

Newbie Guide to WoD Character Creation

So, you want to join in the vast and colorful world of Dermal Highway, but don't know the first thing about the World of Darkness character creation? Look no further! This is a guide for role playing newbs and veterans alike!

Keep in mind, while Dermal Highway uses most of the rules of the World of Darkness system (henceforth known as WoD) keep in mind that our dice system in this channel is very original and applies some of the world's philosophies to the rolling system. For details on that check out the house rules section of this site!

You can also use the character creation in any of the core WoD revised books, such as *Vampire: The Masquerade* or *Mage: the Ascension*. You can also pull your character sheets from there, The white wolf download page (http://www.white-wolf.com/downloads.php?category_id=46), or here <http://www.technovampire.com/whitewolf/characturge/index.htm> .

Lastly, if you have any questions, comments, concerns, feel free to ask the ever helpful yet horribly devious staff of story tellers you'll find in the channel. They are here to help!

Step 1: Character Concept

This is by FAR the most important step. We aren't playing DnD here, your stats and dice pools are NOT the sum of your character! WHO is your character? Personality? Age? Where have they been, what have they done? What was their childhood like? Are they supernatural?

WHAT is your character?

Ok, so there is a whole separate section of the website dedicated to what kind of crazy supernatural woogy whatever you can be (in fact it is here: <http://wildwildwest.sdamon.com/rules/creation/>), but since you're new to the system stick to these basic concepts. Get the core book for whatever sounds interesting for you and pull something out of the main book. Your choices from there are going to be the least complicated and most likely to get quickly and easily approved.

- Vampire
- Garou
- Corax
- Bastet
- Mage
- Technocracy
- Mortals
- Ghouls
- Kinfolk
- Sorcerers

It is also highly recommended that brand new players start out as straight up vanilla mortals with no crazy uber powerz. Mortals are NOT weak or pathetic or lame to play. Mortals represent the very thing everyone is fighting for. They are the MOST full of

potential and boundless opportunity! And who knows? Once you play a little with a mortal you can join the ranks of one of the supernatural woogy types also found on this list.

HOW does your character fit into the setting?

Hopefully you've read up a little on the setting of the world we play in and didn't jump straight to my fabulous guide (though who could blame you). Check out the full setting here: <http://wildwildwest.sdamon.com/setting/> .

So the main question here, is was your character around for the Fall? How do they feel about it? Did they lose people they loved? How did that effect them? What resources do they have in these tough times?

As always, if you want advice on any of these things feel free to ask questions and advice. We're more than willing to help.

Write up as much as you need to flesh out a vibrant living character. You won't be able to cover all the little details of your character's life, but get a good idea. You will no doubt discover and explore a myriad of new things about your character as it is thrown into the challenging wasteland of Dermal Highway.

Step 2: Grab a character sheet and start filling out the top!

Ok, so most of the top of the sheet is self explanatory. I've used the mortal character sheet for the purposes of this guide because it's the most vanilla and will be the most useful for the lot of you, but if you're itching to play a blood sucking creature of the night or a howling werewolf or whatever, then your sheet will look slightly different. If you don't know what something is, check out your core book or ask an ST or fellow player for help.

NAME:	NATURE:	AGE:
PLAYER:	DEMEANOR:	SEX:
CHRONICLE:	RESIDENCE:	CONCEPT:

The thing that probably needs explaining here is the 'nature' and 'demeanor' sections of your sheet. This is an interesting mechanic that WoD uses for ALL character types.

Your nature is who you are at your core and is something that will not change unless something PROFOUND happens to your character. It is basically who your character is at their core.

Your character's demeanor is what they appear to outsiders looking in at them. Demeanor's can change relatively often, but not like underwear!

For a list of the archetypes you can choose from for your nature and demeanor, consult your main book or check out this website: <http://www.geocities.com/malfisbymidnight/natures.html> . You'll also notice that there is a system attached to your nature when it comes to regaining willpower. Don't worry about that too much for now. I'll explain willpower later.

