

The Story So Far

It's tough growing up as orphans. Even in Paris, the city of lightning. A place known as a shining beacon of learning across all of europa. But where the light is brightest, the shadows are darkest. Angela and Billy had to use their wits and skills to survive its dark streets since they only had each other to depend on.

During a particularly deadly encounter with some street toughs, the stress of the situation caused Angela's spark to break through and Billy held off the toughs as she quickly constructed a Clank from whatever she could find in the nearby bin. The clank, once activated, thrashed the thugs and then did something even worse. It gave them such a tongue lashing on the rough state of their clothing that one of them even joined a seminary.

Now reborn as a newly forged spark, angela could have easily applied to one of the famed parisian universities but she and her brother had no urge to live in a city that for so long treated them as so much filth. They now travel across europa looking for adventure and running from the consequences of their actions.

It was during one of these adventures that they encountered David's character. Although it was less of a adventure and more just seeing him fall from the sky. Running to the location, they discovered that he was surprisingly still alive. His fall broken by landing on a wandering monstrous slime. A slime that immediately began trying to consume him. After a battle which involved a lightning gun, explosives, and an uncomfortable amount of dissolved clothing, David swore on his honor that he would return the favor and follow them into hell itself... or until he found something else better to do. Whichever came first.



Spark

Wishing to be the master of all weather, you craft devices to control this most elusive of natural phenomenon. Of course, crafting these devices comes with occasional hiccups. You and your brother have had to flee a few angry mobs as your devices may have accidentally caused a

tornado or two. But even worse than pitchfork wielding citizens are the agents of G.A.W.S. The weatherperson union who for centuries have removed those who would dare try to control or even accurately predict the weather. For all must believe that weather is unpredictable and uncontrollable, otherwise the consequences could be dire.

Attributes:

ST 11; DX 11; IQ 14; HT 10.

Secondary Characteristics:

HP 11 ; Will 14; Per 14; FP 10;

Damage 1d-1/1d+1; BL 24 lbs.; Basic Speed 5.25; Basic Move 5. Dodge 8

Skills:

Engineer (16)

Mathematics (14)

Electrician (16)

Machinist (16)

Beam Weapons (12)

Explosives (13)

Stealth (11)

Running (9)

Weapon

Lightning Gun:

Damage 1D Burning

Shots 1.

Effective range: 45 yards

Armor:

Light Leather Clothing: +1 DR

Advantages:

Spark (2)

- +2 to attribute on all rolls dealing with or conceiving inventions.
- +2 to attribute on all influence rolls when dealing with non-sparks.

Gadgeteer:

- You work faster than any realistic inventor but your work will still take days or months and requires a good deal of money and equipment.

Artificer (2)

- +2 to attribute for rolls of Armoury, Carpentry, Electrician, Engineer, Machinist, Masonry, Mechanic, and Smith

Intuitive Mathematician

- You can do mathematical calculations in your head in an instant.

Gizmo:

- Once per session, you can pull out one pocket sized item that it would make sense for you to have to help you in a situation.

Disadvantages:

Enemies (G.A.W.S.): The Global Association of Weather Surveyors. Essentially the international weatherperson union

Phobia (Fortune Tellers) : They claim to predict the weather with simple cards. They must be madder than any spark could possibly be.

Curious: Make a self control roll when presented with an interesting item or situation. If you fail, you exam it even if you know it could be dangerous.

Megalomania: You know you will one day create a device that will control weather across the world.



Pirate

Once a member of the Refined Operators of Borderline Banditry (R.O.B.B), you and your fellow gentleperson pirates flew the air lanes robbing from the rich and giving at least 10% percent to the poor. You were all extremely polite about the matter and fights were barely had as most merchants and nobles were glad to have pirates who knew how to properly drink tea and which fork to use.

Sadly, your downfall was not external but internal, as a large contingent of your former crewman chose to mutiny. Wishing to take the pirates in a more traditional but much more brutish direction. Your last memory of that mutiny was you falling from your airship and seeing your captain with a sword in her gut. Her traitorous first mate smiling at his betrayal.

Attributes:

ST 12; DX 13; IQ 10; HT 13.

Secondary Characteristics:

HP 12; Will 10 ; Per 10 ; FP 12;

Damage 1d-1/1d+2; BL 29 lbs; Basic Speed 6.25; Basic Move 6; Dodge 9

Block: 9

Skills:

Cloak (12)

Guns (13)

Jumping (12): May also be used to jump as fast as you move (6).

Knife (13)

First Aid (10)

Savoir-Faire (High Society) (10)

Saber (15)

Survival (10)

Tracking (12)

Carousing (12)

Weapon

Saber:

Damage: 1D + 1

Parry: + 2

Pistol

Damage: 2D - 1

Effective Range: 55 yards

Dagger:

Damage: 1D - 2

Armor

Heavy Leather Clothing: +1 DR

Heavy Cloak: + 2 DB

Advantages:

Combat Reflexes:

- You get +1 to all active defense rolls and +2 to fright checks. You never freeze in a combat situation and get +6 on all IQ rolls to wake up, or to recover from surprise or mental stun.

