

LotNR2 - VIP Point Spendable Chart

The following is a list of items purchased through the Volunteer Incentive Program for the Vampire the Masquerade V5: End to Dawn Chronicle. Available items and costs are subject to change at the discretion of the MES National Storyteller.

Important Notes about VIP Items:

- VIP spends do not supersede or replace the proper approvals process to acquire any item, including items at Low Approval. Any storyteller, from Low to Top, may decline to allow unusual items from their game if they would be a poor fit and making a VIP spend to obtain an item does not override that ability. Please discuss all desired VIP spends with your presiding VST before making them, and understand there is not a 100% guarantee when traveling that an item will be accepted as-is. Players should confirm approval with their ST staff before submitting the VIP expenditures.
- Players **CANNOT** preemptively spend VIP Points. Players may only submit for items that they can currently afford.
- Unless otherwise stated in a section, next to an item, or in an item footnote, VIP items can be purchased throughout the Chronicle on a character and are not limited to character creation.
- Please understand that we aim to process all requests within one week of receipt. Still, this time may be delayed during hectic periods (chronicle starts) or periods of real-life obligations (holidays, etc.).
- Everyone received a 50 VIP award granted to all members in November of 2024; new members now receive a total of 90 VIP for their MC1 VIP award.
- The link for submitting spends [can be found here](#). **This form is only required for spends in Sections V-VII.**

Yearly VIP/Event conversion: On January 1st, 2025, and each year after, you get your MC Level in Event XP and can trade VIP for the remainder of the 15 Event XP. If you earn an MC during the year, it will be applied to the following year. Example: An MC4 player gets 4 Event XP and can then spend 11 VIP to hit the annual 15 Event XP at any point in the year. Normal conversion from excess Event XP to back to VIP applies throughout the year to recover VIP as explained in the VIP System Guide document.

Section I: Character Disciplines, Clans, and Sects

- Out of Clan Disciplines: PCs may start play with an additional one dot of “out of clan” at creation (no EXP or Teacher needed, **first dot only**) – 100 VIP
- PC Ghouls may purchase the second levels of Disciplines – 100 VIP (XP must still be spent to buy individual powers, at a cost 20 XP each)

Section II: Loresheet

- PC may build their own Loresheet – 75 VIP
 - May still only purchase one level one power, one level two power and one level three power, but these Loresheet abilities do not have to come from the same Loresheet. Must still have proper Clan and Sect alignment to access any Loresheet powers.
- PC may purchase Loresheet(s) not allowed by their Clan or Sect – 150 VIP
 - Stacks with the above option if both are purchased.
- PC may purchase a second Loresheet – 300 VIP
 - Stacks with either of the above options if both are purchased.
- PC Ghoul may purchase a Loresheet (General Loresheet) – 100 VIP

Section III: Backgrounds and Skills

- Backgrounds or Background Advantages (Replaces XP Cost):
 - Resources 20 VIP per dot flat
 - Haven 20 VIP per dot flat
- Skills VIP (Replaces XP Cost):
 - Academics 10 VIP per dot flat
 - Etiquette 10 VIP per dot flat
 - Politics 10 VIP per dot flat
 - Crafts 10 VIP per dot flat
 - Driving 10 VIP per dot flat
 - Finance 10 VIP per dot flat
 - Science 10 VIP per dot flat (**Thin-Blood PCs Excluded**)
 - Streetwise 10 VIP per dot flat
 - Performance 10 VIP per dot flat

Section IV: Humanity, Convictions/Touchstones

- You can buy 1 Humanity per year for New Level x 5 VIP. (You may not buy back Morality loss from Diablerie in this way.)
- CONVICTIONS/TOUCHSTONES:
 - You may choose an additional Conviction and Touchstone beyond the default maximum of 3 – 25 VIP per additional, usable up to three times.

Section IV: Miscellaneous

- Rituals and Ceremonies
 - Purchase an additional Level 1 or Level 2 Blood Sorcery Ritual or Oblivion Ceremony – 25 VIP per Ritual/Ceremony level. (Cannot be used for Thin Blood Alchemy Formulas.)
- Merits:
 - Keep the Common Sense merit obtained at MC1/MC2 after reaching MC3 – 10 VIP (Note: Your character must have been created while you were MC1/MC2 to be able to access this benefit. Anyone who held MC 3 or higher when making their character cannot make this expenditure.)

Section V: Character History

- Interactions with a supernatural being outside of your own creature type – 5 VIP
 - This represents simple or infrequent interactions: maybe you've fought alongside werewolves or have been plagued by pesky fae. You have some knowledge of each other, but you also might think every vampire has flaws that match Clan Gangrel's, for example.
 - At no level will this item guarantee plot or convey any definitive current in-Chronicle advantages (or disadvantages) at a national level; these ties are simply options for fleshing out your character's story.
 - Singular and insignificant interactions with no lore justifications and zero expectations may be taken for free. If your character has a game mechanic that would cover such interactions, this is likewise covered at no cost as well.

