



Topp Geare

The year is 1587. Into this world of Elizabethan intrigue and superstition, three idiots and an anachronism, being the Topp Geare, are the only defence against the devious plot of one Count Audi Von Benz Volk. Across Europe the art of carriage-building has taken off with gusto, and Count Volk, being dour and Germanic, wants a standardised model for all, namely his horseless bottled-lightning powered Volk's Vagon. Never mind it has rubbish handling, speed and barely runs ten leagues before catching fire, Volk plans to use his secret society, The Nürburg Ring, to infiltrate and destroy the great Carriage Showe being put on in London. He also has made plans to ensure that if his agents are foiled, he will fly over to London with his Volk's Zeppelin, a mighty airship. Thus, the Topp Geare must stop the nefarious antics of Count Volk and his Nürburg Ring.

The Characters

Doctor Jeremee Jezzar Clark-Son: An oaf

Captain James May-Be-Longer-Getting-There-But-You-Shall-Learn-Along-The-Way Slowe: A bore

Sir Ricardo De Hámster: A fop

The Stigge: G_d knows what

Rules on Speed and racing:

At each turn, roll Dex + Ride, + handling for sensible carting. If they chose to go foot downe and power through, they lose their handling bonus but add their speed rating to any success. If reduced to zero, roll a chance die - only on a 1 is the racer in a dire predicament.

Part the First: Hello and Well Come!

An introduction to the world of 1587; the Topp Geare meet up and get a message from their patrons, the Duke of Beaby-Sea and his underlings, the Producers.

Part the Second: Doctor Jeremee rides a horse!

At the Great Carriage Showe, the Topp Geare must find the spy, and given the circumstances, finish off with a daring chase scene around Olde Londone, the map of which is oddly familiar.

Part the Third: Captain Slowe burns a witch!

Having captured the spy, interrogation most substantial must be applied to find information. This will result in information about their true foe, the Nürburg Ring.

Part the Fourth: Upstart in a reasonably priced Cart

In order to break into the Nürburg Ring's castle in Germania, the Topp Geare must illicit the assistance of an ally...or patsy. Once inside, they must find out exactly what is going on (truly a first)

Part the Fifth: Sir Ricardo is possessed by a devil!

That Devil is Speed! Count Volk has fled in his mighty airborne Volk's Zeppelin, so the Topp Geare must give chase... but how? And how will they stop him? It will have an exciting finale...

Part the First: Hello and Well Come!

It is the Golden Age of Englishness as Elizabeth I reigns. The country is doing all manner of knees-bent colonising the world, being better at the arts and generally showing off to the frogs and proto-krauts, though the true enemies of the day are the nefarious Tapas eating siesta taking Spanish. Thankfully the royal Navy is clearly better than the rubbish leaky boat collection of the Spanish Armada.

What's most import is that of course England has finally adopted, in an age that has managed to shoo off superstition and silly trousers, a less tiring and useless means of transport than the 2-man carried litter. The Coach has become the way to travel, so much so that the Great Carriage Showe of 1587 is being organised to show off the finest of vehicles with all manner of propulsion, from beast drawn to alchemy pushed to even more strange notions with mention of 'Internal Combustion' and 'Eelectric'. With this new field of carriage-building, a burgeoning number of enthusiasts and experts can be found. The best known of the latter, if not for sanity and good sense, are our heroes, The Topp Geare. On this fine teatime they can be found at their usual pursuits:

Doctor Jeremee Jezzer Clark-Son: Is shouting out of the window of the offices of Ye Sunne and Ye Sundae Tymes at bicyclists, decrying them as menaces to the natural order of things...Namely, Carriages.

Captain James May-Be-Longer-Getting-There-But-You-Should-Learn-Along-The-Way Slowe: Preparing for his latest politely eccentric endeavour, at the Royal College offering designs for why a cannon based Moon shell would be entirely feasible, as long as the occupants can hold their breath for the ten minutes it would take to reach the lunar surface.

