Misguided by Starlight

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1 Books

- World of Darkness If you would like your character to have anything from another book, feel free to ask, understanding that you may be denied. Ultimately everything allowed in this campaign will be in this document.

2 Attributes

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

2.1 Mental

2.1.1 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.

2.1.2 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.

2.1.3   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.

2.2   Physical

2.2.1   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.

2.2.2   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.

2.2.3   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.

2.3   Social

2.3.1   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.

2.3.2 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.

2.3.3 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.

3 Skills

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

3.1 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.

3.1.1 Academics

Academics is a broad-based Skill that represents a character's degree of higher education and general knowledge in the Arts and Humanities — everything from English to history, economics to law. Dots in this Skill do not directly correlate to a given level of education. Your character could have entered a doctorate program but spent more time partying than studying, resulting in

low dots. Conversely, a self-taught individual who read voraciously and studied intensively could have high dots without ever earning a diploma.

3.1.2 Computer

3.1.3 Crafts

3.1.4 Investigation

3.1.5 Medicine

3.1.6 Occult

3.1.7 Politics

3.1.8 Science

3.2 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.

3.2.1 Athletics

3.2.2 Brawl

3.2.3 Drive

3.2.4 Firearms

3.2.5 Larceny

3.2.6 Stealth

3.2.7 Survival

3.2.8 Weaponry

3.3 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.

3.3.1 Animal Ken

3.3.2 Empathy

3.3.3 Expression

3.3.4 Intimidation

3.3.5 Persuasion

3.3.6 Socialize

3.3.7 Streetwise

3.3.8 Subterfuge

4 Skill Specialties

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

5 Merits

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

5.1 Mental

5.1.1 Common Sense (• • • •)

5.1.2 Danger Sense (• •)

5.1.3 Eidetic Memory (• •)

5.1.4 Encyclopedic Knowledge (• • • •)

5.1.5 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.

With the Multi-Lingual merit, a character can read, write, and speak multiple languages with only minimal 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.

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
  - – Jumieka
  - – 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

5.2   Physical

5.3   Social

6   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.

7 Noms

At the end of each chapter and the GM may nominate a 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

8 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.