

# FARNSELY'S PHANTASM INVESTIGATIONS

REVISED AND UPDATED EDITION



VERSION 1.0 (JULY 2015)



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AT TIMES THE DAILIES DECLARED, "FARNSLEY IS A GENIUS!" THEN AGAIN THEY ONCE DECLARED HIM AN ENEMY OF THE CROWN. BOTH ARE RIGHT, AND WRONG, OF COURSE. THE TRUTH IS SELDOM AS CLEAR AS MY CRYSTAL BOB. HE DISCOVERED THE AETHER CONSTANTS AND THE PRISM GATEWAY. WHAT HE FAILED TO ANTICIPATE WERE THE THINGS WAITING ON THE OTHER SIDE. EIGHT TIMES HE OPENED IT IN HIS LABORATORY TESTING HIS THEORY. EACH TIME THE SMOKE THAT MATERIALIZED WAS DISMISSED AS A MINOR NUISANCE EFFECT. IT WAS ON THE NINTH ATTEMPT, THE ONE AT UNIVERSITY, WHICH CAUSED THE RUPTURE.

THE BARRIER BETWEEN OUR WORLD AND THE ONE BEYOND WAS UNRAVELLED. PHANTASMS OF ALL TYPES CAME TO LIFE. THESE NIGHTMARES NOW SKULK THE SHADOWS OF ENGLAND; GHOSTS AND SPECTRES, GHOULISH SKINRIDERS, ALL MANNER OF OTHERWORLDLY HORRORS TO CHALLENGE THE SANITY OF THE UNWARY. IN THOSE DARKEST MOMENTS WHEN THE EVIL REVEALS ITSELF, WHO WILL THE HUDDLED MASSES CALL UPON? PROFESSOR FARNSLEY OF COURSE. HIS SCIENCE LED TO THE FORMATION OF THE FREELANCE METAPHYSICS CONSTABLES. HIS FEES ARE REASONABLE, BASED AS MUCH OFF THE WEALTH OF THE CLIENT AS THE DANGER FACED. HE ONCE ACCEPTED A BOWL OF STONE SOUP FROM A POOR WIDOW FOR REMOVING A HORNED YOUNGLING.

ONCE ONLY YOUNG GENTRY AND ADVENTUROUS ARISTOCRATS WORKED FOR HIM, BUT AFTER THE INCIDENT AT POTTER'S FIELD HE IS MORE FLEXIBLE IN WHOM HE WILL TRAIN TO USE HIS TOYS. ME? I TOOK THE JOB BECAUSE MY FATHER SQUANDERED THE FAMILY FORTUNE ON GAMES OF CHANCE. I DIDN'T REALLY BELIEVE THE STORIES. BUT ONCE YOU'VE COME FACE TO FACE WITH A GHOUL OR A PACK OF AETHER HOUNDS, YOU FIND YOUR TUNE CHANGING TO MATCH THE SONG BEING PLAYED.

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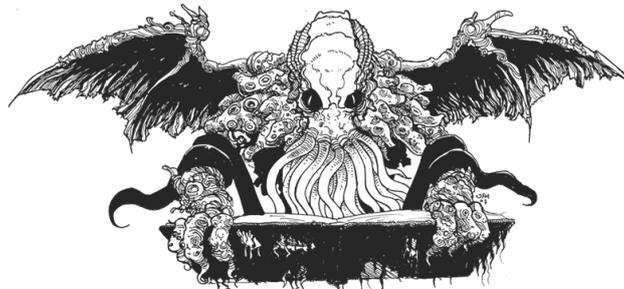
# DEDICATION

Huge thanks to Ray and Phil for all their work on Mini Six!

This revised & expanded edition is dedicated to my wife, Emma, and boys, Jonty and Thomas.

A special dedication must go to my grandfather, the real Charles Archibald, who in life, reminded me in so many ways of our dear old Professor Farnsley.

***FARNSLEY'S PHANTASM INVESTIGATIONS WAS CREATED BY PHIL MORRIS AND IS  
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# WELCOME TO THE AGE OF PANDORA

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## *AN INTRODUCTION TO FARNSELY'S PHANTASM INVESTIGATIONS*

Farnsley's Phantasm Investigations is a Victorian horror roleplaying game, told with an occasionally light-hearted, action-oriented, twist. It's 1884 and the foggy streets of London are inhabited by all manner of unnatural beasts. Players assume characters either working for or somehow associated with the eccentric Professor Farnsley, an aging scientist that managed to prove his most controversial theory, but in so doing released untold evil upon the world. This incident he coined the Pandora Effect.

As a result this incident Farnsley has dedicated himself to undo the ill-fated glory of his great success (fortunately few know that he is responsible for the opening of the Prism Gateway or the release of the Aether Constants) through his inventions and the strong arms and robust minds of his Freelance Metaphysics Constables.



Farnsley's Phantasm Investigations is a roleplaying game originally written by Ray Nolan and Phil Morris for their **AntiPaladin Games'** *Mini Six* game system (itself a member of the OpenD6 family of games). The version you read here is an expanded edition further exploring the setting, as graciously permitted by the original authors.

## THE BASICS OF MINI SIX

**M**ini Six is cinematic and flexible roleplaying game system, like its parent, but its goal is to be lighter and faster, keeping the heart of the mechanics but streamlining the rules. This tradition of adaptability and openness is encouraged in this edition of Farnsley's Phantasm Investigations as well, with Game Masters and Players alike urged to take what they want from the setting and system, and all will hopefully be inspired to expand the game in new and interesting ways, as they see fit.

### THE DICE

This game uses regular six sided dice. The number before the "D" is how many to roll, and any number after a + is how much to add to the roll. For instance 2D+2 means roll two dice and add two to the resulting total.

One die rolled is always the Wild Die. Use a different colour die to represent this or roll the dice one at a time making the last die rolled the wild die. If the wild die results in a six, then roll again adding the six and the new result together. If a six comes up on the reroll, then you add six and reroll again! Keep doing it until the wild die lands on something other than a 6.

## TARGET NUMBER

The Target Number (TN) is the number you need to roll or higher to succeed at whatever you are attempting. General challenges are broken down into six levels of difficulty. Combat target numbers are based on the target's defensive scores like block, dodge, etc. Sometimes you will attempt to affect another character through certain skills, such as Seduce or Intimidate, which can be resisted by the target's skill. In this case you must beat the defender's roll to succeed. The TN of a given action might be modified by the GM depending on circumstances.

## WHAT IS NEEDED FOR PLAY?

This pen and paper roleplaying game and setting has been written for experienced roleplayers. That's not to say gamers new to the hobby will not be able to quickly grasp the rules and mechanics (this a Mini Six game after all), but rather, it provides no section on 'What is Roleplaying'. If you are new to roleplaying

This revised and expanded edition of Farnsley's Phantasm Investigations includes all the rules required for play. However, while not necessary, it is highly recommended that Game Masters and Players download (or even purchase) a copy of the Mini Six game system (at <http://www.antipaladingames.com>); if only to show them your appreciation for their efforts!

So what do you need to play?

- ☞ **Dice:** This game uses regular six-sided dice. Four or five are enough (if the players don't mind sharing), although one will need to be of a different colour (or size) to represent the Wild Die. See page XX for more information on how dice are used in this system.
- ☞ **Character Sheets:** Character generation begins on page XX, while blank character sheets are avail on page XX. Starting on Page XX are sample pre-generated characters that can be used to get straight into play.
- ☞ **Hero Point Tokens:** While not necessary, it is always fun to have some sort of tokens or counters available to represent Hero Points. These could be simply poker chips through to sweets (lollies) that can only be consumed when the Hero Point is spent in play.
- ☞ **A Case (or adventure):** All is for naught if the Freelance Metaphysical Constables don't have a Case to go on! Thankfully one 'The Case of the Haunted Lodge' is provided for the Game Master starting on page XX.

## REVISED AND EXPANDED EDITION?

The goal of this edition is to expand on the original two-page setting that appeared in the Mini Six Bare Bones edition. In doing so it not only revises a few of the core mechanics (while adding a couple more), but also fleshes out the background to the game providing more depth upon which Game Masters and Players can create their own adventures.

- ☞ **New Core Mechanics:** Ranging from simple character generation changes (such as skill names, additional perks etc.) through to the addition of new mechanics for magik, wounds and resources. Details of the more complex changes to the core mechanics are detailed on page XX.
- ☞ **Optional Rules:** Throughout this rulebook the author has presented a number of optional rules (and are marked as such within brackets). While enhancing the system in one way or another, these additions do add a level of complexity to what is otherwise a very simple and streamlined set of game mechanics. As with everything in this game, GMs and Players are welcome to use or ignore any optional rule(s) as they see fit.
- ☞ **Detailed Setting:** Farnsley's Phantasm Investigations is set in our past, yet there is much that is different from the history we all know. A simple introduction to the state London, England and the world is provided starting on page XX.

- ☞ **Play Options:** There are many different ways in which you can play this game. Starting on page XX advice is provided around the different elements or styles that could be used in the setting and how they might materialise in play.

## COMMON SETTING TERMS

Although set in the year of 1884 (during the latter years of Queen Victoria's reign), the world of Farnsley's Phantasm Investigations is not exactly our own. The following is a number of in-game and setting terms that appear throughout this rule book.

- ☞ **Aether Constant:** Also known simply as The Aether. This unknown material emanates from the dimension located on the far side of the Prism Gateway, and is the power that has brought to life the ghosts, forgotten monsters and evil to the land. While most often invisible to the eye, where it accumulates a smoke or fog-like substance is often seen.
- ☞ **Constable:** The abbreviated term is to describe a Freelance Metaphysical Constable, one of Professor Farnsley's employees in his fight to rid the world of the evil he himself unleashed. In Farnsley's Phantasm Investigations these are usually the player characters.
- ☞ **The Manor:** Headquarters of Professor Farnsley and his ever changing force of Freelance Metaphysical Constables. It also houses It includes a fully equipped laboratory as well as a library containing a myriad of books on every subject imaginable.
- ☞ **Phantasm:** An interchangeable term used to categorise the monsters created by the Aether Constants. These monsters can range from your typical ghost through to beasts of flesh and blood.
- ☞ **The Pandora Effect:** The term Professor Farnsley himself has given to the chaos that has been unleashed on England (if not the entire world) through ill-failed experiments into the Aether.
- ☞ **Prism Gateway:** The name given to the doorway between realities from which the Aether Constants originate. The first Gateway was opened by Professor Farnsley during his demonstration at the University, although more recently others have appeared all across England.
- ☞ **The Professor:** The sobriquet given to Professor Charles Archibald Farnsley, the discoverer of the Aether Constants and the Prism Gateway. Enigmatic and reclusive, yet totally driven, Farnsley has dedicated his life to ridding humanity of the horrors he has unleashed upon them.

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## AUTHOR'S NOTE

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Thank you for deciding to read this roleplaying game. Perhaps, like me, you have long been a fan of Ray and Phil's fantastic Mini Six system and the Farnsley's setting in particular, or maybe you've only now heard of this little game and are simply wondering if it might peak you interest. Whatever the circumstance that brings you here, welcome.

It is with great pleasure that I've had the opportunity to work on this revised and expanded edition of Farnsley's Phantasm Investigations (or FPI as I like to call it), especially as long before the guys over at AntiPaladin granted me the licence to do so, I'd tinkered long and hard with Victorian horror roleplaying games in a variety of forms.

It is important to note that what you read here is a living document, one that I plan on revising and expanding as time and inspiration allows. I'm also happy to hear feedback and comments on the material provided in this edition, especially in relation to the new mechanics and subsystems that have been devised.

Thank you again, and keep the Gaslights burning!

Marcus Bone, June 2015

# CONCERNING THE SETTING

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**F**arnsley's Phantasm Investigations is set in an alternate Victorian England, one that has been forever changed by the opening of the Prism Gateways. What follows is a primer to the setting and the events that have transpired prior to the characters into taking on roles as Freelance Metaphysical Constables, and presents a brief overview of the world they now find themselves in.

While the material below is mostly fictional and only barely touches on the day to day lives of those living in this time period, there is considerable material on the Victorian Age available both on the internet or through your local library for those wanting to bring a more authentic feel to the setting.



## THE AETHER CONSTANTS AND THE PRISM GATEWAY

**D**espite what many leading intellectuals of the age have theorised, these 'Aether Constants' are not some new element only recently introduced to our world; this energy has always been there, waxing and waning through the centuries. However, it was only when they were at their strongest that humanity could witness its presence, as it brought forth the curses and creatures that today we know as legends or folktales. It is true enough that the last few centuries have seen the Aether Constants at their weakest, a fact that the Professor attributes to the rise in science and an age of enlightenment, but they were still there, hidden away at the edge of dreams and nightmares.

That was until Farnsley opened the first Prism Gateway.

### THE FIRST PRISM GATEWAY

In a strangely ironic way, Professor Farnsley had every intention of changing the world with his experiments, just not in the way it turned out.

Early in his tenure he posited that a potentially unlimited energy source was present in the universe, one, which if tapped into, could forever solve mankind's reliance on coal, oil and other finite resources. While few others believed such a source existed, in 1877 the Professor began what he now calls the nine biggest mistakes of his life. Details of his experiments are now lost, and the Professor himself refuses to explain what form they took, but what is known is that earliest attempts resulted in nothing more at a few wisps of smoke - the Aether Constants - and a flash of light, refracted and disperse, much like that given off by a prism. Undaunted by this perceived failure, Farnsley was driven by his hubris, and began to disregard the checks and balances that could well have diverted the disaster to come.

It was late one night, when the Professor began his ninth and final experiment.

## THE PANDORA EFFECT

Ever since that fateful night, when over a hundred souls perished to the explosions and flames, the Professor has been driven to stop the evil he has unleashed on humanity. For most these deaths were a tragedy, but one that touched their hearts and minds for only a few moments. Little did they know that opening of the gateway would bring a much greater threat upon to the world!

Initially, the first stories of ghosts and phantasms haunting the streets and houses of London could be easily ignored, especially when they were purported seen only by the drunks and vagrants who inhabited the night. But over time, as more and more respectable citizens of the city began to claim to have witnessed the supernatural, the truth could no longer be denied. For the Professor this was just confirmation that his experimentation into the unknown was more than simple folly, but rather he had become the herald of the beginning of the end for the Empire, and maybe the world.

Determined to not go down without a fight, Farnsley formed the original incarnation of the Freelance Metaphysics Constabulary. These fine men were drawn from the best universities, and most respected families in an attempt to discover, and if possible contain the increasing common encounters with the Supernatural (or as the Professor himself called it the 'Pandora Effect').

## THE INCIDENT AT POTTERS FIELD

In 1881, Professor Farnsley believed that he had finally come upon the solution to reverse the effects of the Aether Constants and restore a balance to the world. Gathering the Freelance Constables at the cemetery known locally as Potters Field, the Professor and other unnamed occultists began a ritual that should have closed the Prism Gateway. All that is known today is that it didn't, and with the failure almost all of the original Constables vanished.

While each and every disaster had hit Farnsley hard, this grand attempt affected him much more than any other. Already a quiet and reserved fellow, he retreated to his manor, never to be seen again in public. Yet, nothing would stop him from attempting to right the wrongs he had unleashed, and so once more began to recruit into 'Farnsley's Phantasm Investigations'. This time, however, he looked further afield than the gentlemen and aristocrats he once favoured, and looked to those with complementary talents to bring into the fold.

## PRESENT DAY

The current year is 1884, and the Prism Gateway has been open for almost a decade. In that time the Aether Constants have continued to grow stronger, and incidents with Phantasms have begun to become common across all of England. The Professor, however, is still as determined as ever to right the wrongs he unleashed on the world, and his recent breakthroughs with the Electro-tether and other promising devices coming out of workshop has seen him rebuild the Freelance Metaphysical Constabulary with renewed vigour.

