

## The Conservators – a company for In Her Majesty’s Name

There are many who believe that the purpose of the British Museum is to collect, catalogue and exhibit items of historical, artistic or cultural interest for the delectation and education of the great British public. Few realise its far more important function. As the British Empire expanded its soldiers, diplomats, traders and missionaries began to come across extraordinary artefacts, many of which were quite dangerous, especially in the wrong hands. So the British Government set up the British Museum with the singular purpose of recovering these artefacts and putting them where they could do no further harm.

Sir Harold Collingwood is the Conservator-in-Chief of the British Museum and to most people he is just an enthusiastic academic. To those in the know he is the leader of this global effort to track down and recover extraordinary artefacts. He does employ a number of other companies to do this work, especially those of Lady Helen Quatermain and Lord Curr, but often leads his own company of antiquarians, adventurers and staff into the fray.

The opposition to the Conservator's efforts include the Society of Thule, the Servants of Ra, the Airship Pirates and the Okhrana. So it is can be very risky work, never mind the dangers the artefacts themselves pose.

Although the Conservators have the largest collection of artefacts in the world they are not supposed to use them, which often places them at a disadvantage. Thus they have to rely on the unusual abilities of their members. A good example is Sir Harold's daughter Abigail. Her mother died when she was an infant and she grew up in the labyrinthine corridors and collections of the Museum. Her fluency in a wide range of dead languages has led her to become an accomplished sorceress in her own right. Now in her twenties she is often a key member of her father's expeditions.

Francisco Sforza is a handsome Italian rogue who serves the Museum only because he is infatuated with Abigail. He broke in one night to steal the feathered crown of Montezuma and has never left. Abigail is not sure if her effect on him is real or due to the Diadem of Cleopatra she was wearing when he first saw her. However, despite her father's ongoing disapproval, he has proved very useful on a number of missions. Unbeknownst to them he is also the younger son of the Duke of Milan.

Sir Harold himself is quite extraordinary. He seems to be a short, portly and dapper old gentlemen with piercing blue eyes. Yet he is also a former member of the Explorer's Club and a good shot, fluent in a couple of dozen languages, a polymath and once fenced for Oxford. Those who have underestimated him have paid for that mistake.

Then there are the Porters. These seem to be men whose best years are behind them and can most often be seen cleaning floors or moving exhibits in their standard issue long grey coats and bowler hats. In fact most are skilled military veterans and they are held in some regard by their enemies. No matter what skill is required there always seems to be a Porter with what is needed.

These stalwart chaps are led by their Chief Porter Jack Borrage. He is a dour and pessimistic man but with a strong sense of duty. He will follow Sir Harold into the fiery Pits of Hell, complaining bitterly every step of the way.

Figure	Pluck	FV	SV	Speed	Cost	Talents/Powers	Equipment
Sir Harold	3+	+2	+2	+0	38	Leadership +2, Erudite Wit, Hunter	Magneto-static Waistcoat, Pistol, Swordstick
Abigail	4+	+0	+2	+1	11	Up to 25 points of mystical powers	Lined Coat, Pistol
Sforza	3+	+3	+2	+1	33	Intuitive, Marksman (Knives)	Jack, Fighting Knife, Throwing Knives
Borrage	4+	+2	+2	+0	26	Leadership +1, Tough	Lined Coat, Edison Arc Truncheon, Pistol
Porter	5+	+1	+2	+0	20	Tough	Lined Coat, Edison Arc Truncheon, Pistol

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### Options

- When in the field Sir Harold can take a Hunting Rifle (+16 points).
- Abigail can wear the Diadem of Cleopatra which gives her Unearthly Beauty (+10 points).
- Sforza can exchange his fighting knife for a Rapier (+1 points).
- Any Porter can have one of the following talents; Engineer (+5 points), Medic (+5 points), Marksman (+5 points) or Skirmisher (+5 points).
- A Porter can also take a Carbine (+5 points) or a Military Rifle (+9 points). If they have the latter they can take a Bayonet (+3 points) and the Bayonet Drill talent (+3 points).
- Any figure may take a bicycle (+3 points). Note that bicycles are very popular with the Porters.
- One Porter can deploy in a Johnson Mk VII mechanised walker as they use these to move heavy exhibits around the Museum (+22 points).
- Any figure can take the Swimming talent (+3 points).
- Any figure can take a Murton's Maritime Life Preserver (+1 point) and/or a Breath Preserver (+2 points).