



GENTLEMAN'S ASSEMBLY REFERENCE SHEET

Version 5

By Nestor

Sources

LOA – Leagues of Adventure
 WS – Weird Science
 DC – Dark Continent
 NW – New World
 MSC – Miscellanea

EXP - Expeditions
 GH – Gothic Horror
 OW – Old World
 MWS – More Weird Science

UP – Unusual Places
 FE – Far East
 AW – Ancient World
 AI – Additional Information

Step One: Archetypes

Pick One

Academic <i>LOA</i>	Adventurer <i>LOA</i>	Alienist <i>GH</i>	Aristocrat <i>LOA</i>
Artist <i>LOA</i>	Big Game Hunter <i>LOA</i>	Businessman <i>LOA</i>	Celebrity <i>LOA</i>
Clergyman <i>LOA</i>	Criminal Mastermind <i>LOA</i>	Everyman <i>LOA</i>	Explorer <i>LOA</i>
Government Official <i>LOA</i>	Guardian <i>LOA</i>	Gypsy <i>GH</i>	Inventor <i>LOA</i>
Law Man <i>LOA</i>	Mentalist <i>GH</i>	Military Officer <i>LOA</i>	Monk <i>FE</i>
Monster Slayer <i>GH</i>	Mystic <i>FE</i>	Occultist <i>GH</i>	Patron <i>LOA</i>
Physician <i>LOA</i>	Police Officer <i>GH</i>	Reporter <i>LOA</i>	Scientist <i>LOA</i>
Spy <i>LOA</i>	Warrior <i>FE</i>		

Step Two: Motivations

Pick One

Charity <i>LOA</i>	Duty <i>LOA</i>	Escape <i>LOA</i>	Faith <i>LOA</i>	Fame <i>LOA</i>
Glory <i>LOA</i>	Greed <i>LOA</i>	Honor <i>LOA</i>	Hope <i>LOA</i>	Justice <i>LOA</i>
Love <i>LOA</i>	Mystery <i>LOA</i>	Power <i>LOA</i>	Preservation <i>LOA</i>	Redemption <i>LOA</i>
Revenge <i>LOA</i>	Survival <i>LOA</i>	Truth <i>LOA</i>	Wisdom <i>LOA</i>	

Step Three: Primary Attributes

Spend 15 Points, on a one-to-one basis, minimum of 1, maximum of 5

Body <i>LOA</i>	Dexterity <i>LOA</i>	Strength <i>LOA</i>
Charisma <i>LOA</i>	Intelligence <i>LOA</i>	Willpower <i>LOA</i>

Step Four: Secondary Attributes

Calculate. Talent bonuses may apply.

Size = 0 (Average human) *LOA*

Move = Strength + Dexterity (or Athletics) *LOA*

Perception = Intelligence + Willpower *LOA*

Health = Body + Willpower + Size *LOA*

Sanity = Charisma + Willpower (optional) *GH*

Initiative = Dexterity + Intelligence *LOA*

Defense = Body + Dexterity – Size *LOA*

(Active = Dexterity, Passive = Body) *LOA*

Stun = Body *LOA*

Step Five: Skills

Spend 15 Points, on a one-to-one basis, minimum of 1, maximum of 5

Choose 2 Skills from the character's League plus 2 additional skills as Zero-Level Skills. First Skill Level costs ½ Points.

Skill Specializations cost ½ Points and add +1 to corresponding Skill when they apply. No more than one Specialization per Skill can be chosen at character creation.

• Specialized Skill

Skill	Attribute	Specializations
Academics •	Intelligence	History, Law, Literature, Philosophy, Religion <i>LOA</i>
Acrobatics	Dexterity	Balance, Breakfall, Contortion, Juggling, Tumbling <i>LOA</i>
Alienism	Intelligence	Hypnosis, Metaphysics, Profiling, Psychology, Psychotherapy <i>GH</i>
Animal Handling	Charisma	Birds, Cats, Dogs, Horses, Monkeys <i>LOA</i>
Anthropology	Intelligence	Archaeology, Culture, Mythology, Physical, Social <i>LOA</i>
Archery	Dexterity	Blowguns, Bows, Crossbows, Nets, Slings <i>LOA</i>
Art •	Intelligence	Music, Painting, Photography, Sculpture, Writing <i>LOA</i>
Athletics	Strength	Climbing, Jumping, Running, Swimming, Throwing <i>LOA</i>
Brawl	Strength	Dirty Tricks, Grappling, Kicking, Punching, Throws <i>LOA</i>
Bureaucracy	Intelligence	Academia, Business, Government, Legal, Military <i>LOA</i>
Con	Charisma	Bluff, Fast Talk, Lying, Tricks, Seduction <i>LOA</i>
Connoisseur	Intelligence	Art, Cuisine, Drink, Music, Tobacco <i>LOA</i>
Craft •	Intelligence	Carpentry, Chemistry, Electronics, Mechanics, Pharmacology <i>LOA</i>
Demolitions	Intelligence	Defusing, Explosives, Gunpowder, Improvised, Incendiary <i>LOA</i>
Diplomacy	Charisma	Etiquette, Leadership, Negotiation, Persuasion, Politics <i>LOA</i>
Empathy	Intelligence	Body Language, Emotions, Intuition, Lies, Motives <i>LOA</i>
Expeditions	Intelligence	Excavation, Logistics, Organization, Personnel, Terrain <i>LOA</i>
Firearms	Dexterity	Archaic, Pistol, Rifle, Shotgun, Submachine Gun <i>LOA</i>
Focus	Willpower	Concentration, Courage, Meditation, Resistance, Resolve <i>FE</i>
Gambling	Intelligence	Active Games, Board Games, Card Games, Cheating, Dice Games <i>LOA</i>
Gunnery	Intelligence	Artillery, Bombs, Cannons, Machineguns, Rockets <i>LOA</i>
Hobby •	Intelligence	Faleristics, Lepidoptery, Numismatics, Oology, Philately <i>EXP</i>
Intimidation	Charisma	Interrogation, Orders, Stare-down, Threats, Torture <i>LOA</i>
Investigation	Intelligence	Crimes, Enigmas, Interview, Research, Search <i>LOA</i>
Larceny	Dexterity	Alarms, Lockpicking, Pickpocketing, Safecracking, Sleight of Hand <i>LOA</i>
Linguistics	Intelligence	Codes, Deciphering, Gestures, Lip Reading, Translation <i>LOA</i>
Magic •	Willpower	(Requires Magical Aptitude Talent) Animism, Black Magic, Ceremonial, Natural, Old Ways <i>GH</i>
Martial Arts •	Strength	Aikido, Bando, Bokator, Boxing, Fanziquán, Judo, Karate, Kung Fu, Muay Lao, Savate, Subak, Taekkyon, Tai Chi Chuan, Wrestling <i>FE</i>
Medicine	Intelligence	Diagnosis, Diseases, First Aid, Surgery, Veterinary <i>LOA</i>
Melee	Strength	Axes, Clubs, Knives, Spears, Swords <i>LOA</i>
Performance	Charisma	Acting, Dancing, Musical Instrument, Oratory, Singing <i>LOA</i>
Pilot •	Dexterity	Aerial, Automotive, Balloons, Mole Machines, Nautical <i>LOA</i>
Ride	Dexterity	Camels, Elephants, Horses, Mules, Vehicles <i>LOA</i>
Science •	Intelligence	Biology, Chemistry, Engineering, Geology, Physics <i>LOA</i>
Sports	Dexterity	Ball Games, Cricket, Golf, Racket Games, Tabletop Ballgames <i>LOA</i>
Spying	Intelligence	Alias, Bribery, Forgery, Speed Read, Unobtrusive <i>LOA</i>
Stealth	Dexterity	Camouflage, Disguise, Hiding, Shadowing, Sneaking <i>LOA</i>
Streetwise	Charisma	Black Market, Carousing, Hagglng, Rumors, Scrounging <i>LOA</i>
Survival	Intelligence	Foraging, Hunting, Navigation, Shelter, Tracking <i>LOA</i>

