

# The Leviathan Trilogy

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It is the early morning of the 29th of June, 1914. Just yesterday, Archduke Franz Ferdinand of Austria was assassinated while visiting Sarajevo. With tensions already high, and with Europe bound up in a web of diplomacy, a great and chaotic war seems a certainty.

But even with many powers and figures in the same places, this isn't the Earth you're familiar with. Nay, technology has progressed a great deal, and in odd ways. The Western Powers to-be have adopted advanced genetic engineering that allows them to weave together creatures for intended purposes, cutting out decades or centuries of selective breeding and resulting in all manner of alien creatures. They are called 'Darwinists', after the man who discovered this process, and they've abandoned much of the steel-and-diesel technology that would ordinarily define this time period.

On the other side, you've got the 'Clankers'. The Eastern Powers to-be have constructed all manner of amazing devices and vehicles, all mechanical in nature. These creations are largely defined by being legged rather than wheeled and being powered by

Direct Current...and all vehicles follow this pattern, even the common tractor is a multi-legged mechanical beast strutting along. The military has adopted landships, what appear to be boats that have sprouted legs, and bipedal walkers, with even the smaller models towering over a man and requiring multiple to crew.

Hours prior to your arrival, the son of the Archduke fled with a small retinue of his father's trusted servants and confidantes in one of those walkers. Alek and his retinue are due to slowly sneak their way to the Alps in order to hideout the coming chaos, but unexpected events are afoot.

A few days following your arrival, a young Englishwoman by the name Deryn Sharp will assume the name of Dylan and join the RAF. However, circumstances lead her to become a Midshipman on the Leviathan, a large airship and fabricated beast.

In a few weeks, the Leviathan will encounter some trouble over the Alps and the plot will start in earnest.

As for you...well, that is up to you, using this **1000cp** here.

Welcome to the Bio/Diesel-punk alternate history of the Leviathan Trilogy.

**Locations;** You may roll 1d8 or choose freely.

- 1) **Austria-Hungary**, a Clanker power allied closely with Germany.
- 2) **Britain**, a Darwinist power allied closely with France and Russia.
- 3) **Switzerland**, a neutral power.
- 4) **Constantinople**, a largely Clanker power considering its options.
- 5) **Russia**, a Darwinist power allied closely with Britain and France.
- 6) **Japan**, a hybrid power in the far east with nominal Darwinist ties.
- 7) **The United States**, a relatively neutral hybrid power.
- 8) **Free Choice** of any location in the world, within reason.





**Origins;** Choose one of the following. Any origin may include a history and memories or simply drop in. You may freely choose your sex, and your starting age must be 15 or above.

**Civvie:** Whether a common tradesman or a world-trotting journalist, you can count yourself amongst the 'little people' of the world. Although you may be able to find a bit more leverage than your peers.

**Soldier:** You aren't creating contraptions or beasts, nor are you some highly educated snob with a fencing saber up your arse, but what you lack in "proper" education or technical skills you more than make up for in your ability to kick ass.

**Boffin:** Perhaps you are a mechanik, forming metal into miraculous and formidable machinery. Or perhaps you are a natural philosopher, weaving the threads of life into new and fantastical beasts.

**Noble:** While not necessarily a member of the nobility, you are a well-educated individual of some authority and means. You are accustomed to politics, schemes, and the wider machinations of men.



**Perks;** Perks marked for your origin are discounted, with discounted 100cp perks being free.



(Civvie, 100cp) **A Professional:** Even a jumper needs to work. Choose a particular profession open to the public. You not only have the knowledge and experience to do some quality work within that profession, but you also have a much easier time finding work in that field. Your resume will catch an employer's eye above its counterparts, your business will attract more customers, and inspiration strikes you more often.

(Civvie, 200cp) **A Real Talker:** Something about you is just plain disarming to most folks, making them a touch more willing to reveal information that might be of use to you. It also helps that you've got a way with words, knowing what to say and when

more often than not. In other words, You just have an easier time accessing information and not sticking your foot in your mouth.