Step 3: Attributes

Now to start putting dots on your sheet! The first section on your sheet is your attributes section.

college education in the subject, 3 means professional, 4 means expert, 5 means world class master.

◆————— ABILITIES —————◆

TALENTS	SKILLS	KNOWLEDGES
Alertness_____00000	Animal Ken_____00000	Academics_____00000
Athletics_____00000	Crafts_____00000	Computer_____00000
Brawl_____00000	Drive_____00000	Finance_____00000
Dodge_____00000	Etiquette_____00000	Investigation_____00000
Empathy_____00000	Firearms_____00000	Law_____00000
Expression_____00000	Melee_____00000	Linguistics_____00000
Intimidation_____00000	Performance_____00000	Medicine_____00000
Leadership_____00000	Security_____00000	Occult_____00000
Streetwise_____00000	Stealth_____00000	Politics_____00000
Subterfuge_____00000	Survival_____00000	Science_____00000

All skills are divided into three categories, exactly like attributes. So you're going to pick a primary, secondary and tertiary category again and assigning dots to abilities that make sense for your character concept.

- 13 for your primary (11 if you're playing a Mortal, Kinfolk, or ghoul).
- 9 for your secondary (7 if you're playing a Mortal, Kinfolk, or ghoul).
- 5 for your tertiary (4 if you're playing a Mortal, Kinfolk, or ghoul).

Remember, nothing above 4 for now!

Step 5: Advantages

Advantages are your woogie powerz, your backgrounds and your virtues.

◆————— ADVANTAGES —————◆

BACKGROUNDS	OTHER TRAITS	VIRTUES
_____00000	_____00000	Conscience_____●0000
_____00000	_____00000	
_____00000	_____00000	
_____00000	_____00000	Self-Control_____●0000
_____00000	_____00000	
_____00000	_____00000	
_____00000	_____00000	Courage_____●0000

Backgrounds represent resources, contacts, allies, and whatever else might describe the character concept. There are backgrounds in all the core books, some backgrounds, however, are supernatural exclusive, such as the generation background for vampires or the Avatar background for mages. Everyone has the basics though, such as resources, contacts, allies, and mentors. You get 5 dots to distribute. Again, nothing above 4.

Virtues are what they sound like. Your conscience rating shows how in tune with 'right' and 'wrong' your character is. Self control is how well your character fight impulses and courage is

Subtract the pts you have in flaws from your merits. It's a positive number that's how many freebies you've already used up. If it's a negative number then you can add that many points into your freebie pool.

Next is freebies! You get 15 (21 if you're mortal, kinfolk or a ghoul), plus or minus whatever you used for merits and flaws. These are points you only get at character gen and are meant to flesh out your character even further. You buy dots using freebies. Not all dots are created equally though and some cost more freebies than others to raise.

Attribute 5 per dot
Ability 2 per dot
Background 1 per dot
Virtue 2 per dot
Humanity 1 per dot
Willpower 1 per dot

Woogie power can also be bought up with freebie points, consult your woogie core book for details on that!

Willpower is by far the best bang for you buck with freebies. Definitely throw some points into that! Unless your character is spineless, then it makes sense to keep your willpower at minimum. That's basically the rule of thumb here. Use the points to make your sheet match your concept. What would they be good at? Why? Where did they learn how to use firearms? Did they teach themselves how to brawl?

And the last thing is some free house ruled exp you get given at character gen! This exp. Is given to represent all the trials and tribulations your character went through in this harsh setting.

Vampires, mages, technocrats and shifters get 15xp. Mortals, kinfolk and ghouls get 30xp. You also get an xp per page of your character background, so give us all the juicy details!

Here is the exp. cost!

New Ability	3xp
Attribute	current rating x4
Ability	current rating x2
Virtue	current rating x2
Humanity	current rating x2
Willpower	current rating

And as always, woogie powerz can be increased, but consult your woogie core book for details on that!

And that concludes this ridiculously long guide! Any questions you have can be directed to your friendly Sts! Submit your character, get approved and jump on in and have fun!

~Jami