



GLOBETROTTERS' GUIDE TO ADDITIONAL INFORMATION

This freebie includes some additional material Gamemaster's may find useful in their *Leagues of Adventure* campaigns. The new Leagues are canonical—the character generation notes on the next page are optional.

THE CIRCLE OF NANNIES

For countless years, young middle and upper class children across Europe have been raised by nannies. Even when he or she reaches adulthood, the thought of nanny stills brings back memories of harsh discipline and scowling faces balanced with fondness for their surrogate mother.

Nannies are servants, but not all nannies are equal. For some, their duties go beyond afternoon strolls in the park, flying kites, and keeping the children smart and out of their parent's way—they are bodyguards, trained in a variety of combat forms. Their choice of weapons is always discrete—a light pistol hidden among spare nappies is acceptable, but a swan-off shotgun is considered most uncouth.

While members of the Circle of Nannies can be hired by those with enough wealth or influence, the Circle also volunteers its services when it feels a child is in need of protection. Sometimes the offer is made openly; other times the Circle acts in secret.

It is widely reported two nannies were instrumental in the recovery of a valuable dinosaur specimen stolen from the Natural History Museum. Alas, this cannot be confirmed, for the Circle is notoriously reluctant to discuss the actions of its members.

Starting Skills: Pick two from Brawl, Diplomacy, Empathy, Firearms, Intimidation, Linguistics, Melee

COURIERS' GUILD

While most European countries operate regular and reliable postal services, there are times when papers and small packages must be personally delivered into the recipient's hands without attracting any undue attention, and often avoiding local government scrutiny. There are also times when a message must be delivered with all haste to some remote and distant location, such as to an expedition exploring the deep Amazon or Sahara, or to a research hut in the frozen Antarctic. At such times, patrons contact the Couriers' Guild.

Confidentiality and trustworthiness are paramount to the Guild. Any member suspected of tampering with his cargo can expect to receive a stern dressing down, while those found guilty of actually breaking the bond of trust between patron and messenger are expelled and their reputations publicly ruined.

Starting Skills: Pick two from Athletics, Con, Linguistics, Pilot, Ride, Stealth, Survival

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EXTRAORDINARY HEROES

If you're playing or running *Leagues of Adventure* and haven't yet watched *League of Extraordinary Gentlemen*, then go do so immediately. Done it? Good! Now you're up to speed, we'll continue.

It's fairly obvious that the characters in that movie are not starting level globetrotters. Even Tom Sawyer, the youngest member, is far more competent than anything a player could legitimately build. One simple solution to create characters that are better than normal is simply to give everyone more Attribute and Skill points to spend, and one or two additional Talents.

The drawback to this is that you couldn't easily build Hyde (Jekyll has to transform into a hulking brute), Mina Harker (who can fly), or Dorian Gray (who is almost immortal). And let's face it, if you're looking for better than normal characters you probably want some cool abilities like those, right?

There is a simple way to create these sorts of globetrotters, and it's already part of the rules—it's called the Artifact Resource. Simply assign everyone the same Level and let them build a "power suite" using the rules for creating weird science devices. What Level you should give them depends on the sort of game you want to run—the higher the Level, the more powerful the characters will obviously be.

We suggest you avoid letting the players use this bonus Resource to build weapons or vehicles—they can be purchased normally. Similarly, every player should come up with a strong, centralized concept before starting on the creation of his character's abilities, rather than use these rules to create a great all-rounder. The globetrotters are part of a team, and everyone should have a focused area where they can really shine.

Below you'll find the main characters from the movie, which we've designed using this system. We haven't given them full stats (copyright law, and all that)—just a package of special abilities. In order that they can be used in *Leagues of Adventure*, we've had to apply an artificial constraint movie directors aren't limited by—game balance. Every character is designed around Artifact 3. As you'll see, even at this Level they are very competent.

You may have a different opinion with regard the abilities we've selected. That's fine—these are our interpretations, not the definitive solution, and picking which Flaws best apply is largely subjective. Treat them as examples rather than canonical.

ALLAN QUATERMAIN

Quatermain is a marksman, favoring carefully aimed shots over the American style of shooting. We've chosen to focus on Talents, rather than boosting his Firearms Skill. With Accuracy 3, and the high Firearms Skill you should buy using Skill points, he can perform Called Shots to vital areas with consummate ease. When buying Skills remember to take a Specialization in Rifles.

Artifact 3

Enhancements: Talent: Accuracy 3 (+6 Enhancements), Talent: Long Shot (+2 Enhancements), Talent: Ricochet Shot (+2 Enhancements)

Limitations: Flaw: Poor Vision (–2 Enhancements), Flaw: Stubborn (–2 Enhancements)

HYDE

First off, we'll ignore Jekyll—he's a default level weird scientist specializing in chemistry. He transforms into Hyde by consuming his serum. Using this system, Hyde's Attribute modifiers apply to Jekyll's raw Attributes. For Skills, though, we recommend you buy Hyde a separate set using 15 Skill points. Hyde can't use Jekyll's Skills unless he buys them, and vice versa.

