

Misguided by Starlight

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1 Attributes

Attributes define the inherent raw-abilities of a character. They are more broad sweeping, and define key aspects of the character.

1.1 Mental

1.1.1 Power - Intelligence

The raw power of the mind. Cognitive capacity. The inherent capability to digest, comprehend and remember information and to learn more. Intelligence is a direct measure of how smart your character is. She may be dull-minded or have narrow-vision. She may be book-smart, or she may simply be able to grasp concepts, interpret situations and solve problems quickly. Intelligence is valued by planners, theorists, scholars, white-collar employees and leaders.

1.1.2 Finesse - Wits

The ability to think on one's feet, under pressure or duress, without letting them see you sweat. Wits also encompasses an eye for detail, the ability to absorb what's going on in the environment, and to react to events. It might mean recognizing that the temperature in a room slowly drops, that a landscape painting incorporates a disguised human face, or that a trap is about to be sprung. Wits involves the powers of perception and response. Your character may be oblivious, dumbfounded, quick-eyed or wary. The trait is useful for entrepreneurs, charlatans, athletes, tacticians, lawyers and criminals.

1.1.3 Resistance - Resolve

The focus and determination to see your character's will done. The capacity to stay on target, ignore distractions and to resist coercion or browbeating. Resolve is your character's mental fortitude. His personal conviction. His clarity of vision or spirit. Your character may be easily distracted, unable to concentrate, resolute or single-minded. The trait is pivotal to resisting supernatural forms of mental control; it acts as a veritable defense of the mind. Resolve is valuable to leaders, motivators, soldiers, athletes, police and organizers.

1.2 Physical

1.2.1 Power - Strength

Physical might. Sheer bodily power. The capacity to lift objects, move items, hit things and people, and do damage. Strength is a measure of muscle. Your character could be 98-pound weakling, he could carry a spare tire, or he could be lean and cut or bulky and brawny. Your character's Strength score is used in hand-to-hand combat. This trait is instrumental to laborers, thugs, athletes, brawlers and law-enforcement agents.

1.2.2 Finesse - Dexterity

Quickness. Response time. A delicate touch. Dexterity indicates how quickly and with how much finesse your character responds to his physical world. While high Wits dots helps your character spot trouble, high Dexterity dots help him react to it, whether with a counteraction or to simply get the hell out of the way. Dexterity also helps with hand-eye coordination, be it to fire an accurate shot, to juggle objects or to perform delicate jobs such as handle explosives. Your character might be sluggish, clumsy, slight, quick or nimble. Dexterity is invaluable to criminals, sports stars, surgeons and dancers.

1.2.3 Resistance - Stamina

Sturdiness. Steadfastness. Sheer physical resilience. Stamina is a measure of how tough your character is. It indicates how far she can push her body, and how much physical abuse she can endure. Your character might be sickly and frail, or hardy and unstoppable. Bouncers, brawlers, triathletes, survivalists, heavy lifters and workaholics thrive on Stamina.

1.3 Social

1.3.1 Power - Presence

Bearing. Stature. Assertiveness. Presence suggests the power of your character's very identity. Attractiveness is only part of the trait. Your character may be jaw-dropping gorgeous, plain-Jane or downright ugly, but her Presence means much more. It reflects her sheer command over the attention of others. It's her capacity to impose her will on others by being socially aggressive or powerful — a veritable bull in a china shop or someone who simply doesn't accept no for an answer. This trait is essential to leaders, enforcers, interrogators, models, politicians and salespeople.

1.3.2 Finesse - Manipulation

Charm. Persuasiveness. Charisma. The capacity to play upon the desires, hopes and needs of others to influence them. Manipulation reflects your character's finesse in social situations. How well he can appeal to, gain the favor of and generally coerce others. Manipulation is applied to win smiles, to put people at ease or to gain favors. Where Presence deals in social force, Manipulation focuses on social subtlety. It's the tool and trade of businesspeople, politicians, salesfolk and publicists. Your character may be a wallflower, he could frequently make off-color statements, he might have a winning smile and a hardy handshake, or he may be able to sell sand in the desert.