(Civvie, 400cp) **Around Every Corner:** Whether fate or just dumb luck, you tend to find yourself in contact with the movers and shakers of the world...or those caught up in all manner of plots and intrigue. As a journalist, you'd find yourself running into the same errant prince several times within the span of a few months, although you may not realize this prince is a prince, let alone THE prince. This may be toggled if you don't want to get drawn into the plot.

(Civvie, 600cp) **Sharper Eyes:** Some folks have sharp eyes, but yours are much sharper. Your eye for detail is spectacular, and so is your brain for fitting these details into a cohesive shape. Beyond just having a sense for the quality of something, you can extract all sorts of information from the little details you spot. With a feel of someone's hand and a glance at their posture, you could tell that that scruffy youth in front of you is a prince on the run, or that the soldier he's with is actually a woman, regardless of their best efforts to hide these facts. Better, you can read people like an open book, while also having the quick wit, grace, and tact to use their open pages to your own advantage without scorning them or scaring them off...unless you wanted to do that. This doesn't apply to simply eyesight, as you can glean all kinds of details from folks through

any relevant sense. Also, all of your senses are much sharper than normal.

(Soldier, 100cp)**Midshipmanship:** You've already been through training, or been through circumventing circumstances, so it figures you'd be physically fit for the job. Not only is your general physicality a touch or two above what you'd need to make it as a soldier of your field, but you've got a fantastic grasp of the skills required in your duties. Just don't show off too much or you'll get promoted.

(Soldier, 200cp)**Proper Polly Oliver:** Sometimes, you need to blend in. Sometimes, you don't want people to know that you're actually a girl. Regardless, you can create some amazingly effective disguises, act the part of your disguise adequately for long periods of time, and you've got some amazing luck

(Soldier, 400cp)**Front Page News:** Your mind and body can move and react much quicker than they normally could, allowing you to quickly reach a solution for an immediate problem and put it into action. But beyond that, fate seems to conspire to make daring stunts not just necessary, but actually viable. This also provides you with the gumption to pull off crazy maneuvers without wavering. Save the sultan from mysterious assassins with some rope-swinging and spice-slinging and make the front page news!

(Soldier, 600cp)**Hang On:** Sometimes, a soldier needs to buckle down and hang on for dear life. But you've sometimes got to go farther. Not only do you have the mental and physical fortitude to hang onto the rope scaffolding of a whale beast flying at high altitudes for



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hours while under enemy fire, but you can actually go about your business while dealing with all that and more. And you can do all that without being worse for wear, beyond any bullet holes of course.



(Boffin, 100cp) **Creating Wonders:**

What makes a boffin but his technical knowledge? Pick **Mechaniks** or **Fabrication**.

**Mechaniks:** You have the knowledge and skill necessary to design, build, modify, and maintain all manner of mechanical contraption. From little clockwork toys to great walking landships, these are all within your reach...although the bigger stuff will take potential decades to reach with just this perk. This also only covers small clockworks, direct current electricity, and diesel engines as far as power goes, not exactly the most efficient stuff.

**Fabrication:** You have the knowledge and skill necessary to design, grow, and take care of all manner of fabricated beasts. From message lizards to elephantines...you are unfortunately limited to smaller and simpler beasts without decades of effort. This includes knowing how to create and maintain the equipment necessary to weave new creatures and rear them to hatching, as well as other accessories to make use of

them like harnesses and such.

(Boffin, 200cp) **Making Do:** You won't always have the perfect materials or environments on hand, so a good boffin needs to know how to make do with what IS on hand. When it comes to working within the specialization you picked up from *Creating Wonders*, you are more capable of figuring out how to find a use from the materials you have

on hand, and the stuff you have on hand is more likely to be useful in the first place.

