

APOCTHULHU

SRD HACK: VICTORIAN AGE CTHULHU



1. Harshness

If a character grew up during an especially turbulent or violent event or catastrophe, he or she may have developed in a way that reflects the harshness of their formative years.

In terms of **APOCTHULHU's** ratings, a character can be said to have had a **HARSH** upbringing if he or she spent at least 3-4 years of adolescence in a highly dangerous or adverse situation that only affected the specific region. This calamity is likely to have caused the untimely death of at least a couple of the character's immediate family.

In terms of **APOCTHULHU's** ratings, a character can be said to have had a **VERY HARSH** upbringing if his or her entire childhood and adolescence was marred by a dangerous, deadly, or otherwise toxic environment that was particular to their region. This terrible situation is likely to have resulted in the majority of the characters' family suffering greatly, with at least half having perished.

In terms of **APOCTHULHU's** ratings, **NO** background would warrant the harshness rating of **NIGHTMARISH** – anything that does not fit the above cases is **NORMAL(-ISH)**.

For the Victorian era, catastrophes in the characters' background would likely have occurred in the early-to-mid 19th Century. A (non-exhaustive) list of possibilities include:

- **Wars:** Grew up in a place scarred by fighting in the American Civil War (1861—1865)
- **Famines:** Grew up somewhere where starvation was rampant – Ireland (1845—1849), China (1850—1879), India (1860—1869)
- **Plagues:** Grew up somewhere ravaged by years of constant widespread disease –
 - **Europe** (Cholera 1826—1837, Smallpox 1870—1875)
 - **North America** (Cholera 1826—1837, Malaria in Pacific NW 1829—1833, Typhus in Canada 1847—1848, Typhoid in US 1861—1865)
 - **Asia** (Cholera 1826—1837,)
 - **Russia** (Cholera 1846—1860)
 - **Australia** (Smallpox 1828—1829)
 - **Middle East** (Cholera 1863—1875)
- **Massacres:** Grew up somewhere ravaged by savage purges or riots – Algeria during the French conquest (1827—1875), China during the Hakka ethnic purges (1850—1867)

Harshness affects stages 1, 2, 6, and 7 of the character creation process outlined in **APOCTHULHU**. For the Victorian era, these are modified as follows:

- **Stage 1:** same as **APOCTHULHU** – a character with a **HARSH** upbringing gets +1 to either **STR** or **CON** (player's choice); a character from a **VERY HARSH** upbringing gets +1 to both **STR** and **CON**
- **Stage 2:** same as **APOCTHULHU** – a character with either a **HARSH** or **VERY HARSH** upbringing has a starting **SAN** of **POW × 4** instead of the normal **POW × 5**.
- **Stage 6:** characters with a **HARSH** upbringing get one pick of +20 skill points which can be used for any of the "Adversity Skills" listed below; a character with a **VERY HARSH** upbringing gets two picks of +20 skill points each (they can be applied to the same skill if you wish). For Victorian Era, the "Adversity Skills" are:
 - **First Aid**
 - **Scavenge**
 - **Streetwise (Type)**
 - **Survival (Type)**
- **Stage 7:** same as **APOCTHULHU**. See the core rulebook pages 54-55 for **MENTAL DAMAGE FROM ENVIRONMENT**. This may mean that your character begins with a mental disorder or adapted to violence or helplessness

2. Skills

The table below shows the standard set of skills available to characters in the Victorian age, along with their base chance:

Administration	10		Foreign Language (Type)	0		Regional Lore (Type)	0
Alertness	20		Harangue	10		Research	10
Anthropology	0		Heavy Machinery	10		Ride	10
Appraise	10		History	10		Scavenge	10
Archeology	0		Insight	10		Science (Type)	0
Art (Type)	0		Law (Type)	0		Search	20
Athletics	30		Mechanical Knack	0		Social Etiquette	10
Charm	20		Medicine	0		Stealth	10
Craft (Type)	0		Melee Weapons	30		Streetwise (Type)	0
Disguise	10		Military Training (Type)	0		Surgery	0
Dodge	30		Navigate	10		Survival (Type)	10
Drive	20		Occult	10		Swim	20
Empire Lore (Type)	0		Persuade	20		Theology	10
Firearms	20		Pilot (Type)	0		Unarmed Combat	20
First Aid	10		Reassure	10		Unnatural	0