1.3.3 Resistance - Composure

Poise. Dignity. The capacity to remain calm and appear — and actually *be* — unfazed in social and threatening situations, usually harrowing ones. Your character might lose his temper at the slightest perceived insult, collapse emotionally under a mere pretense, weather a storm of verbal (or literal) slings and arrows, or have the nerve to look unspeakable horror in the eye. This trait is a measure of emotional fortitude, restraint and calm. It's ideal among leaders, soldiers, moderators and anyone whose movements are public consumption. Composure is vital to resisting social influence and pressure — overt, covert or otherworldly.

1.4 Advantages

- Health = Stamina + Size
- Willpower = Resolve + Composure
- Size = 5
- Defense = Lowest of Wits or Dexterity + Athletics
- Initiative = Dexterity + Composure
- Speed = Strength + Dexterity + 5
- Perception = Wits + Composure

2 Skills

Skills represent a character's learned abilities and advance naturally with use.

2.1 Mental

If a character does not have the necessary mental skill required for an action, they may make the skill attempt with a -3 penalty.

2.1.1 Academics

Academics represents a character's degree of higher education and general knowledge. If you can get a degree in it, Academics covers knowledge in it.

2.1.2 Computer

The Computer skill represents a character's ability to operate and, at levels above 3, program computers.

2.1.3 Crafts

Crafts represents a character's training and experience in creating physical objects with their hands. While the character may have the knowledge to create something, they may not always have the tools available.

2.1.4 Investigation

Investigation represents a character's ability to actively seek information and knowledge. This skill is most frequently used to search an area, but can also be used to gather information.

2.1.5 Law

I am rewriting this skill from scratch, please ask me if you want to know what it does

2.1.6 Medicine

The Medicine Skill reflects a character's training and expertise in human physiology and how to treat injuries and illness. The trait represents knowledge of human anatomy and basic medical treatments. Characters with a low level in this Skill (1 to 2) often possess only rudimentary first-aid training, while characters with high levels (3+) are the equivalent of physicians or surgeons.

2.1.7 Occult

The Occult Skill reflects a character's knowledge and experience with the world's various legends and lore about the supernatural. A character with this Skill not only knows the theories, myths and legends of the occult, but can generally discern fact from rumor. Characters may come by this Skill in a variety of ways, from oddball college courses to learning legends and myths from the lips of superstitious family members.

2.1.8 Science

This Skill represents your character's understanding of the physical and natural sciences: biology, chemistry, geology, meteorology, physics. Science is useful not only for understanding how the world works, but it helps characters make the most of the resources at hand to achieve their goals. A character with a strong Science background could describe the chemical process for plating metals, for example, allowing another character with Crafts to make a silver-edged steel sword.

2.2 Physical

If a character does not have the necessary mental skill required for an action, they may make the skill attempt with a -1 penalty.

2.2.1 Athletics

Athletics encompasses a broad category of physical training, from rock climbing to kayaking to professional sports such as football or hockey. The Athletics Skill can be applied to any action that requires prolonged physical exertion or that demands considerable agility or hand-eye coordination. Examples include climbing a high wall, marching long distances and leaping between rooftops. In combat, the Skill is combined with Dexterity to determine the accuracy of thrown weapons.

2.2.2 Brawl

Brawl defines your character's prowess at unarmed combat, whether he's a black belt in karate, a hard-bitten street tough or a college student who's taken a few self-defense courses. Characters with this Skill know how to hit an opponent, where to hit for maximum effect and how to defend themselves from attack. It can mean using fists, but also elbows, knees, shoulders, head butts, wrestling, joint locks and choke holds. Characters with a several dots could be familiar with multiple techniques of unarmed combat. Expertise in such techniques is reflected in the Fighting Style Merits (see pp. 110-112), which are based on Brawl. Brawl is added to your character's Strength to battle people in unarmed combat.