(Boffin, 400cp) **Finding**

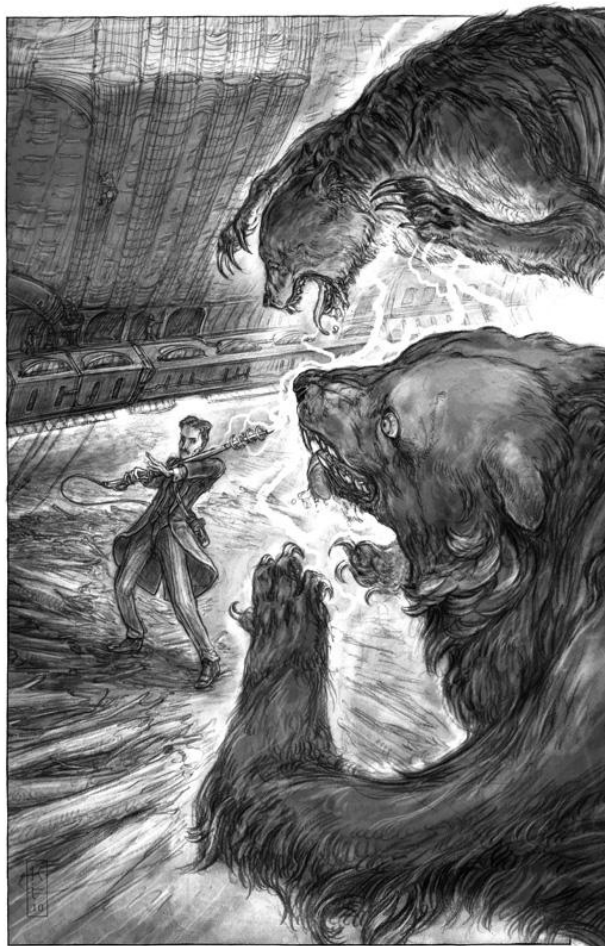
**Breakthroughs:** Some boffins are superior to others. And you are one of those. You are a savant in your chosen discipline.

As a **Mechanik**, you are on par with Tesla, capable of using the far more efficient and safe alternating current and practically able to bend electricity to your will...with machinery, anyway. Lightning cannons, both large and small, and various other things thought up by Tesla are within your grasp.

If you are specialized in the **fabrication** of new life, you are on par with Dr. Barlow, the granddaughter of the discoverer of evolution and creator of your field.

This allows you to weave truly intricate beasts from the threads of life, creating things like the floating biosphere/airship that is the Leviathan, the monstrous Behemoth that is capable of sinking entire fleets in its gaping maw, or the deceptively cunning Perspicacious loris.

(Boffin, 600cp) **Mixing Disciplines:** You aren't simply a master of machines or beasts, but both. Taking this perk improves whatever other perks in this tree you have taken. You gain the benefits of both disciplines from **Creating Wonders** and **Finding Breakthroughs**, and **Making Do** applies when working with either (or both) disciplines. But this mastery isn't all. You also have a knack, nay a true genius, when it comes to making disparate fields work together. And when it comes to jury-rigging systems together that wouldn't normally be



\*REPULSION OF THE STARVING WAR BEASTS.\*

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compatible, like replacing an AC engine pod with a heavy DC motor meant to drive a huge bipedal walker.

(Noble, 100cp) **Polyglot:** Nobility often deal with their foreign counterparts, so it's best to be equipped. You are proficient with a handful of common languages appropriate to your starting location here. Beyond that, you also gain a similar proficiency in a common language of your choice from each setting you jump at the beginning of each jump. This proficiency isn't on the level of a native speaker, but is enough to allow for deep conversations with only the occasional unfamiliar word or phrase.

(Noble, 200cp) **Noble Bearing:** A proper noble is refined and socially adept. You have a masterful grasp of etiquette, enough so to slide through most social interactions...in high society anyway. This grasp expands as you encounter new nobles with their own sets of standards and practices. And when working with folks who aren't used to hoity-toity-ness, they tend to subconsciously follow your lead.

