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The city of London is not the best place to be a mad scientist. Thirty years after the death of the infamous Dr. Frankenstein, its citizens have gotten awfully good at killing creatures, destroying laboratories, and generally wrecking anything new or strange-looking. Soon, every scientist within city limits will find themselves behind bars, unless someone can turn their luck around, and fast.

This someone, it turns out, is a respected gentleman, an illustrious socialite— who also happens to be a scientist himself. He believes that rogue science can survive— and thrive!— as he has, if only they could improve their reputation in the public eye— and he plans to give them one hell of an image makeover. Together with his Society for Arcane Science, he can end the reign of fear and superstition that has held London captive for decades so long as no one discovers his one little secret, a secret that could ruin him and unravel the lives of everyone he knows.

This man's name is Dr. Henry Jekyll.

Have 1,000 creation points to survive Victorian London.

AGE, RACE & GENDER

These things matter quite a bit in this particular place and time, so I simply couldn't justify charging you points to change them. Anything you'd like, within reason.

ORIGIN

Rogue Scientist- One of Henry's little friends at the Society, eh? You might call yourself a neoalchemist, extremofauna zoologist, ectoplasmic pathologist, or something else exotic. The point is, you're trying to fit in with society instead of making them tremble before you, and dressing up mad science in respectable clothing.

MAD Scientist- Or you can take the path of the truly mad scientist and you'll show them. You'll show them ALL!!!

Gentleman/Lady- Posh, highly bred and monied, you represent the elite of the era. Highly respectable.

Scoundrel- And on the not-at-all-respectable side of the fence, we have the seedy criminal element, which is also thriving in this soot-covered, poverty-filled hellhole of a city.



PERKS

Glass Scientist (-100 cp, FREE Rogue Scientist) In Henry Jekyll's office there is a glass case of deadly poisons. The case provides a veneer of respectability, you see. Like the case, you can dress up new ideas and mad science to appear harmless and respectable.

Neoalchemist (-200 cp, discount Rogue Scientist) Invisibility serums, subtle poisons, superspeed formulae, if the Victorians ever imagined it could be done with chemistry, you can do it.

Extremofauna Specialist (-400 cp, discount Rogue Scientist) You are an expert in the making, care, handling and such of all forms of extremofauna- monsters, to the uneducated. Whether a wounded werewolf or a rampaging Kaiju, you know how to calm, feed and treat these wondrous beings.

Arcane Sciences (-600 cp, discount Rogue Scientist) Science is not novel technology, that's a product. Science is a process of studying and learning from the universe around you. This is first a promise, there is nothing beyond understanding, though it may take time, if you stick to the process. And as learning supports learning, all you know of science helps you learn and study things even faster- making connections, seeing things in a new light.

Survivalist (-100 cp, FREE Mad Scientist) To be a true mad scientist is to forsake corrupt and vile society. Which does mean you'll have to live on your own and not accidentally make yourself sick drinking the fungal water. Fortunately, you are skilled in wilderness survival. Even in the frozen Arctic, you at least won't be dying like a punk.

Legend (-200 cp, discount Mad Scientist) Your reputation spreads easily, far and wide. You can disable it at the beginning of a Jump, but once disseminated, a legend is not easily recalled.

Life Sciences (-400 cp, discount Mad Scientist) Like Dr. Frankenstein, you understand the mechanisms to raise the dead. Like Dr. Moreau, you know how to combine and create life. Please use irresponsibly.

Perversions of the Natural Order (-600 cp, discount Mad Scientist) The laws of physics get very... flexible when you're doing engineering. Usually in ways that benefit you. Conductors conduct slightly better, resistors are a little more resistant. As your projects grow in scale, so does this effect. You may even build mecha that ignore square-cube law. With enough time and resources, who knows? Reality can be whatever you want.

Genteel (-100 cp, FREE Gentleman/Lady) You always dress and appear your very best. It's a small thing, but it can have a disproportionate impact on people.

Educated (-200 cp, discount Gentleman/Lady) You have a very broad knowledge of politics, history, geography, mathematics, astronomy, basically everything needed to have a serious academic discussion in the 1880s. Updates in future Jumps.

Financier (-400 cp, discount Gentleman/Lady) The main difference between the monied and lower classes is, of course, money. So though it may be crass to engage in commercial enterprise, still you are a skilled trader and investor, and barring foolishness or some truly miserable luck can multiply any coin you lay a hand to.

A Silver Tongue & A Charming Smile (-600 cp, discount Gentleman/Lady) Charisma makes the world go round, and you could fast talk a werewolf out of police custody or get people to fawn over a rotting zombie-dog. There are limits to all things, of course, but your ability to talk your way out of trouble or get what you want has few limits indeed.

Tobey (-100 cp, discount Scoundrel) What sort of scoundrel can't make it on the streets? You know how to pick a pocket, run the most common street-cons and otherwise rustle up a little cash in a hurry.

