

The 18:25 to New London

By Sophie Melchior

For the Unisystem published by Eden Studios

A neo-Victorian
horror for the
KapCon 18
Scenario Design
Competition



100 years since the Ice melted

By Nadia Balham

New London: It's been 100 years since the last of the Arctic ice flow melted and the oceans claimed much of the world's land. In that time nations have reformed and society has managed to come back from the brink of collapse.

Our own British Isles are now a true archipelago made up of the Scottish Isles, Erin, New London and the islands of Cardiff, Leeds and Manchester, rather than the single island we were before.

With the use and excavation of fossil fuels officially banned by the United World Government solar energy has become the oil of the new age. Wasteful and damaging technologies like the automobile have been placed in the scrap heap. This is not to say that everything is now perfect, however we have become more aware species seeing how close we came to extinction our selves.

(cont page 2)

Government considers removal of One Child Policy

By James Redcliffe

Geneva: It was confirmed today that The United World Government would begin the process of looking at the impact of removing the One Child Policy adopted by most national governments and upheld by the UWC after last century's almost cataclysmic environmental disaster.

"Obviously times have changed in the 80 years since the policy was widely adopted. The world's population has shrunk down to levels thought to be acceptable for long term ecological harmony." Dr Obama Abdul-Ra'Uf, current head of the UWG said from Geneva.

(cont page 2)

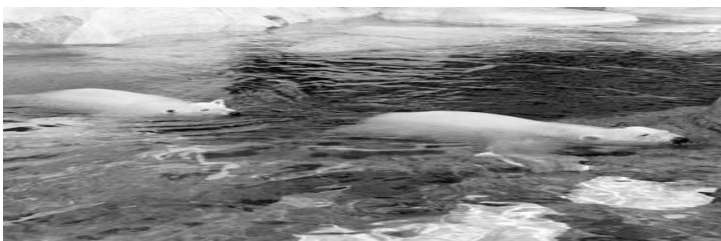
Huge break through in Soy Protein production

By Phillip Campbell

Edinburgh: Harrion Industries, the parent company of Harrion Energy, announced today that they have made an exciting break through in the product of meat substitute SoyPro. Mr. Hector Harrion, founder and CEO of Harrion Industries, said today from the Scottish Isles that this impressive innovation would free up much land for the production of less polluting food sources and for the creation of housing for the remaining human population.

"Hopefully now I will be known as more than just Mr. Solar, as Harrion Industries continues to lead the way in Harmonious Technology." Mr Harrion said from his Scottish retreat.

(cont page 3)



Not our fault? - a selection of actual news stories from the last century arguing that global warming was not caused by human activity.

The 18:25 to New London

The 18:25 to New London is set on a luxury train travelling from Glasgow to New London. The journey takes 2 nights and 1 day. All of the PCs and a number of the NPCs are connected through either their shared secrets or their interest in the occult.

This is a scenario written for up to 6 players and one GM and uses the Unisystem as published in the Angel Roleplaying Game rules. Access to that book is needed for play. It is designed to be run in one session up to three hours long and is split into three acts, which each end with a body being found which has significance to one or more of the characters.

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GM Background:

Setting:

The game is set 100 years into the future, after global warming has ravaged the world. After years of war and abuse the Earth lashed out unleashing a fury of natural forces the likes of which had never been seen. The rain fell for months, the hurricanes and winds destroyed whole cities and the oceans rose to swallow others.

When the tide receded the world was a different place. Countries re-built and some, like the former United Kingdom, harkened back to what was seen as their glory days.

What are the characters doing?

The PCs are all catching a train heading back to New London from Glasgow, in the Isles of Scotland. All are connected in some way, either directly or through their secrets.

What is really going on?

Taking the same train is Hector Harrion, a vampire trying to tie up loose ends. He is systematically murdering a number of passengers in order to keep his true identity and some of his more illicit business activities a secret. Once he has cleaned up his dirty laundry he plans to crash the train, killing any potential witnesses and staging his own death.

Flow of Events:

Act 1: Introduction and scenes in the dining car and the discovery of the first body.

Introduction: The GM describes the system (for those who aren't aware) and the players get to know the characters and the setting.

Scene 1 – The Dining Car: The players have a chance to get into character, a murder is unveiled and the PCs are implicated.

Scene 2 – Mr. Cassetti's Cabin: The investigation begins with a search of the crime scene and uncovering some uncomfortable truths.

Act 2: The investigation continues and allies are found amongst the other passengers.