2.2.3 Drive

The Drive Skill allows your character to operate a vehicle under difficult or dangerous conditions. Characters don't need this Skill simply to drive a car. It's safe to assume in a modern society that most individuals are familiar with automobiles and the rules of the road. Rather, this trait covers the training or experience necessary to operate at high speeds, to tackle hazardous road conditions and to push a vehicle to the limits of its performance. Drive is the difference between a typical suburban parent with a minivan and a police officer, car thief or racecar driver. (See Handling on p. 146 for dice-pool equipment modifiers for various vehicles.)

2.2.4 Firearms

Firearms allows your character to identify, operate and maintain most types of guns, from pistols to rifles to military weapons such as submachine guns, assault rifles and machine guns. This Skill can represent the kind of formal training provided to police and the military, or the basic, hands-on experience common to hunters, criminals and gun enthusiasts. Firearms also applies to using bows. Your character can use guns and bows equally.

2.2.5 Larceny

Larceny is a broad Skill that covers everything from picking locks to concealing stolen goods and everything in between. Most characters obtain this Skill the hard way, by committing crimes and often paying the price for their mistakes. Some individuals such as government agents and members of the military receive formal training in bypassing security systems and stealing valuable assets.

2.2.6 Stealth

The Stealth Skill represents a characters experience or training in avoiding notice, whether by moving silently, making use of cover or blending into a crowd. When attempting to sneak silently through an area or to use the local terrain as concealment, roll Dexterity + Stealth + equipment. When trying to remain unseen in a crowd, Wits + Stealth is appropriate. The Storyteller may make Stealth rolls secretly on your behalf, since your character usually has no way of knowing hes been noticed until its too late. If your character attempts to avoid notice by a group of alert observers, a contested roll versus the observers Wits + Composure + equipment is required.

2.2.7 Survival

Survival represents your characters experience or training in living off the land. He knows where to find food and shelter, and how to endure harsh environmental conditions. The more capable your character is, the fewer resources he needs in order to prevail. A master survivalist can walk into a forest, desert or mountainous region with little more than a pocketknife and the clothes on his back and survive for weeks if necessary.

2.2.8 Weaponry

As the name implies, the Weaponry Skill represents your characters experience or training in fighting with everything from beer bottles to pipes, knives to swords. While formal instruction in Weaponry is uncommon (restricted to military and law-enforcement training and a few martial arts), any character who has grown up on the street or spent a lot of time in seedy bars has had ample opportunity to learn this Skill. A characters Weaponry is added to his Strength to stage armed attacks.

2.3 Social

If a character does not have the necessary mental skill required for an action, they may make the skill attempt with a -1 penalty.

2.3.1 Animal Ken

Anticipating and understanding human emotions is one thing, but being able to interpret and recognize the behavior of animals is something else entirely. Your character intuitively grasps or has been trained to read animals to know how they react to situations. The Skill also involves innately understanding how the animal mind operates, and what may appease or enrage beasts. The knack often coincides with a respect for animals, but it could derive from the analytical observation of a lab scientist or from years of abuse inflicted by a callous animal handler.

2.3.2 Empathy

This Skill represents your characters intuition for reading peoples emotions. For some, its a matter of observing body language and non-verbal cues. Others employ an extraordinary sense that helps them divine a persons true mood. As the name implies, Empathy also involves the capacity to understand other peoples views and perspectives, whether your character agrees with those positions or not. This is useful in everything from negotiations and crisis counseling to reading faces in a crowd and looking for potential trouble. If a subject actively conceals his emotions or motives, make a contested roll versus the persons Wits + Subterfuge + equipment.

2.3.3 Expression

Expression reflects your characters training or experience in the art of communication, both to entertain and inform. This Skill covers both the written and spoken word and other forms of entertainment, from journalism to poetry, creative writing to acting, music to dance. Characters can use it to compose written works or to put the right words together at the spur of the moment to deliver a rousing speech or a memorable toast. Used well, Expression can sway others opinions or even hold an audience captive.