Particularly Agile (-200 cp, discount Scoundrel) You know, not just anyone can leap onto a man's shoulders, vault from there up to the rooftops and send a rotten beam crumbling down on the peeler who thought they'd had you cornered. But you are hardly just anyone. You are amazingly sure-footed and skilled at parkour, particularly the haphazard and crumbling rooftops of London's poorer areas.

Ears to the Ground (-400 cp, discount Scoundrel) You naturally make friends among the working and criminal classes, people who hear things and will be happy to do you a couple small favors.

Mr. Seek (-600 cp, discount Scoundrel) Seek and ye shall find. Knock, and it shall be opened. Whatever it is you need, keys to the Bank of England, an invitation to a royal ball or the tallow of a hanged man, you can find it in a timely manner.

ITEMS

Glass Cabinet (-200 cp, free Rogue Scientist) A restocking supply of ectoplasm, phlogiston, and other rare chemicals and poisons.

Arcane Society (-400 cp, discount Rogue Scientist) A safe refuge for all forms of mad scientist, with all manner of facilities useful to their pursuits. Attracts anyone inclined to such things.

Monster (-200 cp, free Mad Scientist) A loyal servant who will aid you and perhaps crush your enemies, whether a hulking Kaiju or something more restrained is up to you.

Doctor Moreau's Island (-400 cp, discount Mad Scientist) A safe retreat from the world and the laws of man, where natural law can be broken without censure. People cannot find this island unless shipwrecked or they have already been.

Invitations (-200 cp, free Gentleman/Lady) A person of your standing should never have to wait, or gate-crash. You have tickets to every show, voyage, or

event that may require them, reservations at all the finest dining establishments, and invitations to all social events worthy of the name.

Filthy Lucre (-400 cp, discount Gentleman/Lady) You have enough funds to support an entire academic society out of essentially pocket change. In fact, until you start trying to square national debt or purchase lands larger than, say, Yorkshire, you will find you always have sufficient funds.

Contacts (-200 cp, free Scoundrel) Whenever you need some off-the-books work done, or an eye kept out for certain characters, you have some friend in the underworld, or someone who owes you a favor, to handle it.

Blackfog Market (-400 cp, Scoundrel) The black market has certainly gotten far more interesting in these days of mad science. Any exotic needs for your research are easily found in this smorgasbord of wonders, and it's quite profitable too.

COMPANIONS

Friends (-100 cp) Import up to eight Companions with 800 cp of their own to spend.

Associates (-100 cp) The best part about being a mad scientist? You get to make your own friends. If you want to bring anyone you meet or create here on your travels, pay for the privilege here.

DRAWBACKS

The Spirit of London at Night (+100 cp)

You think, speak and act in the most overblown, dramatic and edgiest manner possible. Despite all your efforts to be cool, you will in fact sound like a massive dork.

"Science and Things" (+100 cp)

You've a very particular gift for sticking your foot in your mouth, and sounding like a quarrelsome or dismissive idiot at the worst possible times.

Secret Scot (+100 cp)

You have a natural, thick Scottish accent that mostly only comes out when you're tired, distracted or drunk. Other people will make fun of you for this, and London society as a whole will look down on you for it.

Bad Wolfsbane (+200 cp)

You've had something of a bad potion, and now turn into a furry wolfman at unpredictable intervals, usually shredding your clothes in the process. How embarrassing.

Bleeding Heart (+200 cp)

You've a most serious affliction- you can't turn away people in need. And in Victorian London, my friend, there's an awful lot of those.

Cultists (+200 cp)

These Cthulhu cultists are everywhere since that bad bit of business with the *Emma*. Now they're convinced you are somehow the key to freeing their dark master, probably through human sacrifice. Best of luck.

Pure English Repression (+200 cp)

You find it... difficult to express sincere emotion, especially when it is most needed. Some would argue you're the ideal for a Victorian gentleman, and any feelings that don't fit that mode, why you'll just bury them deep within your soul and never talk about them.

Eyes Peeled (+300 cp)

The Peelers, that is, the constabulary, are seeking you in connection with an infamous crime, such as burning down a generous portion of the city. Your name and image have been widely circulated.

Rational Explanation for Everything (+300 cp)

Look, a lot of things can be excused by a poor understanding of the universe, but not outright magic. Lose access to any perks or items that would be out of place in a mad science story from this period.

Unleashed Id (+400 cp)

You have an alternate persona. Not evil, precisely, but unrestrained. Wanting what they want, and willing to do whatever it takes to get it, no consideration for others or future consequences. They can influence you, subtly, and take control whenever it would be least convenient for you.

FIN

Go Home- All journeys one day end. If not home, then where?

Stay Here- An interesting choice to settle down in, but who can resist the siren call of gaslight/mad science romance?

Move Forwards- It's been, and it's been fun, but time to see what else the Chain has in store.

NOTES: Hey, if you're reading this, you're probably online and can read the comic [Here](#)