



CODENAME VIXEN

Aspects: Mostly Reformed Grifter * Nimble Like a Cat * Reindeer Woman * Silver Tongued Beauty * One Foot In Each World * Once A Thief... * *and four more*

Skills:

Superb: Burglary
Great: Deceit, Sleight of Hand
Good: Stealth, Fists, Contacting
Fair: Athletics, Alertness, Empathy, Weapons
Average: Resolve, Guns, Drive, Intimidation, Resources

Stunts:

Burglary: Hatpin Maestro, Criminal Mind
Deceit: Con Man
Sleight of Hand: Bump and Grac, Sucker Punch

Stress:

Health
 Composure

Fate Points: 10

Strategies: Vixen's strongest attack is always her first, setting her victim up for a Sucker Punch. Her skills are all about getting to where she shouldn't be and then taking advantage of surprise. When "on the case" she uses her past experience to put her Criminal Mind to good use.

CODENAME VIXEN

Motivation: Make amends for all I've taken from people.

Qualities: Master [+6] Cat Burglar, Master [+6] Grifter, Expert [+4] Silver-Tongued, Expert [+4] Streetwise, Good [+2] Beautiful, Good [+2] High Society Good [+2] Singing, and Poor [-2] Prone to Backsliding.

Powers: Four Average [0] Powers converted to Intense Training (16 points).

Hero Point Pool: 5/10

Miscellany: Vixen's Weakness of *Prone to Backsliding* means she is often tempted—and sometimes follows through—on stealing and grifting. However, she usually repents of this, and donates her ill-gotten gains to charity.

CODENAME COMET

The man known as Codename Comet is a crackerjack pilot. He can drive or fly *anything*. And often does, to the point of destruction. He uses his skill to explore the world, and fight bad guys, whenever possible. He met Nick Saint through his close friend Codename Dasher, who he'd worked with before (as a pilot helping Dasher in his courier work).

Comet is an average-looking fellow, but something in his manner is extremely attractive.

CODENAME COMET

Aspects: Explore Everything ✨ The Need for Speed ✨ Reindeer Man ✨ Hard on Vehicles ✨ Amateur Greasemonkey ✨ “Check Out My New Ride!” ✨ *and four more*

Skills:

Superb: Pilot
Great: Drive, Guns
Good: Survival, Fists, Endurance
Fair: Engineering, Athletics, Rapport, Contacting
Average: Investigation, Empathy, Alertness, Stealth, Sleight of Hand

Stunts:

Drive: One Hand on the Wheel
Engineering: Universal Vehicle (same as Universal Gadget, but +1 improvement in exchange for being limited to some kind of whiz-bang prototype vehicle)
Pilot: Barnstormer, Flying Ace
Survival: Ride Anything

Stress:

Health
 Composure

Fate Points: 10

Strategies: As transportation man, Comet can't be beat—if you need to get there, he can get you there, whether it's on land, in the air, or at sea, by vehicle or by beast. He's also a good shot and makes the most of it.





CODENAME COMET

Motivation: See it all (explore!)—as fast as possible.

Qualities: Master [+6] Driving, Master [+6] Pilot, Good [+2] Dashing, Good [+2] Go Faster, Good [+2] Gunplay, Good [+2] Mechanic, Good [+2] Vehicle: *Halley's Dream*, Good [+2] Vehicle: *Fireball*, Good [+2] World Traveler, and Poor [-2] Hard on Vehicles.

Powers: Four Average [0] Powers converted to Intense Training (16 points).

Stunts: I Know a Few Maneuvers (Good [+2] Pilot Signature, 1 HP) and I Know a Few Maneuvers (Good [+2] Driving Signature, 1 HP).

Hero Point Pool: 5/10

Miscellany: Comet's *Go Faster* Quality allows him to pull more oomph! out of vehicles he is driving; he can get the most out of any mechanical form of transport. Unfortunately, this leads directly into his *Hard on Vehicles* Weakness—the vehicles pushed beyond their limits are often not good for much afterwards.

Halley's Dream: Good [+2] Accuracy, Good [+2] Fast, Good [+2] Nimble, Average [0] Machine Guns.

Fireball: Good [+2] Car, Good [+2] Fast, Good [+2] Armor, Average [0] Machine Guns.

CODENAME CUPID

The man known as Codename Cupid was once an archaeologist, historian, and antiquarian. His greatest discovery was a copy of Ovid's *Ars Amatoria*, annotated in a mystical fashion by one Giovanni Giacomo Casanova. The manuscript impressed itself on Cupid's mind, and made him a master of seduction—with access to mystical means to wear down the resistance of any romantic (or even purely sexual) target.

Interestingly, Cupid's association with Nick Saint has led to his delving deeper into the magical powers he possesses. To take from the Greek, Cupid has moved beyond simply *eros* in his mystical abilities, into *agape* and *philia*. He has long, confusing discussions with Judah Hammerstein (see page 31) on the mystical nature of the universe; Cupid is possibly the Reindeer Man with the closest relationship with Judah and

his associates. Oddly, Cupid worked with Tycho Alexandrius (before he became *Antiochus the Defiler*, see page 61) on a dig in Turkey; the two men loathe each other. Lastly, Cupid is totally in love with Prancer, but she has no idea.

Cupid is a chubby, tweedy-looking sort. . . but sometimes, like when using his mystical powers, he's just *stunning*.

CODENAME CUPID

Aspects: Chubby, Tweedy, & Unassuming ✨ Secret Love Mojo ✨ Reindeer Man ✨ Guns Are So Barbaric... ✨ Tempting, All Too Tempting ✨ Casanova's Legacy ✨ *and four more*

Skills:

Superb: Mysteries

Great: Academics, Empathy

Good: Rapport, Archery (Guns), Weapons

Fair: Athletics, Drive, Fists, Might

Average: Endurance, Investigation, Alertness, Resolve, Stealth

Stunts:

Academics: Scholar (Archaeologist)

Mysteries: Mesmerist, Hypnotic Speech, Mind's Shadow, Enthrall

Stress:

Health

Composure

Fate Points: 10

Strategies: If it comes to a fight (Cupid prefers “make love, not war”, as you might expect), Cupid hangs back and uses a bow and arrow. But in general, he much prefers the softer touch, taking time to get to know his quarry and confuse or convert them through his powers of emotional hypnosis—though these days, under Nick's influence, he's careful to avoid robbing others of their freedom.



CODENAME CUPID

Motivation: Bring the power of love to everyone.

Qualities: Master [+6] Occultist, Expert [+4] Archeologist, Good [+2] College Professor, Good [+2] Cook, Good [+2] Fieldwork, Good [+2] High Society, and Poor [-2] In Love with Prancer.

Powers: Good [+2] Love Magic.

Stunts: Cupid has only just begun to use his mystic powers for more than direct seduction, so has yet to formalize any Signature Stunts.

Hero Point Pool: 5/10

Miscellany: Cupid's Power of *Love Magic* has mostly been aimed at seduction and less savory sorts of things. However, after linking up with Nick, Cupid has begun to explore the full extent of his mystical powers. He has altered emotions, addressed moral issues, and manipulated the emotions of others through his mystical knowledge.



CODENAME DONNER

A former soldier in the Great War (though not known which side he fought on; he refuses to speak of it), the man known as Codename Donner is a skilled demolitions expert. It is known that he and Matthew D'Israeli (see page 38) had "an altercation" during the

Great War, but no further details are known. After the War, Donner went to college to become an architect.

A great believer in Nick's tirades about what the world should be like, Donner is one of the most absolutely loyal Reindeer Men.

Donner is a tall and gangly man. His hands are huge and much-scarred.