2.3.4 Intimidation

Intimidation is the art and technique of persuading others through the use of fear. Your character can intimidate someone with a show of brute force (Strength + Intimidation), through more subtle means such as verbal threats (Manipulation + Intimidation), or simply through menacing body language (Presence + Intimidation). It can be used to get other people to cooperate (even against their better judgment), back down from a confrontation, or reveal information that they'd rather not share.

2.3.5 Persuasion

Persuasion is the art of inspiring or changing minds through logic, charm or sheer, glib fast-talking. Though it can be taught to varying degrees of success, most characters with the Skill possess a natural talent and have honed it over years through trial and error, practicing their delivery until it rolls effortlessly off the tongue. Persuasion is the Skill of convincing others by force of personality alone, making ones point through carefully chosen words, body language and emotion.

2.3.6 Socialize

Socialize reflects your characters ability to interact with others in a variety of situations, from talking people up at bars to comporting himself with dignity at state dinners. This Skill represents equal parts gregariousness, sensitivity, etiquette and custom. Knowing how to make friends is no less important than understanding how to treat guests in formal situations. Characters with low dots might be naturally entertaining or approachable, but unschooled in the finer arts of social interaction. Or they could be punctilious with their manners but difficult to approach. Conversely, characters with high dots could have the social graces of a practiced diplomat or raconteur, knowing just what to say and when to say it in any given situation.

2.3.7 Streetwise

Characters possessing this Skill know how life on the streets works and are adept at surviving by its harsh rules. Streetwise characters can gather information, make contacts, buy and sell on the black market, and otherwise make use of the streets unique resources. The Skill is also important for navigating urban dangers, avoiding the law, and staying on the right side of the wrong people.

2.3.8 Subterfuge

Subterfuge is the art of deception. Characters possessing this Skill know how to lie convincingly, and they recognize when they're being lied to. Subterfuge is used when telling a convincing falsehood, hiding ones emotions or reactions, or trying to pick up on the same in others. The Skill is most often used to trick other people, but characters also learn it to avoid being tricked themselves.

3 Skill Specialties

You can buy the same specialty up to three times for a total +3 bonus when that specialty applies.

4 Merits

The merits listed below are the only merits allowed in this campaign.

4.1 Mental

4.1.1 Common Sense (••••)

Effect: Your character is exceptionally grounded and pragmatic, and can usually be depended upon to make sound, straightforward decisions after a few moments' thought.

The Storyteller can make a reflexive Wits + Composure roll once per chapter for your character if he is about to embark on a disastrous course of action, or if you find yourself at a point in the story where you're completely stumped for ideas. If the roll succeeds, the Storyteller may point out the risks of a particular course, or suggest possible actions that your character can take that might get events back on track. Note: While you're free to ask the Storyteller for a Common Sense roll when you're out of ideas, he is under no obligation to comply. It's an aid, not a crutch. *Available at character creation only.*

4.1.2 Danger Sense (• •)

Effect: You gain a +2 modifier on reflexive Wits + Composure rolls for your character to detect an impending ambush. This kind of roll is typically made prior to the first turn of a surprise attack. Your character has a well-developed survival instinct that warns him of impending danger. Perhaps he's adept at reading subtle clues in his environment or he possesses an uncanny "sixth sense" when it comes to avoiding trouble.

4.1.3 Eidetic Memory (• •)

Effect: Your character has a near-photographic memory, being able to recall vast amounts of observed detail with astonishing accuracy. You do not normally need to make a roll for your character to remember an obscure fact or past experience, unless he is under stress (such as in combat). Under stress, there is a +2 modifier on any Intelligence + Composure or other Skill-based roll (say, Academics, to remember a fact) for memory recall. *Available at character creation only.*

4.1.4 Good Time Management (•)

Prerequisite: Academics or Science

Effect: Your character has vast experience managing complex tasks, keeping schedules, and meeting deadlines. When taking an extended action, halve the time required between rolls.

