

Character Creation

AGENT: substitute Research for Computer Use; otherwise unchanged from COC.

ANTIQUARIAN: unchanged from COC. *Example: E.A. Wallis-Budge.*

ARTIST/MUSICIAN: substitute Perception for Listen/Spot, + 4 others. *Example: Aubrey Beardsley.*

BUSINESSMAN: substitute research for Computer Use; substitute Perception for Listen/Spot and + 4 others; otherwise unchanged from COC.

CONSULTING DETECTIVE: Heal (Wis), Knowledge (chemistry; Int), Knowledge (history; Int), Knowledge (law; Int), Knowledge (psychology; Int), Perception (Wis), Research (Int), Sleight of Hand (Dex), Speak Other Language (Int) + three others. *Example: Insp. Dupin, Sherlock Holmes.*

CRIMINAL: unchanged from COC. *Examples: H.H. Holmes, Prof. Moriarty.*

DILETTANTE/ARISTOCRAT: unchanged from COC. *Examples: Annie Horniman, "Prince Eddy".*

DOCTOR/NURSE: substitute any one for Computer Use; substitute Perception for Listen/Spot and + 4 others; otherwise unchanged from COC. *Examples: Dr. Frederick Treves, Dr. William Wynn Westcott.*

EXPLORER: Climb (Str), Heal (Wis), Knowledge (any one: Int), Move Silently (Dex), Perception (Wis), Ride (Dex), Sense Motive (Wis), Speak Other Language (Int), Wilderness Lore (Wis) + three others. *Example: Allan Quartermain.*

FEMME FATALE: Bluff (Cha), Diplomacy (Cha), Heal (Wis), Knowledge (psychology: Int), Performance (any one: Cha), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Speak Other Language (Int) + three others. *Example: Irene Adler.*

FREELANCER: Bluff (Cha), Hide (Dex), Knowledge (psychology: Int), Move Silently (Dex), Research (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Other Language (Int), Swim (Str) + three others. *Example: Col. Sebastian Moran.*

INQUIRY AGENT: Bluff (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (mathematics: Int), Knowledge (law: Int), Move Silently (Dex), Open Lock (Dex), Perception (Wis), Tumble (Dex) + three others.

INVENTOR: Craft (photography; Int), Craft (any one: Int), Disable Device (Int), Knowledge (any one: Int), Open Lock (Dex), Operate Heavy Machinery (Dex), Perception (Wis), Repair (Int), Research (Int) + three others. *Examples: Dr. Cavor, the Time Traveller.*

OFFICIAL POLICE: Bluff (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Knowledge (law; Int), Knowledge (psychology: Int), Move Silently (Dex), Open Lock (Dex), Perception (Wis) + three others. *Examples: Insp. Frederick Abberline, Sir Charles Warren.*

OCCULTIST/MYSTIC: substitute Perception for Listen/Spot and + 4 others; otherwise unchanged from COC Parapsychologist. *Examples: A.E. Waite, Aleister Crowley, Robert Edward Lees.*

PRIEST/CLERGYMAN: substitute Perception for Listen/Spot and + 4 others; otherwise unchanged from COC.

PROFESSOR: substitute Perception for Spot and + 4 others; otherwise unchanged from COC. *Examples: M.R. James.*

SOLDIER: substitute Perception for Listen/Spot and + 4 others; otherwise unchanged from COC.

WRITER/REPORTER: unchanged from COC. *Examples: Arthur Machen, Bram Stoker.*

Starting Money	Yearly Income
£300	£150

Profession	1d6 Roll
Agent	0
Antiquarian	-1
Artist	-2
Businessman	0
Consulting Det.	0
Criminal	-1
Dilettante	+1/+2*
Doctor	+2
Explorer	0
Femme Fatale	**
Freelancer	0
Inquiry Agent	0
Inventor	+1
Official Police	0/+1***
Occultist	-1
Priest	-1
Professor	0
Soldier	-2/0***
Writer	-1

* The number before the slash is for dilettantes or knights, while the second number is for the aristocracy.

** The femme fatale is a lower-class woman who attaches herself to a suitor. Her income modifier is that of the suitor.

*** The two numbers reflect one's rank within the organization: the first is for constables or rank-and-file soldiers, the second for inspectors or officers.

KNIGHTS: Knighthood (Sir/Dame) may be granted by Queen Victoria in exchange for services rendered to the Crown, or to reward an extremely famous or successful individual. The DM may determine when or if knighthood is granted.