Step Five-A: Martial Art Styles

FE

Style	Block	Grapple	Kick	Punch	Throw
Aikido	+1		-1	-1	+1
Bando	+1	-1		+1	-1
Bokator	-1		+1	+1	-1
Boxing	+1	-1		+1	-1
Fanziquán	+1		-1	+1	-1
Judo		+1	-1	-1	+1
Karate		-1	+1	+1	-1
Kung Fu			varies		
Muay Lao		-1	+1	+1	-1
Savate	+1	-1	+1		-1
Subak	-1	+1	+1	-1	
Taekkyon	-1	-1	+1		+1
Tai Chi Chuan	+1	-1	-1	+1	
Wrestling	+1	+1	-1	-1	

Step Six: Talents & Resources

Pick one Talent or Resource

<italics> Unique Talent

● only available during character creation

Talent	Prerequisite	Benefit
<i>Acclimated</i>	Body 3	Can resist extreme temperatures for longer <i>LOA</i>
Accuracy	—	Reduced called shot penalties <i>LOA</i>
<i>Agile</i> ●	—	+1 Dexterity rating <i>LOA</i>
Alertness	—	+2 Perception rating <i>LOA</i>
Alternate Identity	—	Has an alternate identity <i>MSC</i>
Animal Affinity	—	+1 Charisma bonus dealing with animals <i>LOA</i>
Attractive	—	+1 Charisma bonus dealing with people <i>LOA</i>
Beast Rider	Ride 4	Treat a hostile mount as a cooperative mount <i>EXP</i>
Blind Fight	—	Reduced penalty for poor visibility <i>LOA</i>
Block	Brawl 4	Perform block as a reflexive action <i>LOA</i>
Blunt Strike	Melee 4	Do nonlethal damage with lethal weapons <i>LOA</i>
Bold Attack	Charisma 3	Use Charisma with a specific combat Skill <i>LOA</i>
<i>Bold Defense</i>	Charisma 3	Use Charisma for Active Defense rating <i>LOA</i>
Breaking Blow	Brawl 4 or Martial Arts 4	Can do Structural damage with bare hands <i>FE</i>
Calculated Attack	Intelligence 3	Use Intelligence with a specific combat Skill <i>LOA</i>
<i>Calculated Defense</i>	Intelligence 3	Use Intelligence for Active Defense rating <i>LOA</i>
Callous Rider	Ride 4	Exert your mount to gain Ride bonus <i>LOA</i>
Captivate	Performance 4	Temporarily entrance targets <i>LOA</i>
<i>Charismatic</i> ●	—	+1 Charisma rating <i>LOA</i>
<i>Climb</i>	—	Improved climbing speed <i>LOA</i>
<i>Combat Aptitude</i>	Intelligence 3	Exchange attack and Defense dice <i>LOA</i>
Combat Clinch	Brawl 4 or Martial Arts 4	Can do damage with Grapple maneuver <i>FE</i>
Combat Skill	Skill 4	+2 Defense with specific non-combat Skill <i>LOA</i>
Counterstrike	Brawl 4	Damage attacker with a successful Block <i>LOA</i>
<i>Danger Sense</i>	—	Reduced surprise penalty <i>LOA</i>
<i>Deep Breath</i>	Body 3	Can hold your breath twice as long <i>EXP</i>
Delayed Blow	Brawl 4 or Martial Arts 4	Can do delayed damage with attack <i>FE</i>
Diehard	—	Improved death threshold <i>LOA</i>
<i>Direction Sense</i>	—	Always know direction <i>LOA</i>
Disarming Strike	Brawl 4, Martial Arts 4 or Melee 4	No penalty when Disarming <i>FE</i>
Disease Resistance	Body 3	+2 Body to resist disease <i>LOA</i>
Dodge	Athletics 4	Perform dodge as a reflexive action <i>LOA</i>
<i>Drunken Master</i>	Con 4	Can use Con for Active Defense rating <i>FE</i>
Escape Artist	Acrobatics 4	Can wriggle out of tight spaces and slip out of bonds <i>FE</i>
Evasive Riding	Ride 4	Use Ride skill for Defense roll <i>LOA</i>
<i>Exorcism</i> ●	Willpower 3	Can exorcise spirits from the world of mortals <i>GH</i>
Expeditious Retreat	Brawl 4 or Martial Arts 4	Can take a free Move when stunning opponent <i>FE</i>
<i>Famine Hardy</i>	—	Suffers less fatigue from starvation and thirst <i>LOA</i>
Fearsome	Intimidation 4	Temporarily frighten opponents <i>LOA</i>
Fearsome Attack	Intimidation 4	Can use Intimidation when making an attack <i>LOA</i>
<i>Feign Death</i>	Con 4	Can go into deathlike trance <i>FE</i>