CODENAME DONNER

Aspects: Haunted by the Great War ✨ It Is Time For The Blowing Up
 ✨ Reindeer Man ✨ That Which Is Destroyed Must Be Rebuilt ✨
 This Is My Boom Pistol ✨ Cut The Red Wire ✨ *and four more*

Skills:

Superb: Alertness
Great: Guns, Engineering
Good: Might, Fists, Weapons
Fair: Intimidation, Resolve, Endurance, Contacting
Average: Investigation, Empathy, Stealth, Drive, Pilot

Stunts:

Alertness: Danger Sense, Saw It Coming
Engineering: Demolitions, Personal Gadget (Boom Pistol)
Guns: Shot on the Run

Stress:

Health
 Composure

Fate Points: 10

Gadgets:

The Boom Pistol: A very large handgun that few can manage to lift and aim, the Boom Pistol grants a +1 to any attacks made with it, and does 2 additional stress to inanimate targets. It can also fire several kinds of non-lethal ammunition, giving a +2 to certain maneuvers (that might place a 'smoke cloud' aspect on a zone, for example).

Strategies: Donner is never surprised thanks to Saw It Coming, and can use his Guns skill to defend thanks to Shot on the Run. This makes him an absolutely terrifying man on the battlefield—even though his preference would be to put all of that behind him. He uses his Boom Pistol to great effect, but usually on inanimate targets.





CODENAME DONNER

Motivation: Build the world you wish to live in.

Qualities: Master [+6] Architect, Expert [+4] Demolitions, Good [+2] Gunplay, Good [+2] Perceptive, Good [+2] Reflexes, Good [+2] Soldier, and Poor [-2] Recurring Nightmares.

Powers: Good [+2] Boom Pistol.

Hero Point Pool: 5/10

Miscellany: Donner's *Boom Pistol* fires small rockets packed full of high explosive of his own formulation; a tremendously potent weapon, whether it's against versus shadowy forces, vehicles, or the general scenery (it does super-scale damage).

CODENAME BLITZEN

Codename Blitzen is a black mad scientist, originally from Georgia, who got involved in a mystery that Nick Saint was investigating in the Deep South. Quickly recognizing the man's amazing intellect and skills, Nick quickly offered him a place in the Reindeer Men. Blitzen accepted, intrigued by the challenges—and the science!—he'd come across working with Nick. He is inspired by his hero, George Washington Carver, to use (mad) science to better the lives of everyone.

Blitzen is the mechanic and inventor who helps keep all of Nick's strange contraptions running. (Indeed, he's smarter and more skilled in the ways of Mad Science than the Man in Red.) However, a couple of Nick's inventions—like the Time Control ability of the Rocket Sled—continue to befuddle him, because their principles are clearly not mad science. . . and, by his lights, *should not work!* (As a skeptical-minded sort, he still resists and has problems dealing with all of the “mumbo jumbo” and “voodoo” they keep coming across; he often argues with the more mystically adept of his comrades about the divide between science and magic.)

Nick is a short, broad, balding black man in his early 20s. He rarely smiles, but has a fantastic sense of extremely dry humor.

CODENAME BLITZEN

Aspects: Skeptical Mad Scientist * What Would George Washington Carver Do? * Reindeer Man * Voodoo? Nonsense! * Confounded By The Arcane * Color Doesn't Matter * *and four more*

Skills:

Superb: Science
Great: Pilot, Academics
Good: Investigation, Endurance, Guns
Fair: Athletics, Drive, Contacting, Alertness
Average: Burglary, Stealth, Rapport, Fists, Engineering

Stunts:

Engineering: Personal Gadget (Shrink Ray / Ready Radio)
Science: Scientific Genius, Scientific Invention, Weird Science, Mad Science

Stress:

Health □□□□□ □□
 Composure □□□□□

Fate Points: 10

Gadgets:

Shrink Ray: This is a Gun that's modified with the Unbelievable ability to shrink its target! Shrinking begins when the target takes a consequence; against inanimate targets, the shrink ray gets a +2 to affect and rapidly shrink the object.

The Ready Radio: This gadget is so minor it only counts as a fraction of Blitzen's Personal Gadget—it's a massively upgraded radio that gives a +2 to any attempts with Contacting to pick up on broadcast news items of interest to the Reindeer Men.

The Silent Knight: In the *Spirit of the Century* version, the Silent Knight is just a normal, if very big, zeppelin that Nick Saint has bought with his outstanding Resources.

Strategies: Blitzen excels at figuring things out, whether it's with Science or Investigation. His Mad Science and Scientific Invention allows him to tinker with all sorts of gadgets, making him an exciting—if unpredictable—ally. His Shrink Ray is mostly just a gun that shrinks an opponent if he defeats them—but it can be put to some clever use when targeting objects instead of people, making a getaway car into a toy or getting past a locked door by shrinking the door itself.



CODENAME BLITZEN

Motivation: Use (mad) science to improve the world.

Qualities: Expert [+4] Mechanic, Good [+2] Driving, Good [+2] Pilot, Good [+2] Science, and Poor [-2] Skeptical.

Powers: Expert [+4] Super-Gadgeteering.

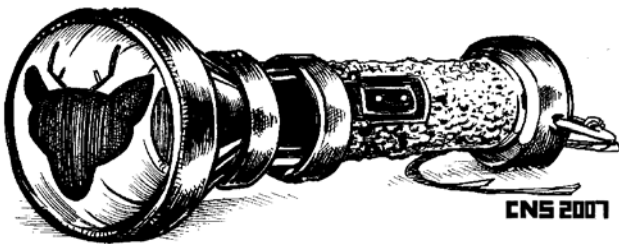
Stunts: Blitzen has one Super-Gadget—his Good [+2] *Shrink Ray*—and two Gadgets: the Good [+2] *Ready Radio* (see below) and Expert [+4] Vehicle: *The Silent Knight* (see below).

Hero Point Pool: 5/10

Miscellany: His Weakness of *Skeptical* means that he doesn't believe in anything mystical; at best, he considers them confusions about scientific or mad scientific principles. He never considers a mystical solution to a problem on his own. While he can include his knowledge of the *effects* of mystical or magical things familiar to him (those of his fellow Reindeer Men or recurring foes), he has no understanding of the underlying *causes* or necessary *requirements* of those things.

Ready Radio: This highly-modified radio scans all broadcast wireless transmissions and news agency wire services in the world, and prioritizes stories of particular interest to Nick Saint and the Reindeer Men.

The Silent Knight: This Zeppelin serves as a flying headquarters for Nick Saint and the Reindeer Men; it is large enough to hold private quarters for all, substantial cargo, and a few smaller vehicles like Nick's Rocket Sled and Comet's plane and car. **Qualities:** Expert [+4] Zeppelin, Good [+2] Armored, Good [+2] Fast, Good [+2] Large; and Good [+2] Quiet.



CNS 2007

CODENAME RUDOLPH

Youngest of the Reindeer Men, Codename Rudolph is a talented Chinese-American teenager from Seattle. Descended from a long line of policemen and judges, Rudolph is a great natural detective. He's picked up a thing or two in the martial arts department, and is a better fighter than many people twice his age. He radiates a deep calm, which then often fractures under his youthful excitability.

He helped Nick Saint recover a boxcar-load full of food and medical supplies destined for Seattle's Chinatown, and was quickly recruited as a permanent ally. He is infatuated with both Dancer and Vixen; his favorite changes often. (Since his comrade Cupid is pining for Prancer, Rudolph has explicitly taken her off of his list. However, sometimes he nags Cupid to give him some magical romance mojo advice, which Cupid almost always refuses to do.)

Rudolph gets along amazing well with Hannah Cohen's seven sons (see page 43). They often join together for boyish mayhem, when "Rudy" is in New York City.

CODENAME RUDOLPH

Motivation: Defend the weak from injustice.

