

# Character Creation

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# 1.0 - Pick your Clan WIP

# 2.0 - Attributes, Trackers and Skills

## Attribute Selection:

- Pick your strongest attribute (••••)
- Pick your weakest attribute (•)
- Pick three attributes that you are good at (•••)
- The remaining four attributes will be (••)

## Set your trackers:

- Your humanity defaults to 7
- Your health is STAMINA + 3
- Your willpower is COMPOSURE + RESOLVE

## Skill Selection:

Pick one of these skill distributions		
Jack of all trades	Balanced	Specialist
1 skill at (•••) 8 skills at (••) 10 skills at (•)	3 skills at (•••) 5 skills at (••) 7 skills at (•)	1 skills at (••••) 3 skills at (•••) 3 skills at (••) 3 skills at (•)

## Set your specialties:

- You can enter specialties next to your skill dots
- A specialty is a specific subject within your selected skill. When you make a check with that skill and your specialty applies to the check you are making, you gain an additional dot in that skill for the purposes of that roll.
- You get one free specialty to spend on whatever skill you would like.
- Add one free specialty to Academics, Craft, Performance or science If you have one or more dots in them

# 3.0 - How long ago were you embraced

When were you embraced?	You are a...	Generation	Blood Potency	Other
Recently	Childer	14th - 16th	0	All thin-bloods fall into this row
		12th - 13th	1	All non thin-blood Childer's fall into this row
It's been a while	Neonate	12th - 13th	1	+15xp
So long ago	Ancillae	10th - 11th	2	+35xp, +2 advantages, +2 flaws, -1 humanity

# 4.0 - Predator Type

Style		Specialty	Discipline	Merits	Flaws
Ruthless & Brutal	<u>Alleycat</u>  Ambush in the dark	<b>Intimidation</b> (Stickups) or <b>Brawl</b> (Grappling)	+ ( • ) to Celerity or Potence	+ ( ••• ) Contacts	-1 Humanity
	<u>Extortionist</u>  Draw blood forcefully		+ ( • ) to Dominate or Potence	Spend ( ••• ) on contacts and resources	+ ( •• ) Enemy (Police or Victim)
	<u>Roadside Killer</u>  Hunt lone drivers and hitchhikers		+ ( • ) to Fortitude or Protean	+ ( •• ) Herd	+ ( • ) Prey Exclusion (Locals)
Sociable	<u>Cleaver</u>  Feed on friends and family		+ ( • ) to Dominate or Animalism	+ ( •• ) Herd	+ ( • ) Cleaver
	<u>Consensualist</u>  Only feed with consent		+ ( • ) to Auspex or Fortitude	+1 Humanity	+ ( • ) Masquerade Breacher + ( • ) Prey Exclusion (Non- Concenting)
	<u>Osiris</u>  Feed on your followers		+ ( • ) to Blood Sorcery or Presence	Spend ( ••• ) on fame and herd	Spend ( •• ) on enemies and mythic flaws
	<u>Scene Queen</u>  Feed among your "scene"		+ ( • ) to Dominate or Potence	+ ( • ) Fame + ( • ) Contact	+ ( • ) to disliked or prey exclusion
	<u>Siren</u>  Seduce and feed		+ ( • ) to Fortitude or Presence	+ ( •• ) Beautiful	+ ( • ) Enemy (Spurned Lover or Jealous Partner)

Quiet & Stealthy	<u>Sandman</u>  Feed on the sleeping		+ ( • ) to Auspex or Obfuscate	+ ( • ) Resources	None
	<u>Graverobber</u>  Feed in graveyards		+ ( • ) to Fortitude or Oblivion	+ ( ••• ) Iron Gullet + ( • ) Haven	+ ( •• ) Obvious Predator
Excluding Mortals	<u>Bagger</u>  Blood bag drinker <i>No Ventrue</i>		+ ( • ) to Obfuscate, Oblivion or Blood Sorcery	+ ( ••• ) Iron Gullet	+ ( •• ) Enemy
	<u>Blood Leech</u>  Vampire drinker		+ ( • ) to Celerity or Protean	+1 Blood Potency	-1 Humanity + ( •• ) Diablerist or Shunned + ( •• ) Prey Exclusion (mortals)
	<u>Farmer</u>  Animal drinker <i>No Ventrue</i>		+ ( • ) to Animalism or Protean	+1 Humanity	+ ( •• ) Feeding: Farmer