Sir Ricardo De Hámster: Being followed round Olde Londone by a strange man dubbed "Johnne Tickle" who insists on trying to show Sir Ricardo he can walk on water as long as the water is some manner of pudding.

The Stigge: Engaged in a staring match with a wall.

As is normal, each are summoned (or in the Stigge's case, found outside), McLaren's Tavern, a fine meeting point for carting enthusiasts. After some minor interpersonal antics, they will be approached by a pale and listless youth in a white coat, who will present a note.

This note is from the Topp Geare's patron, the Duke of Beaby-Sea, albeit delivered incognito by his agents, who are all disguised as cow-farmers, thus their nickname, the Producers. The note from the Producers will read as thus:

"With the Great Carriage Showe approaching, enemies of England will be measuring up their chances to ruin the glory and fun. You must make haste to the Great Carriage Showe and once there, find a foreign spy"

Cryptic note delivered, the Topp Geare should be on their way.

Arriving at the Great Carriage Showe, the Topp Geare should do some investigation. Or more likely, buggingger about and causing a racket.

The Great Carriage Showe is HUGE, taking up the whole of Lord Jaguar's estate. Without going into pointless map details, there are at least one thousande people (not counting peasants). A plan must be made to either find...or draw the attention, of the spy!

Part the Second: Doctor Jeremee rides a horse!

Options to Draw out the Spy!

Draw Attention: Not difficult really. Given the spy is a saboteur who is there to ruin everyone's fun, by making some manner of carriage related spectacle will draw the saboteur out.

Doing a Topp Geare presentation: This requires little more than the Topp Geare doing what they do, only upon a stage. Of course, given this is Elizabethan England, only men are allowed on the stage, so have some burly puritan accuse Sir Ricardo of being a girl in drag. This will draw out the spy, but as soon as Sir Ricardo is spotted, she will flee!

Doing something reckless: This will draw the spy out, and is less likely to have the spy bolt as quickly as her attention will be on whatever disaster the Topp Geare concoct.

The Beere Tente: A pleasant distraction but ultimately time consuming and will leave any indulgent tipsy (STA rolls to avoid drunken penalty)

The Veree Importante Peers area: Where the truly wealthy members of the Gentry go to enjoy the Showe but not mingle with the riff raff. The spy is trying to work her way in there.

She is The Hagge, Amanda of Byram. This Irish witch, known for self-adoration and leathery smiles, was Sir Ricardo's collaborator on the less than successful "Why Pout, Being an Aquatic Opera without words for the truly idiotic to bask in the amusement of the suffering of their like".

Once identified, this haggared crone will flee quickly as she is revealed, moving faster than a man due to her boney unnaturallity and haggish magics. To chase her requires speed. And that means turning it over to the tame Homunculus... All we know is he's called...The Stigge!

A chase scene around Olde Londone aka the Topp Geare track.

Each racer builds up speeds in the straight; each success should be noted, the victor being he who has the best speed at the end.

At each turn, roll Dex + Ride, + handling for sensible carting. If they chose to go foot downe and power through, they loose their handling bonus but add their speed rating to any success. If reduced to zero, roll a chance die - only on a 1 is the racer in a dire predicament.

The Track:

First Straight: Roll for speed

Crooner Corner: A medium turn:

-2 to handling, -2 to speed

Second Straight: Roll for speed

Chickagoe Corner: A harsh turn:

- 3 to handling, -3 to speed

Third Straight: Roll for speed

Ye Hammerheade: The Bane of Cartists:

-5 to handling, -5 to speed

Fourth Straight: Roll for speed

Wilson Bende: a minor turn:

-1 handling, -1 speed

Fifth straight: roll for speed

Von Bacharach Bende: A harsh turn:

- 4 to handling, -4 to speed

Sixth Straight: Roll for speed

Gambon Corner: A harsh turn:

- 4 to handling, -4 to speed

Cross the Line!

Eventually she will run out of track, and the Topp Geare must fight this wicked witch!