Each day there are calls at the Manor, either in person or via letter begging for Farnsley's assistance in this issue or another, and while many are turned away, many more see a team of Freelance Metaphysics Constables sent on yet another case!

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# SIGNING ON FOR SERVICE

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## *CREATING FREELANCE METAPHYSICAL CONSTABLES*

**F**reelance Metaphysics Constables working for Farnsley are paid a small weekly stipend, and often receive a percentage of fees collected on any case they help complete. In the famous Stone Soup Incident, the constables were happy the elderly widow was saved but cared little for the share of payment received. As per the employment arrangements, many constables base themselves in Farnsley's urban manor (which also acts as headquarters for his rather unusual business), although others prefer to find their own accommodation.

Constables may be hired from any walk of life as long as they pass Farnsley's unfathomable hiring criteria. He once turned away a decorated army officer and the next day hired a 12 year old street urchin gifted with light fingers. What is known is the original party of constables was laid to rest after the incident at Potter's Field (which while technically successful is never spoken about by Farnsley). Most constables are from gentry and refined society. Such a background can help when dealing with most classes, but when the job takes you to the darkest docks, having history as a labourer has its advantages.

Creating a Constable is easily completed in a number of simple steps. These are further described below.

- I. **Choose an Archetype:** This is an optional step that might help you decide on what sort of Freelance Metaphysical Constable you might want to play.
- II. **Allocate Attribute Dice:** Allocate 12 dice between the four attributes; Might, Agility, Wit and Charm. No attribute may have less than one die or more than four dice assigned to it.
- III. **Select Skills:** Distribute 7 dice to skills. No skill may have more than two dice assigned to it at character creation.
- IV. **Acquire Perks:** Spend up to 3 Dice (in additional to any reserved Skill Dice) on Perks. All constables receive the Freelance Metaphysical Constables perk for free.
- V. **Define Complications:** Select any complications you desire. All constables must take the *Signed on for Service* compilation.
- VI. **Select Starting Equipment:** All Constables receive the Freelance Constable Kit and can select one of the other equipment packages. Additional equipment can be purchased as required.
- VII. **Round out the Character:** Determine the Constables Derived Statistics and create a background for the character.

## STEP 1: CHOOSE AN ARCHETYPE (OPTIONAL)

**B**efore embarking on the process of creating a Constable, it might be of benefit to imagine a Victorian Archetype. While only an optional step, this process allows the Player to have an end goal in mind as they make the various choices during the character creation process.

Archetypes can easily be created by selecting a career or profession and prefixing it with an adjective (i.e. Stalwart Doctor or Wild Eyed Scientist) or using the character type in a descriptive term that everyone readily identifies (i.e. Thief with a Heart of Gold or Gentleman of Fortune).

Examples archetypes are available as pre-generated characters starting on page XX.

## STEP 2: ALLOCATE ATTRIBUTE DICE

Each Constable has four attributes which measure their basic physical and mental abilities. A Player has 12 dice to distribute among the four attributes. These are normally rated on a scale of 1D to 4D, although perks may change these limits. When putting dice into each attribute you can put whole dice in each or use a mixture of whole dice and pips.

**Splitting Dice:** Skill and Attribute dice may be split into “pips”. Each die is equal to three pips. An attribute must always have at least 1D. An attribute may have dice only (no bonus pips), +1 or +2. Going to “+3” advances the die code to the next largest die. Example progression is 1D, 1D+1, 1D+2, 2D, 2D+1, etc.

- ☞ **Might** represents physical strength, toughness, and endurance. Mechanically it also helps determine the aspects of damage and injury (both when striking a target and in establishing how much punishment the character can take before being wounded).
- ☞ **Agility** represents aim, coordination and speed. It determines how quickly the character can react, as well as their ability to avoid being stuck in combat.
- ☞ **Wit** represents mental creativity, intelligence and knowledge. Most importantly, it governs most of a character’s knowledge abilities and their general awareness of the world around them.
- ☞ **Charm** represents charisma, resolve, and leadership. This attribute not only indicates how personable the character is, it also determines their strength of will and courage when facing up to the Phantasms which now threaten the world.

## STEP 3: SELECT SKILLS

Where Attributes represent a Constable’s basic abilities, skills correspond to their expert knowledge, learning and proficiency. It is best to think of skills in this context as representing a character’s expertise in their physical or mental talents above that of their normal competence (i.e. a doctor’s knowledge of medicine or a soldier’s increased endurance through physical training). As the number of skills listed below are quite limited, GMs and Players alike are encouraged to think creatively when deciding exactly what each covers.

Each skill defaults to the level of the related attribute, and Players may allocate up to 7 dice on skills to best represent their character’s unique talents. As with Attributes, dice allocated to each skill can be whole, split or use a mixture of whole dice and pips, although no more than 2D may be placed against any single skill during character creation (see the Specialisation optional rule on page XX as an exception to this).

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*For example, a Constable who has a Might of 3D has 3D in all skills under Might before allocating any dice. If two dice are added to Brawling it is recorded as 5D.*

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- ☞ **Might:** Blades, Brawling, Club, Strength, Stamina
- ☞ **Agility:** Archaic Weapon, Athletics, Dodge, Drive/Pilot, Electro-Tether, Pistol, Rifle, Stealth, Sleight of Hand, Throwing
- ☞ **Wit:** Awareness, Cultures, History, Languages, Occult, Mechanics, Medicine, Science, Tracking
- ☞ **Charm:** Act, Animal Handling, Contacts, Courage, Persuasion, Credit, Streetwise

## SAVING SKILL DICE (OPTIONAL RULE)

Rather than spending all 7 dice on skills, whole skill dice may be saved to purchase additional Perks (see below).

### MIGHT SKILLS

Might represents physical strength, toughness, and endurance. Constables must be capable of withstanding the physical challenges they'll undoubtedly face when embarking on a case. This is no more important than when battling the phantasms they might encounter, as not all are insubstantial spirits or ghosts.

- ☞ **Blades:** Almost everyone knows how to use a blade, but only the most well trained know how to defend themselves with one either when in midst of a brawl or when an opponent has the advantage of reach.
- ☞ **Brawling:** The skill of fighting with one's fists (or when necessary, feet, knees, elbows, or even head). The Brawling skill also governs a Constable's Block statistic (i.e. their ability to avoid being strike in melee).
- ☞ **Club:** Ability to fight, or defend oneself with a club, stick or other blunt improvised weapon (i.e. bottle or chair, etc.). This skill also covers the use of the Electro-Tether cane as a melee weapon.
- ☞ **Strength:** The skill to focus your muscles on tasks of brute force. This includes lifting heavy objects, grappling with people or phantasms, and breaking down doors.
- ☞ **Stamina:** This skill covers a Constable's feats of endurance. This can range from the relatively simple task of attempting to keep awake all night, through to the more dire need to hold one's breath for as long as possible.

### AGILITY SKILLS

Agility represents aim, coordination and speed. Be it their ability to halt a runaway carriage, shoot a slaving aether hound before it strikes or even pilfer an ancient book of magik from right beneath the cult's nose, Constables will find that quick reactions are often the only thing they can rely on when faced with danger.

- ☞ **Archaic Weapon:** Despite living in an age of enlightenment and technology, the tools and weapons of a bygone era are still in use. This skill covers everything from the traditional longbow, through crossbow, sling and even a blow pipe.
- ☞ **Athletics:** Everyone can swim, climb, or sprint fast when required, but only a dedicated few put the time and effort into honing these abilities.
- ☞ **Dodge:** The specialist skill of getting out of the way of danger. The Dodge skill also governs a Constable's Dodge statistic (i.e. their ability to avoid being hit by ranged weapons).
- ☞ **Drive/Pilot:** The skill used to control the various forms of transportation available in the Victorian era. This includes driving carriages (and even trains), as well as piloting boats (steam or sail) or balloons.
- ☞ **Electro-Tether:** The specialist skill of utilising Farnsley's most useful tool, the Electro-Tether (for more information see page XX).
- ☞ **Firearms:** While few citizens have ready access to firearms, pistols, rifles and shotguns all have their uses in the pursuit of phantasms. This skill covers both the use of a gun as well as its maintenance, repair and production of ammunition.
- ☞ **Sleight of Hand:** The adroitness of one's hands. This includes the ability to Pick pockets or lock as well as the talent of palming objects in plain sight. Often so called acts of magik are no more than a few simple tricks utilising sleight of hand and a good dollop of theatrics.
- ☞ **Stealth:** The talent of being quiet and/or remaining hidden. This skill is equally useful sneaking around in the dark as it at ensuring you shake unwanted followers in a crowd.
- ☞ **Throwing:** Covers all sorts of throwing from the hurling of knives at the zombie-like followers of Ra, through to the subtlety needed to score the winning a double at the local pub's dart tournament.

## WIT SKILLS

Wit represents mental creativity, intelligence and knowledge. Physical speed and strength will only get a Constable so far in the service of Professor Farnsley. What he needs more than anything are men and women able to use their wits and intuition to creatively solve the myriad of cases arising from the opening of the Prism Gateways.

- ☞ **Awareness:** Utilised for both causal observation and when undertaking a detailed search. This skill covers all a character's senses, including their sixth sense, or intuition.
- ☞ **Cultures:** Despite the British Empire now covering the entire globe, there is much it citizens do not know of the world. Constables with the Cultures skill have an insight into people, places, traditions and religions.
- ☞ **History:** The cornerstone of all knowledge is the understanding of history and the lessons it teaches. Constables with this skill know about the past (or at least where to research it), a handy talent when the chances are the Phantasms they will encounter have their foundation set in ill-remembered events of times gone by.
- ☞ **Languages:** London is the melting pot of the world, with people of all cultures and creeds crushed together in its foggy streets. This skill gives you with the proficiency to speak, read and write in non-native languages (at one per Die invested in it), as well as the understanding of many more (or at least where to go to translate them).
- ☞ **Occult:** Where History tells you what humanity knows, the Occult skill tells you what we believe in. Knowledge of the unknown is vital tool in the hunting of Phantasm's as it is often belief or tradition alone that can shed light on how such evil can be defeated.
- ☞ **Mechanics:** In the industrial age one is expected to know how the wonders of technology work. This skill covers everything from engineering to the creation and repair of machines. This includes an understanding of mechanical functions: be they grounded in mundane reality or the result fantastical imaginations.
- ☞ **Medicine:** Medical Science has come on in leaps and bounds in the last few decades. The Medicine skill covers not only recovery of injuries and wounds (see page XX), but also provides insight into drugs and medicine, forensics and psychology.
- ☞ **Science:** Knowledge of the world and what makes it tick. Science covers all of its disciplines: physics, chemistry and Biology, as well as the metaphysical wisdom that has arisen since the release of the Aether (i.e. those fabulous wonders created by Professor Farnsley).
- ☞ **Tracking:** The skill of being able to discern tracks and follow others without being noticed. While Constables are often more astute at either urban or rural tracking this skill covers both. In an investigation, tracking can help determine facts like how many or how long ago their quarry passed through the location.

## CHARM SKILLS

Charm represents a Constable's strength of mind, personality and charisma. Farnsley has recently realised that diplomacy and persuasion are just as vital a set of tools to use in the battle to close the Prism Gateways as it is to have strong arms and knowledgeable thinkers. Not known for his charm or affable personality, the Professor often employs more suitable men and women able to engage with the populous directly.

- ☞ **Act:** The talent to take on another personality, and also covers a Constable's ability to disguise themselves. This skill is especially handy when attempting to interact with individuals from another social class or when infiltrating the lairs of cultists.
- ☞ **Animal Handling:** The art of both caring for and managing of animals (including the riding of horses). Of more investigative use, this skill can help a Constable whether or not a creature is a Phantasm or a natural beast.

- ☞ **Contacts:** A representation of the connections, allies and friends a Constable can call on for information. Contacts can be used to supply leads or provide background information, or they might allow access to special locations or equipment.
- ☞ **Courage:** A Constable's mental strength and ability to resist the powers of Phantasms (especially their aura of fear). The Courage skill can also be used to overcome a character's complication in a desperate situation (i.e. a Constable with a fear of heights having to overcome them to climb down a cliff face, etc.).
- ☞ **Insight:** A constable's empathy into the plight of others. This skill is used both to discern the motives of an individual as well as a gauge of just how truthful they are being. While not true psychology, Insight could be used to sympathise with a client or victim of a Phantasm to get them to open up on the thoughts, feelings and state.
- ☞ **Intimidation:** The Constable's ability to overawe others through coercion or simple threats. This skill is particularly good when trying to convince suspects to reveal secrets or important information for a case.
- ☞ **Persuasion:** An amalgam of a Constable's ability to charm, fast talk or bargain with an individual, with the purpose of getting them to agree with the character's point of view.
- ☞ **Credit:** This is an indication of the Constable's personal wealth as well as any other sources of influence, good will or standing they might be able to call upon have when acquiring equipment, making bribes or general paying their way in society. Credit Rating rolls and Resource Points are detailed further on page XX.
- ☞ **Streetwise:** Knowledge of the streets, both in regards to their layout as well as what is best found where. For some Constables this might mean an intimate connection to the streets of metropolitan London, while for others it might include the day to works of rural towns or villages.

## CREATING NEW SKILLS

The above are a collection of generic skills appropriate for the Victorian era. Creative players or GMs may wish to create their own skills to complement these, or to cover some specific topic or talents not thought of (i.e. no specific skill is listed for crafting or any sort). It is generally advised not to make new skills too narrowly focused, as these can be catered for using the optional specialisation rule (see below).

### SPECIALISATIONS (OPTIONAL)

Specialisations are tightly focused aspects of a skill and represent a Constable's exacting knowledge in one discipline or another. The best way of describing a specialisation is to call it a subset of one of the existing skills that a character might have more intimate experience with (i.e. rather than simply knowing how to use blades, a Constable might be an expert with the epee or the Kukri). As always Players and GMs should determine what specialisations are appropriate. For example they might agree that Blades skill might include simpler specialisation like Knife and Sword.

Mechanically, players who spend one skill die can be spent to gain two dice in that specialisation only. Note that this is the only way in which the 2D skill limit can be exceeded during character creation.

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*Example: A character with an Agility of 3D focuses on the Running Speciality of Athletics. He spends one skill die in it, but records it as Running 5D on his character sheet. He has an Athletics of only 3D.*

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## STEP 4: ACQUIRE PERKS

Perks reflect the special training, experience, talents, knowledge or even natural traits that a Constable might possess and sets them apart from the regular citizens of London. All starting characters receive 3 dice to spend on perks (in addition to any extra Skill dice they might have reserved). The cost of each perk is indicated in brackets after its name (i.e. Doctor (2) costs 2 Perk dice).

The perks listed here are divided into a number of categories, although more for ease of scanning than any particular restrictions, and are intentionally generalised. Players are encouraged to detail how they manifest the perk as best suits the archetype of their Constable. This list can and should be added to (or even limited) as required, and some suggestions on creating new perks can be found on page XX.

- ☞ **Freelance Constable Perk:** A standard perk that all Constables gain upon signing on with Professor Farnsley.
- ☞ **Background Perks:** Aristocrat, Copper, Doctor, Medium, Scholar, Soldier, Thief, Wealthy
- ☞ **Experience Perks:** Athletic, Brave, Combat Reflexes, Expertise, Favours, Influence, Learned, Streetwise, Veteran, Vigorous
- ☞ **Personality Perks:** Attractive, Daredevil, Destiny, Hardy, Heroic, Perceptive, Recall, Natural Leader

## FREELANCE CONSTABLE PERK

All Metaphysical Freelance Constables receive the following benefits as part of their agreement with Professor Farnsley (note that by signing on with the Professor the Constable must also take the *Signed on for Service* Complication, see page XX).