Talent	Prerequisite	Benefit
Finesse Attack	Dexterity 3	Use Dexterity with a specific combat Skill <i>LOA</i>
First Strike	Brawl 4, Martial Arts 4 or Melee 4	Can use a free Attack action against an opponent who moves within range <i>FE</i>
Florentine	Dexterity 3	Reduced penalty for two-weapon attacks <i>LOA</i>
Flurry	Dexterity 3	Reduced penalty for multiple strikes <i>LOA</i>
Flying Kick	Brawl 4 or Martial Arts 4	Can gain extra damage to attack when jumping <i>FE</i>
Focused Attack	Willpower 3	Use Willpower with a specific combat Skill <i>LOA</i>
<i>Focused Defense</i>	Willpower 3	Use Willpower for Passive Defense rating <i>LOA</i>
Fortune-telling	Investigation: Enigmas 4	Can divine information and see into the future <i>GH</i>
<i>Giant</i> ●	—	Your character is Size 1 <i>LOA</i>
Guardian	Intelligence 3	Provide Defense bonus to allies <i>LOA</i>
Hardening	Body 3	Can use Passive Defense against a type of Caustic Damage <i>FE</i>
<i>Headstrong</i>	Willpower 3	Use Willpower for Stun rating <i>LOA</i>
Herb Lore	Medicine 4	Use natural supplies for medicine <i>LOA</i>
High Pain Tolerance	—	Reduced penalty for wounds <i>LOA</i>
Inspire	Diplomacy 4	Provide Skill bonus to allies <i>LOA</i>
<i>Intelligent</i> ●	—	+1 Intelligence rating <i>LOA</i>
Iron Hand	Brawl 4 or Martial Arts 4	Can partially bypass armor with attack <i>FE</i>
Iron Jaw	—	+1 Stun rating <i>LOA</i>
Iron Stance	Brawl 4, Martial Arts 4 or Melee 4	Increased resistance against Knockback and Knockdown <i>FE</i>
<i>Iron Will</i> ●	—	+1 Willpower rating <i>LOA</i>
Jack of All Trades	Intelligence 3	Improved untrained Skill rolls <i>LOA</i>
<i>Jump</i>	—	Improved jumping distance <i>LOA</i>
Keen Sense ●	—	+4 Perception rating with a specific sense <i>LOA</i>
Knockout Blow	Brawl 4	Improved knockout ability <i>LOA</i>
Lethal Blow	Brawl 4	Do lethal damage with Brawl attacks <i>LOA</i>
<i>Lifesaver</i>	Medicine 4	Improved healing ability <i>LOA</i>
Light Sleeper	—	Needs half as much sleep as normal <i>LOA</i>
<i>Long Shot</i>	—	Double weapon ranges <i>LOA</i>
Lucky	—	+2 bonus to any one roll per game session <i>LOA</i>
<i>Magical Aptitude</i>	—	Has innate ability to channel magical energy and cast spells <i>GH</i>
<i>Medium</i> ●	Empathy 4	Can sense psychic energy and contact the dead <i>GH</i>
Mentalism ●	—	Has a psychic ability <i>GH</i>
Missile Deflection	Brawl 4 or Martial Arts 4	Can block some ranged attacks as if they were hand-to-hand <i>FE</i>
Mobile Attack	Dexterity 3	Move and attack simultaneously <i>LOA</i>
<i>Moneywise</i>	Intelligence 3	Improved Wealth Resource <i>LOA</i>
Mounted Attack	Ride 4	Use Ride skill for attack roll <i>LOA</i>
Mounted Charge	Ride 4	May charge without losing Active Defense <i>LOA</i>
Native Terrain	—	Improved abilities on specific terrain <i>EXP</i>
Natural Leader	Charisma 3	Recruit temporary allies <i>LOA</i>
<i>Pack Mule</i>	—	Treat encumbrance level as one level less <i>LOA</i>
Painful Strike	Brawl 4 or Martial Arts 4	+1 bonus to stun opponent <i>FE</i>