The Hagge, Amanda of Byram

Defence 2, Initiative 2, physical 2 Social 3 Mental 3

Wave sharp cudgel: 6 Dice (L)

Leathery charm: 5 dice

Evil Magics: The Hagge can

Summon forth an elemental made of street refuse: slap attack (10 dice), 10 health, 2 def, always goes last

Use her shrivelled features to stun a man in revulsion: 8 dice Vs Composure (1 per turn)

Other showy but useless magic.

Irish-haired horse: +2 handling, +1 speed. The Hagge has a ride pool of 5.

TOYOTA BEER



Wilson Bende



Ormer Corner



Gambon Corner

BEGIN THE BERE
AND GO TO DO
OTHER WAY



Von Bacharach Bende

The Kollowe-Hiraw



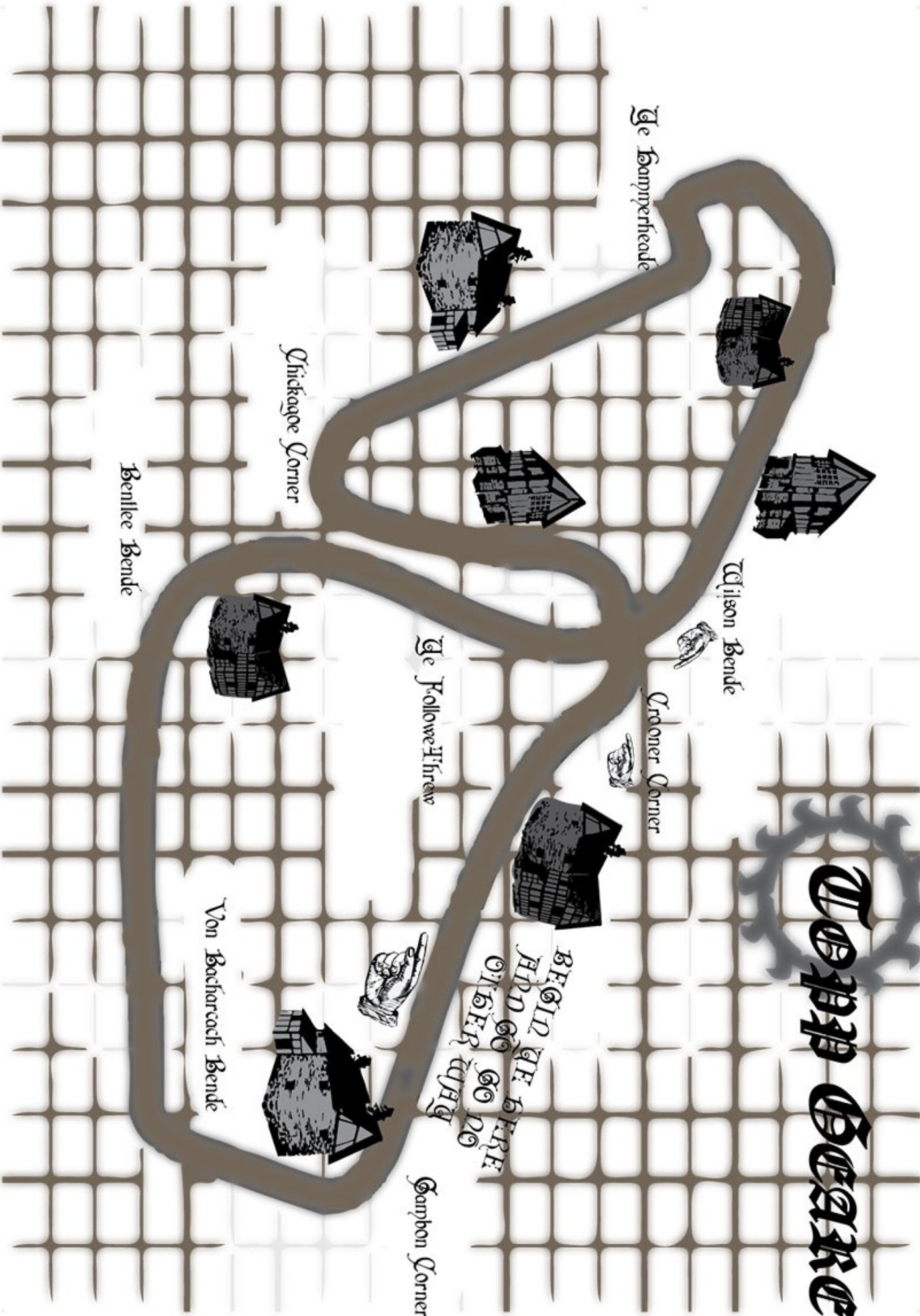
Chickagoe Corner



The Hamperheade



Bentlee Bende



Part the Third: Captain Slowe burns a witch!

Having captured Lady Byram, a spot of interrogation is required.

This is one for the players to be imaginative with. Will it be delightfully puritan torture, putting the fun back into fundamentalism? Or will it be some manner of malevolent device that does nothing but makes the noise of a duck for hours and hours? For each good idea, one piece of information can be gleaned from the Hagge, which in turn may reveal other information.

The Hagge is not untalkative, far from it. These tortures are merely to try force the Hagge to not talk about celebritee and other useless drivel and instead produce some information not related to breeches and gowns.

Information!

- * She was hired by The Nürburg Ring, and is not a member (Easy)
- * She has no idea of their intent, merely that she was hired to ruin the Great Carriage Showe on the grounds that it isn't about fashione and celebritee. (Easy)
- * She was introduced to them at a party by William Kempe, a Popular comedic actor and celebritee. (Hard)
William Kempe is famous but a little dull, so likely he was used as a go-between due to his ease of manipulability (Hard)

- * Nürburg is situated in the German district of Ahrweiler, in the state of Rhineland-Palatinate. Or nearly in France. (Medium)
- * Nürburg Castle is of medieval construction and is built upon a hilltop (Medium)
- * Nürburg Castle has actually been renovated in recent years by its current owner, and is used extensively for Lighting bottling (very hard)

- * Their leader is Count Volk (easy)
- * Full name Audi Von Benz Volk (Medium)
- * He is a magnate in bottled lightning (Medium)