- ☞ **Access to the Manor:** The Professor's Manor holds both a comprehensive library and a well stock scientific laboratory. Using either of these when undertaking research provides 1D to any Wit skill the Constable might use.
- ☞ **Stipend:** The Professor provides a small wage to his constables in addition to a share of any fees they might receive on their cases. He also has a considerable cash reserve that allows the constables to purchase any extra-special resources they might need in their line of business. Once per session, a player from the party can spend one Hero Point to automatically acquire a single piece of equipment or gear (relevant to the case).

## BACKGROUND PERKS

These perks represent knowledge and training (or privilege) gained by the character prior to signing up as a Freelance Metaphysical Constable. This doesn't limit a player from purchasing such perks after gaining Character Points (i.e. after a few sessions of play), but the GM may require an adequate explanation before allowing such choices to be taken.

- ☞ **Aristocrat (1):** Your name has some weight on occasion. When attempting to gain access to a noble's residence, avoiding arrest, or any other occasion where status is a factor you can try and draw on your family. At any time you can reroll a Persuasion skill roll, if you attempt to exploit your name or status (although note that this might have other knock-on effects).
- ☞ **Copper (1):** You have previously worked as police constable, whether on the beat in London or in another of England's great cities or towns. You have an insight to the working class world and know how to convince others to act in 'their best interest'. Once per session you may add 2D to any Charm based skill (even if you don't have dice in that particular skill)
- ☞ **Doctor (2):** As a medically trained professional you are on the forefront of modern learning both in the art of healing and in the working of the body and mind. At any time, you may reroll any Medicine task roll (taking the higher of either roll). Additionally you gain 2D (instead of the standard 1D) to your Medicine skill when you are using a well-equipped consulting room or hospital surgery.
- ☞ **Engineer (1):** It might be through formal training or simply an interest in the changing industrial world, but you have an innate ability with machines and technology. Once per session you may automatically succeed in a Mechanics task roll. Additionally you gain 2D (instead of the standard 1D) to your Mechanics skill when you are using an appropriate equipped workshop.
- ☞ **Scientist (2):** You have an affinity with science in all its forms. At any time, you may reroll any Science task roll (taking the higher of either roll). Additionally, once per session, you can reroll any Charm task roll as you utilise your superior mind to overcome any social situation (or rather use some technobabble).

- ☞ **Soldier (1):** You have experienced the numerous battlefields of Her Majesty's Empire. As such you are tactically astute and ready for anything. Once per session, you may ask the GM to give you a tactical insight to your location or situation (i.e. the likelihood of ambush, disposition of your opponents, etc.) as if you'd spent a Hero Point to gain a clue. From these observations, you and your allies automatically have the initiative if any conflict occurs.
- ☞ **Criminal (1):** You come from the streets of London, and you know all the tricks in the book. There isn't a fence you don't know, or a likely mark you've not found. Once per session you may automatically succeed a task that relate to a criminal act (as determine by you and the GM). However you also must take the Wanted Complication (see below).
- ☞ **Wealthy (1):** Old money, industrialist, or benefactor of ill-gotten gains, however you did it, you have money. Far more than most. When making a Credit Rating roll you may decide (prior to rolling) double the total. On top of this, your total Resource Points are doubled each session. When taking this perk you must also take the Recognisable complication (see page XX).
- ☞ **Cultural Insight (1):** You might have been born somewhere outside of England, or perhaps raised by those who now call the Empire's capital home. Whatever your background you have a knowledge and access to a non-English culture. You are fluent in a second language, and gain 1D in any Charm skill used when relating to that culture or people.

## EXPERIENCE PERKS

These perks represent special abilities, information, and experience a Constable has gained in their lives. Some scenarios might give characters access to such perks as a rewards for success or as the result of learning through failure.

- ☞ **Athletic (1)** -You are a honed physical specimen. Once per session you may reroll any failed Agility task roll.
- ☞ **Brave (1):** You are unflappable, or perhaps just foolhardy (or even just so dumb you don't realise the danger the entities from the aether pose!). Once per session you may double the result from a Courage roll.
- ☞ **Combat Reflexes (1):** You're a trained soldier or have experienced the stress of a life and death struggle. As such, you know just how important it is to act fast in any situation. When rolling for Initiative all 6s (not just those rolled on your Wild Die) explode.
- ☞ **Dead Eye (1):** You have a steady hand and the luck of the gods. Once per session you may ignore any modifiers to the target number using the Firearms, Archaic Weapons or Throwing skills. Note when using this perk, a target cannot use their Full Dodge Defence (see page XX).
- ☞ **Expertise (1):** You are a respected professional who can call on a lifetime of experience and knowledge to help them out of a tight spot. Choose one Wits skill to represent your expertise. Once per session you fail in a Task involving this skill, you get a free reroll.
- ☞ **Favours (1):** People owe you. Once per session you can call in one of those debts. This can take the form of information, a temporary use of equipment or a place to hide someone, etc.
- ☞ **Influence (1):** For better or worse people know who you are. Once per session you can double the result of any one Charm Task when attempting to exploit your name or reputation. Note that this might have other knock- effects.
- ☞ **Master of Disguise (1):** Whether it be through training or natural flair, you are especially good at disguising yourself and your companions. If you have the right supplies and material, you and all your companions gain and additional 1D in Act task rolls while in said disguises.
- ☞ **Occult Reader (1):** You have insight into the weird and wonderful, and have a wide range of learning in the occult. Once per session you may double the result of an Occult task roll.
- ☞ **Scholar (1):** You have learning and education. You are trained in a variety of subjects or may have simply read a great deal. At the beginning of each session, you may select one Wits skill you have no dice in (i.e. did not allocated dice to during character creation) and treat it as if you had +1D in it. This bonus lasts until the end of the current session.

- ☞ **Streetwise (1):** Choose a location. Maybe you're a local, or perhaps just know the right people, but in any case you have the low down on the town, city. When attempting any Task that has to do with your knowledge of this location (i.e. finding someone or something, avoiding someone, etc.) you gain a bonus of 1D.
- ☞ **Vigorous (1):** You are stronger and healthier than most. Whether it is a result of a dedicated physical regime or the product of a hard working life before taking your place as one of Farnsley's Constables, once per session you may double the roll of any Lift or Stamina task rolls.

## PERSONALITY PERKS

These perks represent the intangible aspects of a character, either because they have been born with the talent or ability, or it is something they have developed over time.

- ☞ **Attractive (1):** Others find the character pleasing to look at. This can help reduce suspicions or distract others depending on the given situation. Once per session the character can double one roll for any action related to their appearance. Examples include seduction, a subtle bluff or simply distracting guards.
- ☞ **Daredevil (1):** Once per session you may throw caution to the wind taking extremely reckless action that may result in your own death. Your dodge, block, and parry are reduced by half however all Might rolls are doubled when resisting damage for one round.
- ☞ **Fast Recovery (1):** You bounce back quickly from injury. All Medicine rolls made on this Constable gain 1D.
- ☞ **Hardy (1):** You are tough and resilient and are able to shrug off the effects of damage. Once per session you may avoid the effects of one wound (as per the Just a Flesh Wound Hero Point spend).
- ☞ **Heroic (1):** Gain an additional Hero Point at the start of each session.
- ☞ **Perceptive (1):** The GM may reveal small clues to you that others would miss. Once per session a character may announce they are studying an object or situation and the GM may reveal something that would be impossible for a normal character to determine. If nothing is revealed this perk may be used again.
- ☞ **Recall (1):** Any time the character chooses to recall anything he has experienced, the GM must tell him the truth in as much detail as the character would have been aware.
- ☞ **Natural Leader (1):** People instinctively trust and respect you. Once per session you can allow a friend or ally to reroll one failed task. You can only use this Perk if the target is within communication range.

## CREATING YOUR OWN PERKS

There should be no limit on the number or type of Perks a Constable can have. When creating a new perk, they should be balanced against those presented here for balance. In most cases a 1D perk will allow a character to either reroll or double the result of one roll for a single skill. Additional effects should be weighed against their benefits (i.e. how often they are applicable in a session, or what other advantages they offer outside of task rolls), and can be modified to cost more perk dice or given a corresponding Complication.

# STEP 5: DEFINE COMPLICATIONS

Complications represent the weaknesses or failing of a Constable. No player is forced to take any complications beyond the standard *Signed on for Service*, but it through these limitations that the character gains additional Character Points (which are spent to advance their skills and abilities). As a suggestion, it is recommended that all Constables take two additional complications during character creation.

## FREELANCE CONSTABLE COMPLICATION

While working in the name of Professor Farnsley provides some benefits (see the Freelance Constable Perk on page XX), is also holds the character to some, often bothersome obligations.

- ☞ **Signed on for Service:** For better or worse, you've signed up as one of Professor Farnsley's Freelance Metaphysical Constables. While there are no set rules around the conduct of a Constable, all who sign up are honour bound to act in the Professor's best interests and help rectify the world at large. Any time your obligations to the Professor interfere with your life, you gain 1 CP.

## OTHER COMPLICATIONS

All the complications are broad in nature, with the player and GM free to define the exact circumstance in which the complication manifests.

- ☞ **Absent Minded:** It's not that you are old or dim, but sometimes you just plain forget to keep your mind on the job at hand. Once per session the GM can place you in some foolish or compromising situation (or simply make you have a bout of forgetfulness) for 1 CP.
- ☞ **Age:** You're either really old or really young. In addition to all the social issues caused by your age, the GM might choose to impose a penalty to an action based on your character's age. Whenever your age causes you great difficulty receive 1 CP.
- ☞ **Black Sheep:** There is always one in the family, a son (or daughter) who has given up their life of money and privilege to push out on their own. It doesn't matter if you left of your own volition or where forced out by bad blood, whatever the reason your name and reputation has a stain. Every time your history (or your status) becomes a hindrance, you gain 1 CP.
- ☞ **Clumsy:** You're plain clumsy. Is it those 'butter' fingers of yours, or the fact you trip over your own feet when walking on a clear surface. Actually, I think it is because of all those times you forgot to duck when you were younger. Once per session the GM is going to force you into some sort of compromising situation because of your awkwardness, when they do so, you gain 1 CP.
- ☞ **Compulsive Behaviour:** You don't know why, but you just have to do it. Maybe you're a kleptomaniac, or have an insatiable curiosity. At the more subtle end of the scale, perhaps it's a desire to make sure all your shoes are lined up just right, or the impulse of having to wear the same hat every day! Whenever your compulsion gets you into trouble you gain 1 CP.
- ☞ **Curious:** Perhaps you are just naturally so, or you've witnessed something you can't explain. Maybe, this was the reason you signed up as a Freelance Metaphysics Constables in the first place? Whatever the genesis, your curiosity is bound to get you trouble. Every time you find yourself lead into an interesting situation by your inquisitiveness gain 1 CP.
- ☞ **Cursed:** You bear an unnatural mark visible only to mediums and otherworldly entities. It is a sign that you have a dark fate awaiting you. Once per session the GM can rule any single roll to resist or prevent a metaphysical effect automatically fails (see page XX for more details). When the GM takes advantage of this, you earn 1 bonus CP.
- ☞ **Dependant:** You have someone who relies on you; your frail, old mother, or a young sister with no one else to call on. Whenever you are forced to deal with your dependant, at the detriment of the task at hand, you gain 1 CP.
- ☞ **Enemies:** Someone doesn't like you at all, and they're a credible threat. Maybe it's a cult you've previous dealt with or the traditional rivals that have always had it out for your family. Whatever the circumstance you have someone who out to thwart you at every turn. As such you earn 1 CP when they complicate your life.
- ☞ **Fairer Sex:** Life is not equal or fair in Victorian times. Women have their role in society and are seen are 'distressed' if the seek a position outside the norm. As such issues are likely to arise, you gain 1 CP in every instance.

- ☞ **Gremlins:** You have a special touch. Specifically the kind that breaks machines. You're no good with engines, electronics, magikal gizmos, or any other trinket. If it's a device, you can't trust it. Earn 1 CP whenever the GM takes a shot at you in this way.
- ☞ **Good Samaritan:** Good Samaritans will always attempt to do what is best for the weak and innocence, even if it places themselves in harm's way. Any time you face such a situation, you gain 1 CP.
- ☞ **Ill-fated:** God has it out for you, and you know it. Take a room full of guys and somehow you're the one chosen to volunteer. Stand anywhere in the party order and yet the trap still gets sprung only on you. Let's face it you're one hell of an unlucky person. Once per session, rather than randomly determining who is affected by a bit of bad luck, the GM simply chooses you as the target. Look on the bright side; at least you get 1 CP in return!
- ☞ **Irrational Fear:** If only you knew why, then maybe you could control it. You have an irrational fear of something, be it spiders, flying, closed in spaces, or just about anything you could imagine. Anytime your fear limits your ability to act you gain 1CP.
- ☞ **Low Born:** You were born into a world of poverty. Schooling was not an option; instead you began work at a young age. It was a hard life and you've managed to escape it. Still, you lack the proper social graces and your background is readily apparent. Earn 1 bonus CP each session your upbringing causes difficulty for you.
- ☞ **Minority/Outsider:** You're not from around here, and everyone knows it. This complication can come in many forms, from your lack of etiquette through to your looks or accent. Regardless, it always something that brands you as a most definitely an outsider. When it becomes an issue, and you know it will, you gain 1 CP.
- ☞ **Old War Wound:** It might have occurred years ago, but that old injury still hampers you today. It could be that shoulder that keeps dislocating or the missing finger on your left hand, whatever it is, any time the war wound causes you trouble you gain 1 CP.
- ☞ **Personal Code:** You live by a creed and you will not cross that line. Maybe you won't fight an unarmed opponent or maybe you never tell a lie. No matter how you define it, your code has to mean something. Earn one CP whenever your code complicates you or companion's success.
- ☞ **Recognisable:** Whether you like it or not you stand out in a crowd. This can get you into trouble in many varied ways, from becoming a mark for pick pockets, to always be the shoulder upon which the damsel cries on. Any time you are singled out to your detriment you gain 1 CP.
- ☞ **Unlucky in Love:** Things just don't work out for some guys. Your love interest is always dying, being kidnapped, betraying you, or even worse dumping you. You earn bonus CP when your love life falls apart in a meaningful way.
- ☞ **Wanted:** You are hunted either by the police or the criminal underworld (or maybe even both!). Every session this becomes an issue, gain 1 CP.

## STEP 6: SELECT STARTING EQUIPMENT

All Freelance Metaphysical Constables start with a standard set of equipment and other optional gear based on their skills, interests or perks. As a general rule, this game doesn't focus on the day to day living of a Constable, and the costs of living as hand waved as being appropriate to the class and wealth of the character. For important Phantasm hunting equipment or purchases of items 'out of the ordinary', the Credit skill is used (see page XX).

### FREELANCE CONSTABLE'S KIT

Upon signing up for service with Professor Farnsley, each new Constable is provided an Electro-Tether Cane, an Aether-Bulb Lantern and a number of Egyptian Clay jars (information on these special items is found starting on page XX). While these initial items are free, the Professor has been known to charge neglectful Constables for replacements.

## SPECIALIST EQUIPMENT PACKAGES

In addition to the Freelance Constable's kit, each character can select one of the following packages. In general these packages do not give a Constable any specific advantage, but where necessary will remove some situational penalties from Task rolls (see page XX).

