

x1 -- Working Class			
2x1	Apprentice	+1 COORDINATION +2 Trade +1 Endurance	+1 Gambling or Fight <i>Wealth 2</i>
3x1	Journeyman	+1 Trade +2 Credibility	+1 Guile +1 Stability <i>Wealth 4</i>
4x1	Chief Assistant	+ED Trade +2 Bargain	+1 Streetwise or Forgery <i>Wealth 5</i>
5x1	Master	Change Expert Die in Trade to Master Die <i>Wealth 6</i>	
2x1	Workhouse	+1 VITALITY +2 Feats of Strength +1 Gambling or Fight	+1 Streetwise <i>Wealth 1</i>
3x1	Carter	+1 Awareness +1 Bargain +1 Guile	+1 Streetwise +1 Subterfuge or Unarmed Combat <i>Wealth 2</i>
4x1	Wage Slave	+1 Bargain +1 Endurance	+1 Stability +1 Trade +1 Guile <i>Wealth 3</i>
5x1	Foreman	+1 WILL <i>Wealth 4</i>	
x2 -- Servant			
2x2	Maid-of-all-work or Page	+1 CHARM +1 Trade (Steward)	+1 Guile +1 Stability +1 Etiquette <i>Wealth 3</i>
3x2	Housemaid or Footman	+1 WIT <i>Wealth 3</i>	
4x2	Lady's Maid or Valet	+ED Trade (Steward) +1 Awareness	+1 Stealth +1 Education (Primary) <i>Wealth 3</i>
5x2	Housekeeper or Butler	Change ED in Trade to MD <i>Wealth 4</i>	
x3 -- Entertainer			
2x3	Struggling artist	+1 INTELLECT or CHARM +2 Production +1 for Academic Skill (Education, Humanities, or Occult Lore)	+1 Stability or Gambling <i>Wealth 0</i>
3x3	Successful artist	+1 Production +1 Awareness	+1 Guile +1 Streetwise or Forgery +1 Credibility <i>Wealth 2</i>
4x3	Artiste	+ED in Production +2 for Academic Skills (Education, Humanities, or Occult Lore)	+1 Bargain <i>Wealth 5</i>
5x3	Paragon	Change ED in Production to MD <i>Wealth 8</i>	
2x3	Trollop	+1 CHARM +2 Guile or Credibility +1 Bargain or Endurance	+1 Streetwise or Etiquette <i>Wealth 1</i>
3x3	Working girl	+1 Awareness +1 Credibility +1 Academic Skill (Education or Humanities) or Stealth	+1 Stability +1 Guile <i>Wealth 3</i>
4x3	Call girl	+ED in Guile or Credibility +1 Endurance	<i>Quality: Beauty (1)</i> +1 Bargain <i>Wealth 5</i>
5x3	Paramour	Change ED in Guile or Credibility to MD <i>Wealth 7</i>	

x4 -- Criminal			
2x4	Petty Thief	+1 COORDINATION +1 Athletics +2 Stealth	+1 Subterfuge or Security <i>Wealth 1</i>
3x4	Cutpurse	+1 Bargain or Awareness +1 Fight +1 Subterfuge or Security	+2 Streetwise <i>Wealth 2</i> QUALITY: Criminal Associations and Murder of Crows
4x4	Cat burglar	+ED Stealth, Subterfuge, or Security <i>Wealth 3</i>	
		+1 Athletics +1 Gambling or Forgery	+1 Fight or Weaponry QUALITY: Reputation (Street)
5x4	Master Thief	Change MD in Stealth, Subterfuge, or Security to MD <i>Wealth 4</i>	
x5 -- Middle Class			
2x5	Quack	+1 INTELLECT +1 Medicine	+1 Education (Classical) +1 Language (Latin) +1 Alchemy <i>Wealth 6</i>
3x5	Sawbones	+1 Medicine +2 Credibility	+1 Stability QUALITY: Resolve +1 First Aid <i>Wealth 6</i>
4x5	Leech	+1 and an ED Medicine +2 for any Academic Skills <i>Wealth 7</i>	
5x5	Master surgeon	Change ED in Medicine to MD <i>Wealth 8</i>	
2x5	Shyster	+1 INTELLECT +1 Law	+1 Education (Classical) +1 Language (Latin) +1 Credibility <i>Wealth 6</i>
3x5	Pettifogger	+1 and an ED in Law +1 Guile	+1 Intimidation <i>Wealth 6</i>
4x5	Solicitor	+1 WILL or CHARM <i>Wealth 7</i>	
5x5	Top jurist	Change ED in Law to MD <i>Wealth 8</i>	
x6 -- Detective			
2x6	Snoop	+1 WIT +1 Forensic Science +1 Education (Secondary)	+1 Tracking +1 Awareness <i>Wealth 3</i>
3x6	Flatfoot	+1 Forensic Science +1 Credibility	+1 Guile or Intimidation +1 Streetwise or Fight +1 Weaponry <i>Wealth 4</i>
4x6	Constable	+1 Awareness +1 Credibility	+1 Stability +1 Stealth +1 Law <i>Wealth 5</i>
5x6	Sleuth	+1 WILL <i>Wealth 7</i>	
x7 -- Soldier			
2x7	Grunt	+1 VITALITY +1 Weaponry	+1 Military Science +1 Endurance +1 Athletics <i>Wealth 3</i>
3x7	Veteran	+1 COORDINATION	QUALITY: Resolve <i>Wealth 3</i>
4x7	Sergeant	+1 Weaponry +2 Specialist Skill (Artillery, Demolitions, First Aid, Engineer, or Galvanic Weaponry)	+1 Stability +1 Military Science <i>Wealth 3</i>
5x7	Officer	+2 Military Science +1 Stability	+1 Endurance +1 Credibility <i>Wealth 4</i>