- * Count Volk has been investing in carriage building for years (Medium)
- * His craftsmen have not yet produced a single carriage (Hard)
- * Lord Volk hates the current Dutch inspired carriage design. And the Italian design. In fact, he pretty much hates all carriage design (Hard)

As they finish with the Hagge, a representative of the ever elusive Producers will appear, and provide a note.

"You must now find your way to the home of the Nürburging Ring. To allay suspicion, you must do so with cart and horse or other such vehicle that are valued at Six Pounds, Nineteen Shillings and Nine Pence or less. If you happen upon such good fortune, you may spend the excess on killing out your cart as you deem fair"

This is worth around £750 modern day, or in those times, will buy three oxen. Now the Topp Geare must retire to the extremely secret laboratoree and workhouse, situated just outside Bramley and Bucks Green. Here they can prepare their vehicles for travel to Nürburg.

Once prepared, they will need William Kempe in order to infiltrate Castle Nürburg. He can be found with his scribe, penning the latest series of his theatrical work, "William Kempe upon Gangs", which focuses on the naer-do-wells and criminals of various locations. Conveniently, he is penning in South Olde Londone, so he can be nabbed before departing on the ferry to France.

If taken by force, he will try and run. He is deeply out of shape and will gibber on the floor if given even a single point of damage. If he is to be coerced, some manner of ingenious plan will be required to make him come along. He isn't too bright so it doesn't need to be too clever, but the more outrageous the better. Ideally stored in the boot of one of the Topp Geare's carriages...

Part the Fourth: Upstart in a reasonably priced Cart

Making the way to Nürburg Castle, a journey of several days, has opportunities for side distractions:

The ferry being full of Frenchmen

Stopping for refreshments and offending the locals

En route prankery

As is tradition with the Topp Geare, having some manner of break down or failure results in the standard practice of leaving the man behind. Give the slacker a chance to catch up and inflict appropriate tomfoolery on the others

A battle sight or other landmark the Topp Geare can totally fail to appreciate.

