

By the order of Lord Newton, you are hereby commissioned in the service of Her Imperial Majesty the Queen-Eternal for **extra ordinary duties** as

THE CHAMPION

LIVING LEGEND **SECRET FRAUD**



You are the greatest champion of the Empire. For decades you have been the public face of everything heroic and good. You have defeated countless foes with your mastery of Alchemy and have a reputation so great only the foolhardy stand against you.

Which is just as well because some time ago you were cursed and your Alchemical powers were stripped from you.

You continue to pretend you are just as powerful as you were, using your reputation to overawe enemies and small tricks and devices to make it appear as though your powers still function. But you know that this cannot last and have retired into seclusion. Your reputation is a two-edged sword, however, as when the Agent requests you lead the party to save the world, you cannot not turn it down.

You own the elements of:
The Empire & Weather

- The Savage comes from a race of slaves, but ones you respect for their fighting abilities
- The Mage idolises you, but has far more power than you now and is most likely to notice your weakness
- The Agent represents the Empire's rulers and cannot be allowed to learn the truth about you, or at least cannot be allowed to live long enough to report back

J. Newton

02.02.1899

Turn sheet over for character abilities and progression

EXPEDITION LOG

CHAMPION PROGRESSION	STORY ELEMENTS
<p>NAME</p>	<p>AS THE CHAMPION YOU OWN THE ELEMENTS OF THE EMPIRE & WEATHER</p>
<p>BEFORE YOU REACH ANARKTICA <i>You portray yourself to others as: (select one)</i></p> <ul style="list-style-type: none">A GeneralA TeacherA Lover of GloryA Statesman <p><i>Your hidden devices allow you to: (select one)</i></p> <ul style="list-style-type: none">Generate optical illusionsProject any soundVanish from sightInflict pain on any you touch	<p>NOTES ON THE EMPIRE</p> <p>NOTES ON WEATHER</p>
<p>WHEN YOU ENCOUNTER A TSARIST <i>Your reputation with the Tsar is: (select one)</i></p> <ul style="list-style-type: none">The Most Powerful in the WorldA Destroyer of NationsA Man of Utmost HonourA Knower of Mysteries & SecretsOther: <i>(write in)</i> <p><i>Of your military conquests, you are: (select one)</i></p> <ul style="list-style-type: none">Guilt-riddenGuilt-freeGuilty of something much worseA pawn of Newton & the Queen	<p>ADDITIONAL NOTES</p>
<p>AT THE FINAL CONFRONTATION</p> <p><i>Decide:</i></p> <ul style="list-style-type: none">Are you truly a hero?Yes or No	

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THE MAGE

HEIR TO GREATNESS

COLD OPPORTUNIST



You are an Alchemage in the service of Lord Isaac Newton and sworn to defend the Everqueen Victoria and Her glorious Empire. You are the heir to a great alchemical lineage: your family were amongst the ranks of Newton's first ferromancers, your grandmother died battling the demon Napoleon and your father has just retired, burnt out from decades of struggle and conflict.

Your illustrious forebears have passed down a family heirloom, a focus for your powers, that has allowed you to leap ahead in your studies and become a full Alchemage. You dare not imagine what would happen if you should lose it or misuse it. You idolise the Champion, and seduced the Agent to gain a place on the expedition so as to witness the Champion's awesome powers in action.

You own the elements of:

Alchemy & Beasts of Anarktica

- The Champion is your idol, the greatest hero of the Empire
- The Agent is your partner, but of convenience rather than love
- The Savage is a slave, a filthy creature whose existence you can barely tolerate

Is. Newton

02.02.1899

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By the order of Lord Newton, you are hereby commissioned in the service of Her Imperial Majesty the Queen-Eternal for **extra ordinary duties** as

THE AGENT

FACE OF AUTHORITY

DEVIANT LOVER



You are a mortal amongst the god-like Alchemical defenders of the Empire. You have no special power, but yet you have the resources of half a world at your fingertips. With a stroke of your pen, you can end a life or decide which village eats while another one starves.

The Empire is not simply your nation; it is your life, your breath.

Whatever threat this power on Anarktica poses, it must be defeated irrespective of the cost to you or to the other Heroes. Sacrifices must be made.

And yet, for all this, you also know that your superiors consider knowledge as power and guard it jealously. They never tell anyone the entire truth.

You own the elements of:

Technology & Tribes of Anarktica

- The Champion was needed to give your party credibility. You, however, are the leader.
- The Mage seduced you to gain a place on this expedition, but the arrangement has been beneficial for you as well
- The Savage is a slave, less-than-human, little more than a weapon, and yet in spite of the great societal taboo, you cannot help but burn with lust for them

J. Newton

02.02.1899

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THE SAVAGE

DEADLY WARRIOR

EMBITTERED SLAVE



You are a slave in the service of the Empire. You were once free; you were once the noble child of a king who was courted by both Empire and Tsarists alike.

All that was taken from you when the Champion conquered your land and enslaved your people in the name of the Empire.

You grew up a warrior, conscripted into the service of the Empire you loathe. You were intended to die, but were rescued from your fate by the Agent.

You are bound to the Empire's service and, even further, harbour a dark passion for the Agent. Your people, though, both the dead and those who still suffer, demand you betray this expedition and lead it to disaster.