(Noble, 400cp) **Fencing Instruction:** You are a master fencer...or some other form of combat. You know the exercises to maintain your skills, even without a partner to practice with, and performing those exercises is a calming act that allows you to more easily focus and process things. This skill also extends to training others in your mastered form of combat, bringing them up to speed quickly and making those same exercises provide the same benefits for them.



(Noble, 600cp) **Wily:** You're a wily one, capable of scheming with the best of them. You know what to hide and what to reveal, and when. You know how best to squirrel information out of others, and you have a sense of when someone has just revealed something they didn't want to. You can see straight through lies, while your own deceptions and misdirections are often taken at face value. You also know how to best leverage



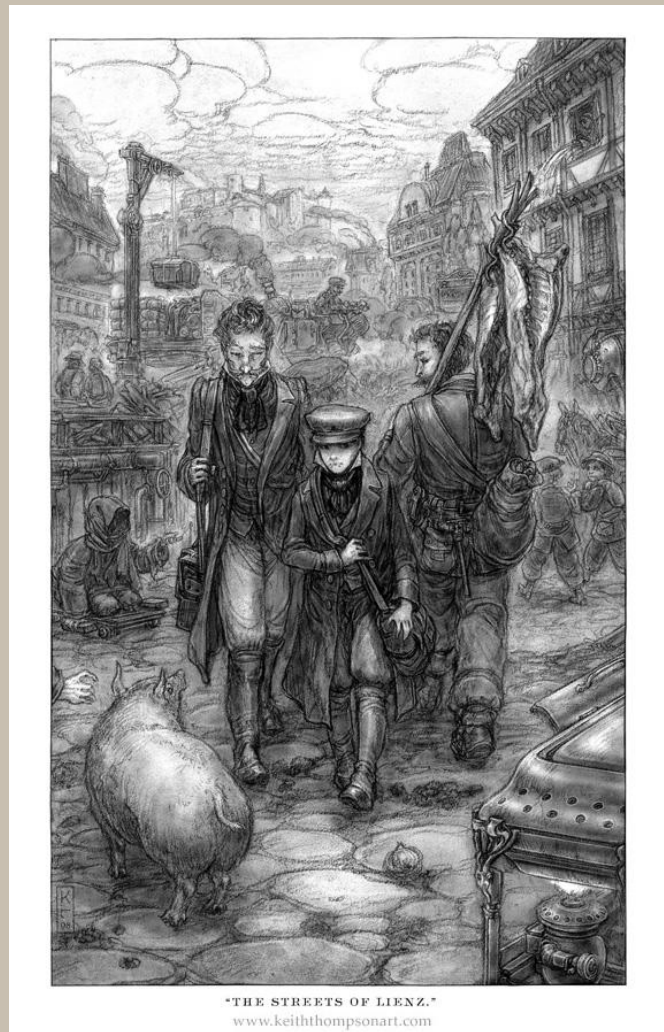
what you've found to your advantage.

**Items;** Items marked for your origin are discounted, with discounted 100cp perks being free.

All items respawn, repair, and return within a week of being destroyed, damaged, lost, or stolen. Supplies replenish on the same timeframe. Purchased firearms gain a supply of appropriate ammo.

(Civvie, 100cp) **The Basics:** A full kit of tools for whatever your chosen profession is.

(Civvie, 200cp) **A Notebook:** A small notebook that can easily fit inside most pockets. Any notes you write down in it grow, expanding and improving upon themselves as if you were pondering upon and expanding them yourself. The notebook has an infinite number of pages and always opens to what you are wanting to see...if only so the book doesn't fill out from just one small note. The "auto-brainstorm" feature improves as you do, keeping pace with your own intelligence and knowledge.