Qualities: Expert [+4] Karate, Good [+2] Athletic, Good [+2] Detective, Good [+2] Stealth, and Poor [-2] Teenage Invulnerability.

Powers: Expert [+4] Chi Focus.

Stunts: Good [+2] Dragon Strike (Chi Focus Signature; does super-scale damage; 1 HP) and Good [+2] Tiger Leap (Chi Focus Signature; allows combination of Athletic, Chi Focus, and Tiger Leap for jumping purposes, a total of +8 to his rolls; 1 HP).

Hero Point Pool: 5/10

Miscellany: His Weakness of *Teenage Invulnerability* is that odd mix of overconfidence, disregard for consequences, and lack of long-term planning common to anyone who's been an adolescent. Rudolph's Power of *Chi Focus* is a general mystical "mind-over-matter" technique, allowing him to perform startling—sometimes superhuman—feats related to his karate. He has used it to break bars, hold his breath, make incredible leaps, fight while blinded at no penalty, and catch arrows out of the air.





CODENAME RUDOLPH

Aspects: He's Just A Kid! * Calmly Centered Martial Artist * Teenage Invulnerability Complex * Reindeer Man * Home Turf: Chinatown! * Infatuation Fascination * *and four more*

Skills:

- Superb:** Investigation
- Great:** Stealth, Fists
- Good:** Burglary, Alertness, Sleight of Hand
- Fair:** Athletics, Intimidation, Rapport, Weapons
- Average:** Endurance, Resolve, Contacting, Academics, Empathy

Stunts:

- Fists:** Martial Arts, Flow Like Water, Bend Like the Reed, Flying Kick
- Investigation:** Quick Eye

Stress:

- Health
- Composure

Fate Points: 10

Strategies: Rudolph is all about getting in there and mixing it up. While he can definitely dish out the punches, he's strongest when taking someone's attacks and turning them around—a favorite is to mount a full defense at +3 (thanks to Flow Like Water) and then get mobbed, turning all defenses that beat his opponent by 3 or more into throws. Outside of a fight, his Quick Eye means he can investigate a crime scene several times faster than the other Reindeer Men—and his Superb Investigation means he comes away with plenty.

Sample file

SHOMERIM GEDOLIM: THE CHANUKAH ALLIES

The forces of *tumah* (impurity) are always at work in the world, striking from the shadows to corrupt anything of purity or goodness. The children of Israel have always found the battle particularly fierce. Fortunately, there have always been those who take up the fight to oppose *tumah*.

Just as there has always been a Spirit of Giving, there has always been a *Shomer Gadol* (Great Guardian), the Spirit of Guardianship, to act as a warrior-protector. Throughout the centuries, the role of *Shomer Gadol* has been taken up by individuals pure of heart and strong of purpose. Today, that role is fulfilled by Judah Hammerstein, a private detective from New York City and his small band of allies—this suggests that signifies turbulent times approaching, which demand more than one *Shomer Gadol*. “A dark storm is coming,” the wise say. Pray that they are wrong.

The Spirits of Guardianship and Giving have worked with each other in the past on occasion. Unfortunately, the regular “breaks” between the assumption of the role of the *Shomer Gadol*, plus the size of the world and the span of years, has made such team-ups infrequent. However, in the face of the modern shrinking world (tied together with radio communications and air travel), the association between Nick Saint and Judah Hammerstein continues to increase.

JUDAH “HAMAKAV” HAMMERSTEIN

Born on the first night of Chanukah, 1901, to immigrant Jews living in the Lower East Side of New York City, Judah had a relatively normal childhood. His father Myron used to say, “In New York as in the *shtetl*” to mean that though the location had changed, their way of life had not.

Taking full advantage of the freedom to practice their religion openly, Judah’s parents enrolled him in the *yeshiva* (school) at the local synagogue. Judah would have probably gone on to become a rabbi, but those dreams all came to an end when his parents died in a freak car accident when he was ten years old.





Orphaned and shuffled between a parade of relatives, Judah dropped out of *yeshiva*, lived on the streets, and fell in with a gang of hoodlums. Over the next few years, he became their leader. At sixteen, Judah had a rap sheet and had been written off by his family and community as a *rasha*, an evil one. Secretly unhappy with his lot in life, Judah continued his criminal ways. However, everything changed the night he turned seventeen.

In a narrow alleyway, hiding after stealing an old woman's purse, Judah had a revelation. There in the guilty darkness, he found himself face to face with a ghost: the spirit of Judah Maccabee, hero of the story of Chanukah and for whom Judah had been named. The two spoke, at length. Whatever they said to each other that night no one knows, but Judah returned the purse, left his life of crime, and reentered *yeshiva*—furiously seeking to make up for the time he had lost.

Two years later he was on a boat to Europe, moved by an unseen force, still searching for his destiny. His travels took him all over the continent, eventually leading him deep into the wreckage of the fallen Ottoman Empire, into Palestine, the land of Ancient Israel, to the city of Safed, epicenter of Kabbalistic lore. There Judah found a hidden community of kabbalists, who had been expecting him. He spent the next eight years slowly becoming a master of Jewish mysticism.

It is said that G-d sends the cure before the disease. On the first night of Chanukah 1927 (Judah's birthday, in fact), when a madman threatened the holiest site in Judaism (see *Antiochus the Defiler*, page 61),

this aphorism was proven true once again.

Judah stopped Antiochus from polluting the Temple in Jerusalem that night, using a combination of his NYC “street-smarts” and his new mystic powers. By halting the Defiler, Judah proved himself a new *Shomer Gadol*. Dubbed *HaMakav* (The Hammer) by his teachers, Judah finally understood his true destiny.

Returned to New York, Judah now works as a private investigator. In the past year, Judah has learned that the spirit of Judah Maccabee has appeared to others. Along with Benjamin “Shamash” D’Israeli, and Hannah Cohen and her seven sons, Judah fights injustice and seeks to be a force of good, a guardian to both the Jewish community, the city, and the world in general.

Judah is in his late twenties, tall, of medium frame, in good shape. His time in the desert has given him a dark complexion that stands out from the pale faces of most New Yorkers. Judah usually wears a dark suit with a black duster (the lining scribed with Kabbalistic sigils) and a black Borsalino fedora (of similar style as worn by some of the Orthodox groups living in the city).

While a light-hearted man, generally open and good-humored, Judah has moments of quiet introspection. When fighting impurity (crime, corruption, villainy), he is extremely focused, using magic, guns, and his keen mind to defeat the forces of *tumah*. Highly devout, he observes the Law as any other Orthodox Jew would. He wears a full beard, which he keeps neatly trimmed, and a black *kippah* (a small skullcap, also known as a *yarmulka*).

When not fighting crime as a PI or as the Great Guardian, Judah likes to help by doing *tzedakah* (charity), be it at a synagogue that needs a new coat of paint or at a soup kitchen downtown. He is a trusted advisor of Nick Saint (see page 7) on mystical matters. More and more, these two Spirits are working together for the good of all. Also, Judah finds himself chatting about the more supernatural aspects of the world with Codename Cupid (see page 22), who is becoming a fast friend.