Scene 3 – The Next Morning: The investigation continues and the second body is found.

Scene 4 – The Next Night at Dinner: The PCs and the remaining passengers come together and one of them attempts to shed light on the unfolding events.

Scene 5 – A Visit to Ms. Germaine: An ally is lost, but a resolution may be at hand.

Act 3: The fighting finish!

Scene 6 – In the Dead of the Night: All of the PCs are attacked in an effort to conclude their investigation abruptly.

Scene 7 – Mr. Harrion’s Last Stand: The villain of the piece is unmasked. But will the PCs survive?

Epilogue: Will the PCs be victorious or will evil win the day?

Who are the player characters?

Lady Genevieve de Bourgeois – A wealthy and attractive, though not overly sensible, member of high society.

Ms. Elaine Hastings – Lady de Bourgeois American assistant. While not overly attractive she is always on the look out for scandal and someone to sell it to.

Father Leonard Protheroe – A former Olympic wrestler who fixed one too many matches and retired in Scotland after finding God.

Captain Gerald Andover – A Royal Naval Marine who took part in atrocities in India and is covering it up.

Sir Franklin Clarke – A playboy adventurer with an eye for beauty.

Professor Julia Huxby – A highly gifted academic with an interest in the occult.

Mr. Jimmy Jones – An unsavoury thug with a connection to a number of people on the train.

Who is the antagonist?

Mr Hector Harrion – A well known and respected industrialist who has made a large amount of money in solar power and is nicknamed “Mr. Solar”. He has a secret which he will go to any lengths to keep. He is actually a vampire who has drawn a number of the NPCs onto the train in order to eliminate them.

Who else is involved?

Mr. Cryus Casetti – A blackmailer and a thief. He has a little black book in which he writes all the secrets he knows. He has information about Genevieve’s pregnancy (and Elaine selling her out), Leonard’s match fixing, Gerald’s mass murder of an Indian village, Franklin’s less than legitimate methods of finding antiquities and most importantly Hector Harrion’s true identity (see player handout 1).

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Ms. Denise Germaine – Denise is a student of the occult. She has uncovered Hector Harrion’s true identity while investigating vampires and is terrified when she finds him on the same train as her.

The other people in First class are:

The passengers:

Sir Stuart MacGregor

Lady Janet MacGregor

Martin Abijah

Silvia Trefusis

The staff:

Mr. Regus Merden – the head porter

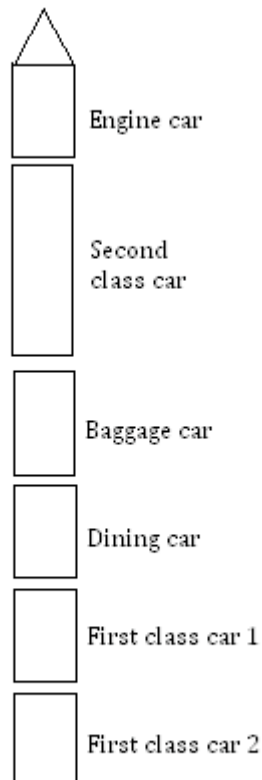
Mr. Nigel Hawthorn – the under porter

Mrs. Mollie Harrison – the cook

Miss. Emily Hopkins – the waitress

In the second class compartment there are 22 passengers. None of them had access to the first class cabins, and the door between the two is locked. The keys are held by the head porter and the under porter.

The train is laid out North to South:



The train’s First Class has two cars with 8 cabins in each, with a corridor wide enough for two people to walk down side by side. The Dining car includes the kitchen, a small staff room, and tables for the guests as well as small library in its south east corner.

The Adventure:

Act 1:

The Introduction:

As the adventure begins the PCs are in the dining car of the train enjoying dinner on the first evening of the trip. Allow the players time to ask about the train and the other guests. Give them the opportunity to describe themselves to the other players.

Scene 1: The Dining Car

An attendant, Mr Hawthorn, runs into the carriage and talks to another member of staff. They then both leave.

Notice – the younger of the two (Mr. Hawthorn) is very pale
After about another 15 minutes the head porter, Mr. Regus Merden, returns to the dining car. He quietly makes his way around the room asking the PCs to join him in the library.

Once they have all entered the small wood panelled room Mr. Merden will tell them that one of the other passengers, Mr. Cyrus Casetti, has been murdered. His body was found face down with a knife sticking out of his back by the under porter, Mr. Nigel Hawthorn.