Talent	Prerequisite	Benefit
Paralyzing Blow	Brawl 4 or Martial Arts 4	Can immobilize opponent with attack <i>FE</i>
Parry	Melee 4	Perform parry as a reflexive action <i>LOA</i>
Poison Tolerance	Body 3	+2 bonus to Body rolls vs. poisons & drugs <i>MSC</i>
Provoke	Con 4	Temporarily provoke opponents <i>LOA</i>
<i>Quick Draw</i>	—	Draw weapon as a reflexive action <i>LOA</i>
<i>Quick Healer</i> ●	Body 3	Double the normal healing rate <i>LOA</i>
Quick Learner	Brawl 4, Martial Arts 4 or Melee 4	+2 bonus against previously-victorious opponent <i>FE</i>
Quick Reflexes	—	+2 Initiative rating <i>LOA</i>
<i>Rabble-Rouser</i>	Charisma 3	May recruit temporary followers <i>MSC</i>
<i>Rain of Blows</i>	Brawl 4, Martial Arts 4 or Melee 4	+4 bonus when using Total Attack <i>FE</i>
Rapid Shot	Dexterity 3	Reduced penalty for multiple shots <i>LOA</i>
Ranged Strike	Martial Arts 4	Can attack at range <i>FE</i>
Ricochet Shot	Firearms 4	Reduced called shot penalty for cover <i>LOA</i>
Ride-by Attack	Ride 4	Mount may move and attack simultaneously <i>LOA</i>
Riposte	Melee 4	Damage attacker with a successful Parry <i>LOA</i>
<i>Rising Handspring</i>	—	Stand up as a reflexive action <i>LOA</i>
Robust	—	+2 Health rating <i>LOA</i>
<i>Run</i>	—	Improved running speed <i>LOA</i>
Savvy Fighter	Dexterity 3	Improved Defense ability <i>LOA</i>
Skill Aptitude	—	+2 Skill rating with a specific Skill <i>LOA</i>
Skilled Assistant	—	Improved teamwork bonus <i>LOA</i>
<i>Spark of Life</i>	Weird Science	Can create intelligent artifacts <i>LOA</i>
Stable	—	+2 Sanity rating <i>GH</i>
Staggering Blow	Brawl 4	Improved knockback ability <i>LOA</i>
Static Defense	Brawl 4, Martial Arts 4 or Melee 4	+2 bonus to Active Defense if not moving <i>FE</i>
Strafe	Firearms 4	May attack multiple opponents with an automatic weapon <i>LOA</i>
<i>Strong</i> ●	—	+1 Strength rating <i>LOA</i>
<i>Strong Defense</i>	Strength 3	Use Strength for Passive Defense rating <i>LOA</i>
Subtle Strike	Stealth 4	Can use Stealth for attack roll <i>LOA</i>
Sweep	Brawl or Melee 4	Reduced penalties for sweep attacks <i>LOA</i>
Swift	—	+2 Move rating <i>LOA</i>
Swift Mount	Ride 4	Mount gains +2 Move rating <i>LOA</i>
<i>Swim</i>	—	Improved swimming speed <i>LOA</i>
<i>Time Sense</i>	—	Always know time <i>LOA</i>
Tinker	Craft 4	Improved tool bonus <i>LOA</i>
<i>Total Recall</i> ●	—	Never forget anything <i>LOA</i>
<i>Tough</i> ●	—	+1 Body rating <i>LOA</i>
Tough Attack	Body 3	Use Body with a specific combat Skill <i>LOA</i>
Tricky Fighter	Intelligence 3	+2 bonus when performing Tricks <i>LOA</i>
Two As One	Brawl 4 or Martial Arts 4	+2 bonus when fighting with a partner <i>FE</i>
Unarmed Parry	Brawl 4	Can block melee weapons <i>LOA</i>
Unflappable	Willpower 3	+2 bonus on all Horror checks <i>GH</i>

Talent	Prerequisite	Benefit
Vigorous Defense	Dexterity 3	Reduced penalty for multiple attackers <i>LOA</i>
Vital Strike	Brawl 4, Martial Arts 4 or Melee 4	Reduced called shot modifiers for hand-to-hand attacks <i>FE</i>
Weather Sense	—	You know what the weather will be <i>LOA</i>
Weird Science	Science 4	Ability to create weird science artifacts <i>LOA</i>
Well-Connected	Charisma 3	Improved Contacts Resource <i>LOA</i>
Well-Educated	Intelligence 3	General expertise with one Specialized Skill <i>LOA</i>
Yield No Ground	Brawl 4, Martial Arts 4 or Melee 4	Can use Acrobatics to avoid Knockback or Knockdown <i>FE</i>

Resource	Description
Ally	Close friend or relative who can be counted on for help <i>LOA</i>
Artifact	A wondrous technological device <i>LOA</i>
Contacts	Network of associates that may be called on for items and/or information <i>LOA</i>
Fame	Reputation, notoriety, and influence due to your character's popularity <i>LOA</i>
Followers	Faithful friends and retainers that accompany your character <i>LOA</i>
Patron	A powerful patron, teacher, or protector who looks out for your character <i>LOA</i>
Rank	Rank and membership in a secret or exclusive organization <i>LOA</i>
Refuge	A safe and comfortable home, private retreat, or secret laboratory <i>LOA</i>
Status	Social status and income due to your character's profession or birthright <i>LOA</i>
Wealth	Income and assets, plus amount of money available to invest <i>LOA</i>

Step Six-A: Leagues

Select a League. Pick two Skills as Zero-Level Skills.

