

Clockwork Prosthetic Limbs

Faithful readers of *Popular Invention* will, of course, remember our June 1872 issue in which we featured a profile of master Dwarfish craftsman, Elrich Clocktinker and his most famous invention: the Clockwork Servant.

A gentle and generous soul, Master Clocktinker took the perversion of his invention by nefarious Mastermind, Count Iglio Cagliostro, as a wound upon his heart. Though none would argue culpability on the part of Master Clocktinker for the injury caused throughout New Europa by Count Cagliostro's Clockwork Warriors, he has nevertheless sworn to make amends.

While visiting the Dwarfhold of Black Hold, Master Clocktinker observed another Dwarf feeding coal into a hopper with the aid of a clockwork prosthetic arm. Such devices, a boon to those who have suffered lack of limb due to war or industrial accident or circumstance of birth, are not uncommon in modern society but the technology has advanced little since the Napoleonic Wars. While functional, the type of limb observed by Master Clocktinker wore on the body due to weight and could be quite easily knocked out of alignment and malfunction. Surely, thought Master Clocktinker, if he could create a Clockwork Automaton, he could invent a better, more comfortable prosthetic limb?

To aid in this new quest, the inventor sought out Somerset craftsman, James Gillingham. For over a decade, Mister Gillingham had achieved fame for turning his superb skills in shoemaking to the crafting of famously com-

fortable and functional artificial limbs from leather and wood. Mister Gillingham's work has been described as strong, light, durable and unlikely to get out of repair.

The two craftsmen got along like fast friends and, in less than a month, had devised a prototype which married Master Clocktinker's brilliant and lightwork clockwork with Mister Gillingham's beautiful leatherwork. They further consulted none other than Florence Nightingale, an expert on battlefield injuries, to help refine the control system and fitting of their new invention.

Each Gillingham and Clocktinker Prosthetic Limb must be custom fitted to the recipient. Legs operate more or less automatically and work well with the body's natural motion to allow a wearer to stand, sit, walk, or even run. Arms, however, require a more complicated control system involving a shoulder harness and a series of cables. By adjusting one's shoulders in specific motions, the wearer of the prosthetic limb can command the arm to bend and twist at the elbow and wrist and even control each digit on the hand individually. Having watched a demonstration of a Gillingham and Clocktinker Arm we can attest with utmost confidence that anyone fitted with one will regain, with some practice, a full range of motion and capability.

Despite the custom and complex nature of each Gillingham and Clocktinker Prosthetic Limb, they remain quite affordable. Master Clocktinker receives a tidy sum in



royalties due to his patents on Clockwork Entertainment, an interactive toy quite beloved by children across New Europa. He uses this small fortune to aid those who require it by paying for a portion of each limb himself, as needed.

We salute Master Clocktinker and Mister Gillingham and their work. While we hope the number of accidents and wars in this world decline, we know there will always be those who will have need of these astounding prosthetics and how glad we are that they exist!

Gillingham and Clocktinker Prosthetic Limb

Cost: 100c

Size: Tiny [10 Wounds]

Powered by: Complex and intricate metal Clockworks, driven by a pumped main-spring.

Controlled by: Either the body's natural motion (leg) or a series of motion-controlled cables running from the shoulder harness to the limb (arm).

Gadget Slots: 4

Notes from Tom Olam

Some of you might be wondering about the rules for clockwork prosthetics. I'll cover that here. Castle Falkenstein isn't exactly what you'd call a "rules heavy" RPG, so I'll try not to bog down things too much here.

Can a Dramatic Character begin play with a Clockwork Prosthetic?

Absolutely. It honestly isn't much different than letting them start play with a gadget-stuffed walking stick or pocket watch.

How does one fit and repair a Clockwork Prosthetic?

To fit a clockwork prosthetic to someone's body for the first time, all that's needed is a Good Tinkering or Surgery Feat. After that, the wearer can take it off and put it on without aid in a single Turn. Repairing a damaged Clockwork Prosthetic is harder but they are specifically designed to make it as simple a task as possible. The Requirement for such a Tinkering Feat is Great.

Should there be a Penalty for Feats during which a Clockworks Prosthetic is used?

No. I've watched Otto von Bismarck use his clockwork arm to play chess, eat a meal, sign papers, and swing a sword with finesse and skill. And he's wearing an older model! There's no reason to penalize Dramatic Characters for having a prosthetic limb. After all, if a giant airship made of paper can fly through the sky, there's no real reason an artificial arm can't be as nimble as one made from flesh and bone.

