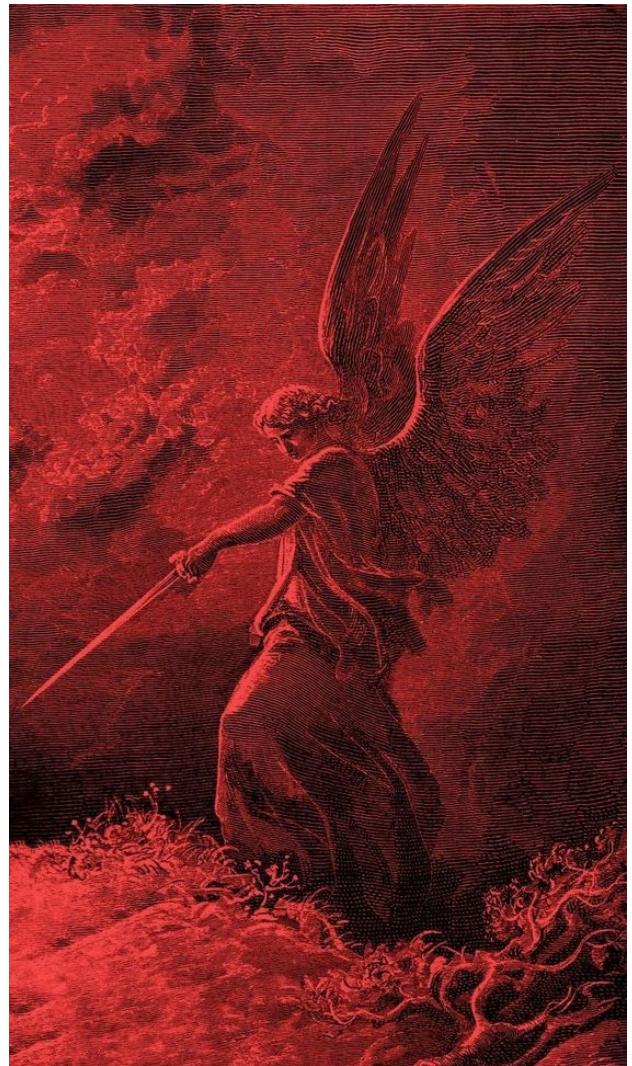


General Abilities (GA's)

These help you survive the world. They differ from IAs in that they will provide points to alter dice rolls - more points you put in the better the dice roll. Don't put in enough or any, and there is risk of failure of the action at hand. Again, the rating defines the size of the pool for each GA.

Note - your highest General Ability rating can only be **twice** the next highest. Or, another way, your second highest GA must be at least **half** the value of the highest. Other GA ratings have no further restrictions.

- GAs = 65 points.
- 4 free rating points in each of **Health** and **Stability** General Abilities
- 2 free rating points in **Art-Making**. (Dance, singing, and musical instrument are the "generalists' specialties" in such cases. You might want to be more specific (hint). Magickians take note.)
- 6 free points in **Faction**.



<i>Art-Making</i>	<i>Gambling</i>	<i>Sailing</i>
<i>Artillery</i>	<i>Health</i>	<i>Scuffling</i>
<i>Athletics</i>	<i>Infiltration</i>	<i>Sense Trouble</i>
<i>Conceal</i>	<i>Mechanics</i>	<i>Shooting</i>
<i>Disguise</i>	<i>Medico</i>	<i>Stability</i>
<i>Driving</i>	<i>Preparedness</i>	<i>Surveillance</i>
<i>Faction</i>	<i>Riding</i>	<i>Weapons</i>
<i>Filch</i>		<i>Archery</i>

