



Character Creation Summary

Step One. Character Concept

Decide what sort of character you would like to play. Make some notes on your character's background. Determine the fundamental aspects of the character's personality. Choose a Calling (see pages 119–134); there are six – **Aristocrat**, **Criminal**, **Dhampir**, **Doctor**, **Mourner** and **Undertaker**. There is one optional – **Anathema** (see page 323) – but check with your Narrator.

Step Two. Select Starting Attributes

Characters begin with 1 in each attribute. You have 25 attribute points to spend to increase your character's attributes. The cost of skills is cumulative and each rank costs a number of points equal to its new value. A new skill costs a single skill point since its new rank is 1. Hence, having an Attribute of 2 means you spend 2 points; buying an Attribute of 3 means you spent 5 (considering you start with 1 in each Attribute for free). Unspent attribute points are doubled and added to the character's Custom Point total. Determine the character's Prowess by adding together his Coordination and Wit.

Step Three. Select Skills

A character's Calling gives him a list of starting skills. You have 25 skill points to spend on increasing skills or purchasing new skills (see pages 148–167). Buying Skills works exactly the same as buying Attributes, save you do not start with a free point. Skill points not spent are lost.

Step Four. Corruption

Choose your character's starting Corruption Path and Affliction (see Chapter 2, pp. 87–90; also see Chapter 3, pages 136–146).

Step Five. Select Qualities and Impediments

The player can further personalize his character by selecting Qualities and Impediments (see pages 167–194). Qualities may be purchased with Custom Points or offset with points from Impediments. A character may take up to 10 points each of Qualities and Impediments. Impediment points in excess of the character's Qualities are added to the character's Custom Points. A character may gain up to 10 Custom Points from Impediments.

Step Six. Spend Custom Points

You have 5 Custom Points plus any gained by a disparity between Qualities and Impediments and any gained in return for unspent attribute points to spend on increasing or purchasing attributes, skills, or Qualities.

Step Seven. Finishing Touches

Buy equipment and weapons (see Chapter 4, pp. 197–234). Detail the character's appearance and finish customizing the character's backstory.

Master Skill List

Academic Skills (p. 148-154)

Alchemy
Cryptography
Forensics
Galvanics
History
Hypnosis
Law
Medicine
Natural Science
Occult Lore
Psychology
Thanatology
Theology

Combat Skills (p. 161-165)

Archery
Artillery
Melee Weapon
Pistol
Rifle
Thrown Weapon
Unarmed Combat

Basic Skills (p. 155-161)

Acrobatics
Acting
Appraise
Arts
Concentration
Demolitions
Disguise
Drive Carriage
Etiquette
Gambling
Language
Performance
Photography
Ride
Swim
Torture
Tracking
Trade

Criminal Skills (p. 165-167)

Escapology
Forgery
Lock Picking
Pick Pocket
Safecracking
Shadow
Streetwise



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