

Basic Character Creation Guide

This information is from Laws of the Night (Revised) From White Wolf

Available on DriveThruRPG: <https://www.drivethrurpg.com/product/1485/>

Quick Character Creation Process

Step One: Inspiration — *Who are you?*

- Choose a concept
- Choose a clan
- Choose a Nature and a Demeanor
- Choose a Morality Path

Step Two: Attributes — *What are your basic capabilities?*

- Prioritize Attributes (*seven primary, five secondary, and three tertiary*)
- Choose Traits

Step Three: Advantages — *What do you know?*

- Choose five Abilities
- Choose three Basic Disciplines (*four for Sabbat*)
- Choose five Backgrounds (*none for Sabbat*)

Step Four: Last Touches — *Fill in the details.*

- Assign Blood Traits
- Assign Willpower Traits
- Assign Virtue Traits
- Choose Negative Traits and Raws (*if any*)
- Choose a Derangement (*if desired*)
- Spend five (*or more*) Free Traits and choose Merits (*if any*)

Step Five: Spark of Life — *Narrative descriptions*

Concept: This can be a common character trope, an idea or character you want to emulate, or you can just be the vampire version of yourself. Concepts are loose and just help anchor the character.

Clan: Picking your clan is one of the most important parts of character creation. Your clan will shape a lot about your character, your character's abilities, and your characters challenges. For Camarilla and Anarch, the common clans are Malkavian, Brujah, Ventrue, Gangrel, Toreador, and Nosferatu. Each clan will 3 Disciplines they can learn naturally, several freebie points to put into abilities and such, and other important mechanic information. You can find out more about the clans in your Laws book, in Chapter 2.

Nature and Demeanor: Using the Archetypes list in your Laws book (page 70) you will pick your character's Nature and Demeanor. *Demeanor* is your outwardly personality towards your unlife and fellows. *Nature* is your



inward personality. These two things can be the same, but having two different Archetypes for your Nature and Demeanor is encouraged for a more dynamic character. An expanded Archetype list can also be found here: https://whitewolf.fandom.com/wiki/List_of_Archetypes

Morality: As a vampire, you are no longer human, and thus, over time, you will likely lose your humanity and give in further to your beast, moving closer to the monster you have become. BUT we don't begin as monsters, so Morality determines where we sit on the scale.

Virtues	
Conscience	00000
Self-Control	00000
Courage	00000

To determine morality, you will fill out 1 dot each of Conscience, Self-Control and Courage. You then have 7 dots to distribute among the Virtues however you see fit. You should have 10 dots total at the end. You can now calculate your Morality.

Morality=((Self Ctrl+Consc)/2) Round Up

During character creation, you may choose to lose one Morality Trait in exchange for gaining two Free Traits. You may do so only once.

Generation: Generation is how many steps away from the first vampire your blood is. The lower the generation, the more potent the blood. Lower generations are also rarer. Player characters cannot be lower than 8th generation. Generation is randomly generated. If you get with an ST, we will help determine your generation. (For level of generation lower than 13th, the player must purchase one level of the Generation Background. Ex: 8th = 5 dots in Generation, 12th= 1 dot in Generation)

Prioritize Attributes: There are 3 main types of Attributes: Social, Mental, Physical. You will need to pick which is the strongest, and weakest, for your PC, of those three. You will then start with 7 traits in your strongest, 5 traits in the middle, and 3 traits in your weakest. You will be able to gain more traits and become stronger in these attributes as you grow, but this is how you start.

Picking Traits: You've decided how many traits you have, now to pick what they are. On page 75 of your laws book, there will be listings of traits. (Ignore the Negative traits for now) You will pick traits from these lists. Please keep your traits from out of published White Wolf material and role play appropriately.

A few things to note when picking traits. Each Attribute has 3 types of traits (Example: Physical traits can either be Strength, Dex, or Stamina) it is advised you pick at least one trait in each type, so that your character isn't stuck down the road.

Also, just because you have 7 dots to put into physical, doesn't mean you need 7 unique traits. You can be Brawny x3, Quick x2, and Tireless x2.