After some racing and hi-jinks, they will arrive at Nürburg Castle. They will arrive at night. It is situated upon a hill and surrounded by forest. Taking the main road they will not need to sneak unless they make a point of drawing attention. A sneak through the forest will be slow and ultimately pointless but amusing.

Getting into Nürburg Castle can be done in a few ways:

The Drains: They will require 3 successful Sta + athletics / survival roll to navigate and resist the smell. No stealth rolls required.

The Walls: They will require several Str + Athletics rolls, until 7 successes are reached. Every roll also requires a stealth roll.

The Front Gate: This is guarded and the watchmen are dour and joyless. Either an amazing plan or using William Kempe, who has visited Nürburg Castle before and is known.

The castle has had some renovation in recent years, with a new number of buildings inside the walls. There are guards around at any point, and moving between buildings sneakily requires Dex + Stealth. All guards have 8 in club, 4 in pistol (reload takes 3 rounds), a Defence of 3 and 3 health.

Sheds: Spread around conveniently.

The factory: Where Count Volk's company collects the bottled lightning. Several cables run from this building to the tower, a pylon atop which acts as a lightning rod. Inside there are normally dozens of workers, but currently it is empty as the Count is hosting.

Warehouse: This is the largest building, and full of new carriages, ones that seem to have no harness for horses...

The Tower: Count Volk's personal residence and laboratory. The Tower has a spiral staircase that leads all the way to the top. If Count Volk feels threatened, he will run for the roof and one of the balloons moored on the roof, which are used to travel to his secret airship (see below)

The Grand halle: Here the Nürburg Ring meet. Inside there are a circle of twenty odd moustachioed, red nosed, masonic looking types. Mostly lower nobles, wealthy industrialists and other types. They are speaking German, French, Dutch, English, so the Topp Geare won't stand out immediately on a Manipulation + Subterfuge roll.

The leader of the Nürburg will eventually reveal himself. Count Volk will stand, raise a minuscule sherry glass and begin a monologue; He will explain he wants to replace all the varied models of carriages with his standard model. This model, his Volk's Vagon, will run on Bottled Lightning.

This alone should gall Doctor Jeremee, who of course regards such fuels as idiocy and the lightning rods to be an eyesore. If he doesn't go ape, then William Kempe will do something stupid. Either way, the Nürburg Ring feast will descend into a farce. Count Volk will flee for the Tower. On the roof he will take a balloon to his secret true airship, floating high above ...his Volk's Zeppelin! He will monologue till out of ear range about how he will destroy the The Great Carriage Showe!

Part the Fifth: Sir Ricardo is possessed by a devil!

As the Topp Geare see Count Volk depart in his sizeable and armed Volk's Zeppelin, they are left with a few courses of action:

Warn the English army and the Great Carriage Showe: Hard in the days where carrier pigeon is the fastest means of communication. Perhaps some manner of rocket driven pigeon? Or a mail-shell shot from a cannon?

Pursue by land: Just getting to the nearest city would take as long as it would for Count Volk to make it to Olde Londone. Unless some kind of rocket powered or magickal device is concocted.

Pursue by air: There is another balloon. It is no match in speed or size for the Volk's Zeppelin, but if enhanced by rocket, magic or other act of madness, could catch up.

If the Topp Geare focus on getting there first, then make it an epic race, all about speed and obstacles. Play it by ear and cater it to the players own level of frivolity. Ultimately their success hinges on the quality of their plan - if madcap and ingenious, then they should arrive with enough time to have the Army ready to fight the Volk's Zeppelin. If not a great plan, they will arrive in the midst of a great battle, and either join in or appropriately hide!

If they choose to take to the skies, then a bit of a chase should ensue. Once they catch up with the massive cigar shaped Volk's Zeppelin, they can board and attempt to take over or sink the damnable thing.

