

Cloudship Atlantis

by Dr. Robert Lang

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DEDICATION

This game is dedicated to my unborn son, who may one day want to play it. More likely he won't - being far too cool for Dad's hobbies like Mum is.

AUTHOR INFORMATION

Dr. Rob Lang is a Free RPG evangelist. He writes the Free RPG Blog and is the Author of Icar - the free Science Fiction RPG. This game was created as part of the 2009 24 Hour RPG Competition, in which Rob is a judge. It was created in 24 hours with a chunk of 8 sleep halfway through the middle. 27th June 2009.

You may print and use this game for personal use, but not for commercial sale. All images are sketches by the Author.

<http://thefreerpblog.blogspot.com>

<http://www.1km1kt.net>

roblang@icar.co.uk

TO PRINT SHOP

Please let the person holding this datafile print and bind this game. As the Author, I give my permission.

INTRODUCTION

You escaped the boiler room on the flying city of Cloudship Atlantis. Now in the upper class world of the Gentry you must blend into society, fight Cloud Pirates, conduct duels and avoid the Coppers, who will be hunting you. Born a Humble in the bowels of the great steam giant, you have ascended by luck into the upper world and you must work hard to keep it there.

This book is game setting and system, written in 24 hours. The system is a dice pool system that used d20s.



SETTING

Introduction

Atlantis is a Victorian city floating above a black, barren wasteland of coal dunes, geysers steam vents called Terra Firma. Afloat atop gargantuan sacks of geyser gas and powered by an unfaltering supply of steam.

Atlantean society is split in two by The Bow, a horizontal line drawn from the tip of the prow to the stern. The Gentry of Atlantis live above The Bow, a privileged life of luxury and yet grave responsibility. Below the Bow live the Humbles, they who stoke the fire, service the boilers, mine the coal and inflate the sacks.

Humbles

For more than three Centuries, the Humbles have lived, worked and bred in the dark, sweaty, sooty halls below The Bow. Aspiration is futile, Humbles have been bred into servitude. As Humbles age, they become hunched, their skin permanently blackened and calloused. As youngsters, they stand no taller than six feet. A Humble older than four hundred and eighty phases of the moon is a very old Humble indeed.

A Humble's life is simple. Wake. Get dressed into brown trousers and a grey shirt and jacket. Eat gruel. Work a first shift. Eat gruel. Work a second shift. Eat gruel. Socialise. Get undressed into a grubby grey night shirt. Sleep.

Although life is hard and the choices that Humbles have are limited, their life is family oriented and jolly. Their Social gatherings are alight with song, dance, stories and all important courting. The only hierarchy amongst Humbles is by age. Competition between the different Humble trades is friendly and laced with fine banter. There is equality, fraternity and fairness throughout.

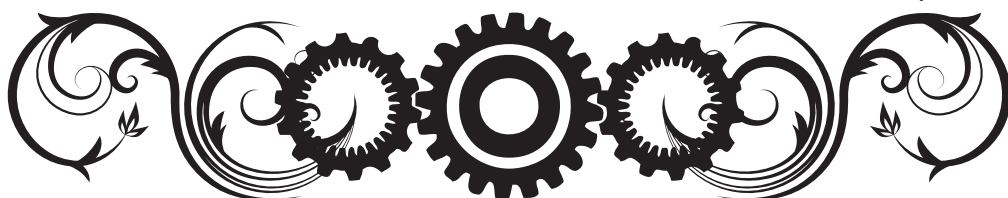
Humble trades are determined by the area of Atlantis that they work. Any given family works in the same trade together and the only way to change trade is for a daughter to marry into another family, which happens often.

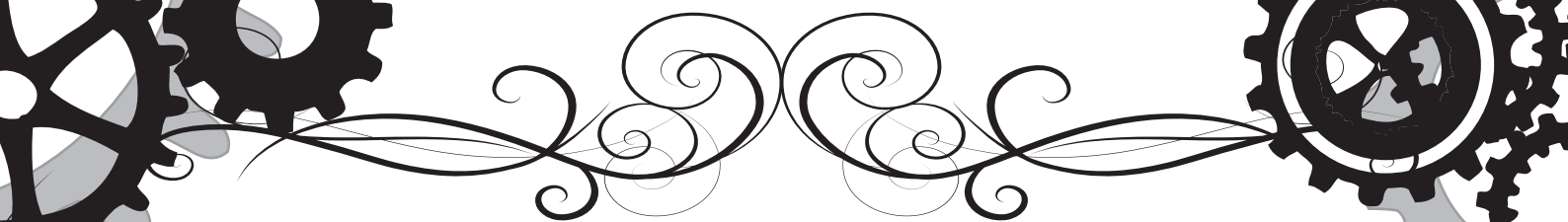
The Gentry

The Gentry is a structured ruling class. They live above The Bow in airy, tall ceilinged apartments and stroll in carefully manicured gardens. The Gentry are tall, educated and haughty. Appearance, decorum and social status is all important. The family unit dissolves soon after a baby is born, the child left in the Governance, a boarding school come prison until they are old enough to contribute to Society. Without close family ties, The Gentry have no birthright: each must find their own way.

Every member of The Gentry has a profession on Atlantis and this job determines their position in Society. Every Gent and Lady seeks to improve their profession, no matter what it takes. Each is educated enough to pick up any profession.

The world above the Bow may be one of choice





and education but it is not a happy one. Every Lady and Gent constructs a façade under which a brooding mistrust and malcontent resides. Social climbing is best achieved by dead man's shoes and people do go missing. Liaisons are not loving affairs but tactical arrangements and friendship is traded. In public, there is honour, respect and an aloof air. In private, Ladies and Gents scheme, lie, consort and even murder.

Social Circles

All extra-business activity is performed using Social Circle. A Social Circle is a group of people who meet, attend gathering and converse on a regular basis. A Social Circle ends to be people of similar social professions but some do have broader memberships. Being part of a Social Circle is important to progress in Society.

Humbles and The Gentry

The Gentry and Humbles have little or nothing to do with each other. A Gentry might glimpse a Humble mining for coal and a Humble may glance up and see a Gentry gliding on gossamer wings. The twain never cross.

The Humbles romanticise about Gentry life but cannot see how it would be more rewarding than honest work and play. Older Humbles better understand the above Bow world and feel that for all the darkness, steam and soot – below Bow is the place to be.

The Gentry view the Humbles with contempt and disgust. The world Humble is used as an insult. They are not viewed as a working class but as an inferior race. They are best ignored wholesale except when there is a problem with Atlantis – for which Humbles invariable shoulder the blame. If a gentile Lady were to meet a Humble, she would likely faint. The Humble would freeze in horror and awe.

The only interface between The Gentry and Humbles are The Coppers, who police the Humbles. They are the lowest profession in The Gentry but do their job with a zealous pride. More on The Coppers below.