Abilities: Abilities describe the knowledge your character has. Your character's education and training. Whether learned in mortal days or honed after death, Abilities set apart your character by letting her attempt tasks that less skilled compatriots cannot understand or complete. You start with 5 dots of Abilities (in addition to any free points you have from your clan). Distribute how you see fit.

Backgrounds and Influences: Backgrounds and Influence are how you interact with the mundane world as a vampire. Backgrounds are resources such as money, people, etc, that give you a leg up in the world. Influences are how much sway you have over the mortal world. Influences are used during your downtime sessions (between games) to sway the game you are coming into the next time you play. It can be used to cover masquerade breaches, change the political climate, make feeding easier or more difficult, etc. Influences are run using the Dark Epics rules. You have 5 dots to spend in this section (minus your generation dots)

Disciplines: Your disciplines are your vampire powers and are based upon your clan. You start with 3 dots to put in any of your in-clan disciplines. During Character creation you may buy up to the third level of your in-clan disciplines.

After your base sheet is submitted, you may be awarded additional XP to build up your sheet. New PCs can buy one dot of out of clan discipline for 4xp. Any additional out of clan dots at character creation need ST approval.

For In-clan disciplines, cost is: Dots 1&2 - basic, 3xp each; dots 3&4 - intermediate, 6xp each; dot 5 is advanced, 9xp.

Blood and Willpower: These traits are determined by generation. Refer to the chart below from Laws of the Night (Revised).

Generation	Generation			
	Max. Traits	Max. Abilities	Blood	Willpower
Thirteen	10	5	10 / 1	2 / 6
Twelve	10	5	11 / 1	2 / 8
Eleven	11	5	12 / 1	4 / 8
Ten	12	5	13 / 1	4 / 10
Nine	13	5	14 / 2	6 / 10
Eight	14	5	15 / 3	6 / 12
Seven	16	6	20 / 5	7 / 14
Six	18	7	30 / 6	8 / 16
Five	20	8	40 / 8	9 / 18
Four	25	9	50 / 10	10 / 20
Three	30	?	?	?

Blood is your maximum number of Blood Traits. You can hold that amount of blood in your system. The number after the slash is how many Blood Traits you can spend in any given turn.

Willpower lists your starting Willpower Traits before the slash, and your maximum Willpower Traits after the slash.

Negative Traits: Negative traits add flavor. Some characters have particular weaknesses or shortcomings. Such hindrances are represented with Negative Traits. Though Negative Traits are not required, they can represent a deficiency or injury in your character.

Each Negative Trait taken is good for one Free Trait later. You may take up to five Negative Traits, though you should not take more than three Negative Traits in any one attribute category.

Remember to take Negative Traits that you can roleplay accurately and well. The Storyteller may force you to "buy off" Negative Traits that you ignore consistently. A complete listing of Negative Traits, and how they affect play, begins on p. 81

Merits/Flaws: The most flavorful part of your sheet. Representing specific deficiencies or drawbacks aside from inherent weaknesses common to many people, Flaws showcase particular problems. The antithesis of Flaws, Merits represent special bonuses and capabilities beyond the norm. Each Merit/Flaw is rated in terms of its Trait value. You can take no more than seven points of Merits, and no more than 7 points of Flaws.

(Merits cost xp, Flaws grant xp, so they can potentially equal each other out)

The Merits and Flaws section start on p. 112

Derangements: A derangement represents some sort of mental instability or neurotic behavior. Taking a derangement counts as two Negative Traits and thus grants you two Free Traits, but you can only take one derangement at character creation (or one extra, in the case of Malkavians, who all start with one). Be warned, derangements cause unpredictable and uncontrollable behavior at times, and a Storyteller is justified in asking you to "buy off" any derangement that you do not roleplay accurately.

5 Free Points: 5 Free XP to spend where you'd like.

You've now created a basic sheet. If you bring it to an ST to look over, we can approve it, or offer suggestions/feedback.

You may be granted 30-60 xp by staff after showing them your initial sheet.

When spending XP:

Willpower: 3xp each

Traits: 1xp each

Influence/Background: 1xp each

Abilities: 1xp each

Disciplines/Thaum:

3xp for dots 1-2

6xp for dot 3