

JUDGMENT DAY (QUICK START GUIDE)

The following is a conversion guide that details the revisions necessary to make the *Judgment Day: Quick Start Guide* compatible with SWADE. Changes are highlighted in red.

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Barrister: Barristers are a type of lawyer often performing legal work on behalf of a client, but without direct access to clients. Their knowledge of the law and the ability to understand criminals can be imperative when investigating members of the occult. They join the Inquisition to enforce the laws of mankind, using them against the adherents of the occult. **Suggested Skills:** Academics, Persuasion, Research, Taunt

Clergy: With not only the ever-expanding number of religious groups, but also the expansion of roles within the various Churches, there are more roles in the various Churches than ever. These new roles fall under the term clergy, who hold some type of leadership role within the Church. They join the Inquisition to punish those who dare sin against all of mankind. **Suggested Skills:** Academics, Intimidation, Persuasion

Criminal: Not all inquisitors start on the right side of the law. If a criminal stumbles across part of the underground world, they may go searching for answers. If this search brings them to the Inquisition, recruitment, forced or voluntary, may occur, allowing the criminal to fight for his neighbors instead of robbing them. **Suggested Skills:** Fighting, Notice, Persuasion, Taunt

Engineer: With the widespread use of clockwork technology by the Inquisition, engineers have become incredibly valuable. They're typically recruited by a grand inquisitor due to their mechanical prowess, and with the hope that they will design the next gadget that can be used against the supernatural world. **Suggested Skills:** Repair, Research, Science

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Peddler: Peddlers travel the land hawking their goods to anyone that will buy them. Oftentimes, peddlers have little secrets they know about the supernatural world and are hoping to protect their customers from it, albeit in a completely ridiculous way that would never save anyone. What they've seen and what they may know is extremely valuable to the Inquisition. They often join the Inquisition out of curiosity. **Suggested Skills:** Gambling, Persuasion, Survival

Physician: Fieldwork for the Inquisition is extremely dangerous and has necessitated the recruiting of physicians on a regular basis. Unfortunately, medicine during the Victorian era is not that good by modern standards, but at

least it gives the inquisitors a chance to survive. Physicians join the Inquisition as a sense of duty to their profession. **Suggested Skills:** Academics, Healing, Notice, Research

Seaman: Navies are in abundance during the Victorian era and each one needs a lot of seamen (as a general title, not a rank) to function. Not only can they operate a ship, they are key in defending it and attacking their target; ideally where it hurts the most. They join the Inquisition for the adventure it can offer. **Suggested Skills:** Athletics, Boating, Fighting, Shooting, Survival

Servant: Household servants come in many forms, performing their daily duties as a career for their masters. However, when those masters are secretly something more (such as hierophants, vampires, or shapeshifters), these servants may be exposed to a world they cannot fathom. After eliminating the servant's master, the Inquisition recruits the servant to better understand his master. **Suggested Skills:** Notice, Occult

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Teacher: Teachers are quickly becoming the lifeline to a productive future. Those who wish to avoid an impoverished life need to follow through with their education or risk being a lowly worker until the day they die. Due to this ability to teach the public, teachers are highly sought after to help educate inquisitors. The more one knows about the beings they encounter, the better their chances of survival are. The Inquisition regularly recruits teachers to join their growing stock of scholars. **Suggested Skills:** Academics, Persuasion, Research

Literacy: Literacy is more common in the Victorian era compared to the Middle Ages, although in some countries it may not be as common. **The Literate Edge is no longer necessary and Language means the character can read and write if he has d6 or higher.**

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KNOWLEDGE

All Knowledge subjects from the Middle Ages are still in use by the Inquisition during the Victorian era.

LANGUAGE

Many languages have survived and been altered into the Victorian era. Since the Inquisition is a global organization, the possible languages are immense and many can even be learned in major learning institutions. Due to the global influence of England and the use of English in the United States, the Inquisition has chosen English to be its preferred language for internal use. As a result all members are

required to understand English so that they can fulfill the duties required by the Inquisition.