League	Starting Skill
The Aegis of Terra	Pick two from Craft: Pharmacology, Demolitions, Firearms, Gunnery, Linguistics, Pilot (pick one), Science: Biology, Science: Chemistry, Science: Engineering <i>UP</i>
The Alpine Club	Athletics, Expeditions, Survival <i>LOA</i>
The Aphrodite Club	Pick two from Con, Diplomacy, Larceny, Linguistics, Performance, Spying* <i>MSC</i>
The Armorers Guild	Pick two from Craft (Metalworking), Science (Chemistry, Engineering, or Metallurgy) <i>MSC</i>
Army and Navy Club	Pick two from Bureaucracy, Diplomacy, Expeditions, Firearms, Gunnery, Intimidation, Pilot (pick from Automotive and Nautical), Ride <i>WS</i>
The Assassination Bureau	Archery, Athletics, Brawl, Craft, Pharmacology, Demolitions, Firearms, Melee, Stealth <i>LOA</i>
The Automobile Club	Pilot: Automotive Vehicles, Craft: Engineering, Craft: Mechanics <i>LOA</i>
The Bibliophile Society	Academics, Literature and pick one from Academics (pick one), Art: Writing, Linguistics <i>MSC</i>
The Challenger Club	Pick two from Anthropology, Athletics, Expeditions, Linguistics, Science: Biology, Survival <i>UP</i>
The Chess Club	Gambling and pick one from Bureaucracy, Con, Diplomacy, Investigation, Larceny, Linguistics, Spying, Streetwise <i>AW</i>
The Christmas Society	Empathy, one Skill of choice <i>LOA</i>
The Circle of Nannies	Pick two from Brawl, Diplomacy, Empathy, Firearms, Intimidation, Linguistics, Melee <i>AI, MSC</i>
Courier's Guild	Pick two from Athletics, Con, Linguistics, Pilot (pick one), Ride, Stealth, Survival <i>AI, MSC</i>
The Curry Club	Pick two from Connoisseur, Craft: Cooking, Expeditions, Linguistics <i>FE</i>
The Daedalus Society	Pick one Craft and one Science** <i>WS</i>
The Dandy Club	Art, Connoisseur, Gambling, Linguistics, Performance <i>EXP</i>
The Dueling Club	Archery, Firearms, Melee <i>LOA</i>
The Eccentric Club	Two Skills of choice <i>LOA</i>
Epicurean Society	Connoisseur, one Skill of choice <i>LOA</i>
Fenian Society	Demolitions, Firearms, Intimidation, Stealth <i>LOA</i>
The Four Feathers Club	Empathy, plus one other of your choice <i>WS</i>
The Frankenstein Club	Pick two from Academics: Philosophy, Craft (pick one), Medicine, Science: Biology, Chemistry, or Engineering <i>GH</i>
The Gavel Club	Pick two from Academics: Law, Bureaucracy, Diplomacy, Empathy, Linguistics <i>MSC</i>
The Ghost Club	Pick two from Academics: Occult, Alienism, Empathy, Investigation, Linguistics <i>GH</i>
The Gun Club	Firearms, one Skill of choice <i>LOA</i>
The Hollow Earth Society	Expeditions, Investigation, Linguistics, Pilot: Mole Machine, Survival <i>LOA</i>
The Holy Brotherhood	Academics: Religion and pick one from Academics: Occult, Alienism, Bureaucracy, Firearms, Investigation, Linguistics, Melee, Stealth <i>GH</i>
The Hunters Club	Pick two from Expeditions, Firearms, Stealth, Survival <i>DC</i>
The Jockey Club	Animal Handling, Gambling, Ride <i>EXP</i>
Lunar Exploration Society	Pick two from Athletics, Craft: Mechanics, Expeditions, Pilot: Aerial Craft, Science: Biology, Science: Geology, Survival <i>UP</i>
The Magicians Circle	Pick two from Academics: Occult, Acrobatics, Con, Empathy, Investigation, Larceny, Performance, Stealth <i>GH</i>

League	Starting Skill
The Mariners Club	Pilot: Nautical and one other Skill of your choice <i>NW</i>
The Meiji Club	Pick two from Academics (pick one), Bureaucracy, Craft (pick one), Diplomacy, Linguistics, Science (pick one) <i>FE</i>
The Menagerie Club	Animal Handling, plus one from Athletics, Medicine, Ride, Science: Biology <i>WS</i>
The Meteorological Society	Pick two from Expeditions, Pilot: Aerial Craft or Balloons, Science: Meteorology, Survival <i>MSC</i>
New Argonauts Club	Pick two from Academics (History or Literature), Anthropology, Art (Sculpture or Writing), Expeditions, Investigation, Linguistics*** <i>OW</i>
The Numismatic Society	Hobby: Numismatics, plus one Skill of your choice <i>EXP</i>
The Old Testament Society	Pick two from Academics (History or Religion), Anthropology, Expeditions, Investigation, Linguistics <i>AW</i>
The Osiris Club	Academics: History, Anthropology, Art: Painting, Expeditions, Investigation <i>LOA</i>
The Pharmacopoeia Society	Pick two from Craft: Chemistry or Pharmacology, Medicine, Science: Biology or Chemistry <i>MSC</i>
The Polar Club	Pick two from Athletics, Expeditions, Science (pick one), Survival <i>MSC</i>
The Polyglot Club	Linguistics and one other Skill of your choice**** <i>MWS</i>
The Prospectors Club	Pick two from Bureaucracy, Demolitions, Expeditions, Linguistics, Science: Geology <i>MSC</i>
The Railway Club	Pick two from Bureaucracy, Linguistics, Pilot: Railway Engines, Science: Cartography, Science: Engineering <i>DC</i>
The Red and Black Club	Gambling, plus one other from Athletics, Diplomacy, Empathy, Intimidation, Performance, Pilot (any one), and Sports <i>WS</i>
Royal Asiatic Society	Pick two from Academics (pick one), Anthropology, Art (pick one), Expeditions, Linguistics, Performance <i>FE</i>
Royal Astronomical Society	Science: Astronomy and one Skill of your choice <i>DC</i>
Royal Geographic Society	Expeditions, Linguistics, Science, Survival <i>LOA</i>
The Savage Club	Academics, Art, Expeditions, Performance, Science <i>LOA</i>
The Self-Preservation Society	Con, Gambling, Larceny, Streetwise <i>LOA</i>
The Society of Aeronauts	Pilot: Aerial Craft or Balloons, plus one from Craft: Carpentry, Craft: Mechanics, Science: Engineering, Survival <i>UP</i>
Society of Antiquarians	Academics: History, Anthropology, Expeditions, Investigation, Linguistics <i>LOA</i>
The Society of Aquanauts	Pick two from Athletics, Craft: Mechanics, Expeditions, Pilot: Nautical, Science: Biology, Science: Geology, Science: Oceanography <i>UP</i>
The Society of Mediators	Pick two from Academics (Law, Philosophy, or Religion), Diplomacy, Empathy, Investigation, Linguistics <i>MWS</i>
The Society of Skeptics	Pick two from Academics (pick one), Empathy, Investigation, Linguistics, Science (pick one) <i>MSC</i>
The Speleological Society	Athletics, plus one from Demolitions, Expeditions, Science: Geology, Science: Speleology (the study of caves) <i>UP</i>
Sporting Gentlemen's Association	Athletics, Brawl, Melee, Ride, Sports <i>LOA</i>
The Stratford Players	Pick two from Academics: Literature, Art: Writing, Investigation, Linguistics, Performance <i>OW</i>
The Sumeria Club	Linguistics***** and one from Academics: History, Anthropology, Investigation <i>UP</i>
The Survivors Club	Survival, plus one of your choice <i>UP</i>
The Tarot Club	Pick two from Academics: Occult, Alienism, Empathy, Investigation <i>GH</i>
The Temporal Society	Academics: History, Craft: Mechanics, Science: Engineering, Science: Physics <i>LOA</i>