(Civvie, 400cp) **Industry Insiders:** You've got a collection of contacts within your chosen profession's industry. These folks are at every level, are on the level, and you can find at least one contact in any settlement where your profession can be found.

(Civvie, 600cp) **A Venture:** You are the proud owner of your very own business...related to your chosen profession, of course. Whether a personal venture or a medium-sized business with dozens of employees, it is guaranteed to generate a profit. If you want a vacation, you'll be guaranteed to find a trustworthy and competent person to run the



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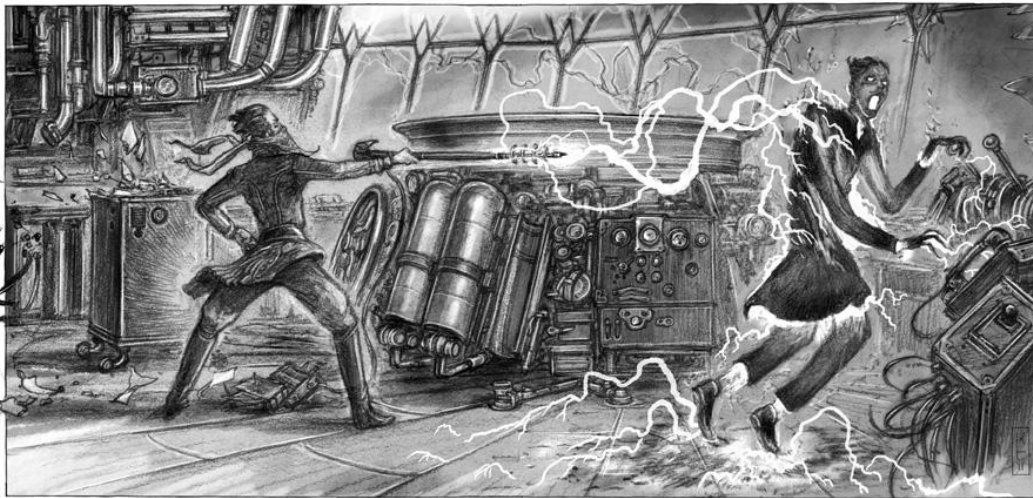
place without need for your supervision or input, keeping it in the black until you return. Although, your venture will generate a much larger profit if you are the one running things. (Soldier, 100cp) **Loadout:** The proper loadout you'd expect of a soldier of your field. At the very least this includes a firearm with a few extra reloads and a tough military uniform.

(Soldier, 200cp) **Armory:** You've got yourself a whole armory of WWI-level armaments and equipment, enough to outfit several squads of soldiers with some odds and ends to spare. This isn't just weapons and ammo, but uniforms, rations, and everything else you'd need to outfit a soldier.

(Soldier, 400cp) **Supplies:** A regular supply

of...well...supplies you'd need for whatever military operations you are commanding or otherwise involved in. This way, you don't need supply lines to keep yourself or your men supplied, even when somewhere difficult to access. The exact form this takes depends on the scale of the operation and what is needed, and no one thinks their stocks of supplies refilling regularly to be odd.

(Soldier, 600cp) **Command:** You're own Battalion, made up of 300 to 1000 soldiers. You are in command of it, whether formally or informally, and its constituents are loyal to you. This item isn't just the men, but includes a small military installation to house and train them. Unless you have a way to bring them between jumps, the Battalion and



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its military installation don't follow you. You instead receive a set of local soldiers and an installation appropriate to each new setting.

(Boffin, 100cp) **Specialized Tools:** A set of tools appropriate to your discipline. Where a Mechanik would have things for working with metal, wood, and machinery, someone focused on fabricating beasts would get incubators and harnesses.

(Boffin, 200cp) **Endangered Domesticate:** While not necessarily an endangered animal, you have a pet up to the size of a large dog. As long as it's a natural species, you could have a dog, dodo, thylacine, or something else. This pet is inordinately fond of you.

