

Character Sheet

Personal Info

Name:

Archetype:

Merits: (at least 5 point)

1. 2. 3. 4. 5.

Flaws: (at least 2 points. More give additional Merits points)

1. 2. 3. 4. 5.

Attributes (4-3-3-2-2-2-1-1-1-1)

Physical:

Strength

Finesse

Perception

Fortitude

Social:

Authority

Intrigue

Charm

Composure

Mental:

Intelligence

Wits

Willpower

Grit

Total Wounds: (Strength+Fortitude+Grit/2)

Total Resolve: (Composure+Willpower+Grit/2)

Physical Consequences:

1. 2. 3. 4. 5.

Mental Consequences:

1. 2. 3. 4. 5.

Skills (see *)

Physical:

Athletics
Unarmed Combat
Ballistic Combat
Weapon Combat
Craft
Operate Transport
Larceny
Stealth
Survival

Social:

Persuasion
Intimidation
Subterfuge
Leadership
Insight
Etiquette
Streetwise
Performance
Ken

Mental:

Awareness
Investigation
Navigation
Linguistics
Academics
Occultism
Law
Medicine
Technology

**(Skills options:*

Jack-of-all-trades – 1 skill at 3, 8 skills at 2, 10 skills at 1;

Balanced – 3 skills at 3, 5 skills at 2, 7 skills at 1;

Specialist – 1 skill at 4, 3 skills at 3, 3 skills at 2, 3 skills at 1)

Specialisations:

1. -----
2. -----
3. -----
4. -----
5. -----
6. -----

Fate tokens: ○○○

Equipment:

Introduction

This system, while inspired by Candela Obscura and the TV series «Penny Dreadful», is a blend (plus some additional shenanigans) of two of my favourite game formulas – World of Darkness and Fate Dice. Mechanics from both would be present and it will be a huge plus for the quickest of understanding of it all. But, in my personal opinion, both of them are very intuitive and easy to grasp, so even the new players would feel at home pretty soon. So don't be discouraged by the walls of text and stats, dear new player, you will soon swim in them like a fish in the ocean.

Character Architypes

Creating a character starts with choosing them an Architype. Picking one is basically the same as picking a Race or a Class in any other TTRPG — doing so will grant your character permanent starting attributes and will set some ground rules for the beginning of their journey. Most of the time it will give your hero some sort of an advantageous position, but in some cases, it will also create problems and limitations.

Additionally, every Architype has a number of Tricks up their sleeve, unique to every Architype — certain abilities they can use without failure by spending Wounds, Resolve or Fate Tokens. From the start you will be able to choose only two of them, but use them with care, because spending all of your Wounds or Resolve will, firstly, render you either unconscious or will make you throw a Test Resolve dice pool (this works like in Darkest Dungeon for those, who are familiar, it will be explained later in greater detail), secondly, most of the time will give you temporary disadvantages, or, in worst cases — permanent ones.

The next page starts the list of all Character Architypes, as well as their starting attributes and set merits and flaws. As a side note, no one is asking you to create them in a given image, any of aesthetics of the Architypes are more of a guideline to think of your own character:

The Benefactor



The Benefactor usually is the financial sponsor and the ideological head of the whole ordeal, like Sir Malcolm Murray from Penny Dreadful. He is the one, who has the means and the ego to “turn the mountains” to fulfil his quest’s purpose at a cost only he might be accustomed to.

Starting Attributes:

Authority +1

Intelligence +1

Choose:

Intrigue +1 **or** Finesse
+1

Composure -1

Set Merits:

Wealth +1

Education +1

Crème de la Crème +1

List of Tricks:

The Constable



The Constable as an Archetype is a figure that tries (often in vain) to serve justice in a lawful way, not necessarily an actual constable. It might be an old and cranky, already retired policeman, a private investigator, a sheriff, a detective or a very consented lawyer. But of course, it always might be a “bad cop” scenario, if you, dear player, wish so.

Starting Attributes:

Perception +1

Authority +1

Choose:

Strength +1 **or** Wits +1

Intrigue -1

Set Merits:

The Badge +1

Set Flaws:

Enemy +1

List of Tricks:

The Doctor



The logic tells us that the Doctor is a person with actual scientific medical knowledge. Sure, they do know a thing or two. But it's the 19th century, baby, some of them medical students only can cut you up, but not able to stitch you back. Or some just operate on some old hag's know-how. Anyway, it is up to you how to figure out what makes other living beings tick.

Starting Attributes:

Finesse +1

Composure +1

Choose:

Intelligence +1 **or** Wits
+1

Fortitude -1

Set Merits:

Steady Hand +1

Choose:

Education +1 **or** Savvy
+1

List of Tricks:

The Gunfighter



The Gunfighter is what he is – a man with a big iron and the skills to use it. A skilled American outlaw, who came to England, running from the law, Her Majesty's Imperial Army veteran, who served his time in Africa or India, just a farming man with a knack for quick poaching or a lazy dandy-boy, who is somehow just *so good* with a good old boomstick.

