

# The Leviathan Trilogy

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[Insert intro here, mention date, the death of Archduke Franz Ferdinand, the gears turning for war, the technological divide between the Clankers and Darwinists, Deryn joining the military under the name Dylan, and Alek escaping into the Alps.]

To aid your survival, here is **1000cp**.

**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.

**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 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 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.

(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 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 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, some 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. It's 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-replenish 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 for your use.

(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 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.

(200cp)**Big Follower Group:** A group of 50 mundane humans, skilled in a manner decided by the jumper. 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.

(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. This option may be purchased multiple times. For example, you could spend 250cp on this option to import and/or create 9 companions in total.

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

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

+400cp stipend for jumpers.

50/100/200/400 tiers

A creature or contraption may be purchased at a higher tier in order to gain multiple of the same type, multiplying by 4 for each tier up. So buying a 50-tier creature for 400 would give 64 of them.

50 is pets and toys

100 is small utility creatures and contraptions that can carry 1 or 2 people. Huxleys and air balloons fit here. Also includes most civilian creatures and contraptions, like the elephantine beasts of burden or walking tractors.

200 is major beasts of war, as well as things like walkers. A perspi-whatever loris is in this tier.

400 is the tier of landships, larger zeppelins and fliers. Also, the namesakes for each book.

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

Dummkopf(+100): 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 her for the duration of the jump.

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

Live Version:

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