JUDAH HAMMERSTEIN

Aspects: “In New York as in the *Shtetl*” * New York Street Smarts * World Wanderer * Master of Kabbalah * *Shomer Gadol* (Great Guardian) * Gun in One Hand, Sacred Hex in the Other * Antiochus the Defiler * Mizrahi Must Be Stopped! * *and two more.*

Skills:

- Superb:** Mysteries
- Great:** Investigation, Resolve
- Good:** Academics, Alertness, Guns
- Fair:** Contacting, Endurance, Fists, Stealth
- Average:** Athletics, Empathy, Leadership, Rapport, Resources

Stunts:

Mysteries: Secrets of the Arcane (Kabbalah Mysticism; Building Blocks of Creation); *Mystic Rites* (see page 35); Rite of Protection; Glyph of Warning; Personal Artifact (Enchanted Duster)

Stress:

- Health
- Composure

Fate Points: 10

Artifacts:

Enchanted Duster: Inscribed with Kabbalistic sigils, Judah’s duster carries the following upgrades:

Blessed: The duster itself is considered a holy object, and acts as proof against a number of strange curses and supernatural creatures, removing the effects of their advantages when relevant. How this expresses itself in the story is up to the GM. (Though it does make for an interesting target for Antiochus’ defilement obsession—see page 61.)

Craftsmanship: Covered in the mantle of a *Shomer Gadol*, Judah’s blows land harder, and he is himself harder to hurt: +1 to Fists.

Upgrade: Whenever the wearer casts the Rite of Protection (page 36), he gains a +2 to his defensive efforts.

Strategies: At the end of the day, Judah is a man of knowledge and perception, not swinging fists and blazing guns. He only reaches for his gun as a last resort. He uses his understanding of mysticism to plumb the depths of mystery, and uses his Rite of Protection liberally in a fight, shielding his allies—and sometimes himself—from harm.

MYSTIC SPELLCRAFT (NEW MYSTERIES STUNTS)

These stunts provide a new “tree” of stunts for your *Spirit of the Century* games to allow for ritual and conflict-ready spellcasting with a minimum of fuss.

Mystic Rites: *Requires Secrets of the Arcane.* The character’s understanding of arcane secrets extends even into the casting of true magic rites. By spending a fate point, the character speaks a few arcane words or inscribes strange sigils, and may use Mysteries instead of *any other skill* on a single roll. This may be done even if the usual tools and equipment for the skill being “replaced” are not available—thus, Mysteries might be used instead of Guns to “blast” a foe with arcane power when the character lacks a gun, instead of Burglary in order to literally charm a lock to open, or instead of Investigation to discover something about a crime scene mystically without any obvious evidence present. The character may choose not to spend a fate point, instead taking two time-steps *longer* than the task normally would—effects that would normally be instant take around half a minute, while normally multi-minute efforts take upwards of half an hour. In any such case, this effort manifests as a time-consuming ritual incantation, obvious to any observer. The fact that this is done with mysticism, however, may alter some of the other difficulty factors and possible countermeasures for the character’s effort; for example, someone might reasonably be able to use Mysteries instead of Athletics in order to evade (or block!) a blast of eldritch power used in lieu of a Guns skill.

Rite of [X]: *Requires Mystic Rites.* The character has practiced a particular ritual to the point where it is rote. No fate point needs to be spent in order to use this rite, and no additional time increments are necessary, in order to perform this rite, unlike the usual case for Mystic Rites. The nature of the ritual, the skill being replaced by it, and the manner in which the skill must be used must be defined at the time this stunt is taken. For one example, see the Rite of Protection, below.





MYSTIC SPELLCRAFT (CONTINUED)

Rite of Protection: *Requires Mystic Rites.* The character may use Mysteries instead of Athletics in order to set up a defensive block that protects one individual for an exchange. Aside from the casting of this rite, the effect of this is subtle (attacks simply fail to find their target) -- occasionally the target experiences a little improbable luck that puts them out of the way of harm, just at the right moment.

Glyph of [X]: *Requires Mystic Rites.* The character may inscribe an arcane glyph onto an item—it must be large enough to be reasonably visible and legible!—and imbue it with the power of a rite, allowing it to operate even in the character's absence. Fate points or extra time must be spent as usual for Mystic Rites, and the glyph is only effective for a single significant roll of the dice. At the GM's option, the Glyph might continue to operate if its first roll is a failure; but on a success, it is always used up and must be reset. Additional capabilities—such as communicating a small piece of information across a distance—are entirely in keeping with Glyph of [X]. As with Rite of [X], the nature of the ritual, the skill being replaced, and the manner in which the skill must be used must be defined at the time this stunt is taken. For one example, see the Glyph of Warning, below.

Glyph of Warning: *Requires Mystic Rites.* The character inscribes an arcane symbol on a piece of paper, or into the wood frame of a doorway. The first time someone attempts to sneak past this glyph, or otherwise set up some sort of ambush, the Glyph of Warning may roll at the character's Mysteries (as if it were Alertness) to detect the attempt. If this effort is successful, one of two effects occurs, depending on how the character set up the Glyph: 1) either a loud, piercing noise is made and heard by all present, or 2) the Glyph communicates a short, quick, vague image of warning to the character, no matter where he is! Setting up a Glyph of Warning either costs a fate point and a few brief moments of inscription, or costs no fate point but takes several minutes of ritual casting.

For more, see page 66.

JUDAH HAMMERSTEIN

Motivation: Guard the world's peoples (through fighting *tumah* and doing *tzedakah*).

Qualities: Expert [+4] Private Eye, Good [+2] Devout Jew, Good [+2] *Shomer Gadol*, Good [+2] Streetwise, and Poor [-2] Juvenile Criminal Record.

Powers: Expert [+4] Kabbalah (Limitation: Must Do the Math).

Stunts: Defensive Sigil (Good [+2] Kabbalah Signature, as temporary Super-Armor, 1 HP; area-effect for 2 HP) and Blasting Glyph (Good [+2] Kabbalah Signature, as Blast of Force, 1 HP).

Hero Point Pool: 5/10

Miscellany: Judah is recognized as one of the current few *Shomerim Gedolim* (Great Guardians), a Spirit of Guardianship. This gives him a bonus when acting directly in aid of or to protect another individual or a specific community. Additionally, this Quality's penumbra reaches into the mystical. *Kabbalah* is a form of Sorcery (see *T&J*, p. 48), with the Limitation of "Must Do the Math" — other than those he takes as Signature Stunts, Judah must use his knowledge of *gematria* (a form of numerology) to perform word-to-number calculations in order to cause mystical effects... and this takes time. One way to represent this is to use the MOD of the Difficulty Rank (rather than the TN) of the effect he is trying to produce to determine the number of actions in conflict he must spend calculating — e.g., if changing a wooden door into fog is a Good [9] Difficulty, he must spend 2 actions in conflict to create the effect (since the MOD of Good is +2).





MATTHEW “SHAMASH” D’ISRAELI

Matthew D’Israeli was born in London, England, the third son of a distant cousin of the famous former Prime Minister Benjamin Disraeli. Growing up in the lap of luxury, Matthew abused his wealth, position, large size, and natural strength to bully everyone around him (the house staff, his siblings, his classmates, and pretty much anyone else that got in his way). His youth—and public school career—was a dark tapestry of vice: drinking, gambling, and consorting with loose women.

In an effort to reform dissipated Matthew, his family purchased him a commission in the Coldstream Guards, believing that the military life would force him to shape up. The D’Israeli family, alas, was in error here: his gambling debts grew ever larger, he bullied his subordinates, and he spent too much time “fraternizing” with the wives and daughters of his fellow officers.

When the Great War broke out in Europe, Matthew was sent to the killing fields of France. He spent the men under his command like so many pennies. And not once did he reflect upon the blood and loss of life of men who looked up to him, who trusted him to lead them.

But in the chaos of the Great War, it was not his inability to lead that led to his downfall. Oh no. His habits of gambling and womanizing laid him low. Court-martialed and cashiered, he returned to London, only to find his father and brothers dead (his father of illness, and his brothers in the course of war).

Now the sole heir to the family fortune, Matthew lived with his dying mother (sick with woe and loss, some say). Her last words to him were, “We loved you so, and



you were such a disappointment.” And then she died.

