

Character Creation Script

1. Character Background, Backstory, Personality, Concept

Answer these as thoroughly as possible; the bulk of your character depends on them!

Who was your character before they were Embraced? Think about age, life experiences, job, hobbies, family, friends, opinions, personality traits, and anything else that makes your character's life more full. Consider drawing a relationship map (*Core 142*).

What was your character's reaction to being Embraced, and who Embraced them?

2. Touchstones and Convictions - *Core 172-173*

Your touchstones and convictions are what connect you to your humanity. Convictions are usually statements beginning with "I always..." or "I never..." while touchstones are something physical - most often a person, but they can sometimes be organizations or, rarely, even objects. Pick between 1 and 3 convictions, and a touchstone that matches each one.

3. Ambition - *Core 173*

Something your character is striving toward. Something they would go to great lengths or make sacrifices to make happen. For recently embraced neonates, this will likely be something left undone or unachieved during their life, but it doesn't have to be.

4. Attributes - *Core 155-156*

4 Dots - What do you think your character's strongest attribute is?

1 Dot - What is your character the worst at? What would be their weakest point?

3 Dots - What 3 things are your character better than average at?

2 Dots - Attributes that are still unassigned get 2 dots; your character is average at these.

5. Pools - *Core 119*

Color in the unused boxes, leaving the used boxes empty so that you can mark in them later.

Humanity - 7 boxes left empty

Health - Stamina + 3 boxes left empty

Willpower - Composure + Resolve boxes left empty

6. Clan - *Core 63-113; V5 Companion 5-23; Camarilla 158-168; CbN 289-296*

Kindred don't tend to embrace randomly. Which clan would your character's personality and attributes have attracted? If they were among the extremely rare group who were truly embraced randomly, how do their clan Bane and Compulsion conflict with their personality?

7. Skills - Core 159-168

Choose one of the following point distribution sets. Remember, you can still attempt to do anything even with zero dots, but your skills with dots are what you're particularly suited for!

Jack of All Trades - One 3-dot skill, Eight 2-dot skills, Ten 1-dot skills

Balanced - Three 3-dot skills, Five 2-dot skills, Seven 1-dot skills

Specialist - One 4-dot skill, Three 3-dot skills, Three 2-dot skills, 3 1-dot skills

8. Bane and Compulsion - Listed in chosen clan's material

Each clan has a Bane and a Compulsion. These are powerful curses that manifest through their Vitae to influence their behavior, a Bane generally being a negative consequence of some kind, and a Compulsion being a need to do something. Write these down and remember them.

9. Disciplines - Core 243-288; CotBG 84-85, 104;

Go ahead and write down all three of your Clan's disciplines. Then write down the specific power that each dot gives you.

2 dots - 1 discipline of your choice

1 dot - second discipline of your choice

0 dots - remaining discipline

10. Predator Type - Core 175-178; CotBG 150

Choose the predator type that fits your character best. Each predator type will add dots in disciplines, backgrounds, etc. They also give you skill specializations. Remember to go back and add them.

11. Advantages and Flaws - Core 179-194

Spend 7 dots on advantages and at least 2 dots on flaws. Everyone at the table should consider allowing the person next to them to pick their flaws for them to make it interesting. Any dots unspent on advantages can be added as 1xp each.

12. Generation and Blood Potency - Core 214-216

Talk with your Storyteller. Most commonly, brand new fledglings are of the 13th Generation with a blood potency of 1.

13. Blood Bonds - Core 233

All fledglings begin with a level 1 Blood Bond to their sire. It lasts about a month as long as it is not replenished, and it means that the fledgling has an unnatural emotional attachment to their sire, either love or hate.

What Would Your Character Do?

Now that you have created your Vampire, you should examine the following scenarios. If you have fleshed out your character completely, their next actions should be fairly obvious to you here; if you have trouble, simply go back and tweak their personality a little.

- I. You're in the dense, urban center of a major city, and an urgent matter has arisen that demands your presence in one of the suburbs as quickly as possible. How might you choose to move to that location?
- II. You have discovered the whereabouts of an individual with information that you absolutely need. They are hiding in a secure building behind a combination of mortal guards and security systems. Without breaking the Masquerade, how might you gain access to the building and persuade them to tell you what you want to know?
- III. Some licks just can't help themselves. Through the actions of either yourself, your compatriots, or one of your Inner Beasts, you now have a fresh mortal corpse on your hands. How do you deal with this blunder?
- IV. A rival Kindred has appeared before you and has every intention of ending your Unlife once and for all. What strategy might you employ in order to survive this encounter?
- V. You and your team have been tasked with silencing a witness, preferably permanently, and have broken into their home to carry out your task. Unfortunately, you were acting on incomplete information; they weren't home, but you have just encountered their two children. They look to be around six and twelve years old, and they have seen you. What do you do?

Bonus: While you are chasing a fugitive Kindred, he turns the corner into an alley and is then launched bodily back out of it, meeting his Final Death as his head is obliterated against a utility pole and vitae sprays out in every direction. Around the corner appears a hulking, wolfish monster, who locks eyes with you. How do you survive this situation? You have five seconds.