



## 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 fundamentals 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 ranks costs a number of points equal to its new value. A new skill costs a single skill points 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



To learn more, go to [www.eos-press.com](http://www.eos-press.com) and [www.newdarkage.net](http://www.newdarkage.net)