He has called them into the room as certain information found on Mr. Casetti's body has implicated all of them, including himself. It is of a highly sensitive nature and in the best interests of all of them he suggests that they endeavour to work out who did the crime, in order to ensure that once they get to New London the police are able to discount them as suspects.

If any of the PCs challenge this knowledge make an allusion to the secrets listed above in Mr. Casetti's description.

He will ensure that the book remains safe in the train's strong box, which has only two keys. One on his person and the other held by Mr. Hawthorn.

As he finishes his monologue the train will start moving again. He then suggests that they make their way to the scene of the murder.

Scene 2: Mr Casetti's Cabin

The compartment is identical to the others in the 1st class carriages. It holds a bed, a writing desk, a wardrobe and a chair. Lying on the ground is the body of Cyrus Casetti. Things of note about the body:

He is lying on his front
There is a large knife in his back
His neck is bent at an unusual angle

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Anyone with the **Crime** or **Doctor** skills will notice that there is very little blood for a knife wound. A **perception** roll will point out the following things, per success level:

- 1: A handkerchief poking out from under the bed, monogrammed with the letters "FC".
- 2: Part of a signed letter under the bed, with the initials at the bottom "NH" (part of player handout 1).
- 3: A silver cross, with a chain, under the wardrobe.
- 4: A few more snippets of the letter (the rest of player hand out 1) in the bottom of the rubbish bin.
- 4: The stab wounds in his back wouldn't have killed him (only if they have the **doctor** skill).
- 5: If they roll him over there are two deep scratches on the side of his neck.

They can spend as long as they like in the cramped cabin, but those are the only things of note.

Once they are done their Mr. Merden will suggest that the all retire for the night as it is late and they should pick this up tomorrow after breakfast in the Library.

Act 2:

Scene 3: The Next Morning

After breakfast they make there way into the Library. There they will find Mr Merden's body face down on the floor. His neck is broken and there is a dagger sticking out of his back. The book isn't on his body and neither are his keys.

One of the PCs (chose randomly or roll a d6 to decide which one) will mention that one of the other passengers (if less than 6 player this can be one of the unchosen characters or one of either **Martin Abijah** or **Silvia Trefusis**) wasn't at breakfast.

At this point the PCs are likely to want to investigate further and possibly interview the other passengers.

If they attempt to find Mr. Hawthorn he will be missing. Questioning any of the other staff will reveal that he was last seen; just after the breakfast service began, exiting the First Class section towards the front of the train.

Scene 3a: Mr. Merden's office

The strongbox is located in Mr. Merden's office off the kitchen. It is a cramped room with barely enough room for a desk, the safe and a chair. They will find it locked (Jimmy may try a **Crime** roll to try and pick the lock. He will need a 25 to make it).

If they manage to break into the safe they will find some jewellery, a strong box containing £1000 and a small velvet bag with 2 cut sapphires. There is no black book.

Scene 3b: The Baggage Car

If the party attempt to go find him they will find the door between the Dining Car and Baggage Car locked. A **Crime** roll of 14 will open the door.

The Baggage Car is sparse and is wide enough for 3 large bag racks (one on each wall and one running down the middle of the car). The western rack is cut short by a large roller door. There is another door at the southern end which goes through to the Second Class carriage. This door is also locked and will require a **Crime** roll of 25 to unlock it.

There is no sign of Mr. Hawthorn in the Baggage Car.

A **Perception** roll of 20 will notice one of the bags in the middle rack is out of place. It is a large soft looking duffle bag, in amongst a large amount of matched leather suitcases.

If they pull any of the matched luggage out they will see it is monogrammed with the initials HH.

If they pull out the bag they will notice that it is oddly structured inside. Opening the bag will uncover an explosive device with a counter. It does not appear to be currently active.

Sir Franklin or Captain Andover will know that this is a type of plastic explosive and looking at the amount would have a blast large enough to destroy most of the train. Either of these two can make an **Intelligence + Weapons** roll to ensure that the device cannot explode. If they roll a 1 they automatically fail and accidentally arm the device. They will have to make another **Intelligence + Weapons** to disarm and disable the device. They will need to roll a 15 to achieve this.

Scene 4: That night at dinner...

Once the PCs make their way to the Dining Car they will find themselves seated next to other NPCs. The main ones of interest are:

Hector Harrion
Denise Germaine

Hector will only attempt to talk to Genevieve or Leonard and then only about banal things.