Gentry Professions

The Captain

The Captain is the most important person on Atlantis. Both statesman and aeronaut, the Captain must be skilled politician and leader. The residing Captain is **Montgomery Fortisworth**, an elderly Gentleman with a face fused into a scowl wrapped in white beard and eyebrows. At over nine hundred and sixty phases of the moon, he is due to retire but refuses to do so. Those who might replace him are powerful members of The Gentry who spend their days avoiding assassination. All wish the Captain to come to the end of his life so that the successor may be named and the daily battle for survival can come to an end.

His 'wife', **Calmanilla** is the main source of the Captain's grief. Her position is as high as she might ever attain. A large lady with huge silver curls of hair atop her ragged face. Some jest that her dress may be used as sail if steam were to ever cease. It's not a joke one might make in earshot, else a unidirectional flight to the coal dunes would occur.

Doctors

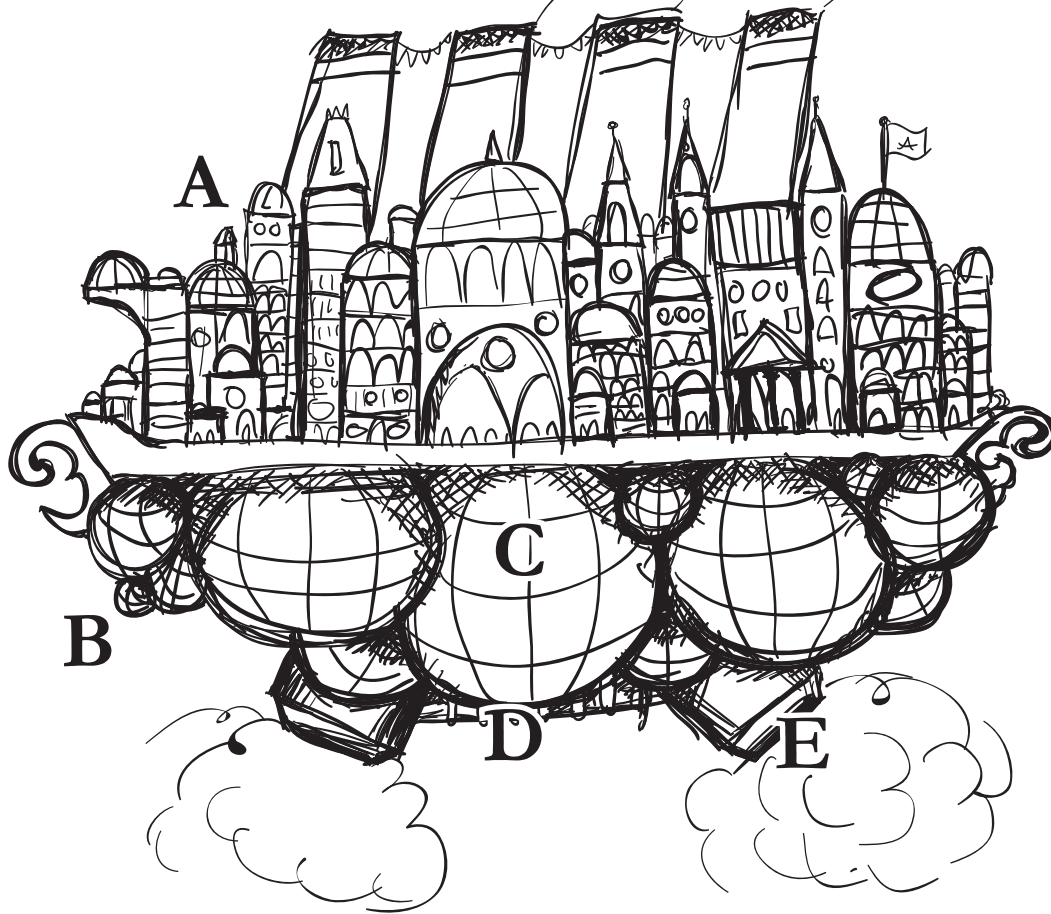
One of the few groups on Atlantis that does not prescribe to petty politics and social climbing are Doctors. They are bound to help those in need, regardless of what they might gain by ignoring the patient. A Doctor will never perform medicine on a Humble.

Coppers

Dressed in black with tall copper helmets and sporting truncheons, Coppers are the lowest of all the Gentry classes. They are tasked with keeping order above and below The Bow. In private, a Copper would grudgingly admit that Humbles rarely cause



Cloudship Atlantis



trouble and are easy to manage when they do. The real work is above the Bow.

Atlantis in Detail

Atlantis is made from two different worlds. Below The Bow (**B**) is the engineering heart of Atlantis, a dark, smoky, sooty maze of pipes, sacks, valves, tanks, vents, pistons, shafts and at the centre is the Boiler Room. Above The Bow (**A**) is a microcosm of a Victorian city with parks, arboreal walks, towers, domes and brick laden Gothic architecture.

Atlantean Mechanics

Atlantis is held above Terra Firma by huge gas bags (**C**) filled with gas that plumes regularly from geysers. It is propelled by a series of huge steam engines (**E**), all of which take their steam from a central boiler (**D**). The boiler is heated by a coal

fire, which must never go out else Atlantis would be adrift. Coal is collected by mining the endless dunes of coal that make up Terra Firma. Other materials are gleaned by scavenging from less successful, smaller and abandoned floating cities.

Atlantean Economics

The unit of currency on Atlantis is the **Shilling**. This is represented as an 'sh' after a cost. For ease of use assume that a shilling is the same worth as a can of Coca Cola wherever you are.

Atlantis has a very tightly controlled economy due to the balance that must be made between possessions, population and weight. If you scavenge a beautiful bronze statue, you must also scavenge another geyser gas sack to support it. The population is mostly static, everyone being allowed a single child.



Sky Pirates

The Gentry would consider Atlantis to be Utopia was it not be for the Sky Pirates. Jetting through the skies on make-shift Sky Villages, they prey upon Sky Cities and hit-and run tactics. The Pirates are hated by Gentry and Humble alike.

The Gentry have a small standing army of Soldiers (all are Officers, naturally) who defend Atlantis against Sky Pirate raids. All across above The Bow, are caches of weapons hidden in plant pots, doorways and other architecture. A soldier will never be without a weapon if the Sky Pirates were to attack. Humbles are never called upon to defend against Sky Pirates and are pulled into the armoured womb of the Atlantean under The Bow.

Sky Pirates are not motivated by Society. They attack for two main reasons:

- I. Because they need food, water, weapons or some other resource.
- II. It's fun.

