**Rules 1: Mortal Hunters Character Creation**

Using the Dark Ages character sheet, the points provided below, and the areas in which to spend your points, create a human character. Follow the steps below, and be mindful of the Rules Handouts referenced (which expand on important aspects of your character).

Name: Any name desired, using the family lineage choices

Chronicle: Hunters By Night (AD 1212)

Nature: Select a Nature from the primary game book (pp 138-140).

Most Natures are fully applicable to mortal characters. A few may need slight adjusting (such as Penitent). Please consult with GM as needed.

Demeanor: Change this reference to Power; then choose Faith or Magic.

  *(Faith = your power comes from God; Magic = your power comes from nature)*

Clan: Change this reference to Order; choose an Order (See Handout Rules 3).

Generation: Change this reference to Family; indicate which family you belong to.

 *(See GM for options and details)*

Concept: Select Nobility, Clergy, or Guild. (See Handout Rules 2).

Haven: Change this reference to Home; indicate which village/town you reside.

 Choices are: Preston, Oldham, Blackburn, Bolton, Liverpool, Wigan. (see map)

VITAL STATISTICS:

All characters will start with one free dot in all Attributes. Normally mortals do not receive this advantage, but your group are an extraordinary, rare set of individuals.

Spend available points (below) to allocate where you wish, per rules.

**ATTRIBUTES**: 6/4/3

**ABILITIES**: 11/7/4

**DISCIPLINES:** 1 Change this reference to **Power**s. Choose either Faith or Magic.

Write down your choice on the first line. Below this you will record related traits (such as Duration & Extend).

**VIRTUES:** 7 Conscience, Self-Control, Courage

**WILLPOWER:** CStarts out equal to your Courage score.

**BLOOD POOL:** 4Change this reference to **Mana Points**. Start with 4.

These are used to power some of your Faith or Magic abilities**.**

**BACKGROUNDS:** 5 No Background can be more than 3 dots. (See Handout Rules 4)

**ROAD:** CChange this reference (back) to **Humanity**. Starts out equal to your Conscience score. Humanity will be used but it is much less important for mortals. (See GM for details)

**FAITH or MAGIC:** 1 Choose one or the other. Start with one dot in your choice.

On the character sheet notate this in the Disciplines section.

(See Handout Rules 6, 7, 8)

**Magic Traits:** 0 These include Duration and Extend. They are recorded under the

Disciplines section of your sheet (where you wrote down Magic).

**Magic Spells:**  3 These include the various attribute-related spells in the handout.

 You receive one dot (level 1) in each of the three spell categories.

**Magic Rituals:** 1 These include the various thaumaturgical rituals in the handout.

 You may start with one free dot in any one Ritual of your choice.

**FREEBIE POINTS:**  **21** Freebie Points Cost Chart (to increase any of these scores):

Attributes: 5 freebie points per dot.

Abilities: 2 freebie points per dot.

Ability Specialties: 1 freebie point each (max three per ability).

Virtues: 2 freebie points per dot.

Backgrounds: 1 freebie point per dot.

Humanity: 1 freebie point per dot.

Willpower: 1 freebie point per dot.

Faith: 7 freebie points per dot. (Cannot increase beyond 2 dots at the start)

Magic: 5 freebie points per dot. (Cannot increase beyond 3 dots at the start)

Magic Traits: 2 freebie points per dot. (Cannot increase beyond 3 dots at the start)

Magic Spells: 1 freebie point per dot. (No limits; can go all the way to 5 dots)

Magic Rituals: 2 freebie points per dot. (Cannot increase any beyond 3 dots at the start)

**MERITS/FLAWS:** up to 15 points in both (see below). (See Handout Rules 5)

**STARTING EQUIPMENT:** (See Handout Rules 9)

What your character starts out with will be largely a matter of the number of dots in Resources, along with your character’s Concept and backstory. Each character Concept (see separate handout) lists your basic, starting equipment and money.

**LANGUAGE:**

All characters start with the ability to spesk their “native” language for free. Each dot in Linguistics provides knowledge of additional spoken languages (see book). Given the land and era in which you live, and the fact that you are all exceptional beings, it is likely that you may have access to multiple languages. This does not, however, make you a literate person (see below). There are simply so many sects and ethnicities in England at this time that it is common to be exposed to more than one language in your lifetime. Typical language choices in AD1212 include the following:

England Celtic, Welsh Celtic, Scottish Gaelic, Danish, West Saxon (or Wessex—southern England), Mercian (central England), Northumbrian (northern England), Kentish (county of Cornwall), Francien (Frankish), Latin, and Germanic (Anglo and Jute).

The Celtic languages are still somewhat commonly spoken in some areas. West Saxon is spoken primarily in the south. Francien tends to be the most common language, spoken in central and south east England. Danish is spoken by the Danish coastal settlements (mostly in the north east) and raiding Vikings. Kentish is a celtic-saxon mixture spoken only in the county of Cornwall, southwest England. Latin is universal but spoken almost exclusively by the clergy and monks. Germanic is spoken primarily in the north only.

For those of you looking for a “common tongue” your best bet would be Francien (the language having its roots in the Norman settlers coming to England after 1066). You may also select Latin or Saxon. The dominate languages in Lancashire in 1212 AD are Francien (spoken by about 50% of the population), Saxon (spoken by about 30% of the population), Northumbrian (10%), and a smattering of England Celtic, Danish, Welsh Celtic, & others including Latin. All clergy speak Latin.

**LITERACY:**

Most folks in England are not literate. Even among the upper class, literacy is rare. Typically the clergy is literate. Literate means being able to read and write in at least one written language. In order for your character to be literate, you must qualify for that by meeting both of these requirements:

* One dot in Academics: Ability to read/write in one language you know
* Minimum 2 dots in Intelligence

If any you meet these requirements at the commencement of the game, it can be presumed that you are literate. Characters who are not literate do not suffer any severe penalties during game play. Obviously they won’t be able to read or understand most anything written, except possibly for pictures (such as maps). Nor can they write missives or other messages.