Literacy was much more common during the Victorian era than the Middle Ages. When a character is fluent in a language, they are capable of speaking, understanding, writing, and reading it. **Acquiring the Language skill is a measurement of fluency in the chosen language such that as the die type increases, the character is able to better understand and communicate with that language.**

ADDICT (MINOR/MAJOR)

Drugs were not viewed the same during the Victorian era as they are in the modern day. Many drugs are used for medicinal purposes, such as opium and cocaine, and have addictive qualities. As a Minor Hindrance, the character is slightly addicted to a medicinal form of a drug and struggles to stay away from it. Whenever in the presence of the drug, he must make a Spirit roll to avoid doing everything he can to acquire it.

As a Major Hindrance, the character is a full addict and requires the drug to get by from day to day. **He suffers a -1 penalty to Persuasion due to the addiction and must make a Spirit roll, with a -2 penalty, to avoid doing everything he can to acquire it.** If he goes 24 hours without the drug, he experiences a splitting headache that causes him to gain one level of Fatigue. This Fatigue recovers after 72 hours or if the he acquires the drug he so yearns.

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IMPOVERISHED (MINOR)

There are many impoverished people living on the streets. The character happens to be one of them, and was forced into work at the age of 8. **He is poorly educated and cannot begin his career (at character creation) with Academics or Science greater than d4.**

MASCULINITY (MAJOR) (MALE ONLY)

The character subscribes to the cardinal rules of masculinity that, during the Victorian era, drew a very rigid line regarding what women “should be allowed to do.” Much like bigotry, the character is not viewed highly by women and those who seek equality. **He suffers a -4 penalty to Persuasion when interfacing with women.**

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INQUISITIONAL EDGES

Inquisitional Edges are required if the character wishes to be considered an inquisitor. By acquiring this Edge, the character is pledging his allegiance to all cardinal rules of the Inquisition and may carry the title inquisitor (possibly living long enough to become a grand inquisitor). Characters that don't acquire an Inquisitional Edge are not considered inquisitors and can instead serve as injunctives or specials (or heretics for the radical games). If that character ever wishes to become an inquisitor, he must then acquire an Inquisitional Edge.

To represent the importance of holding a rank within the Inquisition, use of Inquisitional Edges is much more rigid than standard Edges. The first three ranks listed below are simple terms of rank; they are not actual Inquisitional titles. Inquisitor, Hunter, and Purgator are the rank while the actual title bestowed includes the field the character specializes in such as Alien Inquisitor, Bestial Hunter, and Demonic Purgator.

To assume one of these titles, by acquiring the Edge, one of the following fields of study must be chosen: Alien, Bestial, Demonic, Draconic, Ethereal, Necrotic, or Witch. To meet the requirements, the character must also **acquire or increase his Academics skill. ~~the appropriate Knowledge focus that corresponds with the chosen field of study (respectively to the above fields of study): Xenology, Therianology, Demonology, Dracology, Spectrology, Thanatology, or Arcanology.~~** When increasing a rank, such as moving from Inquisitor to Hunter, the chosen field must remain (i.e. Demonic Inquisitor to Demonic Hunter). However, new Edges can be purchased within different fields. **Example:** A character could be a Demonic Inquisitor and a Necrotic Inquisitor, signifying he has training in both fields.

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SCHOLAR

Requirements: Novice, Academics d6+, choose an Inquisitional field of study

The character has dedicated himself to the Inquisition's cause, vowing to protect humanity from the supernatural its supporters. He gains a +2 bonus while performing non-combat field duties involving any being that carries the classification associated with the chosen field of study. These duties include, but are not limited to, research, tracking, investigating, interrogating, observing, dictating orders, analysis, translating, and many other duties that occur outside of combat.

The Scholar Edge does not apply to any combat skill, such as Fighting. **It is only used for field work skills, such as Academics, Notice, Research, and Survival.** **Example:** Demonic Scholar means the Edge applies to all applicable activities involving beings classified as Demons.

INQUISITOR

Requirements: Novice, Spirit d8+, Academics d8+, choose an Inquisitional field of study

The character has been trained to stand against the supernatural beings hunted by the Inquisition. He has an understanding of what they are, steeling his mind against the horrific threats. He gains a +2 bonus to Fear checks made against creatures that fall within his chosen field of study.

Example: Demonic Inquisitor means the character gains a +2 bonus to Spirit roll for Fear checks made against all beings classified as Demonic.