Luck

- Twice per session, you can reroll a single bad dice roll twice and pick the higher of the three.

Fit

+1 to all HT Rolls.

Disadvantages

Code of Honour (Pirates)

- Always avenge an insult, regardless of the danger. Your buddy's foe is your own; never attack a fellow crewman or buddy except in a fair open duel. Anything else goes.

Chummy

- You react to others at +2 most of the time. When alone, you are unhappy and distracted, and suffer -1 to IQ based Skills.

Bad Temper

Make a self control roll in a any stressful situation. If you fail, you lose your temper and must insult, attack, or otherwise act against the cause of the stress.

Trademark:

You have a special symbol - something you are compelled to leave at the scene of action, as a way of signing your work. Leaving the trademark takes a minimum of 30 seconds and anyone investigating the area has a +2 on their roles to identify you.



Minion

For most of your childhood, you acted like a a proper older brother to angela. I mean technically, you were only a few seconds older considering your twins, but that's mainly a

technicality. As such, you did what was needed to be done to make sure at least she had something to eat everyday on the rough streets of paris. Which meant working for any gang that will have you and doing jobs of varying degrees of legality.

One of those jobs went wrong and a local boss decided to make sure neither you or your sister saw the next sunrise. Luckily, it was when the thugs were getting ready to kill you that angela broke through as a spark and saved your lives.

Since then, the dynamics had changed significantly. She now mainly goes around talking about her plans to control all weather and your just getting what she needs to get the job done. You grumble, complain, and yell but always get around to doing it eventually. Because deep down, you're happy that she is happy.

Attributes:

ST 10; DX 12; IQ 12; HT 10

Secondary Characteristics:

HP 10; Will 12; Per 12; FP 10;

Damage 1d-2/1d; BL 20 lbs.; Basic Speed 5.50; Basic Move 5. Dodge 8

Weapon:

Heavy Pistol

Damage: 2D

Effective Range: 55 yards

Armor:

Light Leather Clothing: +1 DR

Advantages:

Higher Purpose (Serving Master)

- Your driven to exceed your normal limits in one particular pursuit. If your unfaltering in pursuit of your higher purpose you get +1 to all dice rolls that pertain directly to the pursuit of that cause.

Charisma:

- +1 to all influence rolls

Intuition

- Faced with a number of clear alternatives and no logical way to choose between them, they can ask the GM to let you use your intuition. The GM will make a secret IQ roll for you. Success = the GM will guide you towards a good choice. Crit success = The Best Choice. Failure = no information. Crit Failure = GM will lead you towards a bad choice.

Disadvantage

Sense of Duty (Spark)

- You feel a strong sense of commitment toward a particular class of people. You'll never betray them, abandon them when there in trouble, or let let them suffer or go hungry if you can help.

Duty (Angela Cleanup)

- At the beginning of the adventure, The GM rolls 3d and compares its to the Duty number (12). If its at or below the number, angela character has done something that you have to cleanup. THis could be something that distracts you from your adventure or is even the cause of the adventure, but you are duty bound to clean it up before it gets out of hand.

Skills:

Administration 13

Cooking 13

Detect lies 12

Diplomacy 12

Driving 12

Finance 13

Observation 13

Research 13

Guns 14

- **Fastdraw** 12: You can roll to immediately get your weapon at the ready without wasting an action.

Lockpicking 12

Mentai Strength 13

Pickpocket 12

Running 12

Savoir-Faire (Servant) 13

Scrounging 13

Search 13

Stealth 12

Streetwise 12



Clank

You were born from a desperate newly born spark with parts from broken clanks scattered around her. A combination of factors that produced what should have been impossible for her. A clank with human level intelligence. Something that only the most powerful and skilled of sparks can accomplish. And even then, it's a labor that requires an immense amount of resources, time, and obsession.

Unlike those other clanks, you are born with none of their artistry and look like any normal clank. Although with parts that look a bit uneven. And, also unlike those clanks, you were born for no grand purpose, as the different parts you were built with were for different clanks with different purposes.

For now, you follow your creator, as you suffer through what most clanks would never know the pain of. An existential crisis.

Attribute Modifiers:

ST 12 HT 12 DX 11 IQ 10

Secondary Characteristic Modifiers:

HP 12 +5 Will 10 Per 10 FP 12

Basic Speed 5.25 Basic Move 5 Dodge 8

Weapons:

Big Strong Hands:

- **Damage 1D + 2.**
- **+4 to Damage Resistance to hands.**

Skills:

Boxing 13

- **Breaking Blow (10)** : Once you hit, may attempt to spend 1 FP to find a weakness in inanimate objects, artificial armor or forcefields. Success divides enemy armor by 5.

Bartender 9

Intimidate 10

Performance 10

Physician 10

Soldier 9

Advantages:

Digital Mind

- Immune to any mental attacks that affect living things.

Absolute Timing

- Always know what time it is.

Damage Resistance 1

- Subtract one damage done by an attack before multiplying the injury for damage type.

Doesn't Breathe, Eat, Drink or Sleep

Disadvantages:

Unhealing

- Can't heal through normal means.

Disturbing Voice

- -2 to all influence rolls. +2 to intimidation.