4.1.5 Encyclopedic Knowledge (• • • •)

Effect: Your character is a veritable font of useful (and sometimes useless) information on a wide variety of topics. Chances are he can come up with an anecdote pertaining to any situation based on something he's read, witnessed or seen on TV.

You can make an Intelligence + Wits roll any time your character is confronted with a situation or phenomenon outside his normal realm of experience. If the roll is successful, he may recall a "factoid" that he's heard at some point that may shed light on matters.

Available at character creation only. Your character has either been soaking up trivia all his life or he hasn't.

Dramatic Failure: Your character "remembers" something about the situation that is completely inaccurate. "Wait! Wait! I saw something like this in a movie once!" The Storyteller might make Intelligence + Wits rolls on your behalf when a dramatic failure is possible.

Failure: Your character wracks his brain but comes up empty.

Success: Your character remembers a detail or fact that sheds some light on the situation. "You said there was an almond odor? Seems to me I read somewhere that's a sign of cyanide poisoning."

Exceptional Success: Your character recalls a number of useful details that provide extensive insight. "Hey, cool — a little candy skull. They make these in Mexico for the Day of the Dead. It's an offering for a loved one who's died. And they say you can't learn anything on TV."

4.1.6 Language (• to • • • • •)

Each language a character learns is a separate merit. The dot value of the merit is based on the difficulty of the language for English speakers (see below). Language and Multi-Lingual merits may both be purchased multiple times.

With the Language merit, a character can speak the language like a native and is well-read in it.

Languages preceded by asterisks do not include literacy; the same merit must be purchased a second time at the same level to read and write that language.

- (•) Closely related to English

- Afrikaans
- Catalan
- Danish
- Dutch
- Esperanto
- French
- Galician
- Italian
- Norwegian
- Portuguese
- Romanian

- Spanish
- Swedish
- (••) Similar to English
 - German
- (••••) Linguistic and/or cultural differences from English
 - Indonesian
 - Javanese
 - Jumiaka
 - Malay
 - Swahili
- (•••••) Significant linguistic and/or cultural differences from English
 - Albanian
 - Amharic
 - Armenian
 - Azerbaijani
 - Belarusian
 - Bengali
 - Bosnian
 - Bulgarian
 - Burmese
 - Cebuano
 - Croatian
 - Czech
 - *Dzongkha
 - *Estonian
 - *Finnish
 - *Georgian
 - Greek
 - Gujarati
 - Hebrew
 - Hindi
 - *Hungarian
 - Icelandic
 - Ilocano
 - Irish
 - Kannada
 - Kazakh
 - Kurdish
 - Kyrgyz
 - Khmer
 - Lao
 - Latin
 - Latvian
 - Lithuanian

- Macedonian
- Marathi
- *Mongolian
- Nepali
- Pashto
- Persian (Dari, Farsi, Tajik)
- Polish
- Punjabi
- Russian
- Serbian
- Sinhalese
- Slovak
- Slovenian
- Somali
- Tagalog
- Tamil
- Telugu
- Tetum
- *Thai
- Turkish
- Turkmen
- Ukrainian
- Urdu
- Uzbek
- *Vietnamese
- Xhosa
- Zulu
- (•••••) Exceptionally difficult for native English speakers
 - Arabic
 - Cantonese (Chinese)
 - *Japanese
 - Korean
 - Mandarin (Chinese)
 - Taiwanese (Hokkien Min Nan)
 - Wu

4.1.7 Meditative Mind (•, ••, or •••••)

Effect: Your character's meditation is far more fulfilling than for other characters. With the one-dot version of this Merit, the character does not suffer environment penalties to meditation (see the **World of Darkness Rulebook**, p. 51), even from wound penalties.

With the two-dot version, when the character has successfully meditated, she gains a +3 bonus on any Resolve + Composure rolls during the same day as she steeled herself against the things of the world that would shake her foundation.

At the four-dot level, she only needs a single success to gain the benefits of meditation for the day, instead of the normal four.

