



# Character Generation

## Step 1: Concept and Clan

The first step in the process is to decide upon the style of character you wish to play. Choose a **concept** and a **Clan**. Perhaps you want to play a drug-dealing Brujah or a Malkavian with a split personality?

We recommend that you keep a copy of the 2<sup>nd</sup> Edition Vampire: the Masquerade sourcebook handy as a reference.

New players to the game should choose one of the standard Camarilla Clans: *Brujah*, *Caitiff*, *Gangrel*, *Toreador*, *Tremere*, *Malkavian*, *Nosferatu* or *Ventrue*. [See V:tM Page 126 for a full description of these clans]

## Step 2: Statistics

You have **50** points to spend on **Generation**, **Stats** and **skills**.

### Generation

Your character is 13<sup>th</sup> generation by default. You can spend points out of the 50 to decrease your Generation. The lowest level you can buy is 8<sup>th</sup> generation. However, there are Random Picks (see Step 7: Random Pick) that could lower your generation even more. Further decreases can only be obtained by *committing diablerie* during game-play.

| Generation  | Cost        | Max Stat  | Blood Pool | Blood / Round  | Max Skill       | Max Background |
|-------------|-------------|-----------|------------|----------------|-----------------|----------------|
| 15th        | -4          | 20        | 8          | 1 per 2 rounds | Advanced        | 5              |
| 14th        | -2          | 20        | 9          | 1              | Advanced        | 5              |
| <b>13th</b> | <b>Free</b> | <b>20</b> | <b>10</b>  | <b>1</b>       | <b>Advanced</b> | <b>5</b>       |
| 12th        | 2           | 21        | 11         | 1              | Advanced        | 5              |
| 11th        | 3           | 22        | 12         | 1              | Advanced        | 5              |
| 10th        | 5           | 23        | 13         | 1              | Advanced        | 5              |
| 9th         | 8           | 24        | 14         | 2              | Advanced        | 5              |
| 8th         | 12          | 25        | 15         | 3              | Advanced        | 5              |
| 7th         | N/A         | 30        | 20         | 5              | Master          | 6              |
| 6th         | N/A         | 40        | 30         | 6              | Master          | 7              |
| 5th         | N/A         | 50        | 40         | 8              | Master          | 8              |

See V:tM pages 52 and 53 for a description of generation.

### Statistics

Statistics define the basic aptitudes of your character. The maximum you can have in a stat is 20 during character generation. However, these can be increased later during game-play by spending experience.

## Physique

This is the measure of your character's physical characteristics. How dexterous they are, how strong, etc. This Stat is also used for your Wound Points.

## Grit

This is how strong a person you are mentally. It defines your willpower and how able you are to resist effects on your mind. You can *spend* temporary Grit when playing your character to show that you are making additional effort. You should ask the storytellers at the end of the night or in your Orders how many Grit points you will have regained by the next event.

## Education

This Stat defines how well your character has been educated. It is not a measure of intelligence but how much academic training they have had.

In addition, every point you take in **Education** gives you an **extra point to spend on skills**. For example, if you spent your entire 50 points buying 15 in Physique, 15 in Grit and 20 in Education, you would get an additional 20 points to spend on your skills. This is to show that educated people really do know more!

## Example Statistic Levels

The table below should give you an idea about the Stat levels actually mean.

| Level | Description  | Physique (PHYS)                     | Grit                                  | Education (EDU)                           |
|-------|--------------|-------------------------------------|---------------------------------------|---|
| 1-8   | Poor.        | You are weak and frail.             | You buy everything you see advertised | You never went to school.                 |
| 9-12  | Average.     | Unfit but fairly healthy            | You can generally resist chocolate    | You left after high school                |
| 13-15 | Good.        | You exercise regularly              | You are self-confident                | You entered Further Education             |
| 16-20 | Exceptional. | You could be a professional Athlete | You are strong willed and stubborn    | You have multiple degrees at a high level |
| 21+   | Super-human  | Super-hero or Super-villain         | Your will is unshakable               | You know everything there is to know      |

## Skills

There are 3 levels to each skill: Basic, Advanced and Master. Master level is only available to characters with a generation of 7<sup>th</sup> or lower.

Have a look at the **Skills list** to find out what the skills are. The listed skill cost will give you the skill at Basic. Buying the skill again gives you it at Advanced. For example, the Dodge skill costs 2 points. It will cost 2 to get Basic Dodge and 4 in total (with the skill bought twice) to have Advanced Dodge.

## Step 3: Backgrounds

You now have **5 points** to assign between your **backgrounds**. This is separate from the 50 points you spent previously. Background levels go from 0 to 5. You can have one background at 5, five backgrounds at 1 or anything in-between.

| Background    | Description   |
|---------------|---|
| Allies        | What mortal allies you have. Each point gives you one major ally.   |
| Contacts      | What contacts you have. Each point gives you one major contact and a number of minor contacts.  |
| Fame          | How famous your character is amongst the mortal. Level one means that people in your area have heard of you. Level five makes you a worldwide superstar.                                    |
| Herd          | You have a supply of people you regularly feed from. Level one gives you 3 people, two is 7, three is 15 people, four is 30 and level five goes up to 60 people you can feed from.          |
| Influence     | How much influence you have over the mortals. Level one gives you political influence over the city of Glasgow while level 5 gives power to change policies over the entire United Kingdom. |
| Mentor        | How powerful a vampire mentor you have available.   |
| Resources     | How much financial resources you have available. Level 3 gives you the equivalent of a nice house in a good area with a comfortable income.   |
| Retainers     | Each level gives you a faithful retainer.   |
| Status        | This indicates your standing amongst the Camarilla kindred. A Prince will have Status 5 while a respected Elder in the city would have 3.   |
| Humanitas     | This will increase your character's humanity (10 extra per level).  |
| Clan Prestige | This is a measure of your standing in your clan.  |

See V:tM page 171 for full descriptions of the backgrounds.