The do like to carry off women and plants in particularly. Women never seem to return to Atlantis after spending time on a Sky Pirate village. A

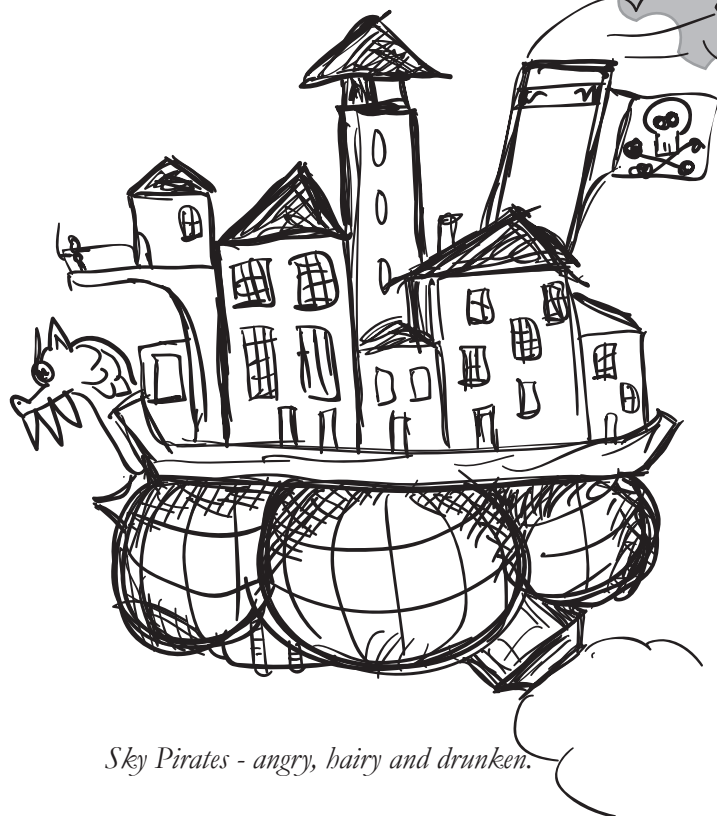
Creatures of Terra Firma

The coal dunes of Terra Firma are not conducive to supporting life. The only creatures that manage to survive are insects, and many species of birds. Insects manage to dig deep into the rocky dunes to find nutrients. Humble mining of the dunes brings them to the surface, where the smaller birds feed. Birds of prey feed on the smaller birds. The birds nest on Atlantis, birds of prey making pets for the rich.



CHARACTER CREATION

A character is defined by Attributes and Skills. Attributes are innate and immutable, such as your strength. Skills are things you have and can learn. It



Sky Pirates - angry, hairy and drunken.

follow these steps:

- I. Assign 15 points to your Attributes.
- II. Choose a trade, which gives you Skills.
- III. Assign your skills: 10, 6, 4, 2, 1
- IV. Choose a Humblism.
- V. Pick a name, write a short description.

I. Assign Attributes

Characters have three Attributes:

- ☛ **Alacrity** (Dexterity and fleetness of foot).
- ☛ **Cogitation** (Intelligence, ability to notice things).
- ☛ **Fortitude** (Strength).

Split 15 points up between these three Attributes. 1 being the minimum.

- ☛ **Hit Points** (how much damage you can take) are calculated as three times your Fortitude.



II. Choose a Trade

A Humble's Trade is where they worked below The Bow and thus provides a Humble a certain skill set. The Trades are: **Stoker, Miner, Aerofabricator.**

A list of Skills with a full description can be found in the Appendix.

Stoker

Stokers work in the Boiler room and ensure that the fires are well lit. They tend to be not particularly intelligent but are strong (lots of Fortitude). They tend to be good at fighting, drinking and physical tasks. Their skills are: Blunderbuss, Fisticuffs, Fencing and 2 of your choice.

Miner

Miners are the brave Humbles who mine Coal from the black dunes of Terra Firma. It's a job for light footed (Alacrity) as dunes may collapse at any time. Miners excel where control of their bodies is important. Their skills are: Sleight of Hand, Sneak, Tumbling and 2 of your choice.

Aerofabricator

Aerofabricators attend to the giant geyser gas sacks that hold Atlantis above Terra Firma. Aerofabricators are intelligent and have skills involving technical ideas. Their skills are: Literature, Mechanics, Medicine and 2 of your choice.

III. Assigning Skills

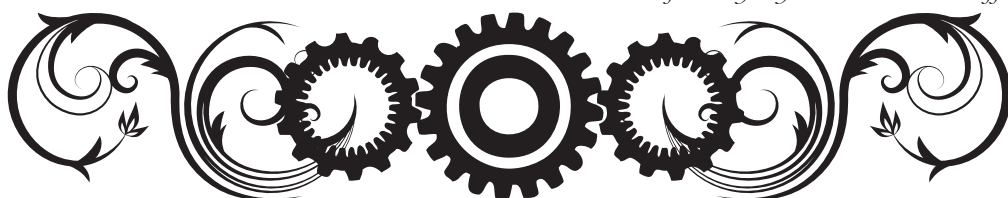
The values of the skills are taken from the list: 10, 6, 4, 2, 1. The skill you like the most gets a value of 10 and the skill you care about the least gets a value of 1.

IV. Pick a Humblism

No matter how well you dress. No matter how well you act. No matter your accent or believability – there will always be something that will be a tell tale that you are of Humble origin. This is your Humblism. The GM will decide if you get to pick your Humblism or roll on the table in the Appendix.



The Gentry. Charming, intelligent and restrained. On the surface anyway. Underneath is different.



Humblisms are not something you can ever get shot of but with the aid of your friends, you can bluff and talk you way around and out of them. Detection of one of you might mean detection as a whole.

V. Name and Description

Each character will have two names. One Humble name and an invented Gentrified name. If you are having trouble with a humble name, use the first name of the player. Humbles must never use their Humble name as it would be a give them up. A list of appropriate Gentry names is given in the Appendix.

The Description should include appearance and personality. Are they tall, short, fat, thin? Do they wear spectacles? Do they have a big nose or ears that stick out? Do they have a prominent chin or brow? What colour is their hair and eyes?

Personality should be described with up to five words not covered by the Attributes.

Character Creation Example

In this example, we'll make a character from scratch. I want it to be a standard combat monster. I'll start with my 15 points and choose statistics based on hurting people:


- ☛ Alacrity: 5
- ☛ Cognition: 1
- ☛ Fortitude: 9

For my trade, I think Stoker is best because you get Blunderbuss as standard. I'm going to pick Boozing and Dance as my two additional skills. I like the idea of a drunken, boozy, dancey combat monster. My skills (in order of the values I assign them) are:




- ☛ Fisticuffs: 10
- ☛ Blunderbuss: 6
- ☛ Boozing: 4
- ☛ Dance: 2
- ☛ Fencing: 1

For a Humblism I'm going to use Strong Accent, which gets louder as he gets more sloshed.

His name will be my own, Rob. For a Gentrified name, I'll choose Hubert Hubbobottle. My description will be: A large, jolly man who likes drinking, fighting and dancing. A bit too loud but honest and kindly to his friends. My character sheet looks like:



Name Hubert Trade Stoker

Alacrity *Cognition* *Fortitude*

Skills Fisticuffs 10, Blunderbuss 6
Boozing 4, Dance 2, Fencing 1
Strong Accent.