x8 -- Mourner or Undertaker			
2x8	Banshee	+1 COORDINATION +1 Weaponry	+1 Endurance +1 Thanatology <i>Wealth 3</i>
3x8	Watcher	+1 WILL QUALITY: Resolve and Quiet	<i>Wealth 4</i>
4x8	Veil	+1 Weaponry +1 Awareness	+1 Etiquette +1 Stability <i>Wealth 4</i>
5x8	Stoic mistress	+ED Weaponry +1 Endurance	+1 Thanatology <i>Wealth 5</i>
2x8	Plagueman	+1 COORDINATION +1 Occult Lore	+1 Athletics +1 Weaponry or Fight <i>Wealth 0</i>
3x8	Scalp hunter	+1 Occult Lore +1 Weaponry or Fight +1 Streetwise	+1 Stability +1 Security or Subterfuge QUALITY: Resolve <i>Wealth 0</i>
4x8	Stalker	+1 Awareness +1 Credibility	+1 First Aid +1 Stealth <i>Wealth 3</i>
5x8	Huntsman	+1 WIT or VITALITY <i>Wealth 4</i>	

x9 -- Industrialist			
2x9	Manager	+1 WILL +1 Industry	+1 Bargain +1 Credibility <i>Wealth 6</i>
3x9	Magnate	+1 Industry +1 Bargain	+1 Gambling or Trade +1 Education <i>Wealth 7</i>
4x9	Robber baron	+ED Industry +2 Etiquette	+1 Awareness <i>Wealth 8</i>
5x9	Tycoon	Convert ED in Industry to MD <i>Wealth 9</i>	
x3 -- Aristocrat			
2x10	Wastrel	+1 CHARM +1 Education (Classical)	+2 Etiquette <i>Wealth 6</i>
3x10	Dilettante	+1 Etiquette +1 Academic Skill (excluding Alchemy Medicine, and Galvanics)	+1 Gambling or Streetwise <i>Wealth 7</i>
4x10	One of Quality	+ED Etiquette +1 Credibility	+1 Weaponry +1 Stability <i>Wealth 8</i>
5x10	Social predator	Change ED in Etiquette to MD <i>Wealth 9</i>	

More Than Human -- Dhampir			
2x	Neonate	+1 COORDINATION +2 Weaponry	+1 Fight +1 Occult Lore <i>Wealth 3</i>
3x	August	+1 Awareness +1 Weaponry or Fight QUALITY: Resolve	+1 Stealth +1 Tracking <i>Wealth 4</i>
4x	Elder	+2 Athletics +1 Credibility	+1 Etiquette or Gambling +1 Guile <i>Wealth 4</i>
5x	Venerate	+1 VITALITY <i>Wealth 3</i>	

More Than Human -- Psychic			
2x	Soothsayer	+1 WILL +2 Occult Lore	+1 Awareness +1 Bargain <i>Wealth 3</i>
3x	Diviner	+1 Guile +1 Credibility +1 Occult Lore or Thanatology	+1 Streetwise +1 Endurance <i>Wealth 3</i>
4x	Seer	+1 WIT <i>Wealth 4</i>	
5x	Sage	+1 Awareness +1 Guile	+1 Credibility <i>Wealth 3</i>

Starting Attributes

2D in all Attributes

Starting Skills

Language (English) +MD

1D to place in one of the following

- Awareness
- Credibility
- Education
- Stability

Custom Points

15 Custom Points

Starting Assets

The player should choose the Calling that they feel best represents the character they are playing. The character begins play with the Assets listed for that Calling.

Narrators should feel free to allow for mixing and matching if the player can come up with a good reason for such actions.

Starting Wealth

The character starts play with a Wealth Rank equal to the greatest of the Wealth Ranks for each of their Callings.

