



# PENNY DREADFUL

## **Welcome to the world of Penny Dreadful.**

You begin in London (where else?) on September 22, 1891. Shortly, an esteemed and wealthy explorer by the name of Malcolm Murray and a lady named Vanessa Ives will enlist the help of an American marksman named Chandler and a young doctor named Frankenstein to aid in the rescue of Malcolm's daughter Mina. If you can't work out who or what kidnapped Mina at this point you're really not trying.

When Lucifer fell, he did not fall alone. Two brothers fell together and they do not get along. One fell to Hell to feed upon the souls of the dead and one to Earth to feed upon the blood of the living. Both of them have pieces on the board and are considering their next move. The prize?

Destruction, mastery and a certain Miss Ives.

Portents, religion, hell and blood coincide with a new force for the first time - science. Estranged friends Drs Frankenstein and Jekyll work in separate labs in hopes to improve or transcend the human condition but each are on a course to create monsters of their own.

The shadows grow deeper in the back alleys, mutilated corpses are not quite as rare a thing as they were and you would do well not to travel at night.

**You have 1000 CP**



# ORIGINS

Your history, memories and place in the world.

## Drop-In

You are alive. You gasp for air as your (formerly) dead lungs are filled with dank, strange smelling laboratory air. You open your eyes and notice that parts of your body seem to be stitched to other parts as if you have been taken apart and put back together again. Someone in an apron and thick gloves looks at you and covers you in a blanket. Your body convulses violently in their arms as your body tingles and life re-enters your cold extremities. Your creator looks at you with an expression of horror, wonder and, above all, awe. They say something to you but the shock to your system renders it unintelligible.

**Roll 20 + 2d8 to determine the age of your body parts in years. You have just been reborn. Happy birthday.**

## Explorer

You have lived a life longer than many and a great deal more interesting too. As a child you dreamt of leaving your homeland to explore the many fantastical, wild places in the world and as an adult you made good on that dream. You found the world to be a great deal more bloody than you had expected and, whether in the darkest reaches of Africa or the mysterious orient, blood and violence followed you on your journeys. Now you have made a name for yourself, have a fine home in London and you are currently debating whether to go on another expedition. You saw a shadowy figure in the street late last night as you returned home and you were deeply disquieted by the shape of the thing. Perhaps further investigation is in order?

**Roll 28 + 4d8 to determine your age in years.**

## Doctor

You were a brilliant young junior surgeon, with good prospects and single-minded in your efforts to perfect your skills in the field. As time passed, your peers and teachers began to seem slightly disturbed by the extent of your ambition when it came to the prolonging of life. Obsessed they called you, dangerous even, but you know full well that you were right all along and the small-mindedness of those around you did little to deter you. While you may not have the comfortable and highly paid job that had been expected of you, you have your lab and a place to live and one way or another you will show those fools how very right you were.

**Roll 20 + 2d8 to determine your age in years.**

## Gunslinger

Whether you're a native Brit, from the United States or from the colonies your life so far has been difficult and violent. You have seen far more than your fair share of death and likely doled out much of what you've seen. Whether as a former soldier, scout, criminal, or bodyguard you have learned how to shoot to earn your place in the world and have had to do it well to survive for as long as you have. Now you find yourself in London with a room above a pub paid up for the month. You have a little spending money but will need to look for work soon or risk going hungry, it is fortunate then that there is always work going for a person of your talents.

**Roll 20 + 2d8 to determine your age in years.**

## Witch

As a child you had a strange fascination with dead things and the occult and would hear the occasional whisper suggesting you do things that got you into trouble. You grew up wealthy but circumstances and your character were such that you ended up leaving home with little more than a deck of tarot cards in your possession and ended up living with a wise woman to learn her trade. There is darkness in you still to contend with and that interest has led you to London where you currently live quite comfortably off the inheritance you received following your parents passing. The cards have shown you that whatever is about to happen is going to happen here and it's going to be big.