You own the elements of:

Enslaved Nations & Tsarists

- The Champion conquered your land and enslaved your people
- The Mage has an independence and ability you admire, but has a place in the Agent's bed that you covet
- The Agent is a loyal servant of the Empire and therefore your enemy, and yet is also your deepest desire

J. Newton

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Turn sheet over for character abilities and progression

EXPEDITION LOG

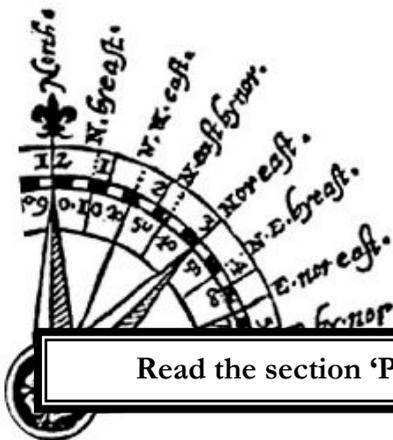
SAVAGE PROGRESSION	STORY ELEMENTS
NAME	AS THE SAVAGE YOU OWN THE ELEMENTS OF ENSLAVED NATIONS & TSARISTS
BEFORE YOU REACH ANARKTICA <i>You portray yourself to others as: (select one)</i> Noble Loyal Vengeful Ignorant <i>Your weapon is: (select one from each column)</i> • Thunder ○ Bow • Night ○ Spear • Infernal ○ Shield • Snake ○ Whip	NOTES ON ENSLAVED NATIONS NOTES ON TSARISTS
WHEN YOU ENCOUNTER A BEAST OF ANARKTICA <i>You have a martial skill called: (select one)</i> Light as air Hurricane Eye of the Eagle The Blood Speaks Other: <i>(write in)</i> <i>Your utmost priority is to: (select one)</i> Free your people Restore your position Gain personal vengeance Destroy the Empire	 ADDITIONAL NOTES
AT THE FINAL CONFRONTATION <i>Decide:</i> Are you truly a hero? Yes or No	

THE ADVERSARY



You own the elements of:
The Adversary's Followers
Monsters
The Unnatural

You are the Adversary.



Read the section 'Playing as the Adversary' in the rulebook

ADVERSARY NOTES

CHARACTER

STORY ELEMENTS

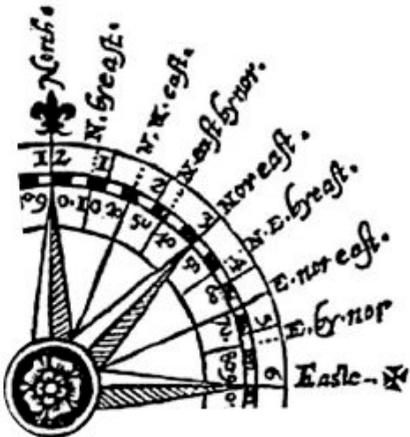
THE ADVERSARY

AS THE ADVERSARY YOU OWN THE ELEMENTS OF **THE ADVERSARY'S FOLLOWERS**, **MONSTERS** & **THE UNNATURAL**

NOTES ON **THE ADVERSARY'S FOLLOWERS**

NOTES ON **MONSTERS**

NOTES ON **THE UNNATURAL**



ADVERSARY NOTES

FINAL CONFRONTATION

TERRIBLE SECRETS

THE ADVERSARY

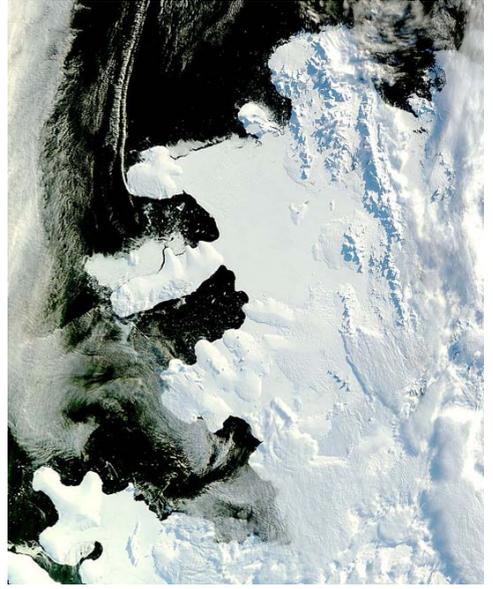
THE CHAMPION

THE MAGE

THE AGENT

THE SAVAGE







YES, BUT...

The character succeeds, but **something completely unrelated goes wrong**, for the character or someone they care about.



YES, BUT ONLY IF...

The character can get what they want – but only if they choose to **make a certain sacrifice**.



YES, AND...

The character succeeds, and achieves **more than they expected**.

Perhaps even a bit too much...



YES, BUT...

The character succeeds, but the consequences of the success are **completely different** from what was expected.



No, BUT...

The character fails, but **another positive thing happens** instead, unrelated to what they were aiming for.



YES, BUT...

The character succeeds, but **there's a tiny detail** that doesn't go quite as planned.



HELP IS NEEDED.

The character ends up understanding that they needs **the help of someone** not currently in the scene to achieve this aim.



No, AND...

The character fails, and **something unrelated also** goes wrong.