League	Starting Skill
The Travelers Club	Anthropology, Expeditions, Linguistics, Streetwise, Survival <i>LOA</i>
The Vengeants Guild	Pick two from Academics: Occult, Athletics, Empathy, Firearms, Investigation, Linguistics, Melee, Stealth, Streetwise <i>GH</i>
Women's Suffrage Society	Two Skills of choice <i>LOA</i>
The Yeti Club	Pick two from Anthropology, Athletics, Empathy, Expeditions, Linguistics, Science: Biology, Survival <i>FE</i>

* Members of the Aphrodite Club must be female and have base Charisma 4, or either of the Attractive or Charismatic Talents (regardless of Charisma).

** In order to reach Rank 3 and higher in the Daedalus Society, characters must have the Weird Science Talent.

*** New Argonauts Club members must speak the Greek language group. As scholars, this automatically gives them knowledge of Ancient Greek.

**** Polyglot Club members must have a Linguistics Skill level equal to or higher than their League Rank. When choosing a language group, the globetrotter automatically learns all the associated tongues, even those normally reserved to scholars.

***** Members of the Sumeria club must choose the Semitic language as their first Linguistics choice. They automatically gain knowledge of Akkadian and Sumerian.

Step Six-B: Henchmen

Henchman	Rank
Accountant <i>EXP</i>	Follower 0
Actor <i>EXP</i>	Follower 0
Alienist <i>GH</i>	Follower 0
All-Rounder <i>EXP</i>	Follower 0
Anarchist <i>EXP</i>	Follower 0
Antiquarian <i>EXP</i>	Follower 0
Aquanaut <i>MSC</i>	Follower 1
Army Officer <i>EXP</i>	Follower 1
Art Historian <i>MWS</i>	Follower 0
Astrologer <i>NW</i>	Follower 0
Astronomer <i>MSC</i>	Follower 0
Bare-Knuckle Pugilist <i>EXP</i>	Follower 0
Batman <i>EXP</i>	Follower 0
Bibliophile <i>MSC</i>	Follower 0
Big Game Hunter <i>EXP</i>	Follower 0
Budding Globetrotter <i>MSC</i>	Follower 1
Bullying Colonial Officer <i>DC</i>	Follower 0
Butler <i>EXP</i>	Follower 0
Carriage Driver <i>EXP</i>	Follower 0
Chauffeur <i>OW</i>	Follower 0
Chemist <i>WS</i>	Follower 0
Chess Champion <i>AW</i>	Follower 0
Chinese Doctor <i>FE</i>	Follower 1
Chronicler of Adventures <i>EXP</i>	Follower 0
Circus Performer <i>MSC</i>	Follower 0
Clergyman <i>GH</i>	Follower 0
Colonial Functionary <i>FE</i>	Follower 0
Composer <i>OW</i>	Follower 0
Consulting Detective <i>OW</i>	Follower 1
Cossack <i>AW</i>	Follower 0
Cowboy <i>MSC</i>	Follower 0
Cracksman <i>OW</i>	Follower 0
Dabbawala <i>AW</i>	Follower 0
Dashing Aeronaut <i>WS</i>	Follower 0
Deformed Lab Assistant <i>WS</i>	Follower 0
Digger/Miner <i>MWS</i>	Follower 0
Dilettante <i>MSC</i>	Follower 0
Dim-But-Sporty School Chum <i>EXP</i>	Follower 0
Diplomatic Attaché <i>NW</i>	Follower 0
Doctor of Medicine <i>EXP</i>	Follower 0
Dog-Sled Driver <i>UP</i>	Follower 0
Dressmaker/Tailor <i>NW</i>	Follower 0
Egyptologist <i>DC</i>	Follower 0
Entertainer <i>MSC</i>	Follower 0
Ex-Foreign Legionnaire <i>DC</i>	Follower 0
Exotic Dancer <i>AW</i>	Follower 0
Expedition Planner <i>EXP</i>	Follower 0

