestal has sworn never to apply his knowledge for reasons of private interest or personal ambition, his discoveries will only be for the good of all humanity.

-Jane Huntington-

Presentation: The Player who created the Hero Jane Huntington wished to represent a young (and rather modern) woman who was adept at social interactions and would be able to adapt quickly to unforeseen situations. Thus Jane is a rich American dilettante who is well travelled thanks to her attraction to adventure and mystery.

Vocation: Jack of All Trades

Assets: Charming, Hypnotist, Intuitive Mind, Large Fortune, Linguist, Powers of Observation, World Traveller

Portrait: American (born in New York City), 28 years old.

Average build, brown hair, dark eyes, pretty face, graceful and very elegant.

Independent, curious and impulsive, Jane shows a temperament out of step with the social conventions of the era. She finds the restrictions that society puts on women to be hypocritical and terribly tedious. Living in Europe allows her the pleasure of playing the American eccentric and free spirit.

History: The product of an upper middle class family from New York City, Jane Wallace was married when she was nineteen to John Huntington (the son of a famous industrialist). Being an enthusiastic world traveller John quickly transferred his wanderlust to his young bride and the pair launched out on a tour of the world that lasted several years. During the trip they spent a goodly amount of time in India and Egypt.

Jane and John bonded into a very happy couple... until tragedy struck and separated them forever. In 1884, against Jane's desires, John joined with the Danforth Expedition whose goal was to investigate vestiges of pre-Columbian civilizations in Central America. Jane would never again see her husband. John was lost, with the rest of the mission, under unexplained circumstances.

Inconsolable, Jane instantly organized her own team to search for the lost antiquarians... all to no avail. In 1886 she decided it was time that she must move on. In time she settled in Paris where she lives a rather eccentric life. To distract her troubled heart she has taken up writing. Jane started off publishing travelogues of her voyages to Africa and Asia but has since moved on to write (under the pseudonym "John Wallace") the adventures of detective Harry Parker. Of late she has developed a passion for mesmerism after making the acquaintance of a hypnotist through her circle of friends.

Jane lives in an apartment in the XVIème district, accompanied by her cat: the irascible Mr. Parker.

-Paul Lombard-

Presentation: The Player who created Paul Lombard wished to incarnate an adventurous and courageous explorer who has rambled about the globe. Paul was imagined as an homage to H. Rider Haggard's Alan Quatermain.

Vocation: Man of Action

Assets: Accomplished Athlete, Constant Vigilance, Iron Will, Nerves of Steel, Robust Constitution, Veteran Outdoorsman, World Traveller

Portrait: French, 33 years old.

Large, athletic, with an honest face, brown hair and a thick mustache.

Paul is an obstinate and daring man with the soul of a nomad. He never stays in one place for very long and is more at home wearing a djellaba or roughing it in the wilderness than he is going to a full dress dinner party in "civilization". He remains a lifelong bachelor, his hazardous lifestyle leaving him little time for romance.

History: Paul was born near Bordeaux in 1854, an only child. Despite the fact that both of his parents were teachers he was never a very good student. Instead he spent his time and attention consumed with books and stories of adventure, exploration and travel. Lombard loved the outdoors and became an avid sportsman who cherished the freedom and raw beauty of wild places.

He is a patriot and is still bitter about France's defeat in the Franco-Prussian War. Paul sought to undertake a military career but his time in the service proved that he was not cut out to wear a uniform, he chafed under the discipline of his superior officers. In 1876, fascinated by the mysteries of the pyramids, he embarked for Egypt. There he joined the team of famed British archeologist and explorer Lord Mendham. Lombard accompanied Mendham on several expeditions venturing all the way to the Southern tip of Africa in the search for lost cities and forgotten ruins.

Recently he has returned to France for a brief respite after ten years spent traversing the deserts, savannas and jungles of the Dark Continent.

-Lord Clarence Maybury-

Presentation: The Player responsible for Lord Maybury wished to create a young, eccentric British aristocrat who had travelled the world and dabbled in archeology.

Vocation: Man of Society

Assets: Aristocrat, Large Fortune, Magnetic Personality, Nerves of Steel, Robust Constitution, Trusty Servant*, World Traveller

Portrait: English, 26 years old.

Tall, well built, precisely styled mustache, aristocratic profile, his eyes are particularly penetrating
Clarence is an odd man who is both impetuous *and* prompt, who loves to challenge himself and those around him. He has defined himself as a "gentleman traveller", Lord Maybury is unhappy staying in one place for very long and is always ready to explore some Terra Incognita.

History: The offspring of an old and prestigious British aristocratic family Clarence Maybury profited from a very strict education which had the goal of molding him into the perfect representation of the gentry. The plan fell through when Clarence was ten years old and he discovered the extraordinary accounts of the explorer Sir Richard Francis Burton.

The young Maybury became obsessed with thoughts of Africa, Asia and any of the colonial possessions of the British Empire. He dreamed of an existence filled with exploration, discovery and adventure. While he attended Cambridge he was revealed as a passionate student who lacked discipline. When he was 21 he decided to undertake an extended world tour and dedicated the following three years to travel. He explored Egypt, the Sudan, Iraq and India but his travels were cut short.

A little over a year ago the untimely death of his father recalled him to the United Kingdom. The Clarence's new responsibilities as Lord Maybury have obliged him to put his global preambulations on hold, but he intends to set out again at the first opportunity. Perhaps this time he will see the ruins of Greece or make a second trip to Egypt.

***Trusty Servant:** Lord Maybury puts all of his faith in his man servant, the irreproachable Williams. Clarence's Father had such great stock in this man that he solemnly entrusted Williams with the responsibility of taking care of his son while Clarence galavanted about the world.

Williams has the following Assets: Constant Vigilance, Extreme Patience, Nerves of Steel, Practical Mind

-James Neville-

Presentation: A British subject with remarkable poise and an impeccable education, James Neville was envisioned as a "gentleman of sport". He is a man who plays by his own rules while pursuing his delicately balanced life as a secret agent.

Vocation: Man of Mystery

Assets: Aristocrat, Exceptional Agility, Gifted Actor, Keen Strategist, Linguist, Nerves of Steel, Powers of Observation

Portrait: English, 31 years old.

Average height, thin, chestnut brown hair and brown eyes.

Mr. Lombard has a pleasant face and an aristocratic mien emphasizing his elegance and composure. He has a distinct Cambridge accent, but can disguise it at will. In regards to his character James is an energetic individual with inflexible convictions, though this is tempered with his typical British wit.

History: The third child of the famous Lord Neville, James followed the typical course of young British aristocrats. He attended the University of Cambridge where he was notable as a skilled cricketer and for his exceptional facility with foreign languages. Neville also used his Powers of Observation to pick up on the vocal mannerisms of his school chums and then applied his acting ability to imitate them perfectly. His talents soon drew the attention of one of his professors charged with keeping an eye out for "promising candidates for government positions" on behalf of the Foreign Office.

James was naturally directed toward a career in diplomacy and, in turn, to his clandestine work as an intelligence agent. In 1883 he was assigned to the Berlin embassy as an attaché. During the next four years he rendered impeccable service, leading several missions of a "delicate" nature with skill and daring. Things were going very well for Neville until the fiasco of six months ago when he almost fell into the hands of German counter-espionage agents (thanks to a betrayal by one of his subordinates).

Slightly wounded and shamed by his failure, James was repatriated to London and put on "extended leave". After spending a few months in polite company Neville has had his fill and is ready to embark on any adventure, the wilder and more dangerous the better.

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