Denise will try to talk to Jimmy (as they know each other) or Julia. She will sit next to them and urgently whisper that she must speak with them. She will imply that it is in relation to the murders and that Julia/Jimmy is to meet her in her compartment at 11pm.

Notice – Denise keeps look worryingly at Hector Harrion.

On this cryptic note she will get up and make her way out of the Dining car.

If Jimmy/Julia follows her directly, Denise will tell her that she needs more time to prepare. They will pass Mr Hawthorn on their way back into the Dining car.

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Notice – It seems Sir Stuart and Lady Janet MacGregor are acting slightly oddly. Not eating dinner and staring rather intently at the other passengers.

Miss. Hopkins will be moving about the Dining car serving and generally waiting on the tables.

Notice - After Ms. Germaine leaves the Dining car Mr. Hawthorn follows soon after.

Scene 5: A visit to Ms. Germaine

Denise Germaine's cabin is in the second First class carriage.

If any of the PCs followed Mr. Hawthorn they will arrive in carriage in time to hear Denise's scream. By the time they make it down to her room she will be dead, but Mr. Hawthorn will still be there.

They will all have to make a **Fear** test at **-5** (a -2 for the dead body and -3 for being face to face with a monster) in order to see how they react to seeing both Denise's mutilated corpse and Mr. Hawthorn's face twisted into a demonic visage.

He will throw a chair through the train window and will attempt to jump out of it, fighting through any PCs that get in his way.

Name:	Mr. Nigel Hawthorn	LP: 52	DP: 0
Attributes:	Str 5, Dex 4, Con 4, Int 2, Per 2, Wis 2		
Abilities:	Muscle 16, Combat 12, Brains 9		
Combat	Score	Damage	
Bite	12	17	
Dodge	12	-	
Grapple	14	-	
Kick	11	14	
Punch	12	12	

If the PCs wait and go to talk to Denise after dinner, at the time she specified they will find the door to her room unlocked and no answer to their knocks.

When they enter they will see Denise's body face down on the bed with blood on the sheets, all the PCs will need to do a **Fear** test at **-2** to gauge their reaction to her mutilated corpse. The contents of the room will be strewn about, as if someone was hastily looking for something.

In the room they will find a vial of water, 4 sharpened chair legs and a wooden cross.

Act 3:

Scene 6: In the Dead of the Night

Once all of the PCs are back in their compartments, in bed or at the very least split up in some way they will be attacked by a **vampire thug** sent by Hector. There are 4 (5 if Mr. Hawthorn wasn't interrupted while killing Denise) and they will all be other first class passengers:

Name:	Vampire thug	LP: 52	DP: 0
Attributes:	Str 5, Dex 4, Con 4, Int 2, Per 2, Wis 2		
Abilities:	Muscle 16, Combat 12, Brains 9		
Combat	Score	Damage	
Bite	12	17	
Dodge	12	-	
Grapple	14	-	
Kick	11	14	
Punch	12	12	

A **perception** roll of 15 is needed to wake up when the door opens. They must also do a **Fear** test at **-3** if this is the first time they've seen a monster. If they encountered Mr. Hawthorn earlier then it will at **-2**.

Scene 7: Mr. Harrion's Last Stand

By this stage they should have picked up all the clues that point to Hector Harrion being the person behind or at least with some knowledge of what's going on.

Name:	Hector Harrion	LP: 96	DP: 3
Attributes:	Str 7, Dex 7, Con 7, Int 5, Per 5, Will 7		
Abilities:	Muscle 20, Combat 18, Brains 21		
Combat	Score	Damage	
Bite	20	26	
Dodge	18	-	
Grapple	20	-	
Kick	17	16	
Punch	18	18	
Break neck	20	28	
Jumping	18	/	
kick	15	24	

If they confront him in his cabin he will admit that he was behind the murders, and that he was merely "tidying up loose ends". He will offer them all a sum of £2000 if they turn around, walk out the door and forget everything they saw here. In return he will also keep their secrets hidden.

If they don't accept or just burst into the room guns blazing he will fight and will attempt to kill as many PCs as he can. He will actively be fighting his way to the

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door. If he makes it he will run up the length of the train, heading for the baggage cart.

If he makes it to the baggage car then he will make attempt to set off the bomb planted there by Mr. Hawthorn earlier that day. Once the device is armed Harrion will force open the carriage door and jump out into the night.

Sir Franklin or Captain Andover will know can make an **Intelligence + Weapons** to disarm and disable the device, they will need to roll a 15 to achieve this. If they roll a 1 they automatically fail and accidentally set off the device.