Character Aspect	Custom Point Cost	Experience Cost
Qualities	Per Cost Listed	Per Cost Listed
Features	3 Custom Points	3 XP
Disciplines/Paths	1 per level	1 XP per level
Skills, normal die	1 per +1	New level in XP
Skills, expert die	1 to convert D to ED	1 XP to convert D to ED
Skills, master die	5 to convert ED to MD	5 XP to convert ED to MD
Skill, additional specialty	1 per specialty	1 XP per Specialty
Attribute	5 for each +1	10 XP for each +1
New Calling	1 per Calling	10 XP and Narrator Approval

Table A -- The Mundane Life

- 1 Nose to the Grind
+3 Trade, +1 Streetwise, +1 Jury Rig
- 2 Time in the Scop Kitchens
+1 CHARM
- 3 Love Affair
+2 Production and Love (3)
- 4 Never Again, Officer
+2 Streetwise, +1 Guile, +1 Stealth or Subterfuge,
+1 Gambling or Security
- 5 Schooling
+2 Education (Secondary), +2 Humanities or Occult Lore,
+1 Natural or Social Science
- 6 Brave the Smogs
+2 Endurance and Immunity (Smogs)
- 7 A Few Scraps
+2 Fight, +1 Athletics, +1 Feats of Strength, +1 Intimidation
- 8 Disquieting Repose
+2 Occult Lore, +1 Stability, +1 Fight or Stealth,
+1 Awareness or Tracking
- 9 No Small Favors
Creditor (2 to 5) with remainder of 5 points spent
(max 2 in any) on: Bargain, Gambling, Credibility, Wealth, or Savings
- 10 Hobnobbing or Slumming
+1 Streetwise, +2 Etiquette, Contact (2)

Table B -- Beyond the Bounds of Nature

- The Weather Underground
+1 Streetwise, +1 Occult Lore, Resolve
- Blood Doll
+2 Endurance, +1 Awareness, +1 Occult Lore, +1 Stability
- Obsession
5 points to place in up to three Skills that fit the Obsession
(e.g. Production, Guile, Streetwise, Stealth)
- More Than Was Bargained For
+2 Guile; +2 Subterfuge, Security, or Stealth; +1 Bargain
- Dusty Tomes
5 points to place in at least two Academic Skills
- The Wonders of Alchemy
+1 to Desire Corruption (Addiction Path), +1 Alchemy, +1 Streetwise,
+2 Bargain, +1 Endurance
- Fight for Life
+2 Fight, +1 Weaponry, +1 Athletics, +1 Occult Lore or First Aid
- Lockdown
+2 Awareness, +1 Fight, +1 Athletics, +1 Stealth
- Meat Market
+3 Streetwise, +1 Intimidation, +1 Guile
- Cirques du Sang
+2 Etiquette, +1 Credibility, +1 Guile, +1 Stability

Table C -- The Bad with the Good

1	On Hard Times... Debt Impediment +1 VITALITY
2	Exploited -2 Credibility (min 0) and -2 to highest Wealth rank +1 WIT, +1 Streetwise, +1 Bargain
3	Unrequited Love Nemesis Impediment +1 CHARM
4	Imprisoned Notoriety or Criminal Record Impediment +1 VITALITY or WILL
5	Not From Around Here... Choose Impediment: Immigrant, Nomad, or Disowned (aristocrat only) -1 to highest Wealth rank, +1 INTELLECT
6	Wasting Away Choose: Accelerated Decrepitude, Albinism, Asthma, Consumptive, Haemophilia, or Syphilis. +1 WILL and 3 pts for Academic Skills
7	Terror on the Tubes Choose: Hard of Hearing, Amnesia, Cowardice, Night Terrors, Amputee +1 COORDINATION or WILL, +2 First Aid, Demolitions, or Stability
8	Snatched from Death's Door Believed Dead Impediment, Halve highest Wealth rank +1 to any Attribute of player's choice
9	Robbed Choose: Lose all Wealth (if Wealth > 4) and get 5 Custom points OR Halve highest Wealth and get 2 Custom Points. +1 WIT
10	Skeletons in the Closet Secret Impediment +1 CHARM

Table D -- Calvacade of Oddities

	The Ol' Vic +2 Education (Primary), +1 Endurance, Contacts (2)
	Fed for a Lifetime +1 Credibility, +1 First Aid, Reputation: Philanthropist (3)
	Star-cros'd Lovers Love (3) or Beauty (3), +2 Guile
	Salacious Rumors Lose all Credibility gained but gain +1 Custom Point for each level lost Criminal Associations (3), +2 Guile
	Down at the Club Club Membership (3), +1 Credibility, +1 Etiquette
	Inheritance Choose: Anatomy Theatre (2), Library (2), Laboratory (3), Business (3) or Trusted Servant (3). +1 Thanatology and remainder of 5 points in Savings
	A Mighty Physique Choose: Able Bodied (4) or Ambidextrous (4), +1 Feats of Strength
	Unsinkable Faith (2), +1 Stability, +1 Endurance, +1 Intimidation
	A Key with No Lock Mysterious item or piece of information, +1 Jury Rig or Trade, 4 Custom Points to spread amongst at least two Academic Skills
	No Proper Introductions Secret Impediment, Credentials (2), +1 Etiquette, +1 Credibility, +1 Streetwise