(Boffin, 400cp) **Tesla Cane:** What appears to be an ordinary cane is, in fact, a powerful lightning weapon capable of frying genetically-engineering war bears to death at several meters. Its charge is limited, however, but your version automatically recharges over the course of an hour following a discharge.

(Boffin, 600cp) **Titanic Workshop:** Every artisan needs a workshop, and this one is yours. This workshop is huge, extravagant, and specialized towards your needs. There is plenty of space here to work on, say, whale-sized projects, the tools the workshop is equipped with are top-of-the-line, and the place has a self-replenishing stock



of supplies. Lastly, the workshop automatically adjusts to your technical skills. New tools and supplies appear to allow you use of skills as you gain them.

(Noble, 100cp) **A Noble Weapon:** A rapier, fencing saber, or maybe a rifle. The weapon itself isn't much special, but it is exceptionally balanced in your hands.

(Noble, 200cp) **Tactics Books and Toy Soldiers:** A collection of books covering strategy and tactics, plus a large assortment of toy soldiers. The books range from surprisingly detailed fiction to actual instructional manuals. The toys adapt to include figures of your own military forces, as well as common forces within the current setting, and playing with them will be surprisingly helpful with planning engagements...they are also just fun to mess around with.

(Noble, 400cp) **A Study:** An office, perfect for handling paperwork, private meetings, or just sitting and reading something. It is not soundproofed completely, but unimportant sounds from outside are suppressed, as are sounds you don't want heard from inside. Working here also improves your focus.

(Noble, 600cp) **Land and Title:** As appropriate for a noble of your

stature, you have a parcel of land to your name and an attached title. The exact nature and size of the parcel of land is up to you; it could be a tract of woodland or a farming community, but not a whole country. The title is up to the level of a Count. The land and title are recognized by a country of your



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choice each jump, the land inserting into an appropriate location in said country and the title inserting you into local politics. This even works for countries where nobles aren't really a thing, and nobody will find that or you dropping in as strange.

**Companions and Followers;**

(100cp) **Retainer:** A set of 4, split up between up to 4 companion slots as desired. Could be 4-in-1, could be 1 individual companion and a 3-man group companion, or some other combo. Each slot gains an origin, freebies, and 600cp to spend. May also be taken as a follower group.

(200cp) **Retinue:** A group of 50 mundane humans, skilled in a manner you decide. Whether servants, lab assistants, fellow soldiers, or employees,

each is worth 2 others in their role and the group as a whole is exceptionally loyal. May be taken as a group companion or a follower group.

(Depends) **Import/Create:** You may import existing companions or create new ones for 50cp each, or a set of 8 for 200cp. Each companion gains an origin, freebies, and 600cp to spend. For 300cp, you may import *every single one* of your companions, each one gaining the same benefits mentioned.

(100cp) **Canon:** For a small donation, you may bring along whoever you can convince or coerce to come with you.



"THE AFTER DINNER RAID."

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### **Fabricated Beasts and Mechanical Contraptions;**

The major advancements of this setting. Beasts both great and small, purpose-made from all sorts of genetic material, and amazing contraptions both civilian and military. You (and only you) receive a **+400cp** stipend for use in this section only, so you have a keepsake of your time here.

All purchases that require personnel come with a full complement of competent and loyal crew or staff. Your choice if they're a new set of locals each jump or a persistent group of followers.

For **50cp** each, you may purchase something up to about the size of a human. This covers everything from little toys and pets, to fabricated wetsuits with rebreathers and the loping runners that are roughly analogous to motorcycles. Basically, trinkets, personal equipment, and single-person vehicles.

For **100cp** each, you may purchase beasts and contraptions up to about the size of an elephant, the idea for this tier being the massive elephantines that act as major beasts of burden in Darwinist nations or the walkers deployed by the Clanker nations. Also covered by this tier is things like the Clanker's legged tractors and other civilian contraptions. Oh, and don't forget Russia's warbears, though do remember to feed them.