Epilogue:

They accept Harrion's offer: Then they all leave the room, make their way back to their compartment and go on with their lives. The train journey will finish the following morning and Harrion will disappear.

They don't manage to stop the bomb: The train explodes, killing them and all the remaining passengers. All evidence of what happened on the train is wiped out and Harrion wins.

They manage to stop the bomb or they kill Harrion in his carriage: The PCs win. The journey will end the following day and Police will be there to meet them. Whether their story is believed is another story.

Appendix:

Player hand outs:

- 1\ A letter to Mr. Casetti – This should be ripped up and only sections given to the players, as per instructions in the adventure.
- 2\ A Letter to Sir Franklin from Mr. Casetti – This should be handed to Franklin's player at the start of the game.

The First Class passenger list

Character sheets:

Lady Genevieve de Bourgeois
Ms. Elaine Hastings
Father Leonard Protheroe
Captain Gerald Andover
Sir Franklin Clarke
Professor Julia Huxby
Mr. Jimmy Jones

Player handout 1:

Cyrus,

I've been looking into our friend HH. Turns out he isn't a clean and perfect as everyone says. Though who is? Turns out that Mr solar-energy himself is using the funds from his oh so clean energy source to bankroll scientific research for some sort of syrum. It has something to do with stopping the sun burning. Anyway while doing this research they managed to invent the drug "euphoria". So basically the most addictive drug in decades is being made by the media's darling. Something tells me this little titbit will be a gold mine.

Talk soon, NH

Player handout 2

Franklin,

I'd appreciate it if you could please meet me in my cabin tonight to discuss our business venture. I find these things are better dealt with away from prying eyes.

*Regards,
Cyrus Casetti*

THE NEW LONDON FLYER

FIRST CLASS PASSENGER LIST

CAR 1:

- 1. SIR STUART AND LADY JANET MACGREGOR**
- 2. MR. MARTIN ABIJAH**
- 3. Ms. SILVIA TREFUSIS**
- 4. LADY GENEVIEVE DE BOURGEOIS**
- 5. Ms. ELAINE HASTINGS**
- 6. FATHER LEONARD PROTHEROE**
- 7. CAPTAIN GERALD ANDOVER**

CAR 2:

- 1. SIR FRANKLIN CLARKE**
- 2. PROFESSOR JULIA HUXBY**
- 3. MR. JIMMY JONES**
- 4. MR. CRYUS CASETTI**
- 5. Ms. DENISE GERMAIN**
- 6. MR. HECTOR HARRION**

STAFF:

HEAD PORTER: MR. REGUS MREDEN
UNDER PORTER: MR. NIGEL HAWTHORN

THE 18:25 TO NEW LONDON CHARACTER SHEET

**NAME: LADY GENEVIEVE DE
BOURGEOISIES**

LIFE POINTS	28
DRAMA POINTS	3

DESCRIPTION:

You are a 30 year old recent widow with a bad habit of getting into sticky situations. You have stunning good looks and are well known in certain circles for your graceful dancing. You're on your way back to New London in order to look in on Mr Hector Harrion, the exceptionally wealthy solar power magnate.

However you recently received a letter, regarding that silly little liaison with Sir Franklin and the unfortunate side effect, which could put all of your plans at risk. Who does this "CC" think he is to jeopardise all of your hard work and stop you getting the recognition you so obviously deserve? If it weren't for Elaine's steadfast friendship you don't know what you'd do. If you didn't have her to confide in... well it would just be awful!

ATTRIBUTES

Strength	1	Intelligence	4
Dexterity	4	Perception	4
Constitution	2	Willpower	2

USEFUL INFO:

Initiative =	d10 + 4
Perception =	d10 + 8

SKILLS

Acrobatics	4	Knowledge	2
Art	2	Hand to hand	0
Crime	0	Languages	3
Doctor	0	Mr. fix-it	0
Driving	0	Notice	2
Weapons	2	Occultism	1
Shooting	0	Science	0
Influence	4	Sports	0

COMBAT

Maneuver	Bonus	Damage
Dodge	8	/
Parry	6	/
Fencing foil	6	2
Feint	5	Add success levels to next action

SUCCESS LEVELS TABLE

Roll total	Success level	Description
9 - 10	1	Adequate
11 - 12	2	Decent
13 - 14	3	Good
15 - 16	4	Very good
17 - 20	5	Excellent
21 - 23	6	Extraordinary
24 - 26	7	Mind blowing
27 - 29	8	Outrageous
30 - 32	9	Superheroic
33 - 35	10	Godlike