Artifact 3*

Enhancements: Increased Attribute: +3 Strength (+6 Enhancements), Increased Attribute: +2 Passive Defence (+2 Enhancements), Increased Attribute: +2 Size (+2 Enhancements), Talent: Jump (+2 Enhancements), Talent: Robust (+2 Enhancements)

Limitations: Flaw: Short-Temper (–2 Enhancements), Reduced Attribute: –2 Charisma, –2 Intelligence (–8 Enhancements)

* *Hyde's abilities come from a serum, and thus last for a single scene. Hyde can revert sooner if he so chooses. Jekyll must create batches of serum during play using the normal weird science rules.*

DORIAN GRAY

A character like Dorian Gray—totally immortal save for one weakness—makes the GM's life very hard. To that end, this version is very much mortal, but it takes a lot of damage to put him down permanently.

Artifact 3

Enhancements: Talent: High Pain Tolerance 2 (+4 Enhancements), Regeneration* (+8 Enhancements)

Limitations: Flaw: Blasé (–2 Enhancements), Flaw: Dominant (–2 Enhancements), Flaw: Inscrutable (–2 Enhancements)

* *The character makes a Body roll each hour. This acts as if he had received first aid. If the character reaches –5 Health then his Regeneration cannot save him from death.*

MINA HARKER

Mina's power are the hardest to accurately judge—she seems to have a wide variety, but uses each one only once during the movie. Of all the characters, she is very much the one with the most "best-guess" abilities.

Artifact 3

Enhancements: Increased Damage Type: Lethal* (+2 Enhancements), Special Move: Fly 100%** (+4 Enhancements), Talent: Flurry 2 (+4 Enhancements), Talent: Quick Reflexes (+2 Enhancements)

Limitations: Flaw: Aloof (–2 Enhancements), Flaw:

Vampire Appetite*** (–2 Enhancements), Reduced Duration: One minute**** (–2 Enhancements)

* *Represents her ability to grow fangs at will. This only applies to Brawl attacks made to bite.*

** *Her speed while flying is her normal Move rating and is usable only once per scene.*

*** *Must drink a quart of blood each day. This replaces her need for food and water. She earns +1 Style point when her unholy appetite causes problems for her or her companions.*

**** *Applies to her Special Move only. After one minute she must either be on a solid surface or begin falling.*

NEMO

Nemo is an intelligent and charismatic weird scientist engineer and mechanic. He's also a skilled martial artist and swordsman—he should have Specializations of Brawl: Kicking and Melee: Swords.

The Nautilus is definitely an Artifact 5. Don't make Nemo buy it—it's more a plot device and a means of getting around the globe than anything else.

Artifact 3

Enhancements: Talent: Bold Attack (+2 Enhancements), Talent: Flurry 2 (+4 Enhancements), Talent: Staggering Blow (+2 Enhancements), Talent: Vigorous Defense (+2 Enhancements)

Limitations: Flaw: Bad Reputation (–2 Enhancements), Flaw: Inscrutable (–2 Enhancements)

RODNEY SKINNER

Skinner (aka the Invisible Man) is permanently invisible. In game terms, the easiest way to represent this is

with a ludicrously high Stealth. It isn't a perfect solution, but invisibility isn't a perfect power, either—you still make noise, leave footprints, emit body odors, and so on. Skinner's invisibility is automatically foiled by extraordinary senses, like x-rays and infrared vision.

We haven't included any enhancements to make it harder to hit him—if an attacker doesn't know where Skinner is, then he can't target him effectively. Assuming the attacker has a vague clue someone is present, treat attacking an invisible character as if he were concealed in pitch darkness—a –8 penalty.

Artifact 3

Enhancements: Skill: +10 Stealth (+10 Enhancements)

Limitations: Flaw: Repulsive (–2 Enhancements), Invisible* (–2 Enhancements)

* *Being invisible means no one can see you, not even your allies. You might be bleeding to death, but if they can't find you then they can't treat you. Similarly, you might end up in the burst radius of a grenade or caught in a spray of automatic fire. You earn a Style point whenever being invisible causes you difficulties.*

TOM SAWYER

Whereas Quatermain is a marksman, Sawyer favors unleashing a hail of lead.

Artifact 3

Enhancements: Talent: Florentine 2* (+2 Enhancements), Talent: Quick Draw (+2 Enhancements), Talent: Rapid Shot 2 (+4 Enhancements)

Limitations: Flaw: Overconfident (–2 Enhancements)

* *This Talent only applies when wielding two pistols, so we've halved the Enhancement cost.*

LETTERS AFTER ONE'S NAME

As well as chivalric orders, globetrotters can earn letters after their name through membership of scientific societies. At its most basic, characters can be Members or Fellows of these societies. Any character who has 2+ Levels in the Skill requirement listed below is automatically a Member. Where a Specialization is listed, the character *must* have taken the specific Specialization. That is, not every character who has Medicine 4+ automatically qualifies as a Member of the Royal College of Surgeons. To qualify as a Fellow, the character must also have Status 0+ in the appropriate society.

Since we're British, and Great Britain is the greatest superpower on the planet in *Leagues of Adventure*, we've concentrated solely on a few of Britain's Royal Colleges and Schools.

Institution

Royal College of Art
 Royal College of Music
 Royal College of Physicians
 Royal College of Surgeons
 Royal College of Veterinary Surgeons
 Royal School of Pharmacy
 Royal School of Mines

Skill Requirement

Art
 Art: Musical Instrument
 Medicine
 Medicine: Surgery
 Medicine: Veterinary
 Craft: Pharmacology or Science: Pharmacy
 Science: Chemistry, Engineering, or Geology

Letters

MRCA/FRCA
 MRCA/FRCA
 MRCP/FRCP
 MRCS/FRCS
 MRCVS/FRCVS
 MRPS/FRPS
 MRSM/FRSM