<p>Archery</p>	<p>You are adept with bows and cross-bows of all types, their creation and maintenance. Note that due to the training investment in Archery the first Archery ability point costs 5 (five) GA points. Subsequent points cost as normal. Note that by this time bows and crossbows had generally been superseded by firearms in thoroughly modern, forward thinking European nations.</p>
<p>Art-Making</p>	<p>You can conceive and execute artistic works. Choose an artistic specialty: Painting (includes drawing, engraving, etc.), Sculpture, Design (includes architectural, scenic, masque, and pageant design), Musical Composition, Poetry (includes history, epics, fictions, and prose), Play-Writing, Dance, Singing, a Musical Instrument, etc</p> <p>To practice multiple pursuits, pick as many as you desire and divide your Art- Making points between them. Most Investigative tests of Art-Making can involve a spend from any specialty.</p> <p>Artistic compositions can also incorporate secrets (involving a successful Art-Making and perhaps a 1-point spend of e.g. Ciphers or some other combination) or more esoteric truths. If you or your patron have</p> <ul style="list-style-type: none"> • Alchemy, Astrology, or Occult Studies, your composition can incorporate a dedicated pool in that ability. This pool refreshes after each adventure. • a Magickal ability, your composition can incorporate an expendable point pool in that ability. Once used in the game, these points are gone (perhaps they refresh after a decade or a century or more). Masterpieces also retain the equivalent of 1 dedicated pool point, or more, which refreshes after each adventure. <p>To create a work of art, roll and spend from Art-Making as normal. The margin by which you succeed determines the quality of the artwork. Note that Creation takes Time. Sometimes, a lot.</p> <p>See Artistic Execution Table below</p>
<p>Artillery</p>	<p>Allows you to operate weaponry too large to be carried by a person, including bulk gunpowder and heavy weapons such as cannon.</p>
<p>Athletics</p>	<p>Athletics allows you to perform general acts of physical derring-do, from running to jumping to dodging oncoming or falling objects. Any physical action not covered by another ability probably falls under the rubric of Athletics.</p> <p>If your Athletics rating is 8 or more, your Hit Threshold, the Target Number your opponents use when attempting to hit you in combat, is 4. Otherwise, is 3.</p>
<p>Conceal</p>	<p>You can hide things from view and conceal them from search. Your methods might include</p> <ul style="list-style-type: none"> • camouflage • holding items out on your person • snaking things into drawers unobserved • building secret compartments • altering a thing's visual signature with paint or plaster. <p>This ability also allows you to discover things intentionally concealed.</p>
<p>Disguise</p>	<p>This is the skill of altering your own appearance, posture, and voice to be unrecognisable.</p> <p>Disguising others in anything more complex than a rumbustious hat or theatrical beard is good only for brief periods, as posture and body language are vital components in any successful disguise. This ability also covers selling yourself as a different person: vocal mannerisms, altered body language, dress and motion sense, and realistic-seeming reactions.</p> <p>Successfully disguising yourself as an actual person already known to those you're interacting with is extraordinarily difficult. Brief voice-only mimicry pits you against a Difficulty of 4. Face- to-face impersonation requires a successful roll against a Difficulty of 7 for every five minutes of sustained contact between you and the object of your impersonation.</p>

<p>Driving</p>	<p>You're a skilled defensive driver, capable of wringing high performance from even the most recalcitrant cart or carriage. Or just getting it through the mud without losing a wheel. Or a horse.</p> <ul style="list-style-type: none"> • evade or conduct pursuit • avoid collisions, or minimise damage from collisions • spot tampering with a cart or carriage • conduct emergency repairs <p>For every additional rating point in Driving, you may add an additional vehicle type. E.g. carriage, wagon, ox-cart, chariot, dog cart, sleigh, double-axle hay-wane, litter, etc</p>
<p>Faction</p>	<p>This ability represents your Faction: your retinue, friends, servants, relations, crew, apprentices, etc.</p> <p>At any time, you may <i>reveal</i> or <i>remember</i> the existence of a member of your faction. Assign this NPC (your factotum) her/his own pool of ability points taken from your unassigned Faction Pool.</p> <p>Your factotum's capacity to accomplish something within her remit resolves as a test of her pool against a Difficulty set by the GM. You can also tap a factotum for knowledge as if he were an Investigative ability.</p> <p>Your factotums' pools refresh normally at the end of an adventure, assuming they survive it. Unless the GM is feeling very cruel today, dead or otherwise inaccessible factotums' rating points return to your unassigned Faction pool. You can always increase a factotum's rating (or your own unassigned Faction pool) by spending your experience points on it.</p> <p>Factotums cannot use Magical abilities or create better than <i>Solid</i> instances of Art-Making.</p>
<p>Filch</p>	<p>Your nimble fingers allow you to unobtrusively manipulate small objects.</p> <ul style="list-style-type: none"> • pilfer clues from a crime scene under the very noses of unsuspecting authorities • pick pockets • plant objects on unsuspecting subjects
<p>Gambling</p>	<p>You are conversant with the rules and etiquette of all forms of gambling, from Primero and Shrove-goat to horse racing and card sharpening. To win (or strategically lose) at a game of chance or sporting flutter requires a Gambling test, or a contest if played against an NPC with the Gambling ability. In addition to playing by the rules and winning, you can:</p> <ul style="list-style-type: none"> • spot cheating, either by the house or by another player • stack a deck, rig a horse race, load dice, or otherwise cheat • Palming cards, tiles, or dice is allowed as a Gambling test; anything else requires Conceal or Filch. <p>Gambling doubles as an Investigative ability when used to:</p> <ul style="list-style-type: none"> • calculate the odds of events ruled by probabilities • use Tod-spotter on professional gamblers despite their poker faces • interact with gamblers and blend in at illegal gaming establishments (I.e. all of them, until 1578)
<p>Health</p>	<p>Health measures your ability to sustain injuries, resist infection, and survive the effects of toxins. When you get hit in the course of a fight, your Health pool is diminished. A higher Health pool allows you to stay in a fight longer before succumbing to your injuries.</p> <p>When your Health pool is depleted, you may be dazed, wounded, or dead.</p>
<p>Infiltration</p>	<p>You're good at placing yourself inside places you have no right to be.</p> <ul style="list-style-type: none"> • pick locks • move silently • find suitable places for forced entry and use them <p>Infiltration is as useful for getting out of places undetected as it is for getting in.</p>
<p>Mechanics</p>	<p>You're good at building, repairing, and disabling devices, from classic pit-and-pendulum traps to clocks. Given the right components, you can create jury-rigged devices from odd bits of scrap. Mechanics doubles as an investigative ability when used to:</p> <ul style="list-style-type: none"> • evaluate the quality of workmanship used to create an item • determine a handmade item's maker by comparing it to known work of individual

