



Character Generation – Quick Sheet

Step 1: Concept and Clan

50 Points to spend on *Stats*, *Skills* and *Generation*.

Step 2: Statistics

Physique (Wound Points), Grit (Willpower), Education. Maximum of 20 in any Stat.

Take the number of points you put into Education and spend it on Skills.

Step 3: Skills

See skill lists for Costs. Buy once for Basic and buy again for Advanced.

Step 4: Generation

Generation	Cost	Blood Pool
15th	-4	8
14th	-2	9
13th	Free	10
12th	2	11
11th	3	12
10th	5	13
9th	8	14
8th	12	15
7th	N/A	20
6th	N/A	30
5th	N/A	40

Step 5: Backgrounds

5 Points to assign to backgrounds. Allies, Contacts, Fame, Herd, Influence, Mentor, Resources, Retainers, Status, Humanitas, and Prestige.

Step 6: Clan Disciplines

3 Levels of disciplines to assign

Clan	Disciplines		
Brujah	Celerity	Potence	Presence
Gangrel	Animalism	Fortitude	Protean
Malkavian	Auspex	Dominare	Obfuscate
Nosferatu	Animalism	Obfuscate	Potence

Toreador	Auspex	Celerity	Presence
Tremere	Auspex	Dominare	Thaumaturgy
Ventrue	Dominare	Fortitude	Presence
Caitiff	Choose any three disciplines		

Step 7: Freebie Points

15 Points to spend

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 8: Humanity, etc

Humanity starts at 50. Increase it by 10 for every level of Humanitas you have. Blood Pool is determined by your Generation. Wound Points are equal to your Physique Stat.

Step 9: Random Pick

Step 10: Storyteller Inspection

Step 11: Character History