## 5.0 - Disciplines

# 6.0 - Touchstones & Convictions



# 7.0 - Merits & Flaws

Trade two dots of flaw into 1 merit

Merit	Requirements	Effect	Cost	Notes
Beautiful		+1 die for social rolls	2	Upgrades into stunning
Stunning		+2 die for social rolls	4	Upgraded from beautiful
Haven		A secure location to live and sleep in	1-3	1 is low security 2 is medium security 3 is high security
Hidden Armory	Haven	Extra guns	1	
Watchmen	Haven	Mortal security workers for your haven	1	Upgrades the security of your haven
Luxury	Haven	+2 die for social rolls when inside your haven	1	
Eat Food		The ability to eat mortal food	2	You can stomach mortal food but must throw it up eventually. It does not decrease hunger.
Resources		Cash Flow	1-5	1 - You have some spare cash 2 - You have minimum wage 3 - You have a few hundred thousand 4 - You are a millionaire 5 - You are a billionaire
Mask		You have a fake identity	1-2	1 - A competent detective could uncover you're not who you say you are. 2 - It would be difficult for anyone to prove you aren't who you say you are.

Bloodhound		You can detect blood resonances in mortal blood by smelling it	1	
Iron Gullet		You are able to consume expired or defractioned blood	3	
Linguistics		Each level represents knowing an additional language fluently other than native and domain languages.	1+	This can be taken multiple times
Retainer		A loyal mortal servant	1-3	
Allies		A group of mortal allies	1-6	Each level represents the effeciveness of your allies.
Contacts		Mortals that can provide information, items and other things of value	1-3	Each level determines the quality and selection of available goods / information.
Herd		A group of mortals that you can feed on free of consequences	1-5	Each level represents the quality / quantity of the herd.
Mawla		An undead mentor	1-5	Each level represents the quality or amount of assistance you will receive.
Status		Reputation with a faction	1-5	Each level makes a faction more favourable to you.

Flaw	Requirements	Effect	Cost	Notes
Ugly		-1 die for social rolls	1	Upgrades into repulsive
Repulsive		-2 die for social rolls	2	Upgraded from ugly
Living in the Past		Outdated views	1	
Archaic		Technology skill 0	2	

Folkloric Bane		Take damage when touching a particular item of your choice that is known to harm vampires	1	
Folkloric Block		You must spend willpower to move past a specific thing of your choice that is known to impede vampires (running water, threshold of a home)	1	
Stigmata		When at hunger 4 or higher you bleed from your hands, feet and forehead	1	This causes disadvantage on social rolls
Stake Bait		When staked you die instantly instead of entering torpor	2	
No Haven		No safe place to sleep	1	
Haunted	Haven	You're haven is haunted by a ghostly presence	1+	
Compromised	Haven	This haven is on a watchlist and may have been raided at some point.	2	
Destitute		No money, no home, and no monetary value beyond themselves.	1	
Known Corpse		People know the vampire died recently and react in turn if they see them.	1	
Known Blankbody		The character's name, history, associates, and more are all in several agency databases. Inquisition can recognize them as a vampire.	2	
Prey Exclusion		Unable to feed from a certain group and take Stains as if breaking a Chronicle Tenet when they do.	1+	

Methuselah's Thirst		Hunger can only be slaked to 0 by Supernatural blood	1	
Farmer		Must spend 2 Willpower Points to feed on human blood	2	Ventrue may not take this.
Organovore		Slake only by consuming human flesh and organs	2	
Illiterate		The Character cannot read nor write and their Science and Academics Skills may not go beyond 1 dot	2	
Stalkers		Something about the character tends to attract others who get a little bit too attached and just won't let go. Be it a former retainer or a past lover, should they get rid of them, another soon appears.	1	
Enemy		The opposite to Allies, and are rated two levels less effective.	1+	
Obvious Predator		A predatory vibe removes two dice from any hunting pool except Physical stalking, chasing, and killing. Lose on die from any Social test intended to calm humans. Cannot maintain a Herd.	2	

Suspect		Breaking the rules or weaseling out of something owed has netted this character the ire of this Sect. Stay out of sight and mind and nothing will happen until they prove their worth again but until then take a 2 dice penalty to Social tests with the offended Factions.	1	Upgrades into shunned
Shunned		Despised by a Sect, a line was crossed that never should have been, and now members of this group actively work against them at any opportunity.	2	Upgraded from suspect