THE 18:25 TO NEW LONDON CHARACTER SHEET

QUALITIES

Attractiveness (+4 to rolls involving influence)
Rank (aristocracy)
Artist (-1 to rolls to resist letting emotions)
Hard to kill 2
Situational awareness

DRAWBACKS

Serious conspicuousness
Secrets (many)

POSSESSIONS

Fencing foil
Travel clothes
Cocktail attire
Dinner attire
£5000 cash in a locked box
Letter regarding recent pregnancy. Signed "CC"

NOTES

THE 18:25 TO NEW LONDON CHARACTER SHEET

NAME: ELAINE HASTINGS

LIFE POINTS	32
DRAMA POINTS	3

DESCRIPTION:

You are a 29 year old Ohio native. You have brown hair and blue eyes and while you certainly aren't ugly, you are what's called average. However all this hides a rather devious mind and more than a few hidden talents.

You came to the British Isles 5 years ago in search of a wealthy husband, preferably with a title of some sort. Instead you're now living as Lady Genevieve de Bourgeoisies' "confidant". Really you're a glorified personal assistant. However you seem to have struck on a bit of a gold mine. Genevieve seems to be constantly getting herself involved in scandal. The most recent of which was stupidly getting pregnant to the idiot "adventurer" Sir Franklin Clarke. Obviously you sold the delicious tit-bit to Mr Casetti, for quite a hefty sum. Now however that little snake is trying to get the best of both worlds and threatening to tell Genevieve! You know more than a few secrets though, so maybe you can come to some sort of arrangement.

ATTRIBUTES

Strength	2	Intelligence	3
Dexterity	2	Perception	3
Constitution	2	Willpower	3

USEFUL INFO:

Initiative =	d10 + 7
Perception =	d10 + 7

SKILLS

Acrobatics	1	Knowledge	4
Art	2	Hand to hand	0
Crime	0	Languages	3
Doctor	0	Mr. fix-it	0
Driving	1	Notice	2
Weapons	0	Occultism	0
Shooting	1	Science	0
Influence	4	Sports	2

COMBAT

Maneuver	Bonus	Damage
Dodge	3 (-2 for bullets)	/
Pistol (revolver)	3	12
Careful aim	4	Add success levels to next pistol shot

SUCCESS LEVELS TABLE

Roll total	Success level	Description
9 - 10	1	Adequate
11 - 12	2	Decent
13 - 14	3	Good
15 - 16	4	Very good
17 - 20	5	Excellent
21 - 23	6	Extraordinary
24 - 26	7	Mind blowing
27 - 29	8	Outrageous
30 - 32	9	Superheroic
33 - 35	10	Godlike

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**NAME: FATHER LEONARD
POTEROSE**

LIFE POINTS	55
DRAMA POINTS	3

DESCRIPTION:

You are a 45 year old former Olympic wrestler, who after a failed bid at a second gold medal "found" God and moved to Scotland to live the quiet life. Your formerly toned physique has now fallen into disrepair and your face seems to have worn the ravages of your heavy drinking.

You like the quiet life you've managed to achieve while in Scotland. It means that the only thing around to tempt you is the fine Scotch and the occasionally "bonny" lass. The booze helps the memories at night and the day to day running of a parish keeps you occupied during the day. Recently though your past has come back to haunt you. Someone else knows what you got up to during the height of your former career and they want hush money to keep out of it. You're to meet this crook, Casetti, on the train to work out an "arrangement".

ATTRIBUTES

Strength	4	Intelligence	2
Dexterity	2	Perception	3
Constitution	5	Willpower	2

USEFUL INFO:

Initiative =	d10 + 2
Perception =	d10 + 3

SKILLS

Acrobatics	0	Knowledge	3
Art	0	Hand to hand	3
Crime	1	Languages	2
Doctor	1	Mr. fix-it	0
Driving	1	Notice	0
Weapons	0	Occultism	2
Shooting	1	Science	0
Influence	3	Sports	5

COMBAT

Maneuver	Bonus	Damage
Punch	5	8
Tackle	9	8
Wrestling throws	7	4
Grapple	7	/

SUCCESS LEVELS TABLE

Roll total	Success level	Description
9 - 10	1	Adequate
11 - 12	2	Decent
13 - 14	3	Good
15 - 16	4	Very good
17 - 20	5	Excellent
21 - 23	6	Extraordinary
24 - 26	7	Mind blowing
27 - 29	8	Outrageous
30 - 32	9	Superheroic
33 - 35	10	Godlike

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**NAME: CAPTAIN GERALD
ANDOVER**

LIFE POINTS	43
DRAMA POINTS	3

DESCRIPTION:

You are a 30 year old officer in the Royal Naval Marines and have recently returned home to the Isles from a tour in the Indian highlands. You're a bit of a poster child for the Navy, as much for your clean cut good looks as your fast and steady rise up the ranks.