GAME SYSTEM

Introduction

In this section, you will find out how to climb, shoot, carouse, fight and more. The mechanics where do not cover every single combination of action but give a framework that relies on some common sense.

Performing Actions

When you're trying to do something in the game, choose the most appropriate Attribute and Skill (if you have one) and then pick a die from the pool (more on that later). The sum of these three numbers needs to meet or beat a target number set by the GM.

$$\text{Attribute} + \text{Skill} + \text{Dice roll} \geq \text{Target Number}$$

The more difficult the action you're trying to achieve, the higher the target number.





Target Numbers

Select the adjective that is most appropriate to the task and that will give you a target number. If the number isn't listed then use the below as a gauge.

- ☛ Very easy: 3
- ☛ Easy: 5
- ☛ Skillful: 7
- ☛ Tricky: 10
- ☛ Hard: 14
- ☛ Difficult: 18
- ☛ Impossible: 28

Criticals: Rolling 1 or 20

A roll of 1 is a critical failure and the world is against you. It's not just a matter of not passing, something dreadful is going to happen as a result.

A roll of 20 is a critical success! Not only have you passed the task (bravo!) but you have done so in the most remarkable way.

When you roll either critical the player is given the option to explain what happens. The better the explanation, the more dice get put into the pool by the GM (see Dice Pools section).

Social Skills

Some of the skills listed (such as Carouse) should be used only to bolster a roleplaying attempt. If the player is uncomfortable Carousing a certain situation then it is fine to give a description and use the Skill. The better the roleplaying, the more dice go in the pool (see Dice Pools section).

Dice Pools

Cloudship Atlantis uses a dice pool Mechanic. The whole team of players has a pool of dice in the middle of the table. At the start of an evening's game, you start with two dice in the pool for each player. When you want to do something, you can take none or more dice from the pool. If you Attribute and Skill is high enough you might not want a dice. When there are no more dice in the pool, you're left with just the Attribute and Skill.

Dice get added into the pool by particularly good roleplaying. This can happen at the whim of the GM at any time. Some examples include:

- ☛ Performing an action with particular flair.
- ☛ Having a spiffing idea.
- ☛ Completing a task in the game.
- ☛ Giving a good description of the result of a critical pass or failure.
- ☛ Avoiding detection as a Humble by talking your way around your Humblism.

Who goes first?

If the order of who decides who goes first is required then everyone makes the sum:

Alacrity + Cognition

The player with the highest gets to choose first.

Battles

If you are found at odds with another person, either fisticuffs or a battle of wits then both sum Attribute, Skill and Dice roll and the highest wins.

Wounds and Death

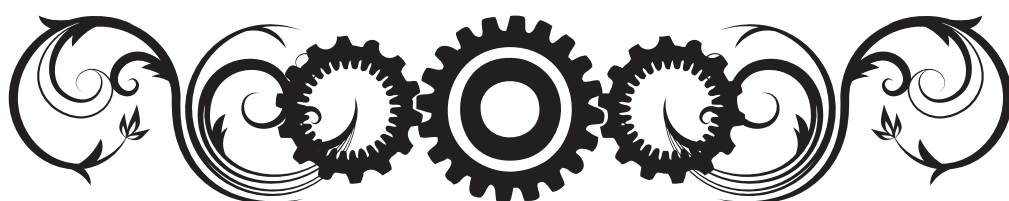
Everything has a number of hit points. When these are reduced to zero, that thing becomes useless. If a person's hit points are reduced to zero then they are unconscious and certain to die unless a Doctor can be summoned promptly. A Doctor can heal his Medicine Skill in hit points.

Each weapon does damage. A duellist's fist is the benchmark, doing one point of damage. Other weapons are listed in the Appendix.

Armour adds hit points. Armour hit points are used up before a character's personal hit points are affected. Armour can be repaired by using Mechanics skill.

Improving your character

Your character is improved using Experience Points (XP). Every dice in the pool at the end of the game session represents one XP. The player decide how these XP are shared out. They must be spent im-





mediately.

Gameplay Example

This example will take you through a simple gameplay. We join GM, Byrn and players Matt and Iain. Matt and Iain are both facing off against some pirates. Matt is carrying a Blunderbuss with 6 shots left and Iain has a truncheon. There are 5 dice in the middle of the table. The Pirates don't have any weapons.

GM: Right chaps! Time for some combat. Work out your initiative. Alacrity + Cognition

Iain: My Alacrity is 5, my Cognition is 4. So I am at 9.

Matt: My Alacrity is 3, my Cognition is 3. I am at 6.

GM: Iain, you have the highest, you go first. A growling Pirate is charging at you.

Iain: Is he screaming?

GM: Yes.

Iain: I want to run back at him screaming too. Mostly because I'm scared and it's a way of covering it up.

GM: Great, I'll put a dice into the pool (now 6 dice in the pool). Matt, you have a Pirate charging at you too.

Matt: I am going to shoot at him.

GM: Blunderbuss + Fortitude please. He's running at you so the shot is Tricky. Target number is 14.

Matt: I only have 3 in Blunderbuss and 9 in Fortitude. That made 12. I am two short. I'll use a dice from the pool. [Clatter clatter] I roll 11. I hit!

GM: 4 damage. He is knocked over with a scream but doesn't look dead. Iain, your turn. You're at close quarters with the Pirate now.

Iain: I want to club him over the head with the truncheon. My fisticuffs is 10 and my Fortitude is 6. So I won't bother rolling. He's got to beat 16.

GM: Your Pirate has 2 in Fisticuffs and 4 Fortitude, so he has 6. I'm rolling. [Clatter] He rolls 9. Making 15. You win, he takes 2 damage. You got lucky.

GAMESMASTER SECTION

Introduction

Welcome to Cloudship Atlantis's GM Section. If you are not the GM, then skip past to the Appendix. I would not want your game to be ruined by seeing secrets!

If you are the GM, this section will outline some of the secrets in the game you can use for your own adventures, and an example starting adventure called Escape From The Boiler Room of Atlantis.

Mechanics Notes

Player Characters

The player characters have advantages and disadvantages. They should have Attributes slightly higher than NPCs. Everyone about The Bow is actively working against each other, where the player team will need to work together. This level of trust will be of a big benefit. However, they will not understand Society at first, so may blunder into something by accident.

Using a Dice Pool

Be generous with the dice! Any left over at the end of the day will get given as experience to help improve the characters. At the start of an encounter, ensure that there are some dice in the pool. If the mood at the table is light and fun, then the dice should flow. Ask yourself if they are putting lots of effort into the game and getting into the spirit of it. If they are, then let the dice flow. They will soon burn up the dice in encounters.

NPC Examples and Attributes

Copper

Most content with their lot, a common Copper is free of corruption and prefers to see villains behind bars.

☛ Alacrity: 4

☛ Cognition: 3

- ☛ Fortitude: 3
- ☛ Hit points: 9
- ☛ Fisticuffs: 3
- ☛ Society: 2
- ☛ Carries a truncheon: 2 damage.
- ☛ Copper Helmet: +1 hit point.