For **200cp** each, you may purchase something on the scale of one of the landships used by the Clanker powers. Hell, it could be an actual oceanborne warship. This tier also covers stationary emplacements, like the Tesla Towers that threatened to bring down the Leviathan multiple times.

For **400cp** each, you may purchase the Leviathan, Behemoth, or Goliath. Your choice if you get the actual version that exists in setting or your own copy. These are detailed in the Notes.

**Drawbacks;** No drawback limit, take as many as you want or need.

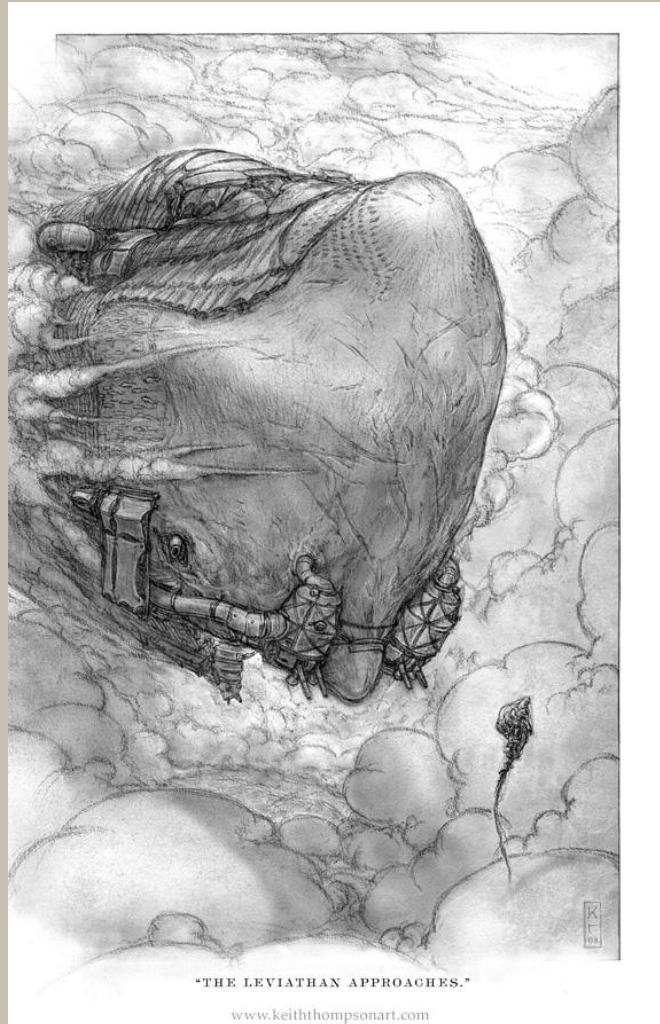
**Monkey Luddite (+100/+300):**

You've got a phobia regarding fabricated creatures...or maybe diesel-chugging Clanker machines. Either way, you *really* dislike one of the major features of this setting, seeing as both are rather widespread. You may also choose both if you hate yourself, gaining points for each time.

For +100cp, you simply don't feel comfortable around your chosen bane. Fabricated creatures have an easy time startling you, or all the noise, ozone, and exhaust fumes from Clanker machines just makes you anxious until you can get clear. You just can't get used to it either.

For +300cp, the presence of your chosen bane will make you enter fight or flight, forcing you to flee or sending you into a frightful and indiscriminate rage until you are clear of the irritant.

**Disliked (+100):** Congratulations, no one likes you. Not even for any good reason, you just rub most folks the wrong way. They won't attack you on sight or anything like that, but they're more suspicious of you in general and are less willing to put up with you. This doesn't



affect anyone that's fiat-backed, neither making them disliked nor making them dislike you.