You are 6', with brown hair and green eyes. You wear your dress uniform as a badge of honour.

However things in India didn't go quite as planned. If those damn Hindu zealots hadn't got so utterly out of control you would never have been forced to set fire to the whole place. After all how were you supposed to know that there were woman and children hiding in the huts? Luckily for you your squad worship the ground you walk on and wouldn't tell anyone. Well you thought so anyway until a highly unsavory type sat down next to you in the Club last night and made it known that he knows exactly what happened. Mr Casit or something like that anyway. Now you have to work out what to do about it.

ATTRIBUTES

Strength	4	Intelligence	2
Dexterity	4	Perception	3
Constitution	3	Willpower	2

USEFUL INFO:

Initiative =	d10 + 8
Perception =	d10 + 9

SKILLS

Acrobatics	1	Knowledge	1
Art	0	Hand to hand	3
Crime	0	Languages	0
Doctor	2	Mr. fix-it	0
Driving	2	Notice	2
Weapons	3	Occultism	0
Shooting	4	Science	0
Influence	4	Sports	0

COMBAT

Maneuver	Bonus	Damage
Pistol (revolver)	8	15
Officer's sword	7	16
Punch	7	8
Dodging	7 (-2 for bullets)	/

SUCCESS LEVELS TABLE

Roll total	Success level	Description
9 - 10	1	Adequate
11 - 12	2	Decent
13 - 14	3	Good
15 - 16	4	Very good
17 - 20	5	Excellent
21 - 23	6	Extraordinary
24 - 26	7	Mind blowing
27 - 29	8	Outrageous
30 - 32	9	Superheroic
33 - 35	10	Godlike

THE 18:25 TO NEW LONDON CHARACTER SHEET

NAME: SIR FRANKLIN CLARKE

LIFE POINTS	43
DRAMA POINTS	3

DESCRIPTION:

Despite your far from modest holdings you are most well known as the person who dives into sunken cities to recover the treasures and artefacts lost in the floods. You've managed to make some amazing finds and at 29 have made quite a name for yourself.

You have a slightly weathered air that you feel adds to your rakish charm. You have sandy blonde hair and blue eyes. While you may not be winning any beauty contests, your tall tales and obvious charm more than make up for it.

None of this would be possible with out the very generous assistance you receive from Hector Harrion. Despite this assistance however you have managed to get yourself into a touch of bother, retrieving some items that weren't "technically" meant to be retrieved. You've found a rather unsavoury buyer who has insisted on doing business on the New London Flyer. So here you are, meeting this Mr. Casetti and hopefully getting this box of unusual items off your hands.

ATTRIBUTES

Strength	4	Intelligence	2
Dexterity	4	Perception	3
Constitution	4	Willpower	2

USEFUL INFO:

Initiative =	d10 + 9
Perception =	d10 + 5

SKILLS

Acrobatics	2	Knowledge	3
Art	0	Hand to hand	2
Crime	1	Languages	2
Doctor	1	Mr. fix-it	1
Driving	2	Notice	2
Weapons	5	Occultism	4
Shooting	3	Science	0
Influence	2	Sports	0

COMBAT

Manoeuvre	Bonus	Damage
Pistol (revolver)	7	15
Machete	9	12
Punch	6	8
Kick	5	10

SUCCESS LEVELS TABLE

Roll total	Success level	Description
9 - 10	1	Adequate
11 - 12	2	Decent
13 - 14	3	Good
15 - 16	4	Very good
17 - 20	5	Excellent
21 - 23	6	Extraordinary
24 - 26	7	Mind blowing
27 - 29	8	Outrageous
30 - 32	9	Superheroic
33 - 35	10	Godlike

THE 18:25 TO NEW LONDON

CHARACTER SHEET

QUALITIES

Experienced explorer
Hard to kill 3
Fast reaction time

POSSESSIONS

Pistol
Machete
Travel pack
Travel clothes
Good clothes
Wooden box of interesting artefacts
Note pushed under your door when you arrive

DRAWBACKS

Serious greed (artefacts)
Fear of commitment
Minor obsession (getting more artefacts)

NOTES

THE 18:25 TO NEW LONDON CHARACTER SHEET

**NAME: PROFESSOR JULIA
HUXBURY**

LIFE POINTS	31
DRAMA POINTS	3

DESCRIPTION:

At 32 you are one of the youngest people to ever be offered a Professorship at the University College London's history department. But that's what has just happened and why you're on your way to New London.