**Roll 20 + 2d8 to determine your age in years.**



# SKILLS

Your skills, abilities and talents.  
Discounts cost half for their respective origin.

**Dead Strong**

You are excessively strong, capable of breaking a locked iron gate open with your bare hands alone. You are also considerably more difficult to kill due to the majority of your organs having become redundant. While in this form however you do not heal as a normal body should and will require stitching up and makeshift repair when damaged.

100 CP, Free Drop-In

**Sense of Wonder**

There’s something in you that lets you always enjoy the fairy lights. No matter how theoretically cynical and jaded you become you are always able to make the best of your surroundings and circumstances granting you a stalwart defence against depression and ennui.

300 CP, Discount Drop-In

**Quick Study**

Your eyes are open, just as a child you observe without preconceptions fogging your capacity to discover new things. You are preternaturally and quite permanently incredibly quick at learning new things. You are so fast to learn new things that it sometimes feels like you are merely remembering things from some past life. Odd that.

600 CP, Discount Drop-In

**Survivor**

You are a survivor of darkest Africa and the many varieties of climates, peoples and oddities there. As such you have exceptional survival skills allowing you to live off the land with ease as well as a strong sense of which customs you observe from the natives you meet could come in handy.

100 CP, Free Explorer

**Gentleman Adventurer**

Your adventures are quite a bit more profitable for you. While no less dangerous, you find that any trek into the jungle is likely to end with you happening upon some new useful specimen of plant or animal or perhaps even real mineral wealth. You also find that your peers will never think the less of you for shirking responsibilities back home.

300 CP, Discount Explorer

**Man of Action**

Lose every battle, except the last. When things become serious, the preliminaries are over and all is at stake you become more than a man. You become an icon. Your abilities, skills and strength of will are alarmingly enhanced when it comes down to the crunch and your luck improves as the fates cheer you on.

600 CP, Discount Explorer

**Surgeon**

You are a trained surgeon. On top of being one of the deftest hands in the field and having an encyclopaedic knowledge of anatomy and modern practices (which is to say modern for the Victorian era) you have an unusual amount of luck whenever you turn your talents to healing or mending people.

100 CP, Free Doctor

**Fill Her Head**

You are an astounding teacher, whether through giving large lectures or more intimate one on one sessions you can impart your knowledge and skills to other people at an uncanny rate.

300 CP, Discount Doctor

**Modern Prometheus**

You have a staggering propensity for outlandish scientific breakthroughs. Using only the technology to hand in Victorian London you have learnt to pierce the tissue that separates life and death. With the necessary body parts and lab you can reanimate corpses. These creations slowly regain their old memories and abilities and have incredible strength and durability.

600 CP, Discount Doctor

**Exhibition Shooter**

You have training as a scout and you’re a good enough shot to make an excellent living. Strangely, shots aimed to impress people rather than actually wound pretty much always hit where they should if the shot was possible to begin with.

100 CP, Free Gunslinger

**Lupus Dei**

Dogs, wolves and similar beasts all bend to your will, you have a monstrous ‘wolfman’ form you may shift into at will in which you are more than capable of savaging a room of armed men before they could get a shot in. You can also choose to look more or less like a wolf as the canon werewolf looks pretty silly.

300 CP, Discount Gunslinger

**Huntsman**

A bullet large enough is a match for any normal creature on God’s earth. There are, however, some distinctly abnormal creatures lurking to whom this may not apply, except for you. In your hands any projectile weapon hits harder. When this comes to monsters and other unnatural beings they hit *much* harder and become far more likely to deal a mortal wound.

600 CP, Discount Gunslinger

**Cut-Wife**

Herbalism, accurate (if extremely vague) tarot card reading and giving pregnant women safe abortions with limited equipment, you have a past as a wise-woman (or man) and have lived on the outskirts of society. As a plus you have an innate understanding of any peculiar qualities of plants.

100 CP, Free Witch

**Blood Glyph**

There is a symbol inextricably associated with you, perhaps an animal or some other sign. Regardless of what it resembles, when drawn in your blood it acts as a decent ward against malevolent supernatural entities and when used as part of magical rituals the power of the ritual is increased considerably.