<p>Medico</p>	<p>AKA <i>Barber-Surgeon</i>. You can perform first aid on sick or injured individuals, binding wounds, etc. often at a rate of 2 Health for every 1 Medico point spent.</p> <p>8 points of Medico Ability gets you 1 point of the IA Diagnosis ability for <i>free</i>!</p> <p>Note surgery, such as digging out a pistol ball from a wound, stitching said wound with a leather-workers needle and strong twine, and limb amputation is rolled into this Ability. This role is commonly referred to as ‘Barber-Surgeon’ due to practitioners dexterity and skills with sharp knives. As such Barber-Surgeons can also bleed patients with leaches and knives, pull their teeth, and give them a nifty, stylish haircut.</p>
<p>Preparedness</p>	<p>You expertly anticipate the needs of any mission by packing a kit efficiently arranged with necessary gear. Assuming you have immediate access to your kit, you can produce whatever object the team needs to overcome an obstacle. You make a simple test; if you succeed, you have the item you want. You needn’t do this in advance of the adventure but can dig into your kit bag (provided you’re able to get to it) as the need arises.</p> <p>Items of obvious utility to a planned activity do not require a test. These include but are not limited to common tools and hardware, light weapons, lanterns and candles of various sizes.</p> <p>Other abilities imply the possession of basic gear suitable to their core tasks. Characters with Medico have their own first aid kits - salves, grubby linen bandages, leather workers needle and twine, etc. If you have Shooting, you have a gun, and so on. Preparedness does not intrude into their territory. It covers general-purpose investigative equipment, plus oddball items that suddenly come in handy in the course of the story.</p> <p>The sorts of items you can produce at a moment’s notice depend on narrative credibility. If the GM determines that your possession of an item would seem ludicrous or out of genre, you don’t get to roll for it. You simply don’t have it.</p>
<p>Riding</p>	<p>Although staying on a tame, untroubled walking horse (on flattish terrain, anyway) is relatively easy once one gets the hang of it, and staying on a mule or burro even easier, you may be a gifted equestrian. You can gallop even recalcitrant or spirited horses, donkeys, and mules past distractions and across the countryside. You can:</p> <ul style="list-style-type: none"> • evade or conduct mounted pursuit • care for, groom, shoe, and stable mounts • take care of, prepare, and use riding gear such as saddles and bridles • calm a nervous mount • drive a horse-drawn wagon or cart • wield a weapon while riding <p>For every additional 2 rating points in Riding, you may add an additional riding animal: e.g. camel, water buffalo, Oliphant, etc.</p>
<p>Sailing</p>	<p>Big boats, small boats, includes small boats without sails, barges, etc.</p>
<p>Scuffling</p>	<p>You can hold your own in a hand-to-hand fight, whether you wish to kill, knock out, restrain, or evade your opponent. See Scuffling and other combat mechanics</p>
<p>Sense Trouble</p>	<p>Keen perceptions allow you to spot signs of potential danger to yourself and others. Information gained from this ability might save your skins but doesn’t directly advance the central mystery. You might use it to:</p> <ul style="list-style-type: none"> • hear someone sneak up on you • see an obscured or hidden figure • smell a rising, noxious miasma • have a really bad feeling about this <p>Players never know the Difficulty Numbers for Sense Trouble before deciding how many points to spend, even in games where the GM generously inform the players of other Difficulty Numbers. Players must blindly choose how much to spend.</p> <p>When more than one player is able to make a Sense Trouble test, the group decides which of them makes the attempt. Only one attempt per source of trouble occurs, conducted by the chosen PC.</p>
<p>Shooting</p>	<p>You are adept with firearms. See Combat and other game mechanics for more information.</p>