Sky Pirate

Sky Pirates are fearsome fighters but will try and flee if it looks like the fight isn't always fair. They come either with a Blunderbuss or Sabre (Cutlass).

- ☛ Alacrity: 4
- ☛ Cognition: 2
- ☛ Fortitude: 6
- ☛ Hit points: 18
- ☛ Fisticuffs: 4
- ☛ Blunderbuss or Fencing: 3
- ☛ Brass breast plate +2 hp
- ☛ Carrying 20 shillings. Blunderbuss or Sabre.

Soldier

Always ready to protect the people from Sky Pirates, Soldiers are ferocious fighters. Although they do not carry weapons, they know where all the weapon stashes are around Atlantis.

- ☛ Alacrity: 4
- ☛ Cognition: 4
- ☛ Fortitude: 5
- ☛ Hit points: 15
- ☛ Fisticuffs: 7
- ☛ Blunderbuss and Fencing: 4
- ☛ Brass helmet +1 hp
- ☛ Brass breast plate +2 hp

ESCAPE FROM THE BOILER ROOM OF ATLANTIS

This section is GMs only.

This is an example adventure that will get you and the players into the bipolar world of Atlantis. It begins in the dark, sooty world of below The Bow and sees the characters escape, find a friend, take on a job and fight sky pirates. The adventure is set up in Chapters. The only Chapter that is very important is the first. It is no fun for the players to play Humbles in the Boiler Room as all the fun is had above The Bow in the world of Gentry.

- ☛ Each section has a little in-character piece that you might like to read to the players or use as inspiration. They are marked like this one.

Set up

Player characters must be young Humbles as older Humbles would be too disfigured and worn out through years of hard labour. Put two dice in the pool for each player you have. I recommend that every character takes either Sabre or Blunderbuss skill for this adventure. After you have made the characters.

Make it plain that they are friends because they are not run down and accepting of their fate like other humbles. They would give anything to see what Gentry life is like.

Chapter 1: Freedom!

In this Chapter, the characters will find clothes that will allow them to escape. They will have their first encounter with a Copper (policeman).

- ☛ It's a beautiful day. The clouds are fat and thick and the amber sun casts long shadows across Atlantis. Afternoon thermals updraft past the Atlantis. You have been working hard all day and heading out to a balcony between two giant gas sacks. You see * (as many as you have players) neatly folded piles of clothes on the balcony. They are colourful, and soft to the



touch.

☛ Try it on! How smooth! How soft! A scrub-a-dub-dub and you'd look just like a Gentry. *Just* like a Gentry. Let's try on the others. Look at us. If only we could sneak out. Just for a peek and then we can come back.

The Baths

The characters can get clean by climbing into a secondary steam vent (sounds more dangerous than it is). They need to get through the maze of tunnels to the Baths without being seen with the clothes. There won't be any coppers about just yet but other Humbles might see them. Especially children and they will tell *everyone*.

Up and Out

Once clean and dressed in Gentry clothing, they will have to sneak out of one of many exits to above The Bow. Draw a maze like a dungeon and put in a Copper. The Copper on duty is Bertrand Perrywinkle and isn't very good at his job. Once pass the Copper, they are clear of this Chapter. Mention that although the Copper is unconscious, he will be on the chase for them from now on.

Bertrand Perrywinkle the Copper

Bertrand has lead an easy life of guarding exits from below The Bow and now he is enjoying doing the same old thing. Portly, red faced and with a booming voice.

- ☛ Alacrity: 4
- ☛ Cognition: 3
- ☛ Fortitude: 3
- ☛ Hit points: 9
- ☛ Fisticuffs: 3
- ☛ Society: 2
- ☛ Carries a truncheon: 2 damage.
- ☛ Copper Helmet: +1 hit point.

Chapter 2: Murder! (Nearly)

In this Chapter, the characters will find a man who has been stabbed. They will find a Doctor and gain a friend. If any of the characters has a good medicine score then they can try and save him (Cognition + Medicine, target number 14).

☛ Freedom! You step out into the bright light of the evening, wide eyed at first but then with the pretense that you should be there. Buildings glimmer and glint in the light. Green plants trail and cover every nook and cranny. Each one manicured. As you move away from the funnel exit at the Stern, you pass into a alleyway. A gurgling is coming from a disused doorway.

☛ A man in his 50s with thick silver hair is lying against the door. His hands are clasping his abdomen. He's been stabbed! He will die without help.

Once helped, Keeton will want to hide in a nearby empty house, of which there are a few.

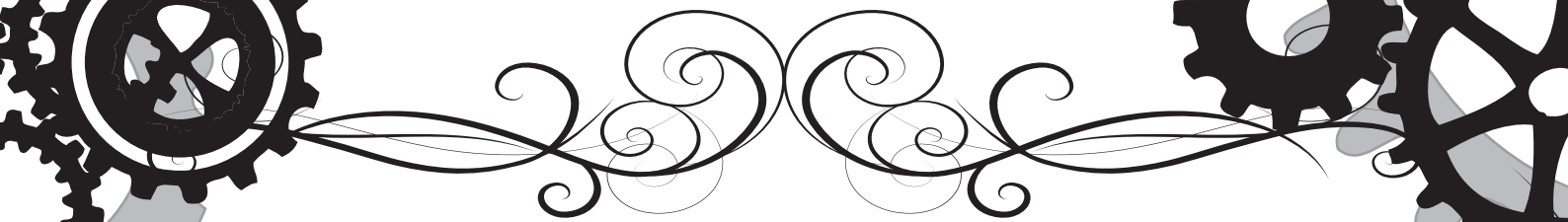
Keeton Pendragon-Worthinstowe

Keeton is a banker and one of the many in line to becoming the Captain of Atlantis. He has countless enemies. Being stabbed will change him from being a scrupulous miser to being a kind hearted individual. Only the players will know of his change of heart.

- ☛ Alacrity: 1
- ☛ Cognition: 9
- ☛ Fortitude: 3
- ☛ Hit points: 9
- ☛ Carousing, Dance, Literature, Society: 7
- ☛ Carrying 150 shillings.

Chapter 3: The Job

Keeton wants the characters to find the man who stabbed him and bring him to the Stern at midnight tonight. In exchange he will set the characters up with good jobs, accommodation and a wage. If the players don't buy it, he will appear to accept it but as soon as they are away, he will find someone to hunt



them and kill them for the Humble scum they are. He's in no state to blackmail just now. He will give them all his money (150sh) as down payment. They will need this in the next Chapter.

The man they have to find is **Berwick Entwistle**, a Governor (teacher) at the **Governance of the Young**.

When the characters go there, they will see the regimented way in which the children are brought up.

☛ You remember your own childhood just finished, left to run around, climb, play games, work when you liked, go on adventures to Terra Firma. The children here are kept in cells where they are forced to learn.