The following skill definitions are **unchanged** from *APOCTHULHU SRD* (see pages 33–40 of SRD document):

- Alertness, Anthropology, Appraise, Archeology, Art (Type), Athletics, Craft (Type), Disguise, Dodge, Drive, Firearms, First Aid, Foreign Language (Type), Heavy Machinery, History, Insight, Law (Type), Medicine, Melee Weapons, Navigate, Occult, Persuade, Pilot (Type), Reassure, Research, Ride, Scavenge, Science (Type), Search, Stealth, Surgery, Survival (Type), Swim, Unarmed Combat, Unnatural.

New Skill Definitions

The following new skills exist for the Victorian Era.

Administration

Base Rating: 10%

A knowledge of how bureaucracies work and what kinds of forms, paperwork, journals, etc. it invariably generates. Use it to sift through detailed financial records or proceedings of club meetings to find that one quirky point that just doesn't seem to fit the usual pattern. In the Victorian Era there is a lot of administrative information generated – invariably on paper. Use this skill to rapidly navigate your way adeptly through such records to find what's important. Note that this skill is primarily about interpreting information you have; if you need to actively go out and track down books, records, etc. that would be covered by the Research skill.

Charm

Base Rating: 20%

Changing someone else's viewpoint or convincing them to do something for you through guile, cunning, "buttering-up", or other such subtle techniques. It's not about threatening them (that's covered by the Harangue skill) or using cold logic to convince them (that's Persuade) but covers all those other soft-touch methods. With Charm you might be able to connect with an individual on a more personal level – maybe even seduce them – and such changes can become long-held attitudes or beliefs. If the target of the skill starts from an antagonistic viewpoint, some form of OPPOSED TEST will probably be needed to overcome their negative impression.

Empire Lore (Type)

Base Rating: 0%

The Victorian Era world is made up of a patchwork of massive globe-spanning Empires. First among these is the British Empire, but all the other European powers – and even upstarts like the United States – have their own colonial territories scattered all across the map. This skill represents a detailed knowledge of the inner workings, places, and key figures associated with one such Empire. Use it to recall details about far-flung regions, the titles of important officials, or obscure details about how the Empire is governed.

Harangue

Base Rating: 10%

The art of browbeating someone into agreeing with your point of view or agreeing to do something you want them to do. This technique is not a subtle attempt to engage with their good nature (that's covered by the Charm skill) or their logical reason (that's Persuade) – instead it's all about bluster, shouting, and threats. But sometimes these can be more successful than other techniques, although the individuals on the receiving end are unlikely to enjoy the interaction quite so much.

Mechanical Knack

Base Rating: 0%

The tradesman's ability to fix or build devices which operate according to some mechanical (or simple electrical) principle. This includes domestic appliances, simple industrial machines, and vehicles. If the problem relates to large-scale mechanical apparatus that probably comes under the purview of the Heavy Machinery skill, though. Fixes that require specialized training or apparatus are likely to fall under specific Craft skills (e.g., Locksmith), however this skill might still provide some basic assistance with those tasks.

Military Training (Type)

Base Rating: 0%

Many people spend a part of their careers in some form of military service to a crown or other empire – whether as part of an army or navy, or even on boats in coastal waters. A great many people are also employed in the giant bureaucracy that keeps the military supplied and functioning. This skill represents first-hand training and experience obtained through time spent in one such military service. Use it to apply military tactics or strategies to a situation, to recall specific details about a particular military unit or corps, or to know your way around common military-issue equipment.