In the face of this unanswerable statement, Matthew was helpless. He pondered his mother’s dying words. He considered his actions, possibly for the first time. All around him in England were the signs and sigils of his failures: as an officer, as a son, as a man. He fled.

Alone in the world, Matthew left London, and all its painful memories, in favor of New York City. A fresh start was called for, a new identity. He liquidated the family fortune, sold the family home, and paid off the servants with substantial pensions. The only personal item he brought to Ellis Island was a small wooden dreidel that his mother’s grandfather (a rabbi of great wisdom) had carved.

In New York City, Matthew became a different person. His apartment on the Upper West Side, while an expensive location, was almost spartan. He invested heavily in the stock market, but arranged for the proceeds to be used for philanthropic purposes. He kept the heirloom dreidel nearby at all times. Over time, he began to attend services again, at a little synagogue in the Lower East Side.

At the Eldridge Street Synagogue, he met Hannah Cohen (and her seven sons), to whom he took a liking. He now employs Hannah as his housekeeper and cook. Since Matthew has spent so much time at Temple, the aging rabbi named him *the shamash*, the caretaker, of the little *shul*.

One Saturday night, coming up after the day’s services, a group of hooligans broke into the synagogue. Matthew jumped into the fray, surprising himself. He cleanly knocked-out all six attackers with little more than one punch each. That same night, as he lay in bed thinking about what had happened, idly playing with his great-grandfather’s dreidel, the spirit of Judah Maccabee appeared to him, enjoining him to seek the other *Shomer Gadol*.

He found Judah Hammerstein the next day, and since then, they have been friends and comrades.

Today, Matthew is a mountain of a man: a proverbial “gentle giant.” He dresses in simple but elegant clothes. Since joining up with Judah, he has begun to wear a brown fedora, liking the look. In battle, is not afraid of getting his hands dirty. He is a train that only stops when evil lays unconscious at his feet. Though he doesn’t put much stock in Judah’s mysticism, he respects that power and what it represents—mostly due to





his experiences with his great-grandfather's dreidel.

Matthew had some sort of altercation with Codename Donner (see page 24) during the Great War, and also has some sort of "history" with Codename Vixen (see page 19)—but neither of them speak of it. Ever.

MATTHEW "SHAMASH" D'ISRAELI

Aspects: Rich, Upper-Class Brit * "I Am My Family's Shame" * My Great-Grandfather's Dreidel * Mountain of a Man * *Shamash* (Caretaker) * Fists Like a Train * *and four more.*

Skills:

- Superb:** Resources
- Great:** Fists, Might
- Good:** Intimidation, Endurance, Gambling
- Fair:** Guns, Deceit, Athletics, Contacting
- Average:** Academics, Leadership, Alertness, Drive, Mysteries

Stunts:

- Fists:** Brawler
- Mysteries:** My Great-Grandfather's Dreidel (Personal Artifact)
- Resources:** Headquarters, Lair (Communications Center, Extensive Security, Secondary Facility [Library/Arcane Library]), Money Is No Object

See page 41 for the details of Matthew's dreidel artifact.

Stress:

- Health □□□□□ □□
- Composure □□□□□

Fate Points: 10

Strategies: Matthew's past—and his skills—leads him to run right into the thick of any fight; thanks to his Brawler stunt, he works best when outnumbered. Outside of combat, he uses his prodigious bank-account and mystical dreidel artifact to help out in investigations whenever red tape or dead ends turn up.

MY GREAT-GRANDFATHER'S DREIDEL (ARTIFACT)

Mordechai Rosenstein brought back a piece of wood from a visit to the Holy Land and used it to carve a dreidel. Later it was discovered that that the toy has divinatory powers, based on the rules of the dreidel game. The dreidel may be spun once per scene. Whenever it is spun, roll 1d4 (or an actual dreidel!):

1 = ן (Nun): Nothing happens.

2 = ג (Gimel): The PC receives an extensive and detailed (but still mystifying!) vision relating to his current situation or goal. He gains a sticky, temporary aspect, determined by the GM, that is related to the particulars of the vision. He may *tag* this aspect for free on a subsequent, vision-relevant roll, and the GM may *compel* this aspect during the story. Further, while this aspect is in effect, the PC may use his Gambling skill instead of Investigation or Mysteries on any such roll relevant to the details of the vision (he might roll Gambling to examine a crime scene while affected by a vision about a murder, for example, instead of the usual Investigation roll called for).

3 = ה (Hey): The PC receives a partial vision relating to his current situation or goals. For one scene, he may use his Gambling skill instead of his Mysteries or Investigation skill, informed by the particulars of his partial vision.

4 = ש (Shin): The player takes on a temporary aspect with no available free tag. At some point in the story, the GM may compel this aspect to demand some sort of *chesed* (a kindness), that will lead the PC to someone who has information regarding his current situation or goals. (For example, delivering a loaf of bread to a widow who knows the person the character is searching for.) This temporary aspect acts as kind of arcane mark that may be visible to psychics and other mystics with high Mysteries skill; it is clear the character is under some sort of divine *geas*.

The dreidel may be used only by Matthew, or anyone he willingly allows to do so.



MATTHEW "SHAMASH" D'ISRAELI

Motivation: Make up for his dissolute past.

Qualities: Master [+6] Brawling, Master [+2] Gigantic, Good [+2] High Society, Good [+2] Intimidation, Good [+2] *Shomer Gadol*, Good [+2] Soldier, Good [+2] Wealth, and Poor [-2] Misspent Youth.

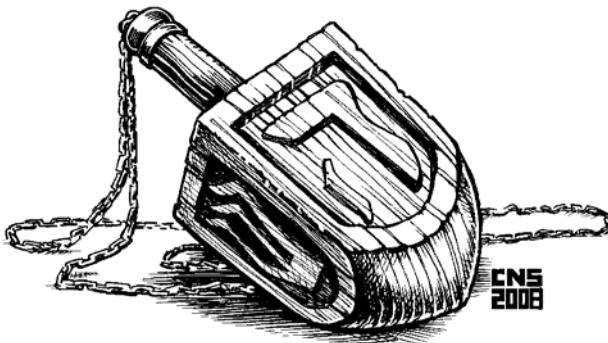
Powers: Average [0] Mystical Artifact: My Great-Grandfather's Dreidel.

Stunts: Juggernaut Punch (Expert [+4] Brawling Signature, a mighty blow, 1 HP) and "Is That the Best You Got?" (Expert [+4] Gigantic Signature, adds to defense rolls, 1 HP).

Hero Point Pool: 5/10

Miscellany: Matthew is recognized as one of the current few *Shomerim Gedolim* (Great Guardians), a Spirit of Guardianship. This gives him a bonus when acting directly in aid of or to protect another individual or a specific community. Additionally, this Quality's penumbra reaches into the medical. Matthew's *Wealth* is only Good [+2], reflecting that the bulk of his resources are tied up in philanthropic arrangements.

For information on his *My Great-Grandfather's Dreidel* artifact, see the textbox on page 43.



MY GREAT-GRANDFATHER'S DREIDEL

Mordechai Rosenstein brought back a piece of desiccated wood from a visit to the Holy Land and used it to carve a dreidel. Later it was discovered that that the toy has divinatory powers, based on the rules of the dreidel game. Whenever it is spun, roll 2d6:

2 = נ (Nun): Nothing happens.

3-4 = ג (Gimel): The PC receives an *extensive* and *detailed* vision relating to his current situation or goals.

5-7 = ה (Hey): The PC receives a *partial* vision relating to his current situation or goals.

8-12 = ש (Shin): The player is *compelled* (treat as a **Revoltin' Development**; see *T&J*, p. 31-32) to perform some sort of *chesed* (a kindness), that leads him to someone who has information regarding his current situation or goals. (Such as, helping someone carry groceries up the stairs of a nine-floor tenement, and discovering the person he's looking for has an apartment at the end of the hall.)