Henchman	Rank
Experienced Guide <i>EXP</i>	Follower 1
Experimental Weapons Tester <i>WS</i>	Follower 0
Fence <i>MWS</i>	Follower 0
Fencing Instructor <i>OW</i>	Follower 0
Field Biologist <i>MSC</i>	Follower 0
Financial Backer <i>EXP</i>	Follower 1
Gambler <i>EXP</i>	Follower 0
Gamekeeper/Poacher <i>EXP</i>	Follower 0
Governess <i>MWS</i>	Follower 0
Gypsy Vagabond <i>GH</i>	Follower 0
Handyman <i>MWS</i>	Follower 0
Industrial Spy <i>WS</i>	Follower 1
Land Dreadnought Crewman <i>OW</i>	Follower 0
Librarian <i>GH</i>	Follower 0
Lunarnaut-in-Training <i>UP</i>	Follower 0
Mad Inventor <i>WS</i>	Follower 1
Maker of Explosives <i>WS</i>	Follower 0
Manipulative Servant <i>NW</i>	Follower 0
Mechanic <i>WS</i>	Follower 0
Medium <i>GH</i>	Follower 1
Merchant <i>EXP</i>	Follower 0
Messenger <i>NW</i>	Follower 0
Mole Machine Crewman <i>UP</i>	Follower 0
Mountaineer <i>UP</i>	Follower 1
Mule <i>EXP</i>	Follower 0
Nanny <i>MWS</i>	Follower 0
Native Free Diver <i>UP</i>	Follower 1
Native Warrior <i>MSC</i>	Follower 0
Ninja <i>FE</i>	Follower 1
Okhrana Agent (Undercover) <i>AW</i>	Follower 1
Opium Addict <i>FE</i>	Follower 0
Oriental Mystic <i>FE</i>	Follower 0
Personal Chef <i>NW</i>	Follower 0
Personal Nurse <i>EXP</i>	Follower 0
Petty Criminal <i>EXP</i>	Follower 0
Plucky Oriental Kid <i>FE</i>	Follower 0
Police Constable <i>GH</i>	Follower 0
Politician <i>OW</i>	Follower 0
Polo Player <i>AW</i>	Follower 0
Polyglot <i>AW</i>	Follower 0
Prospector <i>DC</i>	Follower 0
Railway Engineer <i>DC</i>	Follower 0
Reporter <i>MSC</i>	Follower 0
Research Assistant <i>EXP</i>	Follower 0
Sailor <i>EXP</i>	Follower 0
Secretary/Personal Assistant <i>EXP</i>	Follower 0
Sherpa <i>FE</i>	Follower 1

Henchman	Rank
Smuggler <i>EXP</i>	Follower 0
Soldier, Artillery <i>EXP</i>	Follower 0
Soldier, Cavalry <i>EXP</i>	Follower 0
Soldier, Infantry <i>EXP</i>	Follower 0
Solicitor <i>OW</i>	Follower 0
Special Branch Detective <i>MSC</i>	Follower 1
Spelunker <i>UP</i>	Follower 0
Spy <i>MSC</i>	Follower 1
Stablehand <i>MWS</i>	Follower 0
Stage Magician <i>MSC</i>	Follower 0
Street Urchin <i>EXP</i>	Follower 0
Strongman <i>EXP</i>	Follower 0
Student of Probability <i>NW</i>	Follower 0
Student of The Occult <i>GH</i>	Follower 1

Henchman	Rank
Submariner <i>UP</i>	Follower 0
Sumo Wrestler <i>FE</i>	Follower 0
Thug <i>MSC</i>	Follower 0
Translator <i>UP</i>	Follower 0
Travel Writer	Follower 1
Tribal Hunter <i>DC</i>	Follower 0
Turkish Masseur/Wrestler <i>AW</i>	Follower 0
Urbane Socialite <i>EXP</i>	Follower 0
Valet <i>MWS</i>	Follower 0
Vengeful Slayer <i>GH</i>	Follower 1
Weird Pharmacist <i>NW</i>	Follower 1
Witch Doctor, Magic-using <i>DC</i>	Follower 1
Witch Doctor, Mundane <i>DC</i>	Follower 1

Step Seven: Flaws

(Optional) Pick one

<italics> Severe Flaw

Flaw	Description
Physical Flaws	
Albino	Lacks pigmentation on skin and can be hurt by sunlight <i>UP</i>
Allergy	Allergic to some relatively common substance <i>UP</i>
Blind	Automatically fails sight rolls <i>LOA</i>
Clumsy	Has poor coordination <i>LOA</i>
<i>Crippled</i>	Cannot walk <i>LOA</i>
Deaf	Automatically fails hearing rolls <i>LOA</i>
Dwarf	Not as big or as strong as others <i>LOA</i>
Dying	Has an incurable disease and may soon die <i>LOA</i>
Elderly	Advanced in age <i>LOA</i>
Flea-Infested	Riddled with fleas and lice <i>LOA</i>
Glass Jaw	Easily stunned and knocked out <i>LOA</i>
Hard of Hearing	Poor hearing and may misunderstand speech <i>LOA</i>
<i>Illness</i>	May be incapacitated by illness <i>LOA</i>
Lame	Has a bad leg or foot and moves slower than others <i>LOA</i>
Low Pain Tolerance	Has extreme sensitivity to pain <i>LOA</i>
Mute	Can't speak and must write or gesture instead <i>LOA</i>
Obese	Larger and slower than normal <i>LOA</i>
One Arm	Missing an arm and has trouble doing work <i>LOA</i>
One Eye	Missing an eye and has poor depth perception <i>LOA</i>
Poor Vision	Bad eyesight and has trouble identifying things <i>LOA</i>
Ravenous	You require an immense amount of food to sustain yourself <i>EXP</i>
Sickly	Illness causes major discomfort <i>LOA</i>
Skinny	Has a weak physique <i>LOA</i>
Slow Healer	You heal more slowly than others <i>UP</i>
<i>Thumbless</i>	Cannot use tools or equipment <i>MSC</i>
Young	Child or youth <i>LOA</i>
Mental Flaws	
Absent-Minded	Often forgets or overlooks important details <i>LOA</i>
Addiction	Hooked on a specific substance or activity <i>LOA</i>
Amnesia	Has lost his memory and may have flashbacks <i>LOA</i>
Belligerent	Aggressive by nature, always spoiling for a fight <i>AW</i>
Blabber Mouth	Can't keep a secret <i>UP</i>
Blasé	Easily jaded and bored <i>LOA</i>
Cautious	Acts only when having all available knowledge and decided on best outcome <i>UP</i>
Code of Conduct	Lives by a rigid code of behavior <i>LOA</i>
Coward	Afraid of conflict and may run from a fight <i>LOA</i>
Curious	Fascinated by the unknown <i>LOA</i>
Delusion	Suffers from hallucinations <i>LOA</i>
Depressed	Sad and pessimistic <i>LOA</i>
Disbeliever	Has absolutely no belief in the supernatural <i>GH</i>
Easily Lost	No sense of direction <i>LOA</i>
Envious	Wants what other people have <i>LOA</i>
Fainthearted	Very sensitive to traumatic stress <i>GH</i>
Gluttonous	Continually eating <i>LOA</i>