- ☞ **Travelling Laboratory.** A large box containing a goodly collection of common chemicals, as well as the apparatus required to undertake scientific analysis almost anywhere.
- ☞ **Doctor's Bag.** A leather case within which are bandages and medicines of numerous sorts. Buried deep inside, or safely stored in pockets are vials for collecting samples, as well as the typical accoutrements of the medical profession (i.e. stethoscope, tongs, a note pad and pencil, etc.).
- ☞ **Firearm Case.** A fine wooden case designed to hold a collection of firearms. With it comes a box well stocked with ammunition enough never to run out (in most situations anyway).
- ☞ **Tool Kit.** A rough-looking satchel that contains a collection of well used tools. These might be engineer's tools – such as seen on the Fireman's step of a steam train, or the delicate tools vital in the maintenance of both alternating and direct currents.
- ☞ **Research Satchel.** A collection of texts and notebooks covering a range of subjects. From the hard sciences through nature and biology, the chances are that you have at least something to help you understand the world at large. There is even a thing or two about the esoteric hidden amongst the assortment of books.
- ☞ **Disguise Kit.** Everything you need to ensure you can either stand out or blend in with the crowd. In addition to the obligatory paints and rouges, the kit also holds an array of paraphernalia from eye wear, hair pieces and even a collection of false noses.
- ☞ **Case of Explosives.** Enough dynamite, detonation cord and blasting caps to ensure that a Constable is well armed to deal with any situation that might arise.
- ☞ **Package of Occult Paraphernalia.** From the religious through to the esoteric, this package includes everything a constable needs protect themselves from the occult. Salt, Holy Waivers, and small crosses are but some of what this package contains.
- ☞ **Adventurer's Backpack.** This oversized rucksack contains the essentials any good explorer needs to survive. It includes rope, climbing spikes, and torches. In fact everything barring a 10 foot pole.

## STEP 7: ROUNDING OUT THE CHARACTER

The final step in creating a Constable is to calculate their Static Defences (the numbers used in conflict situations), Derived Statistics (other aspects of the character determined by their attributes or skills) and determine the character's background history.

### STATIC DEFENCES

Static Defences are the totals used by the Constable as Target Numbers (see XX below for more about Target Numbers) when in combat or conflict situations.

- ☞ **Block.** This is the character's ability to defend himself when unarmed. A Constable's Block is equal to their Brawling skill dice times three plus any addition pips (i.e. *Brawling D x3 + pips*).
- ☞ **Dodge.** This is the character's ability to avoid ranged attacks or disengage from melee combat. A Constable's dodge is equal to their Dodge skill dice times three plus any addition pips (i.e. *Dodge D x3 + pips*).
- ☞ **Parry.** Each character has two parry static defences, one for the character's Club skill, and the other for their Blades skill. These Static Defences determine the how well they can defend themselves with the appropriate melee weapon in hand. Parry scores are equal to the weapon skill (i.e. Club or Blades) dice times three plus any addition pips (i.e. *Club or Blades D x3 + pips*).

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*For example, playboy aristocrat Albert Haskill has a Blades skill of 5D+1. His Blades Parry score would be recorded as 16 (5 x 3+1).*

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- ☞ **Willpower.** This is the character's defence against fear, magic or other psychological attacks. A Constable's Willpower is equal to their Courage skill dice times three plus any addition pips (i.e. *Courage D x3 + pips*).
- ☞ **Toughness.** A character's Toughness represents their ability to soak or shake off damage done to them. This Static Defence can be modified by other aspects of the character, such as their equipment (i.e. armour) or any temporary effects in them (i.e. magic, etc.). A Constable's Base Toughness equal to their Might attribute dice times three plus any addition pips (i.e. *Might D x3 + pips*). Their Current Toughness is calculated as Base Toughness plus any modifiers.
- ☞ **Resolve.** A character's Resolve is their ability to withstand mental or magical attacks. This Static Defence can be modified during play (see page XX for more details). A Constable's Base Resolve equal to their Charm attribute dice times three plus any addition pips (i.e. *Charm D x3 + pips*).

## DERIVED STATISTICS

Derived Statistics are those values used during play that are calculated from attributes, perks or skills.

- ☞ **Unarmed Damage.** Every character does base unarmed damage equal to their Might Dice (rounded down to nearest full die) the plus 1pip for each full die they have allocation to their Brawling Skill.

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*For example, Albert Haskill has a Might of 3D+2 and has allocated 1D to Brawling during character creation (which gives him a final Brawling skill of 4D+2). At a result Albert has an Unarmed Damage of 3D+1.*

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- ☞ **Initial Hero Points.** Hero points are used during play to give the players an edge (see page XX for more details). All Constables begin a session with 3 Hero Points (plus any additions or subtractions due to Perks or Complications).

## CONSTABLE'S BACKGROUND

It is probably inappropriate to say that creating a Constable's background is the last action of Character Creation. In all honesty, not only is it likely that you (as a player) had a fairly good idea of what sort of character you wanted to play even before starting the character creation process, but the steps you've followed to define the newly created Constable will have likely informed you as to who they might be, as well as their goals and desires.

To assist both yourself and the GM, it is recommended that you define the new Constable's background and history in a few short sentences.

- ☞ **Upbringing.** Everyone was born somewhere to someone and often it is the experiences one has during their upbringing that informs both their personality and outlook on life.
- ☞ **Training and Experience.** Unless they are very young, the Constable should have encountered something of the world before signed on with the Professor. This can include both formal and informal training, as well as any particularly memorable experiences they might have had.
- ☞ **Loves and Fears.** It goes without saying that no single person can live in a vacuum, and over the years the Constables will have formed many attachments to others. It is these bonds that often form the greatest motivations and the drives for any individual and should be described here.
- ☞ **Goals and Ambitions.** Why the character joined Farnsley's Phantasm Investigations, and what they hope to achieve in the service of the Professor.

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# CONCERNING THE TOOLS OF THE TRADE

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## *COMMERCE, GEAR AND EQUIPMENT*

**E**ven though Metaphysical Freelance Constables are creative, resourceful individuals, none stand much hope of defeating the Phantasms that now roam free around the United Kingdom without their tools of the trade; the wondrous ether devices of Professor Farnsley.



## CREDIT RATING

**A**lthough Farnsley's Phantasm Investigations is a game that focuses more on the action and less on the detail, it is often important to keep track of a character's resources and ability to pay their own way. Rather than dealing with each individual pound, shilling and pence, however, the following rules provide an easy to manage system of financial record keeping.

A Constable's Credit skill represents their personal finances as well as their standing, influence and financial credit to acquire goods and services.

When a Constable is looking to purchase an item, they should make a Credit Task roll (see XX for more details) against a Target Number determined by the GM to see if they can afford it. This Target Number is modified by the nature of the item, the location in which it is been sort, in addition to its availability. Success on the roll means they have acquired the item, through the means of influence, a promissory or simply a cheque made directly to the seller. A failure means that an appropriate price could not be agreed upon, or the Constable simply does not have the means to purchase the item.

### SPENDING AND REGAINING CREDIT RATING (OPTIONAL)

Unlike normal Task Rolls, Credit Tasks may be added too without spending Hero Points. This represents the Constable dipping into their savings, agreeing to future favours or entering into a loan arrangement to cover the costs of a purchase.

- ☞ For the cost of one permanent pip from the character's Credit skill (note that a Constable's Credit can never go below their Charm Attribute), the player may reroll their Credit skill dice again and add the total it to the initial roll.
- ☞ In addition to purchasing Credit skill dice with Experience (see Page XX), a Keeper might offer a Credit skill pip as an adventure reward. This could represent an increase in notoriety or standing, or simply that the Constable pawned off some of the silver they found in that old abandoned house.

# WEAPONS & FIREARMS

While it is illegal to carry offensive weapons without a permit throughout England, weapons such as blades and firearms are readily available to those who wish to acquire them. Given the Constables line of work, such more corporeal weapons often come in handy during their investigations.

## MELEE WEAPONS

Melee weapons come in a range of size of types. In most cases improvised weapons use the appropriate 'light' statistics, while those designed as fighting implements utilise those listed as 'heavy'.

☞ **Damage.** The number of dice rolled to determine damage. All melee weapons do damage equal to the attacker's MIGHT Attribute plus the additional dice and pips noted.

☞ **Notes.** Any additional information relevant to the weapon.

ITEM	DAMAGE	SKILL	NOTES
LIGHT CLUB	+1D	Club	This covers all light blunt weapons (i.e. coshes, blackjacks, Electro-Tether Cane, etc.) as well as any improvised weapon (i.e. walking sticks, cricket bats, chairs, etc.)
HEAVY CLUB	+1D+2	Club	This covers all heavy blunt or crushing weapons.
LIGHT BLADE	+0D+2	Blades	This covers all small blades that aren't specific designed as weapons (i.e. kitchen knives, letter openers, etc.)
HEAVY BLADE	+1D+1	Blades	This covers all daggers and dirks designed as weapons.
LIGHT SWORD	+2D	Blades	This covers all light swords including foils and rapiers.
HEAVY SWORD	+2D+2	Blades	This covers all heavy swords, including Cutlasses and Calvary Sabres.
AXE	+2D+1	Club or Blades	

## FIREARMS

As with Melee weapons, Firearms come in a range of sizes and calibres. If required, GMs and Players may wish to customise the exact statics of a specific weapon, to better represent real life firearms, etc.

☞ **Damage.** The number of dice rolled to determine damage.

☞ **Rate of Fire (RoF).** The maximum number of shots that can be fired in a round (see page XX for more details).

☞ **Capacity.** The number of round the firearm can hold before being reloaded.

☞ **Range.** The effective range of the weapon in yards. Medium range is calculated at twice this distance, while long range is four times further (see page XX for more details).

ITEM	DAMAGE	ROF	CAPACITY	RANGE	NOTES
LIGHT PISTOL	3D	3	6-8	30	Light Pistols include derringers and smaller calibre firearms.
HEAVY PISTOL	4D	2	6-8	50	Heavy Pistols covers all military pistols and heavier calibre firearms.
HUNTING RIFLE	5D	2	5	80	Hunting Rifles include all air rifles and civilian calibre long arms.
MILITARY RIFLE	6D	1	10	100	Military Rifles include all weapon designed for military use.
SHOTGUN	6D*/4D**	1-2	1-2	10	* Shotguns using Slug Round. ** Shotguns using Buckshot rounds do damage to the area adjacent to the target.

## FROM THE PROFESSORS' WORKSHOP

Professor Farnsley works diligently in his workshop at the Manor to bring new and more effective technology to bear in his quest close the Aether Gateways and banish every Phantasm threatening humanity. Some of these items he willing issues to new Constables, while others are issued only under specific circumstances.

### ELECTRO-TETHER CANE

One of the most important tools at the disposal of the Constables is Farnsley's patented Electro-Tether Cane. The shaft is sheathed in a thin layer of iron with four steel rings banding it. The tip is six inches of carefully hardened oak. The band is silver and holds the specially cut crystal knob that serves double duty as decorative handle and tether focus. The lower middle ring acts as the triggering mechanism for the electro-tether while the upper middle ring along with the bottom ring work as the locking mechanism to change lightning slugs.

Each slug is good for only nine bursts and then must be replaced. Electro-tethers can be used to capture a phantasm by trapping it in Egyptian Clay or if used repeatedly to disperse the phantasm back into the aether.

ITEM	DAMAGE	ROF	CAPACITY	RANGE	NOTES
E-TETHER	4D*/+1D	1	9	30	* Aether Damage.

### AETHER-BULB LANTERN

A small bulls-eye hand lantern designed with special bulb in its seat. As it nears any aether emanation the bulb will glow brighter and swivel in the direction of the largest aether stream. This allows it to both act as a compass and a light source when hunting at night. However, some have complained that if the Aether source is too powerful the bulb will burn out.

ITEM	NOTES
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AETHER-BULB LANTERN	The Aether Bulb Lantern increases a Constable's Awareness skill by +1D when attempting to track Phantasms.
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## EGYPTIAN CLAY JAR

This mixture is used to manufacture clay bottles resembling small wine jugs. If a tethered spirit touches the bottle they are drawn into it. After the spirit is ensnared the bottle must be corked to keep the monster from escaping.

Aetheric Gel

Body Armour

Stun Weapon

# CONCERNING THE RULES

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## *THE GAME SYSTEM AND MECHANICS*

The life of a Freelance Metaphysical Constable is a juxtaposition of action, adventure and conflict vs one of research, study and experimentation. From facing down Phantasms to learning more about the nature of the Prism Gateway and the Aether Constants, the Constables are challenged to find solutions for mysteries that shouldn't even exist.

As Farnsley's Phantasm Investigations is a game, the following provides the rules and mechanics necessary for managing task resolution, conflict and more.



## CHANGES FROM MINI SIX BARE BONES EDITION

In this revised and updated edition a number of minor changes have been made to the rules to help reflect the often chaotic nature of the Victorian era which finds itself facing otherworldly terrors. Most of these are small enough as to have no real effect on play (such as the changes to Skill names or additional dice available for Perks, etc.) but a few may should be reviewed by the GM (and players) prior to play, especially if they are already familiar with the Mini Six rules.

These include:

- ☞ **Changes to the Hero Points mechanics.** This edition provides additional uses for Hero Points, and encourages them to be gained and used more often in play.
- ☞ **Task Resolution.** There is further clarification around task resolution, and introduces numerous optional rules to enhance play.
- ☞ **Damage and Wounds.** A new wounds system is introduced, reflecting the impact of injury on characters and how this effects their general ability to act and respond.
- ☞ **Courage and Fear.** Farnsley's Phantasm Investigations is a horror game, and new rules introduce a method of managing the psychological impact of being a Freelance Metaphysical Constable.

## HERO POINTS

As the constables are special individuals they have a unique advantage over the people, phantasms and challenges they encounter; Hero Points. These points are a resource to gained and spent often, and give the players an edge that ensures that no matter what the GM (or dice) throws at them, they always have a chance of succeeding at the task at hand.

## HERO POINTS VS CHARACTER POINTS

While Hero Points and Character Points manage two very different aspects of game play (Hero Points representing luck, chance and heroism, Character Points collected as experience or learning), they are intertwined in game play. As part of the game, players should be willing to act out their Complications (which gains them Character Points) to enhance the interest and depth of their character (which in turn gains the Hero Points).

## GAINING HERO POINTS

All Constables begin each session with a minimum of two Hero Points. Additional Hero Points are earned through superior play and given as an incentive by the GM to help encourage the style of action desired in a game. Unless completely against the nature of the game played, extremely clever ideas and grand heroic deeds should always be rewarded.

Some suggestions for awarding Hero Points include:

- ☞ **Compelling.** In some situations a GM should be willing to direct a character by obliging them to respond to their Complications. This can be done by offering Hero Points as an inducement for being true to character or being forced to make a hard decision between the nature and the situation at hand.
- ☞ **In Character Actions.** Players should be rewarded for playing to their archetype (for example being brave as a soldier or cunning as a thief, etc.). GMs should use their rewards to encourage the style of play agreed to at the table (i.e. if the group is playing the game in a light-hearted or slap-stick manner then descriptions of amusing failures could earn Hero Points, etc.)
- ☞ **Player Actions.** These rewards can be offered for things the players do in and around the table. This can range from hosting the game, through to assisting the GM to keep the game focused, etc.

There is no limit to the number of Hero Points a Constable may have at any time, however, GMs might wish to 'reset' the points after a period of in game downtime or when a new case is started.

## SPENDING HERO POINTS

Hero Points are spent during a session to either gain an advantage or retry a failed task. GMs should allow players to spend Hero Points whenever they desire (although advice can be given as to whether spending the point will have any benefit or not, is left to the individual to decide).

By default Hero Points can achieve the following. GMs are welcome to expand on this list as they require.

- ☞ **With my Little Eye.** The player makes a small change to their current location (i.e. locating an unlocked window), or discover that they have a just the right tool in their pocket (i.e. a box of matches to light that lamp in the dark of night, etc.)
- ☞ **Bolt from the Blue.** On the rare occasion the players are lost or think they might have missed something, they may wish to spend a Hero Point to find a detail that they would have otherwise missed.
- ☞ **Let's Try That Again.** In the event of a failed Task roll, a player may spend a Hero Point to be allowed a reroll.
- ☞ **Just a Flesh Wound.** Just like an action movie, a player can spend a Hero Point to reduce the wound level of a physical attack by one (i.e. Severe to Serious, Serious to Flesh, Flesh Wound to a Scratch). The player should describe this miraculous save as the character dodges in the last second, or dives for cover.
- ☞ **With Consummate Ease.** Often a player needs just a few more pips to succeed in a task. By spending a Hero Point, they may add +6 to their rolled total or to a Static Defence score for one round.

