Backgrounds

Influence

Influence is not used in Baltimore After Dark and cannot be purchased. The effects of Influence can be obtained through Allies, Contacts, etc.

Status

Status in Baltimore After Dark is not used to denote a character's 'Rank' or title but to more generally reflect their reputation and standing among the local kindred society.

Status is not purchased. Your character's initial Status will be set by the Storytellers after reviewing your sheet. In-play, Status is affected by your character's IC actions (or inaction) and is adjusted monthly.

Title

Title is used to denote a character's 'rank' or official position within kindred society.

Title is not purchased but is instead set by thee Storytellers after reviewing your sheet. In-play, Title may be adjusted based on IC events.

10000 Keeper of Elysium, Hound, Herald, Chancellor, Ductus, Pack Priest, Templar/Paladin

11000 Primogen, Harpy, Scourge, Sheriff, Alastor, Whip

11100 Primogen, Inquisitor, Bishop, Priscus

11110 Seneschal, Archon

11111 Prince, Justicar, Archbishop, Cardinal

Haven

If you want your character to have a Haven, you require dots in Resources and/or Domain. You must then describe your Haven in the Haven box on your character sheet keeping in mind that the size, amenities and just how 'fancy' it is will be limited by Resources.

Your Haven does not have to be located within your Domain. There are pros and cons for either case.

If you have dots in Domain, but no dots in Resources, and you want your character to have a Haven, this would represent a tragically impoverished, but secure space somewhere in the Domain. For example, an old boiler room, an abandoned sewer junction, etc.

If you have dots in Resources, but no dots in Domain, and you want your character to have a Haven, this would represent a safe space as big and nice as the character's Resources allow but with no feeding rights. The character is required to feed in the Rack (or poach).

Language Merits

Reasonably explainable language merits can be taken without a cost (cost 0). If your character would reasonably know a second or third language (e.g. a character from Quebec, Canada would likely know both French and English), then you can mark this as a merit with no cost. Other languages (e.g. ancient languages, something not learned as a child, etc) these would still cost 1pt.

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