The dreidel may be used only by Matthew, or anyone he willingly allows to do so.

HANNAH COHEN & THE COHEN BOYS

Hannah and Baruch Cohen, along with their seven boys, lived a tough but happy life in a tiny *shtetl* in Russia. That all came to a violent end when a pogrom swept into town. Though Baruch managed to safely hide his wife and children, he was among those killed by the riot.

Fraught with fear, and without a reason to stay, Hannah packed her sons into a cart and headed west. The journey was arduous, especially with seven rambunctious boys in tow, but Hannah persevered. Indeed, she developed the almost magical ability to know where each of her sons were, at any time, much to their chagrin.

The family managed to find passage to New York City, aboard a veritable coffin ship. Though many died during the voyage, the Cohens held true to their faith in the Almighty and eventually made it, along with thousands of other Russian Jews escaping the violence in the old country.





Destitute, Hannah nevertheless secured a small room in a tenement building in the Lower East Side, paying for it with her last possession in the world: her gold wedding band. This sacrifice enabled Hannah to house and feed her brood until she was able to find work as a laundress (though it paid horribly). Little by little, the Cohen boys began to contribute: a small job here and there, sometimes as newsboys, other times shining shoes, and so on, always spreading out throughout the city and coming home at night with a few cents to help out.

A year after arriving, the Cohens met Matthew D'Israeli, the eccentric rich Jew who came all the way from Central Park to pray in their little *shtiebel*. Hannah sensed in Matthew something, perhaps a young man's shame about the way he had behaved in the past, and the loneliness of not having a family.

Hired by Matthew as his housekeeper and cook (though there's precious little to keep clean in the man's spartan apartment), she helped Matthew work through his guilt over his past and make peace with himself, all but adopting him as an eighth son. For his part, Matthew found the family to be a fountain of information about the goings-on of the city. The Cohen Boys seem to have an uncanny ability to dig up information faster than anyone else. (This ability is extremely handy, in light of the partnership between Matthew and Judah Hammerstein.)

Hannah cannot help but be motherly, even to Matthew and Judah; she says the two, along with her children, are her very own *menorah*.

Hannah is a short, slim lady in her mid-forties, well-preserved. Though a beautiful woman in her youth, her face now carries the pain of

losing her beloved husband and the marks of the tribulations endured to reach (to live in), America. She typically dresses in long skirts and long-sleeved blouses; along with her horn-rimmed glasses, she looks like an archetypical librarian.

Hannah's seven sons (Aaron, Feivish, Baruch, Yitzach, Lev, Mordechai, and Shmuel) range in age from 15 to 7; they're all dirty blond and athletic, possessed of far more energy than a child their age should have. They are normally scattered around the city, doing odd jobs, but they always seem to be around when you need them. They specialize in gathering information, though they can be helpful in a fight (to an extent: after all, they are children).

The Cohen Boys are great friends with Codename Rudolph (see page 29). When "Rudy" is in New York City, they're always getting into trouble together.

BIG FAMILY (NEW EMPATHY STUNTS)

Lead With The Heart: The character's knack for leadership comes from her strong sense of family and understanding of those she respects and loves. With those she defines as "her family," she may use Empathy instead of Leadership skill on any roll that would normally call for Leadership.

A Mother Knows: The character has an almost preternatural sense of when someone in her family is in trouble, and has little difficulty in finding them. She may use her Empathy like Mysteries to "get a bad feeling" about something involving her family, and may also use Empathy to track any member of her family, ignoring all environmental factors and increased difficulties due to lack of evidence.

My Wonderful Boys: *Requires A Mother Knows.* This is identical to the "Minions" stunt (*Spirit of the Century*, page 168), but includes the benefit that the minions remain useful out of combat. This provides an advantage of numbers (as documented in *Spirit*) in a broader set of circumstances than minions normally might. Minions created in this fashion are a part of the character's family. This stunt may be taken multiple times.





HANNAH COHEN

Aspects: “*Baruch Hashem* (Thank G-d) I Survived” * The Cohen Boys * “I Always Know Where My Boys Are” * Jewish Mama Guilt Trip * Mother to All * “I’d do Anything for My Boys” * *and four more.*

Skills:

- Superb:** Empathy
- Great:** Contacting, Rapport
- Good:** Resolve, Stealth, Alertness
- Fair:** Investigation, Weapons*, Intimidation, Endurance
- Average:** Academics, Art, Fists, Athletics, Mysteries

* Hannah does not take any sort of improvised weapon penalty for using implements found in a home—such as a frying pan, rolling pin, mop, or lamp—as her weapon of choice. However, anything *outside* of that set of items (like *actual* weapons), she finds unfamiliar!

Stunts:

Empathy: Lead with the Heart, A Mother Knows, My Wonderful Boys x3 (for all, see page 45)

Stress:

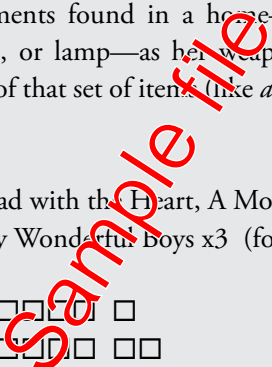
- Health
- Composure

Fate Points: 10

Minions:

Hannah’s seven sons are minions of Fair quality. Hannah uses A Mother Knows to know where each of them is at all times, and can call them to her or to aid Judah and Matthew. In non-combat situations, the Cohen boys can still “attach” themselves to someone to give them an advantage of numbers (*Spirit of the Century*, page 75) on particular skill rolls where their help might apply.

Strategies: Hannah’s very careful about using her sons in an actual fight—though sometimes she can’t keep them from getting involved (grounds for a compel!)—and instead prefers to use them to help out on her Contacting and Investigation efforts. In a fight, she swings around kitchen implements like a whirling dervish—to good effect.



HANNAH COHEN

Motivation: Protect my family.

Qualities: Expert [+4] Empathy, Good [+2] Cook, Good [+2] Heart of the Community, Good [+2] Housekeeper, Good [+2] Jewish Mother, Good [+2] *Shomer Gadol*, Average [0] Minions (the Cohen Boys), Average [0] Tougher than She Looks, and Poor [-2] Soft-touch for a Sob Story.

Powers: Good [+2] “I Always Know Where My Boys Are!”

Stunts: Mother’s Warning (Good [+2] IAKWMBAs! Signature, mental nudge to a son she’s locating, 2 HP) and My Other Two Sons (Average [0] IAKWMBAs! Signature, allows her to locate Judah or Matthew, 1 HP).

Hero Point Pool: 5/10

The Cohen Boys: The seven Cohen Boys are Minions of Hannah’s. All have Good [+2] Snoopy (information gathering), Average [0] “odd-job” Quality (newsie, shoe shine boy, stockboy, etc.), and have Poor [-2] Utter Loyalty to Mom.

Miscellany: Hannah is the *Heart of the Community*: she knows everything about the people in her neighborhood, and is a central office on the gossip grapevine. Her *Jewish Mother* Quality is useful for both taking care of people (health, well-being) and **taking care of people** (nagging, guilt trips). Hannah is recognized as one of the current few *Shomerim Gedolim* (Great Guardians), a Spirit of Guardianship. This gives her a bonus when acting directly in aid of or to protect another individual or a specific community. Additionally, this Quality’s penumbra reaches into the mystical. Her seven sons are her *Minions* (see above).

Hannah’s Power of “*I Always Know Where My Boys Are!*” is an uncanny ability, allowing her to know the location of any or all of her sons’ current locations. Indeed, on occasion, she has been able to even get a sense of their current situation, or even images of what’s happening around them.