## TASKS AND SUCCESS

When faced with adversity or danger, Constables will need to determine whether they will succeed in the task at hand, or will crumble under the pressure. Rolling to resolve tasks should only be done when the character is under pressure and where the outcome has some tangible effect on the game.

### GENERAL TASKS

General tasks cover everything a Constable attempts to do outside of combat (which adds a number of specific mechanics). When attempting a task, the player rolls dice equal to either the appropriate skill (i.e. attribute plus skill), or if they don't have the applicable skill, just the attribute: versus a set target number (TN) based on the difficulty of the task attempted. To succeed in a task the total rolled must equal or better the Target Number.

*Remember that one die rolled is always the Wild Die. If the wild die results in a six, then roll again adding the six and the new result together. If a six comes up on the reroll, then you add six and reroll again! This is repeated until the wild die lands on something other than a 6.*

The following table details the general descriptions of task difficulty, and their relevant target number ranges. Note that the Level of Success Number is used if the optional Levels of Success mechanics are used.

TASK	TARGET NUMBER RANGE	LEVEL OF SUCCESS NUMBER	DESCRIPTION
VERY EASY	2-5	2	Nearly everyone can do it. These checks should only be made if a success is critical to the scenario at hand or the character is in some way seriously impaired.
EASY	6-10	6	Characters will seldom have trouble with these tasks, but an untrained individual may find them challenging.
MODERATE	11-15	11	Average characters have a reasonable chance of failing at this level. Consistent success often requires training in the skill or a high level of natural ability.
DIFFICULT	16-20	16	Tasks at this level are truly challenging. To succeed a character needs to be well skilled or very lucky.
VERY DIFFICULT	21-30	21	Challenges of this level fall into the domain of masters in the skill being used; few others will succeed at them.
HEROIC	31+	31	These challenges are almost impossible. Only the very lucky or true masters can consistently succeed at them.

### MODIFIERS TO TASKS (OPTIONAL)

On occasion the number of dice rolled by a player should be modified by the circumstance of the attempt. This can both be bonus dice (i.e. when a character has exactly the right tools for the job, or spends plenty of time preparing for the task at hand, etc.), or maybe a penalty (i.e. the effects of an injury, or being ill-equipped for the task).

Dice modifiers are best used to represent a player's situation as opposed to the difficulty of the task.

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*For example, both Albert Haskell and Charles Warren are attempting to climb the ivy covered wall of the Professor's manor. The GM decides that this is an easy enough task, given the hand holds, and determines that the Target Number will be 8. Calling for an Athletics roll from both characters she notes that Albert has 3D+1, while Charles will be rolling 5D. However, Albert is also wearing some sturdy leather gloves which will assist in ensuring he gets a firm grip in the climb, so offers his player a 1D bonus.*

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Some suggestions for modifiers include:

- ☞ **Support or Advice:** Each additional person helping out the character can provide +1D.
- ☞ **Equipment (various):** Having access to the right equipment for a task (i.e. a well-stocked library when doing research, etc.) can offer a bonus to the character. However, not having the right tools (i.e. trying to reattach a thrown horseshoe without a good hammer) will likely result in a negative modifier.
- ☞ **Injury (various):** An injured character may find it difficult to complete even the simplest of tasks. The modifiers for wounds are detailed on page XX.
- ☞ **Concentrating:** In tasks requiring accuracy or precision the character may elect to concentrate on the task at hand. This provides +1D per time unit spent on the task, but the character cannot undertake any other action or task while concentrating. A time unit is equal to the initial length of time it would take to complete the task.

### LEVELS OF SUCCESS (OPTIONAL)

It is often advantageous to determine exactly how successful a character has been at a task. Levels of success are established by comparing total rolled against the difficulty of task. When the Target Number is bettered, a character achieves 1 level of success. However, for each higher grade of difficulty the roll has met (i.e. is equal to or greater than that Difficulty's Level of Success number) above the agreed Task Target Number, the character earns one level of success.

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*For example, following on from the example above, Albert has rolled 13 on his Athletics task roll, while Charles rolls a 21. As the agreed Task Target Number was 8, and both characters rolled higher than this, they both succeeded. However, looking at the Level of Success Number, Albert achieved a Moderate level of Success (is higher than 11 but less than 16), which is 2 levels of success (one for succeeding plus 1 more for a Moderate success being 1 level above Easy). Charles on the other hand has 4 levels of success (his 21 being enough to reach the Very Difficult Level of Success Number).*

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The results of levels of success can be used to determine a number of aspects of a task. These include:

- ☞ **Complex tasks:** Some tasks might take a number of successes to complete successfully (i.e. researching the full history of a Phantasm or opening a complicated door lock, etc.). Each level of success achieved can reduce the total number of successes need by one.
- ☞ **Accuracy/Speed of a task:** While beating the task's Target Number might result in achieving the goal, levels of success can determine just how well it was done. This could represent equally represent how fast the task was achieved.

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*For example, completing the climb started earlier. Before the task was begun, the GM determined that seeing the Professor's manor is three stories tall, the characters would each need 4 successes to safely reach the top. As such, based on the rolls made by Albert and Charles respectively, Charles quickly make it to the roof (with the required 4 successes made in 1 roll), while Albert still labours near the top of the first floor (with his single success). As the task is now complete for Charles he is free to get on with the next job at hand, while Albert's character must roll another Athletics task roll to see how far he gets.*

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### ALTERNATE ATTRIBUTES (OPTIONAL)

As written, all attributes govern skills based on the general scope of what is involved in the typical tasks completed by them (i.e. Brawling is governed by Might as it mostly involves strength, power, and the ability to dominate an opponent, etc.). As an optional rule a GM may wish to separate a skill from its governing attribute

and instead attach it one of the others. This could be done when the success of a task could be determined by another aspect of a character's personality.

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*For example, Albert Haskill has discovered an interesting looking weapon in Professor Farnsley's Laboratory*

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Although the use of alternate attributes does add a level of complexity to the game system, it does encourage players to think and act in different ways to maximize their abilities.

## RESOLVING CONFLICT

It is inevitable that, despite the Constables' best intentions, they will eventually be faced with conflict. Conflict comes in many forms in Farnsley's Phantasm Investigations, and ranges from physical through mental and even social. The rules provided below expand on those presented in the Tasks and Success section and covers the various aspects of conflict.

### DETERMINING INITIATIVE

At the start of any conflict, all the combatants should determine the order in which they will act. Initiative is established by rolling dice equal to the character's Agility attribute (plus any pips). The order of actions is set from the highest to lowest on this roll (with any ties in the favour of the character with the highest Agility attribute dice).

In the event that one side gets the drop on the other, initiative should still be rolled for both parties, with the surprised group getting no actions for the first round.

- ☞ **Initiative Scores for Non-Player Characters:** Rather than rolling Initiative for every Non-Player Character, a Static Initiative can be used. Static Initiative is equal to the NPC's Agility attribute dice times three plus any addition pips (i.e. Agility D x3 + pips).

### ORDER OF ACTIONS

A typical round in a conflict is approximately 10 seconds, although this can vary based on the type of conflict. To manage the round, it can be broken down into 3 simple phases.

- ☞ **Phase 1: Declare Actions:** Both the players and the GM should declare characters' actions. This can include what they are planning on achieving in the round, and if required, any alternative actions.
- ☞ **Phase 2: Perform Action:** When a character activates, they perform the action declared. Characters make rolls for all actions they are attempting and targets may get an opportunity to resist or avoid the action.
- ☞ **Phase 3: Maintenance:** The players complete any book keeping or maintenance required before returning to Phase 1.

### ACTION TYPES

During a round of conflict, each combatant can attempt one action, although some phantasms may receive multiple actions. Examples of possible actions include:

- ☞ **Act:** This action covers almost every other action a character may attempt that is non-combative outside those listed below (i.e. attempting to defuse the bomb while the fight rages on around them, reloading a firearm or E-Tether etc.) Such an action may require a General Task roll to succeed.
- ☞ **Aim/Focus:** A character may concentrate on their target gain +1D for each full action they spend aiming. A character can only gain up to 3 additional dice aiming/focusing. This bonus is lost if the character attempts any other action or is the target of an attack.

- ☞ **Attack:** When a character attempts to attack another, they need to equal or better the Target Number, of the appropriate Static defence is the number needed to successfully hit the target. The base target number of an attack is based on the target's Static Defence score.
- ☞ **Active Defence:** The character concentrates on making themselves as difficult a target as possible, and in return for forfeiting any action to gain a +10 to all Static Defences (Block, Parry or Dodge) until their next turn begins.
- ☞ **Move:** During an action a character may move up to 15 feet as a free action or move 30 feet at the cost of one action. If a character wishes to run faster he rolls his Athletics skill and adds it to his movement. If the only action taken in a round is running, his total move is doubled.

For the most part characters can only may attempt to do one action in a turn. However some actions may be combine at the discretion of the Game Master. Each other action in addition to the first result in at least a -1D modifier.

*Example with moving and shooting*

## HITTING THE TARGET

When a character attempts to attack another, they need to equal or better the Target Number, of the appropriate Static de is the number needed to successfully hit the target. The base target number of an attack is based on the target's Static Defence score.

CONFLICT TYPE	ATTACKING SKILL	STATIC DEFENCE	NOTES
FISTICUFFS	Brawling	Block	Includes bare fist fighting, martial arts and grappling.
MELEE	Blades/Cane/Club	Parry	Includes any attack that utilizes a weapon.
RANGED	Firearms/Archaic Weapon/Throwing	Dodge	Includes any ranged or thrown weapon.
SOCIAL	Persuade/Intimidation	Willpower	Any social attack designed to get the target to do what they want.
AETHER	As per attack	Willpower	These are special attacks or powers available to specific phantasms.

## MODIFIERS TO HIT (OPTIONAL)

The roll to hit can be modified by a number of factors. Game Masters should apply these as required.

TYPE OF MODIFIER	DESCRIPTION	MODIFIER TO TARGET NUMBER	NOTES
RANGE	In Melee	+5	Includes Brawls and Melee fights.
	Point Blank	-5	Within 10 feet of the target.
	Medium	+5	As per the weapon
	Long	+10	As per the weapon

COVER	Partial	+5	If the target at least 50% behind cover
	Full	+10	If the target is 75% or more behind cover
LIGHTING	Partial Darkness/Fog	+5	Anything obscuring the target
	Blind Firing	+10	The attacker is forced to rely on sound, etc.
TARGETED ATTACK	Limb	+5	Legs, arm or anything not centre mass.
	Head	+10	
	Specific item	+5 through +15	Includes small hand held objects, etc.

### MULTIPLE SHOTS (OPTIONAL)

Some firearms are able to fire more than one shot per action. To reflect this, a player make a number of shots equal to the weapon's Rate of Fire, but must remove 1D from their Firearms Task roll for each shot after the first. Damage for each shot that hits is calculated separately.

*For example, Albert is being charged by a wild-eyed Scotsman that intends him harm. Wishing to bring the attacker down before his friends arrive, Albert declares he will fire 3 shots with his light pistol this action. As a result, the player controlling Albert will need to roll three attacks, the first using his full Firearms skill, the second at his Firearms minus -1D and the third at his Firearms -2D.*

### SCALING (OPTIONAL)

Not all objects are on the same scale. Humans and horses may be close enough to be equals, but humans and steam trains are not. The scaling rules allow the Game Master to easily manage a difference in size and toughness without overly complicating the mechanics.

TARGET SIZE	DEFENDER	ATTACKER
SMALLER	+3 to Dodge per level of difference in size.	+1D damage per level of difference in size.
LARGER	+3 to Toughness per level of difference in size.	+1D to all Attack types per level of difference.

## DAMAGE, WOUNDS AND CONFLICT OUTCOMES

The most common outcome from conflict is damage; wounds and injuries that impair a character. This damage has various effects depending on the type of attack made, and range from physical effects result from weapons or fists through to demoralization or acquiescence from social or mental attacks.

☞ **Damage & Wounds for Phantasms.** Phantasms and other supernatural entities are not affected by physical or aether damage in the same way as human beings. Instead, all Phantasms have Aether Points that are reduced when they are injured. Details on how Aether Points are managed see page XX.

## ROLLING AND RESISTING DAMAGE

When a target is hit, the attacker must determine how well the strike hits home. This is done by rolling the damage dice of the weapon/attack used on the target. *As with tasks rolls only the Wild Die may explode when rolling damage.*

CONFLICT TYPE	BASE DAMAGE	DAMAGE TYPE	RESISTED BY
FISTICUFFS	Might Dice	Physical	Toughness
MELEE	Weapon + Might Dice	Physical	Toughness
RANGED	As per weapon	Physical	Toughness
SOCIAL	Charm Dice	Mental	Resolve
AETHER	As per attack	Mental	Resolve

## PHYSICAL DAMAGE RESULTS

A character's ability to resist physical damage is determined by their Toughness statistic (see page XX). When a target has been hit, the attacker rolls damage and the target's Toughness score is subtracted. The player then checks the chart below to see if or how bad the wound is.

DAMAGE	DESCRIPTION	EFFECTS	NOTES
0 OR LESS	Unharmd	N/A	The attack does no damage.
1-3	Scratch	Special	The target has -1D to all task rolls until after their next action is completed. If a second scratch is taken, the scratch is removed and a Flesh Wound is taken.
4-8	Flesh Wound	1D	The target must allocate 1D of attribute damage.
9-12	Serious Wound	2D	The target must allocate 2D of attribute damage.
13-15	Severe Wound	3D	The target must allocate 3D of attribute damage.
16+	Critical Wound	4D	The target must allocate 4D of attribute damage.

When a physical attack does dice damage to a target, the player must allocate the loss to one or more of their attributes. The dice lost through damage do not end to be allocated to a single attribute, but can be spread amongst any alleageable attribute. Alleageable attributes for physical attacks are:

- ☞ **Might:** The target is staggered or bleeding and loses physical strength or endurance.
- ☞ **Agility:** The damage affects the target's speed or co-ordination.
- ☞ **Wit:** The target is daze or stunned and is unable to focus or concentrate.
- ☞ **Charm:** The target has taken damage that affects their ability to communicate effectively and presence.

*Damage cannot be allocated to any attribute which through ongoing effects or previous damage is at zero dice.*

*Example of Damage allocation*

## WOUNDS FOR MINOR CHARACTERS (OPTIONAL)

Rather than managing the Attribute damage for minor Non-Player Characters. NPCs can be regarded as being out of action after taking any dice damage (i.e. Flesh wound or above), but do not actually lower any Attributes.

If a slightly more robust NPC is required, the number of dices damage they can take can be increased (i.e. to 2 or more). Again to minimise book keeping, no Attributes are reduced from this damage.

## PHYSICAL DAMAGE INJURIES

As a character takes physical damage they will not only find that it becomes more difficult to act, but that also run the risk of serious injury.

- ☞ **Unconscious:** A character is rendered unconscious when one of their Attributes reaches zero dice. As a free action before losing consciousness, the character may try to stay awake with either an Easy (10) Stamina or Awareness roll (player's choice). With a success, the character may continue to act. If the roll fails, or if the character takes any additional damage during the conflict, they are knocked out for 10D minutes.
- ☞ **Mortal Wound:** If any two attributes are reduced to zero, the character is dying. Each turn, until they receive medical attention, they will lose 1D from any attribute that is not zero.
- ☞ **Death:** A character dies when all of their attributes are reduced to zero dice.