The engines: Powered by lightning batteries, which make up a substantial amount of the Volk's Zeppelin's weight. If the engines are damaged, the airship will slow down or stop. Destroying them won't sink it.

The balloon: The only sure way to sink the airship. It is thick and has some fail-safes, so a device would be required to total it, not merely cutting a breech in the skin.

The artillery: the cannons are lightning cannones. Their bottled lightning charges will not explode when set on fire, but are most of the Volk's Zeppelin's weight. If dumped, the airship will soar higher and higher, beyond it's safe control height.

The Bridge: Count Volk is here, alongside several guards. There's is only one door into the bridge inside, but there are windows that could be accessed from outside (dex + athletics to climb on outside)

Guards:

club 6 dice pistol 4 dice

Defence 3 health 3

Count Volk has his own tame homunculus. Known only as the Shoe Maker (through Volk pronounces it 'makker' due to his accent)

Clumsy Brawl 10 dice Drive 10 dice

Defence 6 Health 10

Like the Stigge, the Shoe Maker is fireproof (-4 damage), takes only bashing damage from firearms and falling.

Count Volk (only fights if cornered. Will beg for his life with no shame)

Sword 8 dice (L), Pistol 6 dice (1 shot)

Defence 4 Health 5

If the fight goes poorly, then just as the Topp Geare are on the ropes, a mighty boom will rock the Airship. Their antics have slowed the ship enough to give the Army time to prepare cannons (Doctor Jeremees designs, no less!). Either through the Topp Geare, or the Army, the Airship will be blown to pieces. Give the Topp Geare escape via Balloon.

Regardless of who saved the day, in the Newsrags will focus solely on the Topp Geare's misbehaviour and antics. Oh well...

And Upon That Bombe-Shell... Good Nite!

Doctor Jeremee Jezzer Clark-Son

Int 3 Wits 4 Res 4
Str 3 Dex 2 Sta 3
Pre 4 Man 1 Com 2
Health 9 Willpower 6 Defence 2 Initiative 6
Skills (Mental)
Academics (Jars) 3
Crafts (Hammer) 4
Politics (Insult Lord Morganne) 1
Science 4
Skills (Physical)
Drive (Rocket-powered) 3
Firearms 3
Weaponry 3
Skills (Social)
Intimidate 2
Persuasion (Newsrag) 4
Merits
Bigger Than thou (+1 Health)
Horse (Mercedus) +2 speed, +2 handling
Fame +2 social when known
Languages: Englishe
Wealth 4
Flaws
Enemy - Lord Piers Morganne
Lazy (-2 to running, climbing, or fitness)
Special Gifte:
Doctor Jeremee may spend a point of Willpower to engage in a scene of building some manner of improvised engineering using Wits & Crafts. Each of his constructs is big, noisy, powerful and dangerous to the user. He suffers no penalty for lack of suitable components due to his healthy disregard for health and safety and anything French.



Doctor Jeremee Jezzer Clark-Son, the nominal leader of the motley rabble known as the Topp Geare. An opinionated and blustering oaf with qualifications in Engineering, yet popular with the common man. His regular pieces in Ye Sunne and Ye Sundae Tymes cover such broad topics as carting, the idiocy of philosopher-politicians, Catherine of Aragon and his widely publicised feud with the disgraced Lord Piers Morganne.

Known to oft utter "POWERRRRRRRRR!" while travelling upon one of his manic inventions.

Captain James ~~May-Be-Longer-Getting-There-But-You-Should-Learn-Along-The-Way~~ Slowe

Int 4 Wits 3 Res 4
Str 2 Dex 3 Sta 3
Pre 3 Man 2 Com 4
Health 8 Willpower 8 Defence 3 Initiative 7
Skills (Mental)
Academics (Historica) 4
Crafts 2
Investigation 3
Science 4
Warfare 2
Skills (Physical)
Athletics 1
Drive 2
Firearms (slow and aimed) 4
Pilot (Baloone) 2
Survival 2
Weaponry 2
Skills (Social)
Persuasion(Newsrag) 2
Socialise (Fiddly little details) 3
Merits
Horse (Benteley) +1 speed, +3 handling
Languages: Englishe, Greeke, Latin, French
Germanic, The Elderly
Wealth 2
Flaws
Navigation Blinde - -5 to all map rolls
Boringly Sensible (-2 social to under 50s)

Special Gifte:

Captain Slowe may spend a point of willpower to roll Int + Academics to find mostly trivial but occasionally useful information, even when logic would dictate such knowledge would be present. Every 3 success results in a useful lead.