### *Step 4: Clan Disciplines*

There are 3 disciplines associated with each clan, as described by the table below. You automatically have 3 levels to assign between your clan disciplines. [See V:tM page 156 for a description of these disciplines]

| Clan      | Disciplines                  |           |             |
|-----------|------------------------------|-----------|-------------|
| Brujah    | Celerity                     | Potence   | Presence    |
| Gangrel   | Animalism                    | Fortitude | Protean     |
| Malkavian | Auspex                       | Dominate  | Obfuscate   |
| Nosferatu | Animalism                    | Obfuscate | Potence     |
| Toreador  | Auspex                       | Celerity  | Presence    |
| Tremere   | Auspex                       | Dominate  | Thaumaturgy |
| Ventrue   | Dominate                     | Fortitude | Presence    |
| Caitiff   | Choose any three disciplines |           |             |

In addition to the discipline of Thaumaturgy, **Tremere** also gain a **free level 1 Ritual** (see the V:tM page 169 for a list). Further rituals can only be obtained with permission from the storytellers.

## *Step 5: Freebie Points*

You now have an additional **15 points** to spend on any part of your character to customise it even more. You have the option of taking Merits and Flaws to make your character more interesting. You cannot buy generation with freebie points.

The table below lists the costs of the different things that you can spend freebie points on. Note that you cannot gain more than 7 points from Flaws.

| Section              | Cost                        |
|----------------------|-----------------------------|
| Statistics           | 2 per additional level      |
| Skills               | See skill listing for costs |
| Backgrounds          | 1 per level                 |
| Clan Disciplines     | 5 per level                 |
| Non-Clan Disciplines | 7 per level                 |
| Caitiff Disciplines  | 6 per level                 |
| Merits               | See Merits listing          |
| Flaws                | See Flaws listing           |

## *Step 6: Humanity, Wound Points and Blood Pool*

Unlike the standard Whitewolf rules, humanity goes on a 1-100 scale. By default, your **humanity starts at 50**. As you role-play your character, the storytellers will update your humanity based on what your character does. [See V:tM page 200 for the Humanity Hierarchy of Sins]

Your **Wound Points** are equal to how many points you have in the **Physique Stat**. You take one wound for every point of damage.

Your maximum Blood Pool is determined by your Generation. Look at the table in the *Generation* section to get this value.

## *Step 7: Random Pick*

To make character generation more interesting, you can gain additional skills, points, merits or perhaps flaws by making a random selection. See a storyteller when you want to do this step of character generation.

## *Step 8: Storyteller Inspection*

You should now have a finished character. Please give us a copy of your character to review. It can be in electronic format or handed to us on the night.

## *Step 9: Character History*

Please supply us with a background for your character. A good background will tell us where your character learned their skills, how they make their money, who their contacts and allies are, etc. It should also describe your characters history and why they were embraced as a vampire.



# Example Character Sheet

Character Name: Bob the Brujah

Player Name: Sample Character Sheet

Clan: Brujah

Sire: Bill the Brujah

Generation: 12th (costs 2 points)

Occupation/Concept: Gone in 60 seconds car thief

| Statistic   | Level |
|-------------|-------|
| EDU:        | 10    |
| PHY:        | 16    |
| GRIT:       | 13    |
| [39 points] |       |

| Skill Name | Cost | B/A |
|------------|------|-----|
| Dodge      | 4    | A   |
| Drive      | 6    | A   |

(10 points spent from the EDU stat)

| Skill Name  | Cost | B/A |
|-------------|------|-----|
| Security    | 3    | B   |
| Car Jacking | 4    | A   |
| Streetwise  | 2    |     |

(9 points spent out of the 50)

| Skill Name    | Cost | B/A |
|---------------|------|-----|
| Brawling      | 2    | B   |
| Trivia (Cars) | 1    | B   |

(3 Freebie points)

| Discipline | Level |
|------------|-------|
| Celerity   | 2     |
| Potence    | 1     |

(3 discipline points spent on 2 disciplines)

| Discipline            | Level |
|-----------------------|-------|
| Presence (5 freebies) | 1     |
| Protean (7 freebies)  | 1     |

(13 freebie points spent on 2 disciplines)

## Miscellaneous

Blood Points: 11  
 Wound Points: 16 (=PHYS)  
 XP Points: 0  
 Humanity: 50

| Background | Level | Notes                                |
|------------|-------|--------------------------------------|
| Contacts   | 2     | Local police chief and a drug dealer |
| Resources  | 2     | Steals cars and sells them           |
| Herd       | 1     | His gang                             |

(5 background points spent on 3 backgrounds)

| Merits        | Points |
|---------------|--------|
| Acute Hearing | 1      |

| Flaws         | Points |
|---------------|--------|
| Overconfident | 1      |

You can download character sheets, skills lists, merits and flaws and a copy of these instructions from our website:

| Description          | Location  |
|----------------------|---|
| Character Sheet      | <a href="http://www.gvlarp.org.uk/system/downloads.php">http://www.gvlarp.org.uk/system/downloads.php</a>                             |
| Skills List          | <a href="http://www.gvlarp.org.uk/system/lists/skill_list.php">http://www.gvlarp.org.uk/system/lists/skill_list.php</a>               |
| Merits and Flaws     | <a href="http://www.gvlarp.org.uk/system/lists/merits_flaws_list.php">http://www.gvlarp.org.uk/system/lists/merits_flaws_list.php</a> |
| Character Generation | <a href="http://www.gvlarp.org.uk/system/creating.php">http://www.gvlarp.org.uk/system/creating.php</a>                               |