Regional Lore (Type)

Base Rating: 0%

Most educated people know a little bit about every place, but if you've spent a long time living in (or studying) a specific region you learn so much more. This skill represents a deep understanding of the people, places, and common practices that are unique to one particular region. Use it to recall folktales that villagers tell, unique local words, or unusual ruins and earthworks found in the region. It can also cover quirky superstitions and rites that are particular to the region.

Social Etiquette

Base Rating: 10%

Good manners cost nothing, or so they say, and in the Victorian world they are an essential part of 'civilized' society. One simple faux pas at a dinner party can make you a laughingstock, or have you ejected from a prestigious club. Use this skill to know what complex rules of etiquette might apply in any given situation and be prepared to follow them instinctively when you need to. Alternatively, it may be used to spot situations where someone else is failing to follow one of society's many little rules.

Streetwise (Type)

Base Rating: 0%

In cities and towns, there is an entirely separate 'society' that exists between the criminal classes, the poor, and everybody else that the high-and-mighty would prefer to believe don't exist. In fact, there are many different sub-cultures and groups who make up this (largely invisible) under-class. This skill represents detailed knowledge of one such strata of society. It includes extensive details about contacts – who does what and where one might go to obtain any kind of illicit goods or services common to that group. Some groupings may be region-based (e.g., “the rookery of St. Giles”), while others represent broad categories of people or services (e.g., “smugglers and bootleggers”).

Theology

Base Rating: 10%

Religion is an important part of life in the Victorian era, and this skill represents a knowledge of the common religious practices observed by the mainstream population. Use it to know the differences between the beliefs of varying denominations of Christians, or to be able to recite passages from common religious texts. This skill isn't particular to any one belief system but focusses on those that are widely-observed – if you want to know about fringe beliefs, use the Occult skill instead.

3. Archetypes

The following Archetypes are appropriate for Victorian-era games of Lovecraftian investigation. They don't cover every possible character type but focus on likely protagonists in mystery and investigation tales. The GM is encouraged to develop other archetypes to cover other character types suggested by players.

Antiquarian / Book Dealer

RECOMMENDED STATS: CON, CHA

ARCHETYPAL SKILLS:

- Administration 40%
- Appraise 60%
- History 80%
- Research 60%
- Persuade 60%
- Search 60%

Choose any 3 of these that you don't already have:

- Charm 60%
- Craft (Type) 40%
- Foreign Language (Type) 40%
- Occult 50%
- Regional Lore (Type) 40%
- Streetwise (Type) 40%
- Theology 50%

STARTING RESOURCES: 5

BONDS: 3

Artist / Craftsperson

RECOMMENDED STATS: DEX

ARCHETYPAL SKILLS:

- Appraise 40%
- Art (choose one) 60% or Craft (choose one) 60%
- Art (choose one) 40% or Craft (choose one) 40%
- Insight 60%
- Search 60%
- Streetwise (choose one) 30%
- Social Etiquette 50%

Choose any 4 of these that you don't already have:

- Administration 50%
- Alertness 60%
- Anthropology 40%
- Athletics 70%
- Harangue 50%
- Heavy Machinery 50%
- Mechanical Knack 40%
- Scavenge 50%

STARTING RESOURCES: 4

BONDS: 3

Clergy / Spiritual Leader

RECOMMENDED STATS: CHA, POW

ARCHETYPAL SKILLS:

- Alertness 60%
- Anthropology 40%
- Charm 60%
- Insight 60%
- Persuade 60%
- Reassure 60%
- Theology 80%

Choose any 3 of these that you don't already have:

- Administration 50%
- First Aid 50%
- Foreign Language (Latin) 40%
- History 50%
- Occult 50%
- Regional Lore (choose one) 40%
- Social Etiquette 50%
- Streetwise (choose one) 40%

STARTING RESOURCES: 3

BONDS: 4 (including one community bond at rating 12)