HUNTER

Requirements: Seasoned, Inquisitor (same field of study), Fighting d8+ or Shooting d8+

The character has proven to the Inquisition that he's capable of handling himself in the field and can be trusted in the fight against the supernatural. He's promoted to hunter, although with additional responsibilities. Hunters are responsible for damage control, requiring him to erase all signs of the struggle that occurred between his team and the supernatural being.

Due to his continued knowledge in his chosen field of study, he gains a +1 bonus to all Fighting and Shooting rolls made against creatures that fall within his chosen field of study. **Example:** Bestial Hunter means the character gains a +1 bonus to all attacks made against beings classified as Bestial.

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SAMUEL MATHIS

Character Concept: Leader of the group and wholly absorbed into the Inquisition's purpose.

Homeland: Samuel Mathis was born and raised in England and is Anglican.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d6, Vigor d4

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5 (1)

Skills: Academics d6, Notice d6, Persuasion d6, Research d8, Shooting d6, Taunt d6

Familiarization: Spectrology

Edges: Clairvoyant, Ghost Inquisitor, Ghost Scholar

Hindrances: Big Mouth, Loyal, Overconfident

Armor: Leather (torso, arms, legs 1)

Weapons: Colt Dragoon (20/40/80, 2d6, RoF 1, Shots 6, 1 action to reload)

Wounds

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EMILY PATRICK

Character Concept: Stealthy assassin skilled in breaking and entering.

Homeland: Emily Patrick was born and raised in Ireland and is Roman Catholic.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8, Survival d6, Thievery d6

Edges: First Strike, Plague Survivor, Quick

Hindrances: Addict (Opium) (Major), Greedy (Minor), Stubborn

Armor: None

Weapons: [2] Dagger (3/6/12, Str+d6)

Wounds

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ALFRED UNDERWOOD

Character Concept: A fighter with a love for weapons.

Homeland: Alfred Underwood grew up in Australia and is Anglican.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Academics d4, Fighting d8, Intimidation d6, Shooting d8, Survival d6

Familiarization: Arcanology

Edges: Brawler, Nerves of Steel, Witch Scholar

Hindrances: Fraternity, Stubborn, Wanted (Major)

Armor: Leather (torso, arms, legs 1)

Weapons: Infantry sword (Str+d8, Parry +1), Remington 1858 (20/40/80, 2d6-1, RoF 1, Shots 6, 1 action to reload), Burnside Carbine (30/60/120, 2d6+1, RoF 1, Shots 1)

Wounds

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WADE PITTMAN*

Character Concept: Quirky inventor who loves to tinker with clock- and steam-driven devices.

Homeland: Wade Pittman was born and raised in New York City. He was raised Roman Catholic, but no longer practices.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Skills: Gambling d6, Gearsmithing d8, Investigation d6, Persuasion d6, Repair d8, Science d8

Familiarization: Explosives

Edges: Arcane Background (Clockwork), Connections (Junkers), Jack-of-All-Trades

Hindrances: Cautious, Curious, Quirk (Choose)

Power Points: 10

Armor: Clockwork armor suit (using the *armor* Power)

Weapons: None

Wounds

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LILLIE DUNCAN

Character Concept: Adventurous spirit and very skilled in climbing and cave navigation.

Homeland: Lillie Duncan was born and raised in Iceland, speaks Icelandic and English fluently, and is Lutheran.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Academics d4, Athletics d8, Fighting d6, Healing d4, Shooting d6, Survival d6

Familiarization: Cartography

Edges: Acrobat, Ambidextrous, Steady Hands

Hindrances: Heroic, Loyal, Pacifist (Minor)

Armor: None

Weapons: Climbing pick (Str+d4, +1 bonus to Climbing)

Wounds

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IAN GOODWIN*

Character Concept: Former cultist with a knack for demonic studies.

Homeland: Ian Goodwin was born and raised in England and is effectively Agnostic.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 6 (1)

Skills: Academics d6, Language (Latin) d6, Occult d8, Persuasion d8, Research d8

Familiarization: Demonology

Edges: Connections (Oddfellows), Demon Scholar, Demon Inquisitor

Hindrances: Apostate (Major), Stubborn, Vengeful (Minor)

Armor: Leather (torso, arms, legs 1)

Weapons: None

Wounds

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LONDON

The doppelganger flees to nearby London. Role-play the reports from panicked citizens, along with the horrific, violent acts of murder being committed throughout the city. The doppelganger is using its ability to become immaterial to enter busy places, turn corporeal, and murder those within. It has no preference of man, woman, or child and has already killed twenty people. Unknown to the characters, the doppelganger is not alone.