4.1.8 Multi-Lingual (• to •••••)

With the Multi-Lingual merit, a character can read, write, and speak multiple languages with basic fluency. The Multi-Lingual merit rating is equal to the most difficult language the player wishes to include and grants double its dot rating in language dots, divided however the player sees fit among equal or lower ranked languages.

4.1.9 Patient (●)

Effect: Your character knows how to pace herself and take the time to do the job right the first time. When taking an extended action, you may make two additional rolls above what your Attribute + Skill would allow.

4.1.10 Professional Training (● to ● ● ● ● ●)

Effect: Your character has extensive training in a particular profession, which offers distinct advantages in a handful of fields. When choosing this Merit, choose or create a Profession for your character (see the sidebar). Mark the two Asset Skills on your character sheet. The advantages of Professional Training relate directly to those Asset Skills.

- (●) Networking: At the first level of Professional Training, your character builds connections within her chosen field. Take two dots of Contacts relating to that field.
- (● ●) Continuing Education: With repeated efforts in her field of choice, your character tends toward greater successes. When making a roll with her Asset Skills, she benefits from the 9-again quality.
- (● ● ●) Breadth of Knowledge: Due to advancement in her field, she's picked up a number of particular bits of information and skill unique to her work. Choose a third Asset Skill and take two Specialties in your character's Asset Skills.
- (● ● ● ●) On the Job Training: With the resources at her disposal, your character has access to extensive educational tools and mentorship available. Take a Skill dot in an Asset Skill. Whenever you purchase a new Asset Skill dot, take a Beat.
- (● ● ● ● ●) The Routine: With such extensive experience in her field, her Asset Skills have been honed to a fine edge and she's almost guaranteed at least a marginal success. Before rolling, spend a Willpower point to apply the rote action quality to an Asset Skill. This allows you to reroll all the failed dice on the first roll.

4.1.11 Tolerance for Biology (●)

Prerequisite: Resolve ● ● ●

Effect: Most people turn away at the sight of blood, other bodily fluids, or exotic biology. Your character has seen enough that nothing turns her stomach. When other characters must resist shock or physical repulsion from the disgusting and morbid, your character stands her ground. You do not need to make Composure, Stamina, or Resolve rolls to withstand the biologically strange. This doesn't mean she's immune to fear; she's just used to nature in all its nasty forms.

4.1.12 Trained Observer (● or ● ● ●)

Prerequisite: Wits ● ● ● or Composure ● ● ●

Effect: Your character has spent years in the field, catching tiny details and digging for secrets. She might not have a better chance of finding things, but she has a better chance of finding important things. Any time you make a Perception roll (usually Wits + Composure), you benefit from the 9-again quality. With the three-dot version, you get 8-again.

4.2 Physical

4.2.1 Ambidextrous (● ● ●)

Effect: Your character does not suffer the -2 penalty for using his off-hand in combat or to perform other actions. *Available at character creation only.*

4.2.2 Demolisher (● to ● ● ●)

Prerequisite: Strength ● ● ● or Intelligence ● ● ●

Effect: Your character has an innate feel for the weak points in objects. When damaging an object, she ignores one point of the object's Durability per dot in this Merit.

4.2.3 Direction Sense (●)

Effect: Your character has an innate sense of direction that instinctively allows him to remain oriented. He can enter unfamiliar territory and always retrace his steps back to his starting point, and can orient himself to any of the compass points (i.e., face north, face south) without references.

4.2.4 Double Jointed (• •)

Prerequisite: Dexterity • • •

Effect: Your character might have been a contortionist or spent time practicing yoga. She can dislodge joints when need be. She automatically escapes from any mundane bonds without a roll. When grappled, subtract her Dexterity from any rolls to overpower her as long as shes not taking any aggressive actions.

4.2.5 Fast Reflexes (• or • •)

Prerequisite: Wits • • • or Dexterity • • •

Effect: Your characters reflexes impress and astound; shes always fast to react. +1 Initiative per dot.

4.2.6 Fleet of Foot (• to • • •)

Prerequisite: Strength • •

Effect: +1 Speed per dot

Regardless of your characters physical build, he can run quickly when he chooses to.