300 CP, Discount Witch

**Back Hand of God**

You were possessed by the devil and a little took root. Any magic you have, particularly that of a diabolical or otherwise dark variety, is enhanced considerably in both power and magnitude. You may increase this effect more dramatically by speaking the language of the devil although doing so is not exactly healthy for your soul.

600 CP, Discount Witch

**Faith**

Whether your faith is in God, Lucifer, the Dragon or something more abstract it is unshakeable and protects you well against those who would attack your mind and assault your soul.

200 CP

**An Inner Clockwork**

Sometimes things are supposed to go a certain way, a hidden design to events where nothing is happenstance. For you, as long as you do not purposefully cause deviations, this sense of necessity and narrative can be called upon to allow you some meddling without the butterfly effect ruining your plans or dooming the world.

200 CP

**Vampire**

You are one of Dracula’s night children and you are considerably strengthened by the blood of the living. While you may have a preference for the shadows you are not harmed by the sun and are substantially stronger and quicker than any human. You may turn mortals into vampires, the weak willed into psychotic fanatical familiars and you do not age.

300 CP



# OBJECTS

Trinkets, equipment and fellows.  
Discounts cost half for their respective origin.

**Wardrobe**

A wardrobe full of an endless amount of Victorian garb of varying qualities capable of making you look like a true gentleman, an elegant lady or a common street urchin.

50 CP

**Cigarette Holder**

A cigarette holder which always has a fresh (and high quality) cigarette in it after you finish the last one. Makes you look classy and sophisticated rather than pretentious.

50 CP

**Bathtub of Blood**

A bathtub full of warm, fresh blood. You have no idea where the blood comes from but it never seems to run low or go off. Blood type of your choice.

100 CP

**Straitjacket**

A straitjacket that cannot be removed and makes whatever the wearer says seem totally and completely insane.

100 CP

**Long Coat**

A long coat with a high collar. Allows you to blend in with your surroundings and appear as a normal, unremarkable member of the public regardless of how overtly inhuman your visage may be. You may also drop the collar granting you a palpable aura of intimidation.

200 CP, Discount Drop-In

**Membership Card**

A card that shows your membership to a club of gentleman explorers. This card will serve to both greatly impress those that are shown it and will grant you admittance into practically any fine establishment or club. It serves to prove your true nobility and good name wherever you go.

200 CP, Discount Explorer

**Operating Table**

An operating table fit with leather straps. The leather straps are effectively indestructible when keeping a patient in place and you find that any experiment or operation done on a being on the table has a far greater chance of success than normal.

200 CP, Discount Doctor

**Holster**

A holster with a pistol in it. The pistol is finely made but unremarkable. The holster however has a peculiar quality to it, it changes shape to fit any gun and will replenish the ammunition of any gun put into it.

200 CP, Discount Gunslinger

**Doll Kit**

A kit that allows you to easily make voodoo dolls that greatly resemble your desired targets. It allows you a degree of control over the moods of the people they resemble as well as how they feel about you. This control can be shaken off by those with a strong enough will.

200 CP, Discount Witch

**Portrait of You**

A painting of you in which your image becomes more decrepit with time and sin. On the plus side you don’t age anymore and looking upon the portrait causes physical damage you have accrued to transfer onto your image in the painting. On the negative it’s pretty spooky.

300 CP

**Home**

A fine, large building to live in. In other settings a deed for an in-universe equivalent will quickly (and legally) come into your possession. You receive a discount if you choose the *Home* corresponding to your *Identity*.  
**Drop-In:** A dark, dreary, predominantly underground structure resembling a dungeon. While it is currently lacking in commodities it’s escape routes and labyrinthine structure is known to you alone.  
**Explorer:** A spacious manse full of maps and logs of previous adventures. It is decorated with objects, weapons and fetishes from exotic, far away lands.  
**Doctor:** A fine house with a large library full of books on various academic topics. It has a secret, elegant lab in the basement. A lightning rod on the roof safely siphons energy to the lab for.. reasons.  
**Gunslinger:** A large, comfortable and incredibly well-stocked tavern with barrels and bottles of all manners of alcohol. Has a large and pleasant bedroom upstairs and is remarkably well fortified.  
**Witch:** A spooky manor house with a couple of towers. Gives an impression of opulence and luxury despite the profane iconography dotted about. The basement is a ritual room seeped in dark energy.