Seth Rutgar is determined to keep any authoritative personnel away from his beloved doppelganger twin at all cost. He revels in watching the doppelganger run rampant and wreaking havoc through London. If any loose ends are left, Rutgar charges in to tie them up. At this point, he cares little for innocent bystanders, almost as if a part of him has been corrupted by the ritual.

Where the PCs find and encounter the doppelganger depends on their actions. Allow the inquisitors to role-play how they find the doppelganger, following various leads from witnesses or trying to anticipate its next move. Possible skills include Healing (to decipher a victim's wounds), Research (to search for clues), Notice (to spot the murder trail), Persuasion (to interview witnesses or police), or Survival (to follow the murder trail). This search is an opportunity for the players to be creative.

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DANNY FAHLRED [WC]

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Skills: Fighting d4, Notice d10, Persuasion d10, Stealth d8

Edges: Luck

Hindrances: Curious (Major)

Armor: None

Weapons: Knife (Str+d4)

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MARCUS PATTERSON [WC]

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Skills: Fighting d6, Notice d6, Occult d10, Persuasion d10, Research d8, Survival d6

Edges: Investigator, Scholar (Occult)

Hindrances: Apostate (Minor), Enemy (Shadow Scorpions)(Minor)

Armor: None

Weapons: Knife (Str+d4)

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JEREMIAH BATHE [WC]

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d4, Vigor d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Skills: Academics d8, Fighting d4, Notice d6, Occult d8, Research d8, Shooting d4

Familiarization: Lexicology, Paleolinguistics

Edges: Scholar (Lexicology)

Hindrances: Curious (Major), Pacifist (Minor)

Armor: None

Weapons: Enfield (10/20/40, 2d6, RoF 1, Shots 6; 1 action to reload)

DOPPELGANGER

The "spiritual creature" is a doppelganger, an ethereal twin of the volunteer. Although not a perfect twin, the doppelganger has many features that resemble Seth Rutgar. The two are the same size with similar physical features, but the doppelganger is much more ghastly looking and is considered native to the spiritual realm.

DOPPELGANGER [WC]

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+2, Vigor d8

Pace: 6; **Parry:** 8; **Toughness:** 7 (1)

Skills: Athletics d8, Fighting d12, Intimidation d12, Notice d8, Stealth d12+4, Survival d8

Special Abilities

- **Armor +1:** Thick skin
- **Claws:** Str+d6
- **Ethereal:** Doppelgangers are immaterial until choosing to be seen, at which time they become corporeal.
- **Fear -2:** Doppelgangers are hideous, twisted versions of living people and force Fear checks at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Realm Walker:** Doppelgangers have the ability to pass between the spiritual and mortal realms as a standard action. While in the spiritual realm, it's completely immaterial and thus difficult to locate. It can no longer attack those within the mortal realm, but can throw objects like a ghost. While in the mortal realm, it's capable of attacking with its claws and teeth. All abilities for being ethereal apply while in the mortal realm.
- **Teeth:** Str+d4

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SETH RUTGAR [WC]

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

~~Charisma: 0~~; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Athletics d6, Fighting d10, Notice d8, Occult d12, Shooting d8, Taunt d8

Edges: Brave, Hard to Kill

Armor: Leather trench coat (All 1 vs. melee)

Weapons: Knife (3/6/12, Str+d4), Burnside carbine (30/60/120, 2d6+1, RoF 1, Shots 1)

SHADOW SCORPIONS

CULTIST

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d8, Occult d10

Armor: None

Weapons: Knife (3/6/12, Str+d4)

ETHERMANCER

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Skills: Ethermancy d10, Fighting d4, Intimidation d4, Occult d10

Armor: None

Weapons: Ritual dagger (Str+d4)

Powers: 20 Power Points; *barrier, boost/lower trait, dispel, fear, light/obscure, pummel*

SENTRY

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d8, Occult d6, Shooting d6

Armor: None

Weapons: Knife (3/6/12, Str+d4), Enfield (10/20/40, 2d6, RoF 1, Shots 6; 1 action to reload)