Flaw	Description
Hard to Train	Finds it hard to learn new things <i>LOA</i>
Hesitant	Unable to make quick decisions <i>LOA</i>
Hypochondriac	Excessively worried about health <i>UP</i>
Illiterate	Dyslexic or uneducated and cannot read or write <i>LOA</i>
Immature	Acts in a childish manner <i>AW</i>
Impulsive	Impatient and reckless and often gets in trouble <i>LOA</i>
Lazy	Avoids work <i>LOA</i>
Loyal	Loyal to an individual or cause <i>LOA</i>
Lustful	Has an eye for the ladies and a strong libido <i>LOA</i>
Malaise	Constantly feels discontent, worried, or lethargic <i>LOA</i>
Malingering	Fabricates or exaggerates illness for personal gain <i>UP</i>
<i>Megalomania</i>	Delusions of grandeur <i>LOA</i>
Multiple Personalities	Hosts two distinct personalities <i>LOA</i>
Obsession	A compulsion to perform a particular activity <i>LOA</i>
Overconfident	Foolhardy and sometimes gets in over his head <i>LOA</i>
Paranoia	Anxious and distrusts everyone around him <i>LOA</i>
Phobia	Scared of a particular thing and will avoid it <i>LOA</i>
Short Temper	Has trouble controlling anger <i>LOA</i>
Skeptic	Never takes anything at face value <i>LOA</i>
Thrill Seeker	Addicted to danger <i>LOA</i>
Territorial	Has a need to stake a claim and drive others away from it <i>DC</i>
Timid	Nervous and anxious <i>LOA</i>
Vengeful	Never forgets and never forgives <i>AW</i>
<i>Vow</i>	Sworn to an action or organization <i>LOA</i>
Social Flaws	
Aloof	Distant and remote <i>LOA</i>
Animal Antipathy	Animals show great hostility <i>LOA</i>
Bad Reputation	Character has a bad name <i>LOA</i>
Boorish	Character is rude and ill-mannered <i>MSC</i>
Boring	Your actions or even presence bores people <i>UP</i>
Callous	Selfish, uncaring, and insensitive of others <i>LOA</i>
Competitive	Doesn't like coming in second, cannot resist a challenge <i>AW</i>
Condescending	He is better than everyone else <i>LOA</i>
Criminal	Believed to have committed a serious crime <i>LOA</i>
Disfigured	Ugly, unattractive, and repulsive to others <i>LOA</i>
Distrustful	Character has a hard time trusting others <i>MSC</i>
Dominant	Always wants to be the leader <i>LOA</i>
Doomsayer	You are given to prophesying death and destruction <i>EXP</i>
Exiled	Driven from his homeland <i>LOA</i>
Fanatical	Zealous and dedicated <i>LOA</i>
Gone Native	Turned away from European lifestyle in favor of living like a native <i>DC</i>
Gossip	Cannot help spreading rumors <i>LOA</i>
Gullible	Believes almost anything <i>LOA</i>
Herd Mentality	Dislikes being alone <i>LOA</i>
Honest	Never lies <i>LOA</i>
Independent	Obsessively self-reliant <i>AW</i>
Inscrutable	Mysterious and hard to read <i>LOA</i>
Intolerant	Biased and prejudiced against a certain thing <i>LOA</i>
Judgmental	Character makes snap judgments and is slow to change them <i>MSC</i>

Flaw	Description
Liar	Constantly embellishes the truth <i>LOA</i>
Lovelorn	Lovesick and forlorn <i>LOA</i>
Masochism	Gets a kick out of feeling pain <i>UP</i>
Meddler	Cannot help but get involved in others' affairs <i>UP</i>
Merciful	Compassionate and forgiving <i>LOA</i>
Nemesis	You have an implacable rival <i>UP</i>
Obvious	Unable to hide her motivations <i>LOA</i>
Opinionated	Has an opinion about everything <i>MSC</i>
Pacifist	Opposed to violence and war for any reason <i>LOA</i>
Repulsive	Other people find character disgusting <i>LOA</i>
Righteous	Believes the end justifies the means <i>MSC</i>
Sadism	Derives pleasure from inflicting pain <i>MSC</i>
Secret	Has an embarrassing or shameful secret <i>LOA</i>
Shy	Dislikes social situations and tries to avoid them <i>LOA</i>
Speech Impediment	Has trouble speaking and may be misunderstood <i>LOA</i>
Stingy	Tight with money <i>LOA</i>
Stubborn	Obstinate and hard-headed <i>LOA</i>
Submissive	Easily bullied and wants to be lead <i>LOA</i>
Superstitious	Goes out of her way to follow her unusual beliefs <i>LOA</i>
Vain	Egotistical and narcissistic <i>LOA</i>
Miscellaneous Flaws	
Danger Magnet	Attracts trouble through no fault of her own <i>LOA</i>
Hunted	Pursued by an individual or organization <i>LOA</i>
Poor	Destitute and bad with money <i>LOA</i>
Primitive	Has difficulty with technological items <i>LOA</i>
Unlucky	Cursed, jinxed, or otherwise unlucky <i>LOA</i>

Step Eight: Starting Experience

Spend up to 15 Points

(Unspent Points can be carried into play)

Trait	Experience Point Cost
Primary Attribute	New Attribute Level x 5
Skill	New Skill Level x 2
Skill Specialization	3
Talent	15
Resource	15

Step Nine: Finishing Touches

Add additional information about your character

- Choose a name.
- Give a physical description.
- Make up a character background.
- Select gear.

Step Ten: Style Points

Start play with up to 5 Style Points

- Taking a Flaw at character generation: 1 pt.
- Writing a character background: 1-3 pts.
- Creating a plot hook (e.g. a rival or dependent) for your character: 1 pt. each
- Using props or costumes for your character: 1 pt.
- Miscellaneous (e.g., hosting the game): 1 pt.