Captain James ~~May-Be-Longer-Getting-There-But-You-Should-Learn-Along-The-Way~~ Slowe is the eldest looking and thus wisest seeming of the Topp Geare. A captain of G_D knows what but who delights in long lectures about historical minisculae and irrelevancy. Yet his sage exterior hides such eccentric antics as building a dwelling from the stolen treasure of the Danish royal House of Lego, Captain Slowe is also a respected contributor to the Daily Telegraffe, a slightly more highbrow rag. Known to oft utter "Oh Cocke!" when hitting a snag.

Sir Ricardo De Hámster

Int 2 Wits 2 Res 2
Str 2 Dex 4 Sta 2
Pre 4 Man 4 Com 3
Health 5 Willpower 5 Defence 3 Initiative 5
Skills (Mental)
Academics (Art) 3
Craft 2
Occult (Claptrap) 2
Politics 3
Science 2
Skills (Physical)
Athletics 3
Drive 3
Stealth 3
Weaponry 2
Skills (Social)
Animal Ken 2
Expression (Paint, Fiddle) 4
Persuasion (Newsrag) 3
Socialise (Fancy do) 3
Streetwise 1
Merits
Horse (Porsh) +3 speed, +1 handling
Languages: Englishe, Spanish, French
Wealth 4
Flaws
Small: -1 health, +1 defence

Special Gifte:

Sir Ricardo may spend a willpower and roll Presence + Persuasion/Socialise/Streetwise to ingratiate himself via charming incompetence, even in hostile circumstances.

Sir Ricardo De Hámster is a courtier with a preference for ostentatious attire and overpriced nicknacks. Apart from Topp Geare, he has numerous other involvements, such as Brainiak: Der Sciens Abus and some kind of underwater opera. He had a nasty incident with a Vampire where he fell off Elvington castle. This near death incident may have been the closest Doctor Jeremee has ever come to expressing an emotion other than 'Hungry'. He writes for the slightly pro philosopher-politician with a peasantry twist newsrag The Dailee Mirrorre, which is rubbish. Known to oft utter "That's not gone well!" after a blunder.



The Stigge

Int 2 Wits 5 Res 2

Str 4 Dex 6 Sta 5

Pre 1 Man 1 Com 2

Health 12 Willpower 4 Defence 6 Initiative 9

Skills (Mental)

Academics (Musical Obscura) 3

Crafts 3

Skills (Physical)

Athletics 3

Brawl 3

Drive 5

Skills (Social)

Animal Ken (Horse) 4

Merits

Languages: Stigge, Horse

Flaws

Seemingly mute, illiterate and hates charades

Incapable of operating any complex machine
other than a wheeled vehicle

Does not understand 'Money'

Special Gifte:

The Stigge is fireproof (-4 damage), takes only
bashing damage from firearms and falling, and
if reduced to zero health will be replaced by
another, less talkative Stigge.

Some say he tried to put Catherine of Aragon
in a whisky barrel ... and that he's allergic ... to
the Dutch.

All that we know is that he's called... THE
STIGGE.

This tame homunculus is the resident driver of
the Topp Geare, in that he is used to test

dangerous and fast things. He is said to have Mansell's Disease, which means even if he chose to speak his
opinions would be rubbish. He does have a strange fondness for foreign and eclectic music, from sitar to spoons.
It is speculated The Stigge may indeed have the brain of a horse, thus explaining his rapport with equines, skill
at speed and inability to climb ladders without guidance.

He is not known to utter anything.