4.2.7 Giant (• • •)

Effect: Your character is massive. Shes well over six feet tall and crowds part when she approaches. Shes Size 6 and gains +1 Health. *Available only at character creation.*

Drawback: Buying clothing is a nightmare. Fitting in small spaces is difficult at best.

4.2.8 Hardy (• to • • •)

Prerequisite: Stamina • • •

Effect: Your characters body goes further than it rightfully should. Add the dots in this Merit to any rolls to resist disease, poison, deprivation, unconsciousness, or suffocation.

4.2.9 Iron Stamina (• to • • •)

Prerequisite: Stamina • • • or Resolve • • •

Effect: Each dot eliminates a negative modifier (on a one-for-one basis) when resisting the effects of fatigue or injury. For example: A character with Iron Stamina • • is able to ignore up to a -2 modifier brought on by fatigue. See Fatigue, p. 179. The Merit also counteracts the effects of wound penalties. So, if all of your characters Health boxes are filled (which normally imposes a -3 penalty to his actions) and he has Iron Stamina •, those penalties are reduced to -2. This Merit cannot be used to gain positive modifiers for actions, only to cancel out negative ones.

Your character can push his body well past the limits of physical endurance when he has to, pressing on in the face of mounting exhaustion or pain. Perhaps he trained himself to go without sleep for days at a time in order to get through college, or a lifetime of sports has taught your character how to play through the pain no matter how bad it gets.

Drawback: When your character does finally rest, he sleeps like the dead. After staying awake for an extended period, your character is extremely difficult to wake until hes slept for a minimum of 12 hours, regardless of the situation.

4.2.10 Iron Stomach (• •)

Prerequisite: Stamina • •

Effect: Your character can eat almost anything, under almost any conditions. Greasy bacon and runny eggs on a raging hangover? No problem. The green meat in the fridge? No problem. Milk two weeks past its expiration date? No problem. He could be dropped in the middle of the forest and could live off bugs and roots as long as necessary in order to survive and with no ill effects. Add two dice to appropriate Survival rolls. Add three to Stamina to resist deprivation (see p. 175).

4.2.11 Natural Immunity (•)

Prerequisite: Stamina • •

Effect: Your character gains a +2 modifier on Stamina rolls to resist infection, sickness and disease. His immune system is exceptionally effective at resisting infections, viruses and bacteria. Your character can probably count on one hand the number of times hes been seriously ill.

4.2.12 Quick Draw (•)

Prerequisite: Wits • • •, a Specialty in the weapon or fighting style chosen.

Effect: Choose a Specialty in Weaponry or Firearms when you purchase this Merit. Your character has trained enough in that weapon or style that pulling the weapon is her first reflex. Drawing or holstering that weapon is considered a reflexive action, and can be done any time her Defense applies.

4.2.13 Quick Healer (• • • •)

Prerequisite: Stamina • • • •

Effect: Your characters healing abilities are remarkable, allowing him to bounce back quickly from injuries that would leave most people bedridden for months.

Your character recovers from injuries in half the time that others do. One point of bashing damage is healed in eight minutes. One point of lethal damage is healed in one day. One point of aggravated damage is healed in four days.

4.2.14 Sleight of Hand (• •)

Prerequisite: Larceny • • •

Effect: Your character can pick locks and pockets without even thinking about it. She can take one Larceny-based instant action reflexively in a given turn. As well, her Larceny actions go unnoticed unless someone is trying specifically to catch her.

4.2.15 Small Framed (• •)

Effect: Your character is diminutive. Shes not even five feet tall and its easy to walk into her without noticing. Shes Size 4 and thus has one fewer Health box. She gains +2 to any rolls to hide or go unnoticed. This bonus might apply any time being smaller would be an advantage, such as crawling through smaller spaces. *Available only at character creation.*

Drawback: In addition to the lower Health, your character might be overlooked or not taken seriously by some people.

