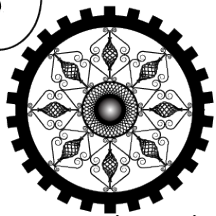


## Kristofer Klank

Kristopher gets his name because, well, he clanks. After a laboratory explosion, much of his body was replaced with iron parts. He believes that it has made him stronger, albeit noisy.



4  
10  
2  
5  
2  
1  
1  
0  
1



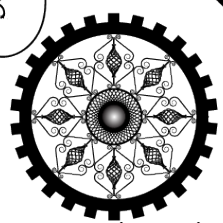
Research Pool

# Jann Jansson



Jann comes from Wisconsin and he worked in a lumbermill there. He started building creations to help the lumber industry. He was popular with the girls, but his inventions went too far for the conservative townsfolk and he was forced to leave.

-  4
-  10
-  1
-  6
-  1
-  1
-  1
-  0
-  1



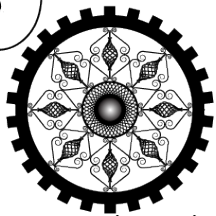
Research Pool

## Charles Chevallier

Charles was raised by former French nobility; he believes that machines and mechanics are not a suitable pursuit for a noble. Consequently his skills are rather lacking in that regard -- he has a blind spot where machines are concerned.



	4
	10
	4
	4
	-1
	3
	1
	0
	1



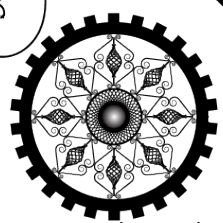
Research Pool

# Donald van Gekhoof



Donald is unpredictable and well on the way to madness. He is quick to attack and good at defence; his creations reflect this. He is unstable, however -- at the start of his turn draw a results card. If odd, use first research values, even, the latter, and '\*' add the two.

-  4
-  7
-  4
-  5
-  1/2
-  2/1
-  1
-  0
-  1



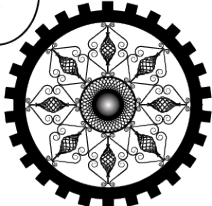
Research Pool

# Calpurnicus Smith



Calpurnicus is an American and believes strongly in the ideal of the rugged individual. As a result, he works alone in his lab and won't hire any assistants. He is currently being sued for discriminatory labour practices by the International Gathering of Organized Research Servitors.

-  4
-  10
-  2
-  4
-  3
-  3
-  0
-  0
-  0
-  1



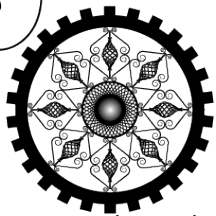
Research Pool

## Katerina von Schmidt

Katerina was bit by a dog when she was a child. As a result, she has a deep-seated and abiding fear of animals. She has spent her life learning about machines as a consequence.



4  
9  
3  
5  
4  
-1  
1  
0  
1



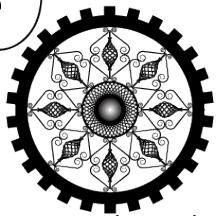
Research Pool

## Gunter von Krakenburg



The Duchy of Krakenburg lies on the coast of the Baltic Sea. Despite not having much experience with monsters, he has an innate understanding of anything with tentacles or from the sea. He can disregard any monster costs associated with those sorts of components, but loses a point of sanity.

-  4
-  10
-  3
-  4
-  3
-  0
-  1
-  0
-  1

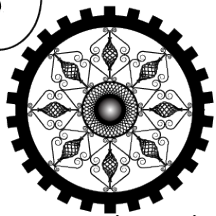


Research Pool



## Richard Goldman

From a family of wealth and luxury, Richard has an abiding interest for science, even if he's missing the gift. His imagination works just fine and money can make up for what he might lack otherwise.

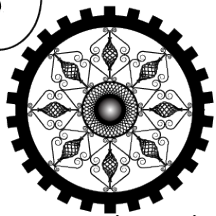


Research Pool



## Margaret Crumbneck

Margaret comes from a hardworking but comfortable cartwright family. An only child, she was given the freedom of the family's workshop, where she experimented with ways of improving locomotion. Over the years she has built many devices and contraptions.



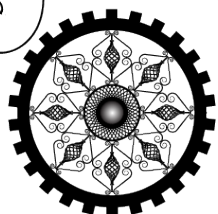
Research Pool

## Elizabeth Étoile

Elizabeth is, unfortunately, a mechanophobe. Her father was killed by an experimental automaton before her young eyes. As a consequence she is slightly deranged, but, as yet, it has not affected her scientific abilities.



4  
9  
3  
4  
-1  
6  
1  
0  
1



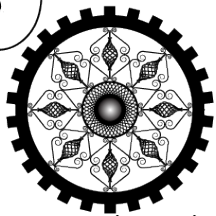
Research Pool

## Susan Nadzornik

Susan was considered an uncanny child at Anthracite Knoll School near the centre of London. She has an exceptional knowledge of science and history. Not much is known about her past, save that she travelled extensively with her grandfather when she was young.



4  
10  
1  
1  
4  
4  
1  
0  
1



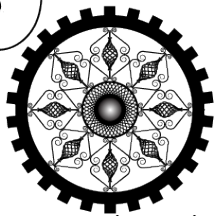
Research Pool

## Briny Air

Briny was raised at an orphanage run by a fringe religious order. Their teachings left her a bit... odd. Intelligent flirtatious psychopath just about covers it.



4  
8  
4  
3  
3  
4  
1  
0  
1



Research Pool