Consulting Detective

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Alertness 40%
- Disguise 30%
- Insight 50%
- Law (choose one) 50%
- Research 60%
- Science (Chemistry) 40%
- Science (Forensics) 60%
- Search 70%

Choose any 3 of these that you don't already have:

- Anthropology 40%
- Art (choose one) 40%
- Foreign Language (choose one) 40%
- Empire Lore (choose one) 40%
- Military Training (choose one) 40%
- Occult 50%
- Regional Lore (choose a region or organization) 40%
- Social Etiquette 50%
- Streetwise (choose one) 40%
- Theology 50%

STARTING RESOURCES: 4

BONDS: 3

Doctor / Nurse

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 30%
- Charm 60%
- First Aid 50%
- Insight 50%
- Medicine 50%
- Search 60%
- Social Etiquette 50%
- Surgery 50%

Choose any 2 of these that you don't already have:

- Empire Lore (choose one, usually British) 40%
- Foreign Language (Latin) 40%
- Military Training (choose one) 40%
- Reassure 50%
- Research 50%
- Science (Biology, Chemistry, Forensics, or Pharmacy) 40%

STARTING RESOURCES: 5

BONDS: 3

Journalist / Author

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Alertness 50%
- Art (Type) 50%
- Insight 60%
- Research 60%
- Search 60%
- Social Etiquette 30%

Choose any 4 of these that you don't already have:

- Anthropology 40%
- Archeology 40%
- Empire Lore (Type) 40%
- Foreign Language (Type) 40%
- History 50%
- Law (Type) 40%
- Occult 50%
- Regional Lore (Type) 40%
- Science (Type) 40%
- Theology 50%

STARTING RESOURCES: 4

BONDS: 4

Landed Gentry

RECOMMENDED STATS: POW

ARCHETYPAL SKILLS:

- Empire Lore (usually British) 50%
- Insight 50%
- Law (choose one) 50%
- Persuade 50%
- Regional Lore (choose one) 40%
- Social Etiquette 60%

Choose any 3 of these that you don't already have:

- Administration 40%
- Art (choose one) 30%
- Firearms 50%
- Foreign Language (choose one) 30%
- History 40%
- Military Training (choose one) 30%
- Occult 40%
- Reassure 40%

STARTING RESOURCES: 7 (MUST sacrifice at least one Bonus Skill Pick to further increase Resources during Phase 4)

BONDS: 2 (including one community bond at rating 14)

Military Officer

RECOMMENDED STATS: STR, CON

ARCHETYPAL SKILLS:

- Athletics 50%
- Firearms 50%
- First Aid 50%
- Harangue 50%
- Military Training (choose one) 60%
- Mechanical Knack 40%
- Social Etiquette 40%
- Survival (choose one) 40%

Choose any 4 of these that you don't already have:

- Administration 50%
- Drive 60%
- Empire Lore (choose one, usually British) 40%
- Foreign Language (choose one) 40%
- Heavy Machinery 50%
- Melee Weapons 70%
- Navigate 50%
- Pilot (choose one) 40%

STARTING RESOURCES: 4

BONDS: 3

Scientist / Inventor

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Craft (choose one) 50%
- Mechanical Knack 50%
- Research 60%
- Science (choose one) 60%
- Search 60%
- Social Etiquette 30%
- Theology 30%

Choose any 4 of these that you don't already have:

- Anthropology 40%
- Archeology 40%
- Firearms 60%
- Foreign Language (choose one) 40%
- Heavy Machinery 50%
- Military Training (choose one) 40%
- Scavenge 50%
- Science (choose another one) 40%

STARTING RESOURCES: 5

BONDS: 2

Spiritualist / Occultist

RECOMMENDED STATS: CHA, INT

ARCHETYPAL SKILLS:

- Anthropology 30%
- History 40%
- Insight 50%
- Occult 70%
- Persuade 50%
- Reassure 50%
- Research 50%