People inside the Governance of the Young will know Entwistle and say that he is at home preparing for the ball that starts tonight, in a few hours. His home address won't be given out but instead the ball will be easier to get into.

Keeton can get them tickets to the ball, if they think of asking him.

Berwick Entwistle

Berwick is a Governor at the Governance (boarding School/prison) he's a disciplinarian and would dearly like to be a banker. To be a banker, he needs to kill Keeton.

☛ Alacrity: 3

☛ Cognition: 6

☛ Fortitude: 4

☛ Hit points: 12

☛ Carousing, Dance, Literature, Society: 5

Chapter 4: The Ball

As they approach The Grand Hall, they will notice that they are not well enough dressed. Their clothes, although far beyond what they have ever worn before are just not good enough. They may wait outside or go and buy ball clothes. They have enough Shilling to do so (they will have to visit a tailor to find that out).

If they go into the ball

This is the more fun option, if you are railroad-ing them. The hustle and bustle of the packed ball room will be disorienting to the characters. Bumping and barging may lead to Sabre duels being set for noon tomorrow. They might also be harangued into dancing by a willing young maiden.

☛ The tall ceiling is far greater and more splendid than anything you've seen before. You imagine that it's like the inside of the boiler. Brightly coloured dresses and suits spin and weave around the dance floor while around the edges, deals are made in quiet whispers and women admired.

If they remain outside

The characters will be spotted hanging around by a Copper, who will recognise them for Humbles and give chase. They will have to fight or lose him.

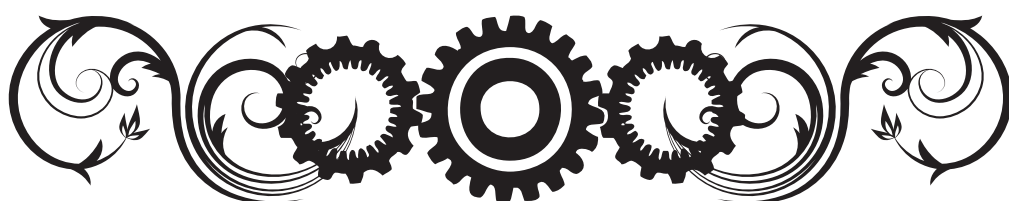
Chapter 5: Pirates!

In this Chapter, the players will be forced to fight Sky Pirates. This is something that they will never had to have done before as it is only The Gentry that are called to defend the Atlantis.

The aim here is to give everyone a fight without killing any of the characters. Keep the pirates coming until the characters are low on hit points. Don't forget that it is dark, so muzzle flashes will be obvious and there is plenty of room for sneaking.

☛ Everyone is dashing back and forth. A large bell dongs in the distance. Pirates! Inside the doorways of houses and in plant pots are hidden Blunderbusses and Sabres. A soldier in a bright red uniform beckons you over and says "Take your pick". Blunderbuss users get 6 shots.

☛ The Pirate Sky Village clangs against the side of deck and Pirates spill over with a roar of Charge!





Sky Pirate

Toothless, scarred and reeking of alcohol.

- ☛ Alacrity: 4
- ☛ Cognition: 2
- ☛ Fortitude: 5
- ☛ Hit points: 15
- ☛ Fisticuffs: 4
- ☛ Blunderbuss or Fencing: 3
- ☛ Brass breast plate +2 hp
- ☛ Carrying 20 shillings. Blunderbuss or Sabre.

Chapter 6: Entwhistle Captured

As the fight starts to wane, the character will spot Entwhistle cornered by a Sky Pirate. This is the character's chance to capture Entwhistle! The Pirate is wounded and has a Sabre and no armour. Entwhistle will be snooty and look down his nose at them upon saving.

If Entwhistle tries to run, he's very slow, so the players will be able to capture him. It's still dark, too.

☛ “You want money? I can give you money! Jewels? Whoever is paying you, I'll pay you more. Please, not the suit. That cost me 90 Shillings! Where are you taking me?”

Chapter 7: The Stern

In this final Chapter, the character will be given a crisis of conscious. Whether to push Entwhistle over the edge of the Stern. Keeton is doing this as a test of loyalty. If they do it, Keeton knows they are loyal. If they do not, then Keeton will call for the Coppers.

☛ Waiting by the Stern is Keeton. He's sitting in a wheeled chair, his stomach bound in bandages. Behind him is a thin man in a grey suit with broad cheeks and narrow eyes called Stonesbury. Keeton will say:

☛ “Ah, Mr Entwhistle. It's nice to make your acquaintance. Twice in one evening I fear. I'm afraid your attempt at my life was, errr, unsuccessful.

You ought to have spent more time on anatomy. Or learning to fly. Gentlemen, throw him over the precipice.”

If they push him over

Keeton will look very pleased.


☛ “You will always be welcome in our organisation. Meet me at my penthouse dome tomorrow and Stonesbury here will look after you.”

If they don't push him over

Keeton will indicate over his shoulder to Stonesbury who will produce a brass whistle and blow it loudly. The Coppers will come in a matter of seconds. Entwhistle will escape. The character might choose to fight Stonesbury.

Stonesbury

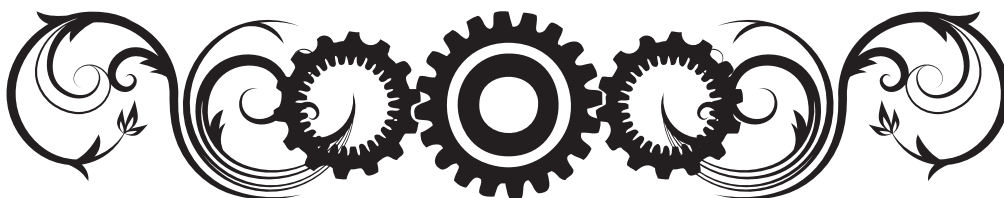
A mute since witnessing the death of a woman he loved. Nasty in a fight.

- ☛ Alacrity: 6
 - ☛ Cognition: 2
 - ☛ Fortitude: 7
 - ☛ Hit points: 21
 - ☛ Fisticuffs: 6
 - ☛ Brass breast plate +2 hp
 - ☛ Carrying truncheon: 2 damage.
- 

APPENDIX

Skill List

This is a list of Skill the character can have. If you find that the skill you would like is not here, then ask the GM nicely and they might let you have it.





Blunderbuss

This skill covers the use of the only projectile to be found on Atlantis: The Repeating Mechanical Blunderbuss. Use with Fortitude.

Boozing

Boozing is the art of ingesting alcohol without feeling the affects. Normally used with Fortitude but Cogitation may work equally well for some characters.

Carousing

Carousing is using one's Charm to gain favour with just about anyone. Use this skill to bolster roleplay. Best used with Cogitation.

Dance

In the world of the Gentry, being able to dance is extremely important. It gives you moments alone with influential people that you never would come into contact with otherwise.

Fencing

Fencing is the art of fighting with anything long and sharp. Sabres, cutlass and so on. Use Fortitude.