<p><i>Stability</i></p>	<p>Jarring or stressful events can exert a damaging long-term psychological toll. Confrontation with supernatural manifestations can provoke outright madness. Your Stability rating indicates your resistance to mental trauma.</p> <p>You get Stability 1 for free.</p> <p>Note that recovery of Stability, if lost, requires resource to one who can provide comfort, perspective, and solace to the mentally troubled. A person of good counsel, a priest, pastor, theologian, or just an empathetic and intuitive individual. Such can restore panicked characters to a state of calm and assist any long-term mental illnesses they accrue in the course of their travels.</p> <p>See 1) Sources of Stability, below, and 2) Stability and Regaining Pool Points sections in the Mechanics document of rules around Loss and Recovery of Stability</p>
<p><i>Surveillance</i></p>	<p>You're good at following suspects without revealing your presence.</p> <ul style="list-style-type: none"> • guide a team to follow a suspect for short periods, handing off to the next in sequence, so the subject doesn't catch on • find undetectable vantage points • hide in plain sight • perceive potential hazards to yourself or others
<p><i>Weapons</i></p>	<p>You are skilled in the use of personal hand weapons such as knives, swords, or whips. Includes bows and anything not firearms or artillery. See Combat and related sections for more details.</p> <p>The use of blackjacks, coshes, saps etc are treated as Scuffling</p>

Art-Making Artistic Execution Table

Margin	Quality	Effect
0	<i>Mediocre</i>	Pays the rent, does not embarrass your teacher <i>too</i> much.
1-3	<i>Solid</i>	Allows you to interact with higher Status characters as if your Status is 1 higher for one month; serves as a dedicated pool of 1 point for Occult, etc.
4-6	<i>Exceptional</i>	Allows you to interact with higher Status characters as if your Status is 2 higher for a year; dedicated pool of 2 points for Occult, etc.; 1 expendable pool point in a Magick ability
7 or more	<i>Masterpiece</i>	Status as Exceptional, but for three years; dedicated pool of 3 points for Occult, etc.; 3 expendable pool points in a Magick ability; 1 dedicated pool point in a Magick ability

Creation time modifiers:

Art takes time. Genius burns bright, but sometimes all too briefly, or all too slowly.

Knock it up overnight -6, a day -5, a week -2, a month ± 0 , a season +3, a year +5, 'a lifetime' +? = always unfinished, but still potentially useable, if with uncertain results.

Don't forget it's a GA, so you have a points pool.

Sources of Stability

When under stress, each of us searches for reasons to keep it together and persevere. You quantify your character's **Stability** by specifying its sources.

For every **3 points** you invest in **Stability**, you must name one thing that keeps you sane when the terrors of the world threaten to shred your psyche.

Sources of Stability fall into three categories: **personality traits**, **activities**, and **people**. You may not select more personality traits or activities than you do people.

- **Personality** traits might include stoic, Zen-like, or emotionally resilient.
- **Activities** are pursuits or hobbies that calm you, allowing you to regain your sense of perspective after a stressful incident.
- **People** are far your richest Source of Stability: a support network of friends and family whose strength you draw on in times of quiet. A name and identifying phrase are sufficient for each. **You may not use other player characters**; they go through the same stresses you do and remind you of the horrors you confront. It's unwise for multiple characters to lean on the same folks as members of their support network. Relying on others is a source of strength, but also of danger. If anything bad happens to them...