COMPANIONS RELOADED

For a number of players out there, the companion rules in *Spirit of the Century* are a bit broken. To that we can only say, *mea culpa!* The companion stuff was added to *SOTC* very early on and some of the elements of the design drifted away from them after it was all said and done, and we just never tripped over the disconnect in playtesting.

With that in mind, here's an alternate set of backwards-compatible companion rules that may just work in a way that fits better with the rest of the game. And more to the point, we'll be using these rules in the writeups of Frost's Murder Monsters (page 53).

Advances: Companions have the same number of advances as indicated in the *Spirit of the Century* text. An advance may be spent on one of: Quality, Communication, Independent, Keeping Up, Skilled, or Stunt.

Attachment: Only one companion may "attach" to a character at a time, the same as a minion might, taking hits to its stress track in substitute for the character's own. An attached companion can't take actions of his or her own, though the companion's skills are available to the character while attached.

Quality: Companions start with a base quality of Average, and its quality may be increased by one step for each advance spent on Quality. The quality of a companion reflects how skilled he, she, or it is, and how resilient the companion is. Companions have a base of one stress plus one box per point of quality. The companion gets a single skill column (instead of a pyramid) with an apex equal to its quality and counting down from there. Therefore:

An **Average quality** companion has 1 Average skill and 2 stress.

A **Fair quality** companion has 1 Fair and 1 Average skill and 3 stress.

A **Good quality** companion has 1 Good, 1 Fair, and 1 Average skill and 4 stress.

A **Great quality** companion has 1 Great, 1 Good, 1 Fair, and 1 Average skill, and 5 stress.

COMPANIONS RELOADED (CONTINUED)

Scope: Companions may no longer have the Scope advance. Instead, this is replaced by Stunt (below).

Communication: One advance may be spent on Communication, as in *Spirit of the Century* on page 78. Attempts to disrupt the method of communication between companion and character face a difficulty equal to the companion's quality rating, or the character's skill that yielded the companion, whichever is higher. Additional advances spent on Communication increase this difficulty by 2.

Independent: All companions are now considered independent—able to act on their own—without needing to spend an advance on it; however, in order to send a companion off on an independent mission, the character must **spend a fate point** in order to do so. Only one fate point needs to be spent per *significant* mission (there's no need to spend fate points when the companion is getting sent off to do something trivial). That said, the Independent advance may still be purchased for a companion, *removing* this fate point cost.

Keeping Up: One advance may be spent on Keeping Up (*SOTC* p.78). No modifications have been made to this advance.

Skilled: Each time this advance is taken, an additional "column" of skills is added to the companion's sheet. But this is at diminishing returns; each column *after* the first starts one rank lower than the previous. So a Good quality companion with the Skilled advance taken twice would have 2 Good, 3 Fair, and 3 Average skills in total. A third advance would only add 1 Average skill, and a fourth advance would be wasted. A Great quality companion who takes the Skilled advance 4 times would end up with a "blunted" skill pyramid that's 1 Superb shy of being equal to a PC!

Stunt: This advance may be taken a maximum of two times. Each time it is taken, the companion gains the use of a single stunt. The stunt may not confer companions of its own (though minions are possible). If using the "classic" companion rules instead, this advance should be replaced by Scope or Skilled instead.





THE “NAUGHTY LIST”: SHADOWS OF THE SEASON

While one would think that the Spirit of Giving would have enough to worry about in a world like ours, there are some individuals who seem to glory in making it even bleaker, colder, and harsher. These miscreants are on the Man in Red’s “Naughty List”: he seeks to thwart their vile schemes at every opportunity.

JACQUES FROST

Jacques Frost is a French-Canadian explorer who delves into the mysteries hidden under polar (both North and South) ice, searching for lost civilizations, strange artifacts, and frozen prehistoric creatures. . . for evil!



After discovering the mysterious *Medallion of Oyr'k*, Frost is able to find, thaw, and command several types of long-extinct animals—wooly mammoths and rhinoceroses, saber-toothed tigers, cave bears, giant sloths. He then trains these beasts as his personal murder monsters. Whether using them to attack his enemies, terrorize cities, or simply serve as a distraction or cover for other nefarious deeds, they always cause great chaos when they appear. It is known that he meets, yearly, with Professor Salomon Mizrahi (see page 65) in Oslo. What they speak about is unknown, but is most certainly dire.

Frost wears heavy winter clothing, the Medallion of Oyr'k (its evil eyes glow faintly), and a nasty, haughty expression. His backpack is stuffed full of mountaineering and survival gear.

JACQUES FROST

Aspects: Arrogant Polar Explorer ✨ The Perils of Prehistory ✨ Secrets Under The Ice ✨ My Magnificent Murder Monsters! ✨ The End of Civilization ✨ I've Been There ✨ The Medallion of Oyr'k ✨ There Will Be Blood Tonight! ✨ Championship Spear-Thrower ✨ Rampage!

Skills:

Superb: Survival
Great: Mysteries, Weapons
Good: Endurance, Athletics, Alertness
Fair: Intimidation, Contacting, Stealth, Fists
Average: Rapport, Empathy, Resolve, Investigation, Gambling

Stunts:

Mysteries: Personal Artifact (the Medallion of Oyr'k, below)
Survival: Animal Companion x 3, Due North, Tracker, Ride Anything
Weapons: Good Arm, Close at Hand, Weapons of the World

Stress:

Health
 Composure

Fate Points: 10





JACQUES FROST (CONTINUED)

Artifacts:

The Medallion of Oyr'k: A strange, potent artifact. Its wearer can never get lost in an icy climate, getting +2 to his Survival rolls in that environment. It has the power to reanimate creatures frozen within the ice by imbuing them with spirits of feral rage, and lends a +2 to efforts to control or effectively “tame” them allowing him to psychically sense where they are and to call them to him.

Strategies: Jacques prefers to enter into a fight on the back of his Woolly Mammoth (below) or behind a pair or trio of vicious beasts. He uses his Medallion to coordinate the actions of his companion-creatures and uses his Good Arm to throw spears at his attackers and targets from a great distance. When not venturing into civilization to stomp it to shreds, he spends his time in the frozen wilderness. It's nearly impossible to take him on there, as his cumulative +4 bonus (from the Medallion and Due North) to navigating there makes it far too easy for him to disappear, or worse, to arrange for an ambush.

JACQUES FROST

Motivation: Make civilization wild again, by any means necessary.

Qualities: Master [+6] Survival, Expert [+4] Polar Explorer, Good [+2] Animal Knowledge, Good [+2] Axe, Good [+2] Knife, Good [+2] Secrets Under the Ice, and Poor [-2] Bloodthirsty.

Powers: Good [+2] The Medallion of Oyr'k (Limitation: Can Be Stolen, temporarily).

Villain Point Pool: 5/10

Miscellany: Frost's *Secrets Under the Ice* Quality gives him knowledge of the legends (and the truth!) of lost civilizations, recovered prehistoric animals, and strange natures of areas in both polar zones. His *Medallion of Oyr'k* Power allows him to find frozen prehistoric animals, thaw them out safely, and communicate and command them. It has a Limitation of *Can Be Stolen, temporarily*; the commanded animals then usually lose interest in whatever they're doing or run away into the wilderness. (Because of this, Frost may be responsible for a small breeding population of sabretoothed tigers in Michigan.) Unfortunately, Frost always eventually gets it back, collects up his wayward pets, and again runs amok.



FROST'S MURDER MONSTERS

These are written as per the *Companions Reloaded* rules, page 48.