Despite your best attempts to hide the fact, you are actually very good looking. Luckily however you generally manage to get rid of would be suitors by talking to them about your latest research.

You're also very excited about being able to look up Ms. Denise Germaine, a noted Occultist. While others may snigger at your interest in the Dark Arts and the occult you know that this is as valid a course of research as any other. Obviously you are keeping this interest from your new employers, even though much knowledge was lost in the floods New London is still the best place to look into and learn about the occult. You are also greatly anticipating meeting up with a Mr Cyrus Casetti, a slightly mysterious gentleman, but one who seems to have a number of contacts of great worth for your research.

ATTRIBUTES

Strength	2	Intelligence	6
Dexterity	3	Perception	3
Constitution	1	Willpower	5

USEFUL INFO:

Initiative =	d10 + 2
Perception =	d10 + 5

SKILLS

Acrobatics	1	Knowledge	6
Art	0	Hand to hand	0
Crime	0	Languages	2
Doctor	1	Mr. fix-it	0
Driving	1	Notice	3
Weapons	0	Occultism	6
Shooting	0	Science	4
Influence	2	Sports	0

COMBAT

Manoeuvre	Bonus	Damage
Dodge	3	/
Throw random item	2	2

SUCCESS LEVELS TABLE

Roll total	Success level	Description
9 - 10	1	Adequate
11 - 12	2	Decent
13 - 14	3	Good
15 - 16	4	Very good
17 - 20	5	Excellent
21 - 23	6	Extraordinary
24 - 26	7	Mind blowing
27 - 29	8	Outrageous
30 - 32	9	Superheroic
33 - 35	10	Godlike

THE 18:25 TO NEW LONDON CHARACTER SHEET

NAME: JIMMY JONES

LIFE POINTS	43
DRAMA POINTS	3

DESCRIPTION:

You're a tough guy with a tough attitude. You may only be 22 but you got where you are today through hard work and the willingness to get a little dirty from time to time. You're loyal to those who have your back but if anyone turns, they had better watch it. That's what the streets of Glasgow taught you.

You're a big guy with a few scars to show the type of life you've led. You have brown hair and brown eyes, the type of non descript look that can come in handy in your line of work.

You're on your way to New London to help out a friend, Denise Germine and track down an enemy, that rat Cyrus Casetti. He tried to blackmail the wrong head of the wrong crime syndicate. As long as I manage to get hold of him and drag him back to the boss it'll be a good days work.

ATTRIBUTES

Strength	3	Intelligence	2
Dexterity	3	Perception	3
Constitution	3	Willpower	2

USEFUL INFO:

Initiative =	d10 + 7
Perception =	d10 + 6

SKILLS

Acrobatics	2	Knowledge	0
Art	0	Hand to hand	5
Crime	4	Languages	0
Doctor	1	Mr. fix-it	3
Driving	0	Notice	3
Weapons	3	Occultism	0
Shooting	0	Science	0
Influence	0	Sports	1

COMBAT

Maneuver	Bonus	Damage
Punch	8	6
Dodge	8	/
Knife	6	6
Head butt	6	6

SUCCESS LEVELS TABLE

Roll total	Success level	Description
9 - 10	1	Adequate
11 - 12	2	Decent
13 - 14	3	Good
15 - 16	4	Very good
17 - 20	5	Excellent
21 - 23	6	Extraordinary
24 - 26	7	Mind blowing
27 - 29	8	Outrageous
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33 - 35	10	Godlike

**THE 18:25 TO NEW LONDON
CHARACTER SHEET**

QUALITIES

Criminal
Eidetic memory
Good Luck (+ 3 on any roll once/game)
Hard to Kill 3
Fast reaction time

DRAWBACKS

Mental problems (serious cruelty)

POSSESSIONS

Flick knife
Brass knuckles (add +2 to punch damage)
Travel bag
Diary
Bottle of eau de Margux cologne

NOTES