Starting Attributes:

Finesse +1

Perception +1

Choose:

Charm +1 **or** Grit +1

Intelligence -1

Set Merits:

Steady Hand +1

List of Tricks:

The Priest



The Priest is a person, who forsake their earthly life to serve God. For this particular setting it is preferable for them to be Christian, but arguments can, of course, be made. The Priest usually is versed in literature and ritual, but also can be a tricky social climber and a blatant sinner, who thinks that their position protects them from harm both worldly and spiritual.

Starting Attributes:

Authority +1

Composure +1

Choose:

Intelligence +1 **or** Intrigue
+1

Charm -1

Set Merits:

Choose:

Clergy +1 **or** Wiseman
+1

List of Tricks:

The Magician



The Magician is supposed to be someone with an actual connection to the Things Beyond the Vail, an expert in the occult, well read and well versed in the practices of the old. But, of course, no one is stopping you from being a Gypsy mystic, or a flashy stage magician that actually knows something others don't. Or you can be a person, who straight up *pretended* for the last two years to have a connection to some mysterious forces, until suddenly... they answered.

Starting Attributes:

Intrigue +1

Willpower +1

Choose:

Charm +1 **or** Intelligence +1

Strength -1

Set Merits:

Education +1

Set Flaws:

Choose:

Conduit +1 **or** Possessed

List of Tricks:

The Scholar



The Scholar is a person, who picked science as their main goal in life, no way around it. They are smart, knowledgeable and tend to obsess over different topics. In my imagination, the Scholar is a soft man that reads a lot of books, works as a chamberlain of the British Museum and likes to throw parties just to see interesting people and hear stories. But they, no doubt, also can be a zoologist, who spent half of their life in Africa with a rifle on their shoulder.

Starting Attributes:

Intelligence +1

Wits +1

Choose:

Charm +1 **or** Perception +1

Strength -1

Set Merits:

Choose:

Education +2 **or**

Crème de la Crème +1,

Education +1

List of Tricks:

The Thief



The Thief is a weaselly character with connections within the criminal world. You need something delivered dirt cheap, or... *forcibly misplaced*. He is your guy. The Thief strides through life on the other side of the law, but their particular skills might come very much in handy. But also, maybe you wanna be a person of noble stature, who is just so much into art, that hands are itching!

Starting Attributes:

Finesse +1

Intrigue +1

Choose:

Charm +1 **or** Strength +1

Grit -1

Set Merits:

Connections +1

Set Flaws:

Criminal +1

List of Tricks:

The Warrior



The Warrior is a bastion of strength, tenacity and perseverance, willing to go forward, when others run. They face the heat with their unbreakable bust and make others follow them into the fray by, as they say, the force of sheer aura. Warriors come in all flavours, from a tribal noble man, who came to the Modern World under a patronage of an English lord, to an Irish union man, who fights not only with his quill.

Starting Attributes:

Strength +1

Grit +1

Choose:

Finesse +1 or Fortitude +1

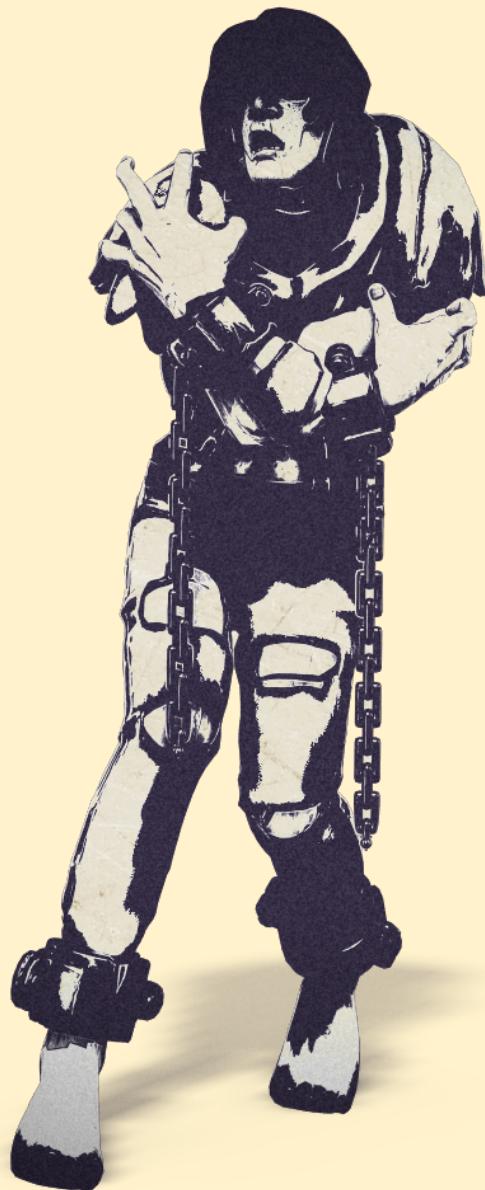
Intrigue -1

Set Merits:

Facebreaker +1

List of Tricks:

The Madman



The Madman is an Archetype for those players, who like hardmode. And probably getting hurt... This is a soul that was, one way or another, drained of sanity, their status and any dignity, but in turn – they had uncovered the hidden truth. Too much of said hidden truth. No one listens to them, no one cares to hear their maddening gospel. But they know, they know what actually walks between the sleepers....

Starting Attributes:

Fortitude +1

Perception +1

Choose:

1. Finesse +1 **or** Intelligence +1

2. Intrigue +1 **or** Authority +1

Set Merits:

The Whisper

Set Flaws:

Mad

Choose:

Conduit +1 **or** Possessed

List of Tricks:

Merits and Flaws

Merits and Flaws are special rules that apply in certain situations only. For example, “The Badge” means you have connections in the police structure or can, in some situations, “flash the badge” to add additional dice to your pool for greater chance to win the roll. Any set Merits and set Flaw that come with your Archetype, automatically give you something and count as one of the Merits/Flaws points spent. But no one is stopping you from dumping more points in them.

List of Merits:

Clergy (1-5): You are a member of the Church and have a pass to where most do not.

Connections (1-5): You are well tied on the other side of the law, you know people and they know you.

Crème de la Crème (1-5): You are a part of nobility. Even if your house lost all of its lands and money, your name still means something. And if not – it means a lot.

Education (1-3): Adds to the dice pool in a situation where your character might have read something about that just because they had such an upbringing. Also, you know how to read and write. Cool, innit?

Estate (1-7): You have a property.

Iron Gullet: You can eat practically anything.

Facebreaker (1-3): Anything in your hands could be a weapon, your fists are like anvils. Adds to the dice pool for close combat or breaking something.

Fame (starts with 2): You are famous. Now go and give them all your autograph!

Looks (2-4): You got them. Adds to the dice pool where that matters.

Savvy (1-3): You somehow made it on the knowledge you gathered here and there. Savvy adds to the dice pool in certain situations, where your character’s practical skill *just applies*.

Steady Hand (1-3): A combination of mental fortitude, reaction and agility ensures that when shit hits the fan you will not fail. Adds to the dice pool in “everybody nervous and I am not” situations.

The Badge (1-5): You have connections in the police department. Or even work there. Time for a little bit of a frivolous interpretation of law and duty.

The Hunter (3, 5, 7): You have a connection with a secret order that hunts the Strange, the Dark and the Alien for centuries.

The Mask (3): Somehow you have a fake identity and most of the people know you by it.

The Whisper: Speaking plainly – half-Merit, half-Flaw. You have a friend. Nobody seems to notice him. But you do. Friend tells you to do things. You usually do and they turn out great. For you. Not so much for others.

Wealth (1-5): You are a moneybag, congrats. Everybody knows it. You have coins to spend without counting to a certain extent.

Wiseman (2): You are a strange man with weird beliefs, but common folk respect you and sometimes even ask how to deliver babies.

List of Set Flaws:

Addiction (any kind, multiple possible, 1-5): Pick you poison. It will be the death of you.

Bad Company (1-5): You have a very useful friend. Shame is, this friend of yours always walked a shady path.

Conduit (1-5): Also a half-Merit, half-Flaw. You have in your possession (or somehow *yourself*) – a conduit for What is Beyond the Veil. Magic flows through you. You are capable of performing things beyond rational explanation. Be warned, it is a double-edged blade. Firstly, sometimes you just can't predict the reaction of not only the common man, but *any* man really, secondly, plainly speaking, not all from Beyond is worth it. Most of it not.

Criminal (1-5): THE FUZZ knows you were not a good kid.

Dark Secret (1-5): You clearly have something to hide. And you should do it well.

Enemy (1-5): Someone hates your guts. Or even a lot of someones.

Infamy (2-5): You are famous. In a bad way. And a lot of people know it.

Mad: You lost all your marbles. If you are not getting active help, your Wits always count as 0, if you are getting help – as 1, expect in select situations.

Misshapen (2-4): Your look isn't pleasant. Or even worse, you look like a grasshopper with a disproportionately big head. Or a wendigo. In worst cases

Possessed: You share your body with something else. And sometimes it takes control. Your Grit always counts as NONE and counts only for calculating total Resolve, but your Willpower always counts as +3. Sometimes you might get possessed and you have to fight it with plain Willpower rolls.