## MENTAL DAMAGE RESULTS AND EFFECTS

A character's ability to resist mental damage is determined by their Resolve statistic (see page XX). When a target has been hit, the attacker rolls damage and the target's Resolve is subtracted. Unlike Physical Damage, Mental Damage is done directly to the target's Resolve, and is equal to the amount in which the damage exceeded the Resolve defence.

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### *Example of Mental Damage*

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When a character's resolve is reduced to zero, they have been **Traumatized** and will act in one of the following ways:

- ☞ **Social Conflict:** The target immediately acquiesces to the attacker's demands.
- ☞ **Aether Effect:** The target succumbs to the effects of the aether attack. In most cases these effects are determined by the nature of the attack and the phantasm using it.

Additional optional effects of Mental Damage take as the result of fear is detailed in the optional Courage & Fear section below (see page XX).

## SPECIAL DAMAGE EFFECTS

Some attack types may cause damage to one or more specific attributes. In these cases, all possible damage dice must be removed from the target attribute before any may be allocated to any other attribute.

- ☞ **Knock out blows:** A character attempting to knock out another combatant, can elect to take a 1D skill penalty to declare that all damage done on a success is taken against their opponent's Might attribute.
- ☞ **Defenceless targets:** When attacking a target that is unable to defend themselves or in a compromising position (i.e. with a firearm against their head), the attacker can declare the first attribute against which damage is to be taken.

### MASSIVE DAMAGE (OPTIONAL)

To represent the effects of a character taking massive damage, the GM has the option of splitting damage rolls into groups of 20. Each group is then matched against the Physical Damage Results table and the Attribute Dice lost for all are applied to the character.

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*Example of splitting into twenties*

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### DIMINISHING DEFENCES (OPTIONAL)

As a character is injured and tires during a conflict their ability to defend themselves is reduced. As an optional rule combatant's static defence can be recalculated after they take damage (as per standard calculation: see page XX). While somewhat realistic, this mechanic does increase the book keeping requirements of both the players and Game Master.

### OTHER THREATS

Just like in the real world there are plenty of ways that a Constable can get hurt. Below is a summary of simple rules that can be used to determine the potency of some of these threats

- ☞ **Suffocation:** When submerged in water, or otherwise unable to breathe, the Constable can hold their breath and act for a number of turns equal to their Stamina dice (i.e. a Stamina of 5D would allow 5 turns) or half this if they were surprised and unable to take a breath first. After this period the player start rolling for suffocation damage each turn using either Stamina or Athletics against a GM defined target number. Failing this task results in 1D of Attribute Damage ( Might or Agility only).
- ☞ **Fire:** Each fire should be defined by a number of dice representing the amount of dice damage it can do. In most cases the number of dice should increase each turn the fire grows. Every turn a Constable is exposed to the fire the GM should roll this damage directly against the character's Toughness and apply the appropriate results.
- ☞ **Falls:** The GM should roll 1D for every five feet the constable falls. This is compared directly against the character's Toughness and apply the appropriate results.

## HEALING AND RECOVERY

Once a character has been injured, only time and the hands of an expert healer can help them. In addition to natural and assisted healing, physicians can also revive unconscious characters and stabilize the morality injured.

### REVIVING A CHARACTER

Characters that have been knocked Unconscious or whom have taken a Mortal Wound can be stabilized or revived with a successful Medicine task roll. The target number of the task depends on the injury.

INJURY	TARGET NUMBER	SUCCESS RESULT
UNCONSCIOUS	6	Rouses the injured character and restores 1D to their lowest attribute.
MORTALLY WOUNDED	11	Stabilises the character and restores 1D to their lowest attribute. The character will awake in 2D hours.

## HEALING ATTRIBUTES

Characters can recover attribute dice lost through damage via a number of different ways.

- ☞ **First Aid:** After a conflict, characters may have their wounds treated. The extent of the recovery depends on the aider's skill with **Medicine** (see the table below). Note that First Aid can only be done once and can never be used to recover more attribute dice than were lost in the preceding conflict.
- ☞ **Natural Healing:** All characters naturally recover 1D each full 12 hours of rest (i.e. doing nothing more laborious than taking a brisk walk).
- ☞ **Assisted Healing:** Characters with the **Medicine** skill can attempt to help others heal more quickly. A skill check may be made once per day for each patient treated. As with First Aid, the extent of assists depends on the physician's skill (see the table below).
- ☞ **Unnatural Healing:** Various drafts and ointments claim to assist the healing process, although the effectiveness of these are supplied on a case by case basis.

TOTAL ROLLED	ATTRIBUTE DICE RECOVERED
6-10	1D
11-15	2D
16-20	3D
21+	4D

## RECOVERING RESOLVE

Unlike Attributes, Resolve is recovered quite quickly. After a brief 5 minute period a character's Resolve is returned to full with no other penalty. *Note that rules for the ongoing effects of madness are covered under the optional Fear & Courage section below.*

### LONG TERM INJURIES (OPTIONAL)

If the Game Master and Players wish to better reflect the long term effects of Injuries.

- ☞ **Unconscious:** temporarily lose 1 pip from any one Attribute reduced to zero for 2D days.
- ☞ **Mortally Wounded:** permanently lose 1 pip from any one Attribute reduced to zero.

### FIRST AID/ASSISTED HEALING MODIFIERS (OPTIONAL)

Not all injuries are as simple to treat as bruising and the occasional broken nose. To reflect this, the following modifiers can be used to represent the increased difficulty of assisting seriously injured characters with their recovery. When a character has been knocked Unconscious or Mortal Wounded they retain that injury status until all of their Attribute Dice are fully recovered.

When First Aid or Assisted Healing rolls are made the healer's skill is modified by the injury status of the target character.

- ☞ **Unconscious:** -1D to the healer's Skill Dice.
- ☞ **Mortally Wounded:** -2D to the healer's Skill Dice.

## COURAGE & MADNESS

Fighting against the phantasms is dangerous to one's health, not just physical self, but also their sanity. *While all the mechanics in this section are optional, they can be utilised to provide a darker aspect to Farnsley's Phantasm Investigation.*

### MADNESS & ITS EFFECTS

Madness is gained every time a Constable is reduced to zero Resolve through supernatural circumstance (i.e. not those caused by Social conflicts). This can include the failure of Courage tasks or when affected by Aether attacks. When a Constable's Resolve is reduced to zero they immediately gain one point of Madness.

If at any time a Constable has five Madness Points the following occurs:

- ☞ **Reduce Maximum Resolve:** The Constable's maximum Resolve is reduced by 1 point.
- ☞ **Reset Madness Points:** The Constable's current Madness Point total is reset to zero.

If any character Maximum Resolve is reduced to zero, they are deemed to be insane and placed in a sanatorium for their own good. In most cases this will relegate a Constable to a Non-player Character.

### RECOVERING FROM MADNESS

While current age of enlightenment has brought much in the way of change to practice of psychology and psychiatry, there is little knowledge yet on how insanity resulting from the effects of the Aether should be treated. Madness Points may be lost with long periods of rest and recuperation, where not contact with the Aether is had. In general this recovery is left to the GM and players to decide.

Permanent Resolve loss is difficult to recover, and should be gained as perhaps rewards for succeeding in stopping particularly dangerous phantasms. Again if or when Resolve is recovered in this manner is left to the GM and players to decide.

## EXPERIENCE & LEARNING

At the end of each session the GM awards each Constable a number of Character Points (CPs) to represent the experiences and learning they have gained from their adventures. The number of points gained per session typically varies from 3 to 7 depending on the drama, danger, success, and fun!

### GAINING CHARACTER POINTS

There are a variety of ways in which a character can gain Character Points. In addition to the circumstances listed below, GMs may award additional points during, or at the end of each session, at their discretion.

- ☞ **Achieving a Goal:** At the end of each case or adventure, the GM should award the players a number of Character Points commensurate to the challenges they faced. As a guide a typical session of play should gain a character 3 to 5 Character Points depending both on the group's actions and the difficulty of the task at hand. An additional 1 or 2 points can be allocated after the completion of a long or arduous case (i.e. on that spans several sessions of play).
- ☞ **Complications:** Each Constable has one or more Complications listed on their character sheets. Every session these come into play (i.e. make the character's life more difficult), they should receive 1 Character Point. As a general rule, a Constable should only receive one Character Point per Complication per session of play.
- ☞ **Learning by Doing:** On occasion a GM might award Character Points if a character has spent considerable time focused on one particular task in a session. These Character Points should only be

used to improve a character in a way that relates to the task that was undertaken. For example, a character spends an entire session rowing a paddle boat in a session, could be awarded a Character Point specifically to improve a related skill (such as Stamina or Pilot, etc.)

- ☞ **Downtime:** Even when they aren't on 'screen' Constables are still learning new skills and developing old ones. At the GM's discretion, characters can receive Character Points when absent from play or when a long period of time has passed since their last case. It is recommended that the number of points gain from Downtime are less than a Constable would receive on active duty.

## SPENDING CHARACTER POINTS

Players are usually only able to spend Character Points after cases, as they recuperate and recover from their ordeals. Spending character points represents the Constable learning from their actions, to improve them for the future.

- ☞ **Gaining New and Improving existing Skills:** Any skill may be increased one pip by spending a number of CPs equal to its current number of dice (with a minimum of 1 CP). For example a character with 1D in a skill must spend 1 CP to increase it to 1D+1, while a character with 3D in the same skill must spend 3 CP to increase theirs from 3D to 3D+1. To better represent the learning curve, no skill may be increased more than one pip per session. *If the Skill Specialisation Optional rule is used, Specialised skills are increased at the same cost as normal skills.*
- ☞ **Improve Attributes:** With a great deal of training and experience, a character can improve their attributes. Any attribute may be increased by 1 pip by spending a number of CPs equal to its current number of dice times 10. All skills under this attribute also improve by one pip.
- ☞ **Paying-off Complications:** A Constable can pay off an existing complication by spending 10 CPs. Rather than immediately removing the complication, this pay off allows the player to determine how it can be removed. This could be as simple as agreement from the GM or might initiate an entire new case.
- ☞ **Buying New Perks:** If appropriate, a Constable may purchase a new Perk at 10 times the CP noted in the Perks list. Unless special circumstances arise, only Perks from the Experience Perks list can be gained in play.

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# CONCERNING MAGIK

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## *THE POWER OF THE AETHER CONSTANTS*

Before the Prism Gateway was opened, only a very few people could ever have truly been able to make 'magik'. Of course there were the talented one or two who people might call psychic or were able to make subtle changes to our perceived reality, but no one could have ever been called a true 'witch' or 'warlock'. Where once magik and the spiritualism were concepts used only in gothic fiction and romantic histories, they have now become reality. The ever strengthening presence of the Aether Constants has given rise to many more individuals being able to tap into their latent psychic powers, or allowed them to discover that true ritual and ceremony now has the capability to make what was once but a dream come true.

Thankfully, few people know of the true power that the opening of the Prism Gateway has allowed. But it is only a matter of time before the most potent and dangerous find themselves with unlimited power and so become as great a threat to the world as the Phantasms themselves.

## WHAT IS MAGIK?

Magic in Farnsley's Phantasm Investigations comes in many forms. Phantasms, no matter what their source could be called a type of magik, while the powers of precognition or speaking with the dead are another. Thankfully, the Aether Constants are not yet concentrated enough, to allow the 'instantaneous' spell casting of legend: the all-consuming fireball, or the curse that turns a person into a frog on the spot isn't really possible for humans (although some Phantasms might exhibit such power). Instead, most magik comes about in the form of either psychic abilities (powers of the mind) or ritual (the manipulation of the Aether Constants to change reality via long ceremony, chanting and sacrifice).

Having seen the results of such manipulation, the Professor himself postulates that the Aether Constants may have in the past been released into our world, and this is why such things as spell books and ancient covens once existed.

As a way of classification, magik comes in the following forms:

- ☞ **Psychic Abilities:** Many people have latent Psychic abilities, although to most this is manifested as little more than the feeling of déjà vu, or of being watched. Since the opening Prism Gateway many of these natural psychics have had their powers amplified and now are capable of impressive feats of the mind. *This is the only 'magik' option open to Freelance Constables and is presented here as an optional rule.*
- ☞ **Incidental Magik:** This best classed as the unexplainable magik; the result of some act in the past, or the outcome of tradition and belief. Incidental magik seems to be simple the consequence of the Aether Constants being present in our world. Unlike both Psychic Ability and Ritual Magik, there seems to be no rules or laws around it appearance and function.
- ☞ **Ritual Magik:** This comes in many forms, including those one would call White Magik (healing, help and knowledge), Spiritualism (the desire to understand life and what lies beyond), and Black Magik

(harming, curses and the like). While these all stem from very different goals, all come about through the manipulation of the Aether Constants, and are the result of ceremony and sacrifice.

## PSYCHIC ABILITIES

Not quite magik per say, Psychic Abilities represents a rare proficiency in manipulate the Aether Constants to achieve extraordinary things with nothing more than one's will. These are usually untrained talents that, for the most part, spontaneously manifested when the Professor open the Prism Gateway for the first time. That said, there are those in the years since who have dedicated themselves to replicate these mental disciplines, and have been known to develop similar powers (although rarely are they exhibited with the raw strength and aptitude of those naturally 'awakened').

### USING PSYCHIC ABILITIES

Each psychic ability has its own specific mechanics for activation and control, as noted below. As Psychic abilities are still very rare (although becoming more common) it is singular for two more or more individuals to exhibit exactly the same psychic ability, even when the same general effect is the result (i.e. no two mediums manifest their power in the same way, or with the same effect).

Regardless of the actual powers, all psychic powers have one of the following consequences on either the psychic themselves or the environment around them. For each Psychic Ability a character has they should decide on how it manifests when used. *Note that why these descriptions have no predetermined mechanic effect, they could, in the right circumstances cause some difficulty for the character and their companions.*

- ☞ **Physical Stress:** The use of the psychic ability has some physical effect on the character. This may range from something as simple a small nose bleed, through an uncontrollable eye twitching eye, or even the sudden need for the individual to cry out their Mother's name.
- ☞ **Environmental Change:** When the power is used it also manifests other incidental effects. This could be the temperature around the psychic suddenly becoming a degree colder when the ability is activated, or the oddity of everyone within a 100 foot radius of the affected party suddenly being assailed by the strong smell of freshly cut grass.
- ☞ **Madness:** By far the most common affliction for a Psychic is a slow descent into madness. Thankfully this takes place over a number of years, and seeing how a number these abilities result in the direct interaction with Phantasms or other entities, it probably isn't surprising. For those characters still able to function in polite society, such madness often manifests itself in the belief that a spirit guides them or the compulsion to call everyone they meet 'Mister Darcy', etc.

### CONSTABLES WITH PSYCHIC ABILITIES (OPTIONAL)

The Professor is well known to accept those with psychic abilities into the Freelance Metaphysical Constabulary. These talented individuals bring much to the fight against the Phantasms that now plague England, although many still dismiss their abilities out of hand.

If Constables with Psychic Abilities are to be used, they have access to some or all of the following Perks. These Perks are purchased as per normal during Character Creation or with Character Points at a later time (although some explanation may be required to justify their sudden advent).

- ☞ **Medium (2):** You see dead people. The invisible ones no one else can see. You hear them too but that doesn't sound as impressive. If they are close enough, you can even compel answers from them, but this is much harder. They have to be incorporeal and within 20 feet for this aspect to work. To compel or bind them requires at least two rounds of concentration and an Occult roll opposed by the target's Courage. The first success holds the target fast. Each successful contest after the first compels one honest answer.