300 CP, Discount Varies

**Companion**

An unquestionably loyal friend who is both bold enough to go into the sewers to hunt vampires and sharp enough not to end up dinner while doing so.  
  
They each gain an origin and 600 CP to spend as you like. You may either gain a new Companion of your design or import an existing one granting them a history in this world. Either way you may decide upon the nature and history of your relationship here.  
  
50 CP for one companion, 100 CP for up to four and 200 CP for up to eight.

50, 100, 200 CP



# DRAWBACKS

You may take Drawbacks for additional CP. You may take up to 600 CP worth of drawbacks.

**Lost Daughter**

You have a daughter somewhere in this world and she has been taken by the things that lurk in the night. You are desperate to get her back but she will remain lost, one way or another. Dead or alive you will be haunted by her memory.

+100

**Never Say No**

You have an extreme taste for hedonism, a burning desire to buck the social norms of the day and have the complete inability to decide not to do something new and novel should it occur to you (as long as the idea will not definitely cause your death).

+100

**Catholic Guilt**

You feel compelled to act as a good Catholic should and feel guilty about stuff a lot of the time.

+100

**Creation**

Out in the night there is a creature filled with rage and sadness that blames you. They are clever, quick to learn and somehow they have many of the powers and abilities of your own body. They believe you created them and brought them this misery and they will not stop until you are dead.

+200

**Secret**

You have a secret that you are desperate to make sure does not get out. Unfortunately it is in the hands of someone (or something) that will blackmail you and you are too scared to confront them directly to resolve the situation. You will not tell anybody willingly about this situation and your blackmailers frequently get you to do something debasing or otherwise unpleasant.

+200

**Addict**

You are addicted to opiates which you started taking due to some pain you were experiencing and cannot shake off. You suffer all the negative effects of being an opium or morphine addict, getting another fix is at the back of your mind at all times and the comedown can be murder.

+200

**Consumption**

You have consumption and you have frequent bouts of coughing fits that bring up blood and leave you wracked with pain. While it will not directly kill you it will get worse as the 10 years progresses and you will end up bedridden and you will likely wish it would.

+300

**A Strange Case**

While man is usually good and evil braided you are rather more single-minded. You have a good side and an evil side and they are entirely separate but take hold at random. The evil will be violent and deranged and attempt to ruin you while the good will attempt to put out these fires and work generally in your interests.

+300

**Beloved**

The devil, the dragon and God himself are each pursuing you. The devil wants you for your soul, Dracula wants you for your body and God wants you to be redeemed. Unfortunately each of them is extremely jealous of the other two and (while God will move in mysterious ways about it) they will not rest if you choose another.

+300

# FUTURE

Once 10 years is up and any battle worth fighting is done, you will be given a choice.

**Go Home**

You decide that it is time to return home and wake up in your own bed.

**Stay**

You stay in this world having grown fond of the melodrama and spooks.

**Move On**

You move on in the hopes of something better and, perhaps, more pleasant.



## Notes

- ***Dead Strong*** isn't so much a form as something you can just turn on and off.
- If you are a ***Vampire*** you have a weakness to crucifixes for the duration of this jump. You do not however die if your sire (Dracula) dies as other vampires do and your weakness to holy things leaves once the jump is completed.
- You cannot fire your gun while it is still in its ***Holster***. Doing so will break the ***Holster***.
- You can buy multiple ***Homes*** of different sorts, either to grant you separate properties or to combine the qualities (and sizes) of two or more ***Homes*** into one larger property.
- Cool cats don't trip.