Dire Wolf:

Advances: Great Quality (3), Skilled (1)

Skills: Great Fists, Great Alertness, Good Survival, Good Stealth, Fair Might, Fair Athletics, Average Intimidation, Average Investigation

Stress: □□□□□

Sabretoothed Tiger:

Advances: Good Quality (2), Skilled (1), Stunt (1)

Skills: Good Fists, Good Athletics, Fair Alertness, Fair Stealth, Average Might, Average Survival

Stunt: Tooth & Claw (Fists: +2 stress on a successful attack.)

Stress: □□□□

Woolly Mammoth:

Advances: Great Quality (3), Stunt (1)

Skills: Great Fists, Good Might, Fair Athletics, Average Endurance.

Stunt: Herculean Strength

Stress: □□□□□ □ (Last box is physical only, from Endurance).

FROST'S MURDER MONSTERS

(See *T&J, Animals*, p. 74, for more details.)

Dire Wolf: Good [+2] Wolf, Good [+2] Big, Good [+2] Bite; Good [+2] Fast.

Sabretoothed Tiger: Good [+2] Tiger, Expert [+4] Bite, Good [+2] Hunter.

Woolly Mammoth: Good [+2] Elephant, Good [+2] Prehensile Trunk, Expert [+4] Big, Good [+2] Thick, Furry Hide.





BARONESS BLACKHEART

In the middle of the Nineteenth Century, a girl was born in Prussia with a heart three sizes too small. In an effort to overcome this condition, as a teenager she turned to alchemy, seeking the Elixir of Life. She crafted a strange alchemical engine—the *Blackheart*—which uses the power of coal to sustain her miserable life, at the cost of her emotions, leaving her bereft of any sense of humanity. Thus, the girl came to be known to the world as Baroness Blackheart.

She searches for lost alchemical formularies, mystical ingredients, and dangerous technologies to aid her in her quest. Since she can make gold



nearly on command from base lead, she can afford to purchase nearly anything she wants—only the rarest items draw her out personally. Because she lacks emotions, she cares not at all about destroying economies with her alchemical gold. She doesn't blink an eye about removing the pituitary glands from orphan children, or wince at destroying an entire soup kitchen just to get at a particular copper kettle (because someone of mystical import once used it). Initially, she sought the Elixir of Life so that she could put aside the Blackheart, but who knows now if that is yet her plan?

The Baroness hates Antiochus the Defiler (see page 61) with all the fury of her alchemical heart, more than she despises Nick Saint (see page 7). Too often, Antiochus ruined her attempts to acquire materials for her experiments.

The Baroness has severe and stereotypically Germanic features, with long black hair. She tends to wear men's clothing, tending towards leather and dark wools. In the center of her chest is the Blackheart, a large metal device that seems to be a cross between a vest and a cast iron stove. The burning coal within surrounds her with smoke and soot.

BARONESS BLACKHEART

Aspects: The Blackheart * Ageless Alchemist * The Curse of Coal * All I Touch Turns to Soot * Quest for the Elixir of Life * Where There's Smoke * Sinister Whispers * 19th Century Warfare * The Crucible of My Heart * Clouded Purposes

Skills:

Superb: Mysteries
Great: Athletics, Guns
Good: Endurance, Stealth, Resolve
Fair: Academics, Science, Fists, Resources
Average: Burglary, Intimidation, Deceit, Gambling, Art

Stunts:

Mysteries: Artificer, Alchemist (page 57), The Blackheart (A Rare Artifact x 3), Potions (on-the-fly Rare Artifacts x 3)

Stress:

Health
 Composure

Fate Points: 10





BARONESS BLACKHEART (CONTINUED)

Artifacts:

The Blackheart: A nasty, potent Rare Artifact that carries the Curse of Coal within it. The Curse darkens the soul of the one who possesses the Blackheart and leaves the user prone to sudden, vicious acts of inhuman cruelty. Its improvements include: Arcane, Miniaturization (a coal-fire black-iron stove mounted in one's chest cavity), Conscious (the Curse whispers dark things, but can follow instructions, such as "bathe this room with fire if I am knocked unconscious"), Unbelievable (Confers Immortality), Craftsmanship (+1 to all Endurance efforts), Armed (Can throw bolts of flame, aimed with Guns), Upgrade (+2 to concealment efforts by exuding clouds of smoke), Rugged, and Armored (conferred to her, reducing the physical stress she takes by 1 per hit).

Wings of Icarus (Potion): Temporarily gives the same abilities as Jet Black's Jet Pack (*SOTC* page 220), only without using a physical device, and using Mysteries as the skill to pilot it. The Rare Artifact downside is that the potion is fickle and will "melt" at inopportune times.

Medusa's Kiss (Potion): A potent potion that can turn a man to stone once ingested: treat as an attack made with Mysteries against the victim's Endurance (these attacks are as frequent or infrequent as suits the group's sense of fair play)—the victim starts to ossify as he takes consequences, and once taken out, turns to stone. The downside: there's always some kind of "catch" for undoing the potion, but what the "catch" is can vary wildly due to the fluctuations of magic.

Gyges' Ring (Potion): An invisibility potion, allowing Mysteries to substitute for Stealth and gain a +1 bonus besides. The fickle catch is that the potion is only 99% effective—there's always some small part of the body (a finger, an eyeball, a shoe) that remains visible.

Strategies: The Baroness is no stranger to personal combat. She's always able to dish out some severe punishment, whether it's with bullets or goutts of flame from the Blackheart. She can take a lot of punishment too, though, if outnumbered, she'll make use of her coal-powered physique to throw up a literal smokescreen and make an escape. She can cash in one of her Rare Artifacts earmarked for potions to give the Blackheart a new temporary ability, such as boosted damage or strength or other, stranger things, though her potions themselves are always a source of unpredictability. She'll never use the same tactic twice—a long life has lead to a shrewd mind and boundless capacity for learning her foes' weaknesses.

ALCHEMIST (NEW MYSTERIES STUNT)

Requires Artificer. As an alchemist, your character is able to create potions, unguents, transmogrification salves, impossible chemicals. While a part of Mysteries, alchemy also embraces some of the principles of Science, and thus allows Mysteries to substitute for Science in the realms of chemistry and some elements of physics. Alchemy also allows for the creation of new artifacts in the form of potions, which can create effects that allow the alchemist to make “attacks” through them using her Mysteries skill (see *Medusa’s Kiss*, page 56, for one example), usually over an extended timeframe. Finally, the Alchemist stunt allows the creation of processes that transform substances from one to the other (such as lead into gold); when relevant, this means the alchemist can **spend a fate point** to use her Mysteries skill in place of Resources, provided she can find a buyer for her transformed goods.

BARONESS BLACKHEART

Motivation: Find the Elixir of Life, at any cost.

Qualities: Expert [+4] Gurgling, Expert [+4] Wealth, Expert [+4] Occultism, Good [+2] History, and Poor [-2] Emotionless.

Powers: Good [+2] Alchemy and Good [+2] the Blackheart (see below).

Stunts: The Baroness carries at least one each of these specific *Alchemical Potions* at all times; using them costs her a Villain Point, and their effects usually last a Scene or two: *Wings of Icarus* (Good [+2] Flight), *Medusa’s Kiss* (Good [+2] Turn to Stone), and *Gyges’ Ring* (Good [+2] Invisibility). She can whip up potions with other effects as Spin-Off Stunts.

Villain Point Pool: 5/10

Miscellany: The Baroness’ alchemical engine, *the Blackheart*, gives her several weird abilities: it serves as Good [+2] *Super-Armor* and Good [+2] *Immortality*, can generate a Good [+2] *Obscuring Cloud of Soot and Smoke*, and can create a number of short term Spin-Off Stunts like *Super-Strength*, *Super-Speed*, or *Bolt of Fire*. However, she must keep it fueled with coal constantly, and using the Blackheart for Spin-Off Stunts increases coal consumption (use her VPs to represent her coal supply).