- ☞ **Spirit Guide (1):** You have a spiritual advisor that speaks to you through dreams or visions. This spirit will likely have a somewhat alien perspective on matters, and certainly doesn't always just tell you everything they know. Spirits Guides employ riddles, puzzles, and enjoy sending you and your friends off on ridiculous quests; but they also have insight and know things man was never meant to know.
- ☞ **Second Sight (1):** You have the ability to perceive the Aether Constants and other things that should belong behind the Prism Gateway. Whether this perception comes to you in blackness or manifests itself as wavy lines of green smoke is up to the individual to decide, however you do know that the Aether Constants always gather where the Phantasms are strongest.
- ☞ **Telekinesis (2):** You have the ability to move objects with your mind. In most cases this is nothing more than a few stones a couple of feet, or rattle a door just enough to see if it is unlocked, but nevertheless it is a talent that often comes in handy. To move objects of any great size, you must succeed a Wits Task against the targets size (usually determined by their Might) or a target number assigned by the GM.
- ☞ **Psychometry (3):** You can read the thoughts of others. To attempt to use this power, you must be in contact with the target and succeed in a Wits Task against their Willpower. Success allow you to ask one question, which must be answered honestly, while Failure results in 1D damage to your Wits Attribute (see page XX for more details on damage). This power requires a successful Wits task each turn (with the same success and failure results as noted earlier) to maintain the contact with the target.

## INCIDENTAL MAGIK

Even before the Aether Constants were released the world was full of magik and the supernatural. From stories of haunting ghosts, through to the legends of banshees, goblins, and great wyrms, Britain and Europe have always been lands of fantasy and the strange. With the development of science, however, most of this older power has receded from the common place, forced to hide in the dark places.

In its simplest terms, Incidental Magik is Belief magik; in certain places, there congregates enough, fear, love, dreams or wishes for the conviction to become a physical entity. In the past, such transformations from belief into reality would have been impossible, but with the opening of the Prism Gateway, the Aether Constants have allowed just this to happen with relative ease. Where there were once just ageless stories and whispered rumours (even in cases where such were nothing more than fabrication), 'things' have begun to appear. It is unknown if these phantasms are actually those who once existed on these sites reborn anew, or whether they are simply new terrors from the Gateway that have assumed their place. Whatever, the truth may be, it is undeniable that where belief of the supernatural is strongest, these phantasms have a better chance of returning.

### USING INCIDENTAL MAGIK

In game terms, Incidental magik is the catch-all for any strange and wonderful event a GM wants to put into play. *Note there are no specific rules to creating or managing Incidental Magik, except to say that when used it should always be unique and challenging to the case at hand.*

## RITUAL MAGIK

In its simplest terms, Ritual Magik this the act of changing reality through the use of ceremony, sacrifice and sheer willpower. Individuals attempting to use Ritual Magik run the risk of hurting not only themselves, but also of unleashing further terrors on to the unknowing populous.

## TYPES OF RITUAL MAGIK

Prior to the opening of the Prism Gateway, few could manipulate the Aether Constants well enough to achieve any real acts of 'magik', although history points to some who may have had more skill than others. While all Ritual Magik is essentially aims to do the same thing (make the unreal real), it is divided up into three every different types of ceremony, each representing the specific outcomes desired by their practitioners.

- ☞ **Spiritualism** - The 'easiest' and most unobtrusive form of ritual magik, Spiritualism has been practiced in many different forms over the centuries, and ranges from the casting of bones, palm reading, through to most recently the séance. This ritual is squarely focused on aspects of both the past and the future and could be likened to be a passive sort of 'spell casting', where the caster becomes a vessel for the desired information.
- ☞ **White Magik** - Often called Hedge magik, White Magik focus on manipulating reality to assist an individual other than the caster. This can range from 'spells' of healing and protection, through to the ubiquitous love spell. White Magik often takes time to trigger and reality may not be altered to hours or even days later.
- ☞ **Black Magik** - If Spiritualism and White Magik are simply attempts to bend nature and reality to one's favour, Black Magik is the act of completely ripping it asunder. With these rituals, casters can both achieve spontaneous acts of magik (such as creating a blast of lightening) as well as alter reality permanently. Thankfully, this sort of talent is beyond the ability of most casters, and makes those who can achieve such feats extremely dangerous.

## USING RITUAL MAGIK

There is no such thing as a standard or rote ritual. Each is a unique ceremony and can result in a range of effects, both desired and unexpected. To perform ritual magik:

- I. **Specify the Caster:** As most ritual spells require a considerable manipulation of the Aether Constants to succeed, the majority of magik ceremonies have more than one participant. Regardless of the number of people involved in the ritual, one must be selected as the caster. The caster has the final say on the spell's outcome.
- II. **Determine the Desired Outcome:** During a ritual, the caster manipulates the potential of the Aether Constants to change reality. The desired outcome of the ceremony is stated at this point to the GM.
- III. **Determine the Target Number:** Each spell has a unique Target Number based on the type of magik being cast, the outcome and the effort made in the ceremony. The modifiers listed below help determine the Target Number of the spell, although the final Target Number is at the discretion of the GM.
- IV. **Determine Success or Failure:** The Caster must make a Wits Task roll against the final Target Number. If the Task is a success then the ritual is completed as desired (as noted in Step 2). If the role fails then the GM and players should determine the outcome (see Failing in a Ritual below).

## DIFFICULTY OF A RITUAL

The base Target Number of any ceremony depends on the type of magik ritual being attempted.

RITUAL TYPE	BASE TARGET NUMBER	NOTES
SPIRITUALISM	21	Spiritualism can include any magik done increase an individual's knowledge of the future or past, but that doesn't change or alter it in any way.

WHITE MAGIK	31	White Magik can include any ceremony that makes small positive alterations to reality and usually target anyone other than the caster.
BLACK MAGIK	41	Black Magik is any ceremony that attempts to make negative or permanent changes to reality.

## MODIFIERS TO RITUAL MAGIK

In addition to the base Target Number listed above, each ritual is further modified depending on the factors involved in the ceremony. As not all circumstances involved the casting may be covered below, the GM should modify the Target Number further based on their judgement and descriptions provided by the players.

TYPE OF MODIFIER	DESCRIPTION	MODIFIER TO TARGET NUMBER	NOTES
EFFORT	Concentration	-5 per period	Period of complete concentration with no breaks to the ceremony. Each type of Magik has its own period of concentration required: Spiritualism is 30 minutes, White Magik is 1 hour, Black Magik is 13 hours.
	Participants	-5 per assembly	An assembly represents the participants other than the caster in a ceremony. Each type of Magik requires a different number of participants to form an assembly: Spiritualism is 1 participant, White Magik is 2 participants, Black Magik is 13 participants.
	Sacrifice	-5 per Sacrifice	The type of sacrifice depends on the type of magik. For Spiritualism and White Magik items such as food or flora might suffice. For Black Magik, blood and death is required.
LOCATION	Prism Gateway	Automatic Success	If the ritual is taking place adjacent to a Prism Gateway, it will automatically succeed.
	Strong Aether Constants	-5 to -15	Some locations have strong Aether Constants, usually signalled by the congregation of Phantasms.
	Weak Aether Constants	+5 to +20	Many places in England and most aboard have yet to be touched by the Aether Constants.
PARAPHERNALIA	Spell Books	Variable	Once, when magik was more common, witches and warlocks wrote down their techniques for casting magik.

	Items of Occult	Variable	Some items seem to be imbued with the Aether Constants. These may assist casters in their magik.
OTHER	Guidance	Variable	Phantasms have been known to teach mortals magik for their own ends.
	Timing	Variable	Some magik is easy to cast at certain times or the day, month or year.
	Storing Outcome	-5	In some cases the caster may wish to store the outcome of a ritual in an item. See Overcoming The Limitations Of Ritual Magik below for more details.
	Power of the Spell	+5 per power level	On the rare occasion that magik is used to directly damage to an enemy it is stated to have 1 level of Power at its base Target Number. Each level of Power increases the Damage done by the spell. Spiritualism has 1D per Power Level, White Magik has 2D, and Black Magik 5D.

## OVERCOMING THE LIMITATIONS OF RITUAL MAGIK

As often noted, even Black Magik does not allow an individual to cast spells of instantaneous power without considerable preparation and energy. Moreover, few magikians are willing to waste such effort to simply create a fireball or some-such to strike down any random passer-by. To overcome the limitations of magik, and to ensure that a powerful caster does have spell on hand when required, ritual outcomes can be stored in items (such as scrolls, wands or jars).

Once stored, the item must be in hand and the associated word of power spoken to activate the ritual as if it was just successfully cast.

## FAILING TO CAST RITUAL MAGIK

No matter what form of magik is used, failure to perform it correctly has the potential to not only injure the caster, but also weaken the already dangerously thin wall of reality that protects the world at large from the Aether Contacts, creating a Prism Gateway.

### MAGIKAL BACKLASH

If the ritual's fails then the caster receives Magikal Backlash from the attempt. Backlash manifests itself in many different forms, and requires the caster to determine the outcome as a 'damage' roll versus their Willpower defence. The number of 'damage' dice rolled for outcome depends on the type of Ritual cast.

RITUAL TYPE	DAMAGE DICE
SPIRITUALISM	3D
WHITE MAGIK	5D

BLACK MAGIK	7D
PER ADDITIONAL POWER LEVEL	+1D

### DEGREE OF FAILURE (OPTIONAL)

If the GM and Players wish to increase the effects of Backlash, they may optionally add the degree of failure (the difference between the final Target Number of the Ritual and the total rolled by the caster (on their Wits Task) and add this to the total of the 'damage' done by the backlash (i.e. total rolled on the 'damage' dice).

### BACKLASH OUTCOMES

The caster's ability to resist the backlash determined by their Willpower statistic (see page XX). Once the backlash damage total has been calculated and the caster's Willpower score is subtracted. The player then checks the chart to determine the result. The outcome from Backlash includes the allocation of Madness Points (see page XX) to each participant, in addition to other effects.

DAMAGE	MADNESS POINTS	NOTES
0 OR LESS	1	The ritual seems to simply fail with no other effects.
1-4	2	The ritual fails with little fanfare, although the caster must take a Physical damage (see page XX) roll equal to the ritual's Damage dice.
5-9	3	The ritual fails with a definite bang, and the caster must take a Physical damage (see page XX) roll equal to twice the ritual's Damage dice, while everyone else present must make a Physical damage (see page XX) roll equal to the ritual's Damage dice.
10-14	1D	The ritual fails causing feedback across the entire assembly. The caster receives a mortal wound while everyone else present must make a Physical damage (see page XX) roll equal to the ritual's Damage dice.
15-20	1D	The ritual fails in an explosion of light and noise. Caster is killed and everyone within a one mile radius must make a Physical damage (see page XX) roll equal to twice the ritual's Damage dice.
21+	1D	Strengthening of the Aether Constants: As above, plus the ritual has created a larger vortex of the Aether Constants. All future rituals receive a -5 modifier. Note that this modifier is cumulative, and if ever reach -20, it results in a Prism Gateway being opened.

# CONCERNING PHANTASMS

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## *THE TRUTH ABOUT MONSTERS & HOW TO STOP THEM*

The opening of the Prism Gateway and the release of the Aether Constants has brought monsters into the world. These creatures may be collectively known as Phantasms, but come in many forms; from the insubstantial ghost through to creatures of nightmare and legend such as the Werewolf and the Vampire. In the scant time since the first Prism Gateway was open, the number of variety of Phantasms has grown dramatically and it only the strength and courage of the Freelance Metaphysical Constables, along with the marvels of the ingenious Professor Farnsley, that keeps them in check.

## ABOUT PHANTASMS

The truth of the matter is that no one really knows what or who the Phantasms are. Many including Professor Farnsley have hazarded a guess at their being or purpose, and, so far at least, these theories seem to be correct (or have ensured that he has been able to develop weapons to counter them.) What he is certain of though is that there seems to be no such thing as your 'typical' or 'garden variety' of Phantasm. Sure, some manifest with similarities and there have even been cases of Phantasms materialising in packs, but in the end each creature is singular and unique, and must be dealt with in its own particular way.

## PROFESSOR FARNSELY'S PARTICULARS OF THE PHANTASM

Recently the Professor posted a letter in the dining room of his manor and telegraphed a copy to all those Constables either out on cases or living in outside his home. As per all his usual correspondence, this letter was brief and to the point, in highlighting his current thoughts on the matter of Phantasms. These have become known as *Professor Farnsley's Particulars of the Phantasm*.

- ☞ **All Phantasms are unique and have their own wants and desires.** Each and every Phantasm has a goal, which they will go to extraordinary lengths to achieve. These desires might seem odd and misplaced to us, but allowing them to complete their purpose just makes the stronger and more dangerous.
- ☞ **All Phantasms are connected to the Aether Constants.** Be they corporeal creatures or insubstantial spirits all Phantasms rely on Aether Constants to exist. Denying or weakening them this connection allows them to be trapped in Egyptian Clay.
- ☞ **All Phantasms have a specific weakness.** Although not always obvious, all Phantasms have a singular weakness that may be exploited. These are often related to their desire, but can also be natural elements such as silver, salt or wrought iron.
- ☞ **Some Phantasms do not come from the Prism Gateway.** While the unfortunately opening of the first Prism Gateways allowed a rush of Phantasms into our world, there are signs that others have slumbered here, as legends or dreams, for centuries, if not longer. The stronger the Aether Constants become, the more of these older, more dangerous, Phantasms will appear.

## ANATOMY OF A PHANTASM

Although every entity brought to life by the Aether Constants is referred to as a Phantasm, the truth of the matter is that these 'creatures' come in many and varied different forms. While explicitly categorising Phantasms is difficult, if not fraught with its own dangers, one can define the general aspects of Phantasms, especially in regards to the threats they pose and their weaknesses to be exploited.

### THEIR SOURCE

A Phantasm must come from somewhere, and it is this source that often defines how powerful an entity is. At present there seems to be three specific sources for Phantasms:

- ☞ **Those from the Prism Gateways.** The opening of the Prism Gateways brought numerous Phantasms into the world. Generally more powerful and dangerous than those created from Belief, these entities seem to have long desired to gain access to reality and once here are hell-bent on causing as much harm to humanity as they can. At this time the range of these Phantasms are limited by the strength of the Aether Constants, and hence most are found in London or around the other Prism Gateways.
- ☞ **Those created by the Aether Constants.** As with Incidental Magik (see page XX), where there is enough belief, and powerful enough Aether Constants, Phantasms can spontaneously be created from nothing more than myths, legends and rumour. These entities do not need to have actually ever existed to appear (i.e. a good enough story is more than adequate) but for the most part they come into being in places where ghosts, goblins and other ghouls were once believed to exist. Although initially not as powerful, as the Phantasms coming directly from the Prism Gateways, they build in strength and desire as the Aether Constants around them grow stronger.
- ☞ **Those who have always been here.** As strange as it might seem to say, there are some Phantasms that have lurked in the darkest corners of the world awaiting the right time to return to haunt humanity. These ghouls and goblins are often the most powerful of the Phantasms, and having lived long amongst humanity often call upon other entities to do their bidding.

### THEIR FORM

Phantasms come in all shapes and sizes, appearing as creatures from darkest nightmare, or as real as any other respectable citizen of the British Empire. In general, the only way one can really define these entities is to categorise them by how they interact with our reality.

- ☞ **Those with a Corporeal Form.** Many Phantasms are flesh and blood, and just as 'real' as any other being, although none start that way; whether from the Prism Gateways or created by belief, all Phantasms start out as Insubstantial. There is no rhyme or reason for what triggers this change in form, and Corporeal entities can range from being cunning individual humanoids through to packs of ravaging wild-eyed beasts.
- ☞ **Those with an Insubstantial Form.** A good number of Phantasms remain in their original Insubstantial form. Often hard to see or detect without specialist equipment, and able to pass unhindered through walls and other solid objects, these ethereal beings are much more like traditional ghosts of old. Phantasms of this type tend to be less aggressive and wilier than their Corporeal kin, but this isn't always the case.