**Interesting Times (+100):** For whatever reason, you tend to get wrapped up in trouble almost constantly. As soon as you've dealt with the last problem, a new one will arise before you've had a chance to rest. It's just one thing after another.

**Dummkopf (+200):** You've got a loose tongue. All too often, you'll let slip a sensitive or important piece of information. While this will be beneath the notice of most folks, the wily sorts that you wouldn't want to notice WILL notice.

**No Perks (+200):** You lose access to any perks you didn't purchase here for the duration of the jump.

**No Items (+200):** You lose access to your warehouse and any items you didn't purchase here for the duration of the jump.

**No Companions (+200):** You lose access to any non-imported companions for the duration of the jump.

**Antipathy (+300):** Pick a nation. Every person who is of that nation, from the youngest newborn to the highest echelons of government and military, instinctively hates you. And those at the top know who you are, where you are (at the start), and they want you out of the way. At the very least you should expect to be constantly harried by assassins, spies, and false charges from local law enforcement. Given enough time and opportunities, you may even find your enemy nation making huge advancements in all manner of fields in order to take you down. Oh, and they won't suffer any losses from their efforts beyond those that you and yours inflict, whether personnel, materiel, or diplomatic.

**End;**

If you've had your fun, feel free to **Return** home.

You may choose to **Remain** in this world if you have grown attached.

Or you may **Continue** on with your journey.

In any case, all Drawbacks are waived and you may keep all you've collected thus far.



**Notes;**

Regarding Boffin specialization: In order to get both sides of each perk, you must either purchase each perk twice (both times are discounted) or purchase **Mixing Disciplines**.

Fabrication isn't just limited to animal life, but also includes engineered plants. For example, the wood of the Leviathan's gondola has been made to be lighter and stronger than normal.

**Leviathan**

An airship made from a whale-like fabricated beast that has been altered to have hydrogen sacs all along its bodies in order to generate lift. It is also home to a whole ecosystem of smaller beasts who serve all sorts of purposes, from the strafing hawks and



flechette bats use in combat, to the messenger lizards that serve as a method of onboard communication, to a colony of bees that allows the whole system to derive nutrition from local plantlife. Also included is a host of more independent beasts, like the dog-spider Hydrogen Sniffers used to check for leaks or the Huxleys that are basically living hydrogen balloons.

The Leviathan isn't completely organic, though, as it has both a gondola strapped to its belly and 'motivator engines' installed on its head that are used for steering. And that isn't mentioned the access points and sections built into the whale itself, which go all the way through so a sailor could go from the gondola to the top of the beast without having to climb along the weave of ropes on its side. What electronic technology that is used on the ship is alternating current, to avoid putting the whole thing up in flame.

### **Behemoth**

The big thing pictured on the previous page, a massive version of the Darwinists' Krakens that is capable of pulling down even the largest of Clanker warships. It is controlled via colored lights that tell it where to go and what to attack. Comes with a dirigible that has such an apparatus available.

### **Goliath**

The greatest Tesla tower constructed. As the largest of its kind, its range is much greater than normal...though it still only reaches a few hundred meters, not the world-wide range promised by Tesla. Comes with the generators necessary to power such a great machine, and there is nothing keeping you from turning this into the world-spanning superweapon it's meant to be. You'd at least need the Mechanik side version of Finding Breakthroughs, years of work, a great deal of funding, and more than a little luck.



For 85565726: >WHAT'S UP, BITCHES! It 1914, and some bitch called Archduke Ferdinand got fucking ganked! Now the gears of war are turning, some fuckers called Clankers and Darwinists have a technological divide, some bitch called Deryn joined the war under the name Dylan and Alek escaped into the Alps. Who the fuck is Alek? Man, I don't fucking know. Fuck you, take 1000CP and fuck off.

Live Version:

<https://docs.google.com/document/d/1GvgvC2zZAnPHqcFEzEexPrbxtvnKRi3uZicJmYeSGIw/edit?usp=sharing>