4.2.16 Strong Back (•)

Prerequisite: Strength • •

Effect: Your character gains a +1 modifier to actions involving lifting or carrying heavy weights. She can lift and carry much more weight than her build and body type suggests.

4.2.17 Strong Lungs (• • •)

Prerequisite: Athletics • • •

Effect: Your character is practiced at holding his breath for long periods of time. He might be a pearl diver or escape artist, capable of staying underwater without aid for longer than most people believe is possible.

When determining how long your character can hold his breath, add two to Stamina when referencing the Holding Breath chart on p. 49. For example, if your characters Stamina is 2, he can hold his breath for four minutes before you need to make a roll.

4.3 Social

4.3.1 Barfly (•)

Effect: No matter what town or city your character is in, he can find his way into the best nightspots with a few quick words and a timely bribe. There isnt a velvet rope made that can keep him out of a restaurant or club.

4.3.2 Inspiring (• • • •)

Prerequisite: Presence • • • •

Effect: Your character is able to rally others in times of great distress, renewing their courage and determination in the face of adversity. Once per game session, your character can exhort those around him to redouble their efforts in the face of great stress or danger. Make a Presence + Persuasion roll. If the roll succeeds, any individuals who actively assist your character and who are within earshot regain one spent Willpower point (not to exceed their Willpower dots). The character may not use this Merit on himself, and may not use it on the same subjects more than once a day

4.3.3 Iron Will (• •)

Prerequisite: Resolve • • • •

Effect: Your characters resolve is unwavering. When spending Willpower to contest or resist in a Social interaction, you may substitute your characters Resolve for the usual Willpower bonus. If the roll is contested, roll with 8-again.

4.3.4 Striking Looks (• or • •)

Effect: Your character is stunning, alarming, commanding, repulsing, threatening, charming, or otherwise worthy of attention. Determine how your character looks and how people react to that. For one dot, your character gets a +1 bonus on any Social rolls that would be influenced by her looks. For two dots, the benefit increases to +2. Depending on the particulars, this might influence Expression, Intimidation, Persuasion, Subterfuge, or other rolls.

Drawback: Attention is a double-edged sword. Any rolls to spot, notice, or remember your character gain the same die bonus. Sometimes, your character will draw unwanted attention in social situations. This could cause further complications.

4.4 Fighting Merits

4.4.1 Armed Defense (• to • • • • •; Style)

4.4.2 Cheap Shot (• •)

4.4.3 Choke Hold (• •)

4.4.4 Close Quarters Combat (• to • • • • •; Style)

4.4.5 Defensive Combat (•)

4.4.6 Fighting Finesse (• •)

4.4.7 Firefight (• to • • •; Style)

4.4.8 Grappling (• to • • • • •; Style)

4.4.9 Improvised Weaponry (• to • • • • •; Style)

4.4.10 Iron Skin (• • or • • • • •)

4.4.11 Light Weapons (• to • • • • •; Style)

4.4.12 Martial Arts (• to • • • • •; Style)

4.4.13 Shiv (• or • •)

4.4.14 Street Fighting (• to • • • • •; Style)

4.4.15 Unarmed Defense (• to • • • • •; Style)

5 Practical Skill Advancement

When the game begins you will be given a Practical Skill Advancement Worksheet for recording successful and failed checks on skill rolls. When you have accumulated a number of successes and failures equal to your current skill level +1 you may gain a free dot in that skill.

6 Noms

At the end of each chapter each player and the GM may nominate another player for exemplary roleplay. These may be spent during play to reroll one failed die or lower the explode threshold on a single die. Improving on 10-again - Any effect which improves the 10-again mechanic behaves as follows:

- Rolls without 10-again regain 10-again
- 10-again becomes 9-again
- 9-again becomes 8-again
- These effects stack
- No roll may be reduced below 8-again

7 Experience

All traits have flat costs:

- Attribute 15 exp
- PSA Point 3 exp
- Skill Specialty 3 exp
- Merit 6 exp
- Willpower 8 exp (restore spent dot)

The fifth dot of a trait does not cost double at creation.