Fisticuffs

Any kind of punch up or brawl should use Fisticuffs. Use Fortitude with Fisticuffs for fighting.

Literature

This skill covers reading, writing and understanding literature. Use with Cognition

Mechanics

Most Gentry have not a clue regarding affairs of Engineering. Knowing how to fix is as important as doing so. Can be used to fix armour. Use with Cogitation.

Medicine

Medicine is the skill of healing. If taken at the start, then this skill cannot exceed 3 points initially.

Play Instrument

Delight crowd with the prowess at music. It's the best way of gaining friends and being invited to Social Circles. Your style of music might be a little raw for them but they will love it. Alacrity or Cogitation is best used here.

Slight of Hand

Useful for both hiding out of sight and relieving Ladies and Gentlemen of their belongings. Use with Alacrity.

Sneak

If you can't be seen, no-one can see you doing something wrong. Creeping about and staying hidden is the order of the day here. Use with Alacrity.

Society

Not to be taken at game start! Society is the skill that represents knowledge of the workings of the Atlantean Society. Use this skill to understand motivations and sub-texts. Use with Cogitation.

Tumbling

Jumping, rolling, running up walls and other such feats of acrobats is Tumbling. Normally used with Alacrity.

Humblism List

- ☛ Hunch
- ☛ Dark skin
- ☛ Strong accent
- ☛ Big hands
- ☛ Very thin
- ☛ Bald
- ☛ Deep red birthmark
- ☛ Terrible cough

Name List

Asquith, Aubury, Benedict, Fortesque, Herbert, Isambard, Montgomery, Montmorency, Murgatroyd, Tarquin





Gentry Profession Ladder

These professions are listed in order of importance. By taking on the role of one of the professions, you assume their social rank. Highest social rank starts at the top with the Captain.

- ☛ Captain
- ☛ Banker
- ☛ Doctor
- ☛ Artisan
- ☛ Chef
- ☛ Horticulturalist
- ☛ Engineer
- ☛ Soldier
- ☛ Coppers (Police)

MECHANICAL WONDERS

Blunderbuss

A brass, bell shaped shotgun. They mechanically reload. Six shots per Blunderbuss is normal. Needs the Blunderbuss skill to use.

☛ Damage: 4, Cost: 50sh (handed out free upon a Pirate attack).

Sabre

A long, thin sword made from the shiniest, strongest steel. Needs the Fencing skill to use.

☛ Damage: 3, Cost: 45sh (handed out free upon a Pirate attack).

Truncheon

A long, copper baton with a soft cloth handle. Carried by all Coppers. Needs Fisticuffs to use.

☛ Damage: 2, Cost: 20sh (handed out free upon a Pirate attack)

Copper Helmet

A shiney helmet to protect the cranium. Sits comfortably on felt.

☛ Hit points: 1, Cost: 40sh

Brest Plate

A cobby plate to protect your vitalities. Ideal if you're planning on getting into the odd scrape or two.

☛ Hit points: 2, Cost: 60sh

ATLANTIS MAP KEY

The map on the previous page shows a plan of above The Bow.

A. The Bridge. A tall glass dome sits upon the prow of Atlantis. This is where the crew and the Captain steer Atlantis.

B. Sanitorium. Where all The Gentry go for their medical needs.

C. Candlewick Market. A bustling indoor market famed for its fine clothes and other trinkets. Any items scavenged from fallen cities winds up here.

D. The Governance of the Young. A boarding school for all the Gentry children. A cross between a school and a prison.

E. Agricultural Hydrodome Minor. The smaller of two hydroponic domes where food is grown. The finest cuts of food are cooked and served to the Gentry, the Humble Gruel is made from off cuts and left-overs.

F. Agricultural Hydrodome Major. Much the same as Agricultural Hydrodome Minor but larger.

G. The Grazings. The smartest part of town to live. Where the upper reaches of Gentry society socialise.

H. The Grand Hall. Any large gathering is held here. The main ballroom stretches throughout the building.

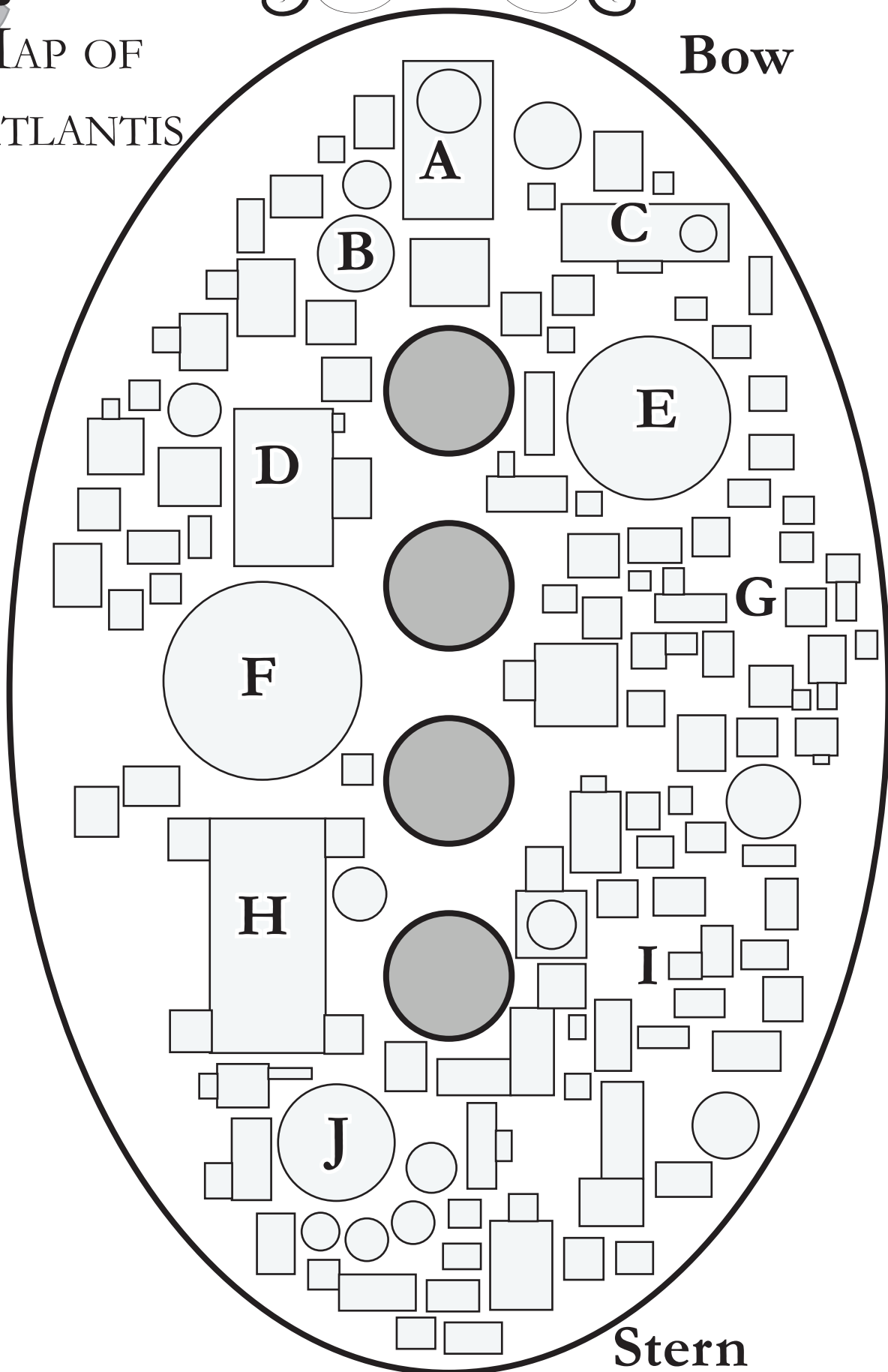
I. The Sterns. Between here and the stern are the lower class Gentry apartments. Less fashionable.