Choose any 2 of these that you don't already have:

- Charm 60%
- Foreign Language (choose one) 40%
- Harangue 50%
- Law (choose one) 40%
- Regional Lore (choose one) 40%
- Science (choose one) 40%

STARTING RESOURCES: 4

BONDS: 5

Thief / Smuggler

RECOMMENDED STATS: DEX

ARCHETYPAL SKILLS:

- Alertness 50%
- Appraise 40%
- Athletics 50%
- Insight 40%
- Search 50%
- Stealth 50%
- Streetwise (choose one) 40%

Choose any 2 of these that you don't already have:

- Craft (choose one, often Locksmith) 40%
- Disguise 50%
- Firearms 60%
- Harangue 50%
- Law (choose one) 40%
- Melee Weapons 70%
- Persuade 60%
- Unarmed Combat 60%

STARTING RESOURCES: 6

BONDS: 4

4. Equipment / Weapons

Most of the **APOCTHULHU** rules around equipment and weapons apply equally to the Victorian era, although notably personal automatic firearms do not yet exist. The concept of LETHAL DAMAGE still exists, however this is primarily applied to explosives, poisons, or battlefield weapons (like field guns, naval guns, and hand-cranked machine guns like the Gatling or Maxim gun).

The tables below summarize some representative weapons and vehicles that characters might have access to.

Note that this setting does not have a specific skill for Ranged Weapons – characters who are firing crossbows etc should use the Firearms skill to aim such weapons, while thrown weapons use Athletics as a combat skill.

>> Melee Weapons	
Sample Weapons	Damage
Bare hands and feet	1D4-1*
Brass knuckles or steel-toe boot	1D4*
Ordinary knife or hatchet	1D4*
Sword cane, garotte or life preserver	1D6*
Tomahawk, machete, or cavalry lance	1D8*
Large sword	2D6*

*Damage bonus is added for this weapon

>> Ranged Weapons			
Sample Weapons	Skill	Damage	Base Range
Crossbow	Firearms	1D8+2	50 yards
Shuriken	Athletics	1D3*	20 yards
Thrown Knife	Athletics	1D4*	STR×5 feet
Thrown Spear	Athletics	1D8*	STR×5 yards

*Damage bonus is added for this weapon

>> Firearms		
Sample Weapons	Damage	Base Range
Derringer	1D8	5 yards
Medium Pistol	1D10	15 yards
Cane Gun	1D10	10 yards
Rifle	1D10+2	50 yards
Shotgun blast, close range	2D10	50 yards (full damage up to 10yds; reduced to 1D10 for 10—20yds; reduced to 1D6 for 20+ yards)
Buffalo Rifle	3D6	100 yards
Elephant Gun	3D6+3	100 yards
Maxim or Gatling Gun (tripod mount)	LETHALITY 15%, 1yd radius	150 yards

>> Example Vehicles				
Vehicle Type	Description	Hit Points	Armor	Speed
Hansom Cab	Two-wheeled carriage drawn by a single horse	15—20	2	Fast
Coach	Four-wheeled, drawn by 2+ horses harnessed as a team	20—25	2	Fast
Surrey	American doorless four-wheeled carriage, drawn by 2+ horses	20—25	2	Fast
Omnibus, Double-Decker	Large vehicle, often double-decker; usually drawn by 2 horses	25—30	2	Average
Wagon, Horse-Drawn	Four-wheeled vehicle for cargo; drawn by a team	20—25	1	Average
Bicycle, Penny-Farthing (1870s+)	Metal frame, two uneven-sized wheels	10	0	Slow
Bicycle, modern design (1880s+)	Metal frame, two even-sized wheels, gears	10	0	Slow
Steam Locomotive	Iron frame, coal-burning boiler	50	4	V. Fast
Air Vehicles				
Hot Air Balloon	Wicker basket, non-steerable, max altitude ~1800 feet	10	0	Slow

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