### THEIR POWERS

Even the most recent Phantasm to manifest in our world has powers (perks) far beyond the imaginings of any mere human. Some are able to fly, others change shape, while a few exhibit abilities that mimic magik and ritual.

- ☞ **Determining Powers:** Each Phantasm should be unique, and have its own manifestation of powers. A GM should determine both the type and effects of each power a Phantasm might have. The sample Phantasms on page XX are provided as a guide.
- ☞ **Aether Points.** All Phantasms have Aether Points, which represent the strength of their connection to the Aether Constants. These points are used to manifest and control their Aether powers as well as acting their health. Insubstantial Phantasms generally have more Aether Points than Corporeal entities, although the strength of both can fluctuate depending on how close they are to a Prism Gateway. *For a GM, Aether points are a simple way of managing a Phantasm's wounds rather than having to keep track of their current Attribute Dice.*
- ☞ **Determining Aether Points:** The number of starting Aether Points a Phantasm possesses depends on how powerful they are (i.e. how powerful their connection is to the Aether Constant). While no specific rules are given for is, as a general guide a Phantasm should has as many Aether Points as they have Attribute Dice, plus one or two for each specific power they might have.

## THEIR VULNERABILITIES

As noted earlier, there is no such thing as your typical Phantasm, and therefore there is no single way of defeating them. Some fear silver, while others recoil at the signs of religion, and few require the rituals of old to defeat. All however, rely on their connection with the Aether Constant's to exist, and by breaking this connection a Phantasm can be destroyed or permanently trapped in vessels of Egyptian Clay.

There are no specific rules for the effects of these types of attack, as each Phantasm reacts definitely to each; GMs should be determine them on a Phantasm by Phantasm basis.

- ☞ **Aether Attack.** All Phantasms are vulnerable to attacks that directly affect their connection to the Aether Constants – the raw material that allows them to exist. To what extent they are damaged by such attacks, however, are varied, with a general rule being those of corporeal form less vulnerable than those which Insubstantial. The most common type of Aether attack on a Phantasm is with an Electro-Tether Cane, and it is these electro-magnetic pulses that disrupt the flow of the Aether Constants for a short period of time. More information on Fighting Phantasms with the E-Tether are provided on page XX.
- ☞ **Noble Elements.** There are a number of elements that seem to effect Phantasms, from silver, through salt and wrought iron. Why or how this mineral compounds work as they do is yet unknown, and not all Phantasms seem vulnerable to all elements. Further, the power of these elements are not universal to all Phantasms, i.e. a raw mineral known to destroy one type of being may only stop another from passing over it, or may not be hindered by it at all.
- ☞ **Rituals and Powers.** Some Phantasms may only be permanently stopped through the use of Ritual magik and or other supernatural powers. All Ritual Magik is challenging and dangerous to perform, and offers its own risks to the cast (see page XX), however, some spells will offer protection or guidance where more 'functional' solutions fail.
- ☞ **The Power of Belief.** It makes sense that as Belief is often the catalyst for the creation of a Phantasm, it also offers salvation. By removing the source of a belief, some Phantasms are rendered powerless. Of course this often easier said than done, as once a Phantasm comes real, it is much harder to forgot or ignore.
- ☞ **Fulfilling their Desires.** A dangerous solution to be sure, but some Phantasms are placated by simply fulfilling their desires. Without motivation and goals Phantasms have no reason to exist and will soon dissipate back into the Aether Constants. It is recommended that this approach is only attempted when all else fails, as route to fulfilling any desire is often paved with pain and despair.
- ☞ **Physical Damage.** In most cases, if you can touch it, then you can hurt it. Many of the weaker Corporeal Phantasms can be destroyed outright with physical attacks, and even the more powerful as usually susceptible, albeit temporary, to bodily damage.

## FIGHTING PHANTASMS

Although there are numerous ways of defeating Phantasms, the most common is to directly attack their connection to the Aether Constants. This type of attack is usually with the Electro-Tether Cane provided by Professor Farnsley to all of the Constables, but other forms of Aether weapons are known to exist.

### DETECTING A PHANTASM

Some Phantasms are invisible to the human eye, while others walk among the unsuspecting masses. Detecting a Phantasm that doesn't want to be discovered is a difficult task and often requires an experienced eye (or the assistance of one of the Professor's specialist tools).

- ☞ **Spotting a Phantasm.** In most cases a Phantasm can be identified by their actions or general appearance. Entities able to hide themselves (i.e. change shape or turn invisible, etc.) may require specific task roles to detect.
- ☞ **A Phantasm's Presence.** The presence of many Phantasms also have an effect on those nearby and/or the environment. These effects include a lowering of the general temperature in their vicinity, the withering of plants and often a smell of burning or brimstone. Most disconcerting is effect Phantasms have on normal human who are exposed to presence for too long, this can result in general madness, or bouts of insanity.

### DAMAGING A PHANTASM

During conflict, Phantasms take all damage directly to their Aether Points regardless if the damage is from Aether weapons, physical attacks or other specific weaknesses (as noted above).

The process of determining how much damage done by an attack is calculated using the normal damage table (see page XX), however rather than subtracting dice from the Phantasm's attributes, the resulting dice number is reduced directly from the Phantasm's Aether Points.

- ☞ **Corporeal Phantasms.** Entities of this form take full damage from any physical attack, but *one less point of damage* from any Aether attack.
- ☞ **Insubstantial Phantasms.** Entities of this form are immune to all physical attacks, but take full damage from any Aether attacks.

### USING AND RECOVERING AETHER POINTS

Aether Points are a resource that should only be managed during a conflict. During conflict they act as both the Phantasm's health as well as a resource to activate their powers (perks).

- ☞ **Activating Powers (Perks).** In most cases it costs one Aether Point to activate a Power (perk) during a conflict. Outside of conflict, Phantasms can use their Powers without such cost.
- ☞ **Recovering Aether Points.** Any Aether Points lost by a Phantasm are recovered at the rate of 5 per hour. If the Phantasm is near a Prism Gateway, all lost Aether Points are immediately recovered after an hour.
- ☞ **Corporeal Phantasms.** These Entities do not automatically recover their physical forms, although may repossess them if they can be found. Likewise, physical Phantasms without a body do not immediately become Insubstantial Entities, and instead most flee to recover their strength or find a new host.

### DEFEATING A PHANTASM

A Defeated Phantasm is one that is reduced to zero Aether Points. Defeated Phantasms are unable to take any actions until they recover at least one Aether Point.

- ☞ **Corporeal Phantasms.** Once defeated, the power driving the Phantasm is returned to the Aether Constants, although their Physical body may still exist. This Aether version of the entity may be trapped in Egyptian Clay as note below.
- ☞ **Insubstantial Phantasms.** Entities of this type are stuck in place, until either they recover Aether Points or are trapped.

If a Phantasm take enough damage to negative Aether Points equal to their starting number, then they are immediately dissipated back into the Aether Constants (although whether this means they are totally destroyed or just sent back to where they came from is unknown).

## ENSNARING A PHANTASM IN EGYPTIAN CLAY

Regardless of their form, a Phantasm that has zero or less Aether Points their connection to the Aether Currents has weakened to the point that they are vulnerable to being captured in Egyptian Clay. The process of trapping the Phantasm requires the entity to drawn into the jar or other vessel and a stopper put in place.

- ☞ **Maneuvering a Phantasm.** An Aether weapon can move a Phantasm with zero or less Aether Points with a successful attack. For each point of damage that an attack, the Phantasm can also be moved up to 10 yards in any direction (including vertically).
- ☞ **Trapping a Phantasm.** A Phantasm will be trapped as soon as it touches the Egyptian Clay vessel, however it may escape the following round if the stopper is not put in place.

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## SAMPLE PHANTASMS

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# CITIZENS OF THE EMPIRE

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# CONCERNING PLAY

## *RUNNING FARNSELY'S PHANTASM INVESTIGATIONS*

Up to this point, you have been provided with rumours and details on the author's vision of this game and provided with a system of rules on how to play Farnsley's Phantasm Investigations. But beyond the mechanics and dice roles, the heart of any good adventure, be they Victorian Horror or not, are the people playing it. And everyone enjoys a different sort of fun around the table. What follows is a collection of suggestions on the style of play you may wish to bring to your table and some advice on bring everything you've read into action.

## STYLES OF PLAY

There are many ways to run Farnsley's Phantasm Investigations. Sure, the default concept is a small gathering of 2 to 6 constables employed by a crazed professor who embark on fun, quirk-filled adventures while trying to contain unspeakable evils, but the honest truth is this game is what you make of it. Below as just a few ideas on the style of play you might want to bring to your game table.

### RUNNING GOTHIC HORROR GAMES

Some players and GMs may feel out of their comfort zone when faced with Gothic Horror. However, it is important to remember that most of modern horror owes its roots to the Victorian era. Gothic decoration, melancholy allies, haunted mansions. These were all were born in the penny dreadfuls of the time and the writing of numerous authors who remain popular today; with names like Poe, Chambers, Stoker and Machen, at the fore.

Some concepts to keep in mind, might be:

- ☞ **A Rotten Heart** London sits at the heart of the greatest Empire mankind has ever known (or so its citizen's would like to believe), and yet, for many that heart is rotten. While the lucky few are free to make their fortune, most of the city's residence live like rats. Such places are breeding grounds for the rise of desperate men and powerful foes.
- ☞ **The Unknown.** The Victorian era is one of discovery and magnificence, but brings with it a sense of the strange and unknown. Who knows what the next cargo ship brings with it?
- ☞ **Rise of Occultism.** Science and enlightenment have allowed the people to break free of traditions are there is an upsurge interest in spirituality and occultism. Each séance brings with it another opportunity to unleash horror upon the unsuspecting public.
- ☞ **The Great Migration.** Good stories aren't limited to the foggy city. In the century leading to the current age, a great urban migration has continues. The haunted moors of the countryside, many castles, and numerous gothic estates lie empty and abandoned and easily playing host to odd Slavic princes or other such villains.

## ELEMENTS OF ADVENTURE

Any given adventure in Farnsley's Phantasm Investigations is made up of a number of distinct elements, which together create a Case for investigation.

- ☞ **The Trigger.** Each case is started by a trigger; what actions or incidents that leads to the Constables' involvement in the adventure. Some triggers point to the obvious threat that the Constables will face, while others only subtly hint at what events might be unfolding. It is important to judge how the trigger is presented to the players as it is often the first indication what style of game they will be playing (i.e. humorous, horrific, investigative, etc.). There is room for red herrings, double-crosses and even the odd ambush to form part of the trigger.
- ☞ **Investigation.** All stories should have some elements of investigation, but how much depends on the themes of each case. Many adventures may focus on the players attempting to track down the cause of one particular haunting, or one phantasm, while an ongoing casebook could build upon each individual story's discoveries to create an even greater mystery. How the element of investigation is used depends greatly on what sort of style the Game Master wants to bring to the case at hand. More investigation often slows down play, but builds a sense of accomplishment, while skipping over the detailed research and enquiry will bring with it a more action focused style.
- ☞ **Comedy.** There is plenty of room for amusement in this game, but just how obvious a type of humour this might be is up the Game Master and players to decide. A consideration to keep in mind is to determine whether or not comedy is part of the gameplay. With 'in-game comedy' the characters are confronted by amusing encounters, are subject to pratfalls and are just as busy throwing out one-liners as they are hunting down the phantasms. Counter to this is 'Player comedy', where the amusement and humour comes from the players rather than the characters. Both are totally legitimate ways of playing this game; it just important that everyone around the table is aware of which style is appropriate.
- ☞ **Technology and elements of Steampunk.** As can readily be seen the setting provided isn't the Victorian Age of our history. Quite intentionally the subject of technology has not been addressed, beyond the tools provided to the characters by the Professor. Again, how much technology is introduced to a case is up for the group to decide. It is equally acceptable for the setting to resemble the glory days of the real British Empire as close as possible, or conversely flying machines might rule the skies, while every second home owns a steam-powered velocipede.
- ☞ **Hidden in the Darkness vs being overrun with Phantasms.** Just what is Britain under the influence of the Pandora Effect like? Do Phantasms rule, with humanity, and the Freelance Constabulary fighting a guerrilla war for their very survival? Or are Phantasms thought of as nothing more than a figment of wild imagination amongst the deluded? Determining just how common and accepted the threat of the Phantasms are goes a long way to determining just what sort of adventures face the Players and their Constables.
- ☞ **Magik.** Magic permeates the world of Farnsley's Phantasm Investigations. But just how widespread is it? Is it the domain of only a few hedge wizards and wise women, or is it openly practiced on every street corner?

## ELEMENTS OF HORROR

At its core, this game is one of horror, whether it is comedic or grim and dark. It is important that the players at the table are all happy with the level of horror being presented in the cases their Constables undertake. While a middle ground is often easy to determine with a quick conversation before play, a Game Master can ask a few simple questions about how the players perceive this game and its setting.

- ☞ **Is the horror comedic in style or it dark and brutal?** Both of these styles have their place in this game. Comedy often makes horror more acceptable, while the real world Victorian setting leans towards a much more grim approach to the life and death.
- ☞ **Should the game focus on Psychological horror or Graphic Descriptions?** This decision could be as easy as asking the players what type of horror movies they like to watch. Some of us like the splatter

of gore and the ripping of flesh to be front and centre of any horror, while others prefer that these elements occur off screen.

- ☞ **Should the sources of horror be Subtle or Obvious?** Horror is often most effective when it directly affects those with whom the characters have the closest relationships. However, this can also be the most uncomfortable for the players. Determining with the table if they want their antagonists to be hiding in the shadows, slowly influencing humanity to their own ends, or would rather the enemy well defined and in the open, more than any other factor indicate what type of game everyone wants to play.

## BRINGING THE GAME TO LIFE

In this rulebook you have been presented with a number of suggested ways of running your own brand of Farnsley's Phantasm. Below are some suggestions for bringing this all together at the table. These provide a tool kit for GMs to use before, during and after play, and may be used or discarded as they see fit.

### TOOLS OF THE TRADE

The key to any good scenario is engaging with the Players. When the players feel engaged in the story and invested in their characters, a GM will find their own work lessened considerable. What follows are a number of suggested actions that may increase the enjoyment for everyone playing.

- ☞ **Personal Connections.** Some players spend a considerable amount of time and effort on creating their character, defining their goals, motivations and backgrounds. This is often done to allow the player to explore these concepts in play, and help to bring their character to life. A GM should always look to this material as inspiration of their adventures, and attempt to bring the various aspects into play. A Constable has lost his wife to Influenza? What better thing to do than have her ghost come to him for help. Another character was once dismissed from the Metropolitan Police under suspicious circumstances? Well you know that every time the group has to deal with their uniformed colleagues, that the Sergeant who did the firing is always just around the corner. Etc.
- ☞ **Cold Opening.** There is nothing like setting the scene with a cold opening; revealing some event or incident that seemingly has nothing to do with the adventure at hand. Television shows do this all the time, and it a great tool for adding a level of foreboding and scene setting to the adventure. Describing a scene without indicating its context, not only builds the tension but also provides a moment of revelation when the true meaning of the cold opening is finally revealed to the table during play.
- ☞ **Flash Backs.** Not every scene or instance of character development needs to be played out 'on screen'. Flashbacks provide a Game Master and the players to develop a character's motivations and goals, as well provide further context to the story at hand. Best of all, flashbacks allow for dynamic change to be revealed during play.
- ☞ **Downtime.** Downtime - the time when not in play - is just as important has the cases themselves. Not only does it allow Constables to utilise their experience and Character Points, but it also provides an unstructured canvas in with the Game Master and Players can explore other aspects of a character. During downtime, a Constable can achieve as much, if not more, than they do during play, and it allows for an opportunity to define them as more than just a monster hunter.

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