J. The Glass Laboratory. This is an age of progress and the Glass Laboratory is the cradle of all new advancements.



MAP OF
ATLANTIS

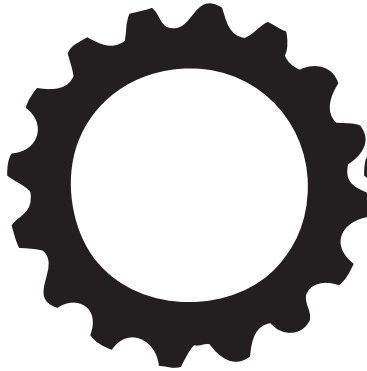
Bow



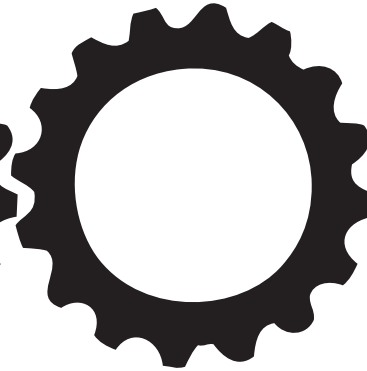
Stern



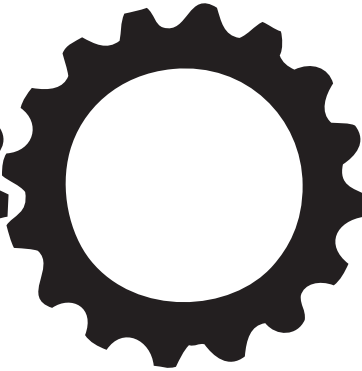
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Alacrity



Cognition

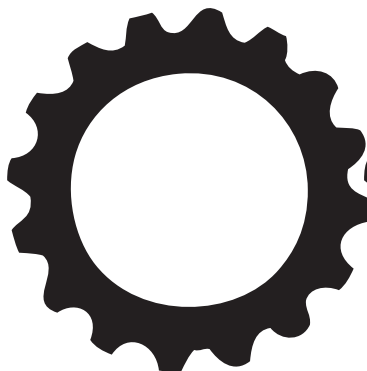


Fortitude

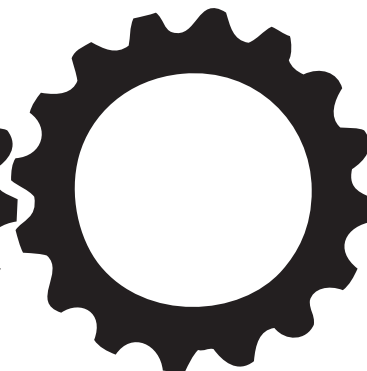
Skills



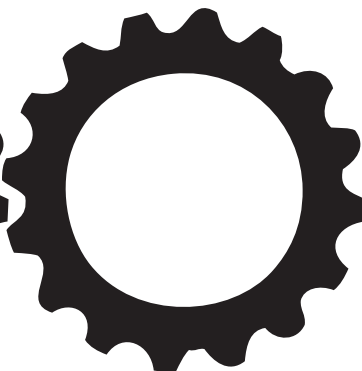
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Alacrity

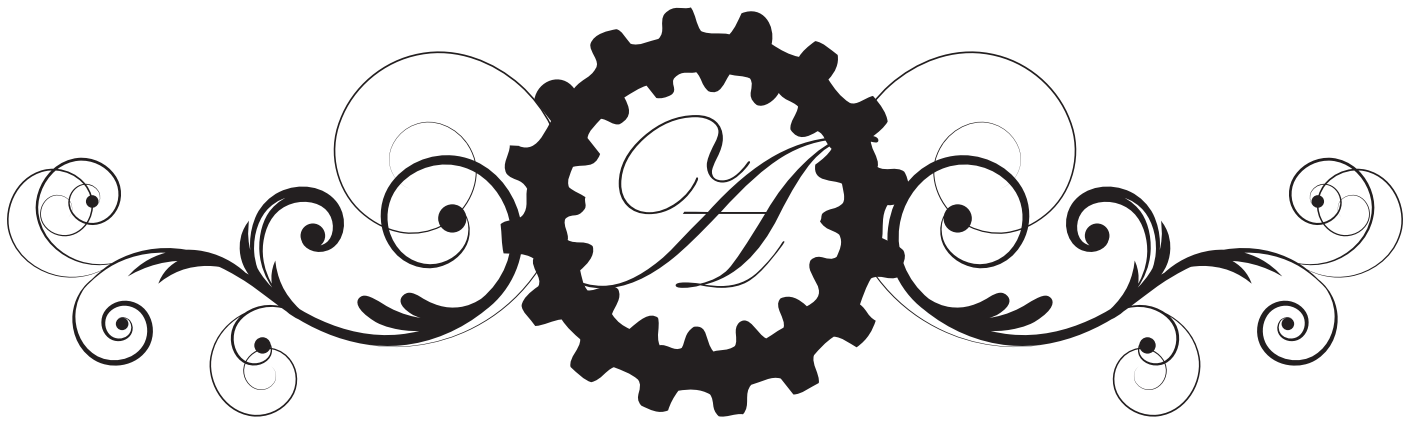


Cognition



Fortitude

Skills



Cloudship Atlantis

by Dr. Robert Lang

STEAMPUNK

Cloudship Atlantis is a floating city in the sky, powered by steam. A privilege class live in luxury while an underclass work to the point of death keeping the Cloudship aloft.

INTRIGUE

The upper classes aspire to become the Captain and will tread on each other to get there. They need help from people who do not share their desire. You.

ESCAPE

You're not going to stay in the depths of the machine, fighting to keep it aloft. It's time for you and your friends to escape.

SKY PIRATES

This isn't Utopia. Wandering the skies are ruthless Sky Pirates who board under the cover of darkness.

Written in 24 Hours for the 1KM1KT / Free RPG Blog 24 Hour Competition.

<http://thefreerpgblog.blogspot.com>

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27th June 2009

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