Section VI: Ties to Canon and Other National NPCs

- Chance Meetings (either positive or negative interaction) – 5 VIP for an Active NPC, 2 VIP for a Dead/Unlisted/Unknown NPC.
 - You have met this NPC once and had a charming but otherwise innocuous introduction. Perhaps they asked you for directions or mistook you for someone else. Regardless, you now have a funny story to share at parties, about how you met them once.
 - This tie **does not** confer further contact with the NPC - they may (but likely will not) remember you if confronted at a large gathering.
- Acquaintances (either positive or negative interaction) – 10 VIP for an Active NPC, 5 VIP for a Dead/Unlisted/Unknown NPC.
 - You may be included in this NPC's larger circle of contacts, potentially receiving early information about events, relevant plot items or other matters this NPC is engaged in.
 - Player may initiate contact with the venue ANST once per year to send a letter or similar communique to this NPC and potentially receive a similar communication back in response.

Section VII: Historical Real-World Ties and Events

Real-world events are **not** likely to be relevant for any plotlines during Chronicle play, and real-world ties are bragging rights only; they do not confer any benefits or contact with the figure (if alive) during Chronicle play.

- Historical Event Participation

While VIP must be spent to have a significant role in past historical events, you do not need to spend VIP for things such as being a common soldier in a war, being one of a thousand (or more) witnesses to a specific event with no direct role, or similar. When in doubt, please email the VIP & DPotM office to ask if something qualifies.

 - Esoteric and Niche Trivia – 5 VIP
 - Example: You took part in the first Motion Picture, were part of Mary Shelley's writing group, or helped construct the first Babbage Machine.

- Your participation, while perhaps important, was never well documented, with only oral histories, anecdotes, and your own retellings as the remaining evidence of your efforts or involvement.
 - Focused Study – 10 VIP
 - Example: Took part in an event on the scale of John Brown's raid of Harper's Ferry, Stonewall Riots, or the Commodore Perry forcing open the ports of Japan.
 - Your participation in these events likely relegated to bureaucratic records, obscure academia, or potentially lost to history save for your existence.
 - Pre-Information Age Known History – 20 VIP
 - You took part in a well-documented and culturally significant event in history. Your name exists in focused textbooks on the subject, and for most people with a studied knowledge of the subject, your participation will be recognizable.
- Historical Figure Ties

While it is possible to be tied to historically noted royal families through the expenditure of VIP as a lesser member of the aristocracy, legitimate heirs (such as those who could have become a ruling Monarch) are not appropriate concepts for PCs. Equally, it will not be permitted to be tied to living members of active monarchies such as the British Monarchy or world leaders such as a country's President, Prime Minister, etc. beyond a second-degree relationship, such as second cousins. In all instances, a character cannot be in the line of succession.

 - Charming Anecdote – 2 VIP
 - You have met a famous person, either living or dead, that has left you with a charming story to share. Perhaps your unit was inspected by Napoleon, you watched Genghis Khan play the Morin Khuur, or shared a plane ride with a celebrity.
 - Friend of a Friend – 5 VIP
 - You were, or are, on the fringe of a prominent modern or historical figure's life. Maybe you went to high school with JFK, worked as a secretary for one of J.P Morgan's immediate subordinates, or were

members of the Masonic Lodge with one of the Founding Fathers. This relationship should be no closer than two degrees of separation, and should generally be esoteric.

- Footnote of History – 10 VIP
 - You are a recurring figure in the life of a prominent modern or historical figure. You have a direct connection to the person, and they know your name. Perhaps you served on PT 109 with JFK, were the child of one of the 47 Samurai who assassinated Kira Yoshinaka, or were one of Plato's students. Your name may appear in focused texts surrounding this figure, such as in-depth biographies.
- Close Friends – 20 VIP
 - You are a key figure in the life of a prominent modern or historical figure's life. Your existence in their life may even be a minor subject of study by experts or historians surrounding this figure. Perhaps you were a lesser-known Civil War Colonel or General who served under General Hooker or Longstreet, a life-long childhood friend of Cosimo de Medici, or one of Robespierre's better-known flunkies. Any text surrounding this figure is almost assured to mention you, if not have whole sections discussing you.
- Historical Positions of Rank or Nobility
 - Minor Role in Real-World Historical Events – 5 VIP
 - incl. company/field grade officers in military, minor commendations, contributions to known locations, minor state/local governmental roles, CEO/President/senior officials of well-known organizations or companies, chivalry such as knights/samurai/etc.
 - Major Role in Real-World Historical Events – 10 VIP
 - Includes military generals, major commendations, major contributions to known locations, major state/government roles, nobility except rulership, etc.

Changelog

9/2/2024 – Initial Issue

9/16/2024 – Thin Blood are Unbound only, added Streetwise and Performance to skill buy

12/15/2024 – Clarified the Out of Clan 100 VIP discipline is first dot only.

12/16/2024 – Clarified the 50 VIP is not for this chronicle but is a general one-time award to all members.

12/29/2024 – Clarified Common Sense Merit Expenditure

1/12/2024 – Thin-Bloods are excluded from spending VIP on Science skill due to use with contested Power check in Thin Blood Alchemy.

9/1/2025 – Added clarification that VIP spends do not override the need to obtain approval from any storyteller, including at Low – Low approval is still an approval.

9/1/2025 – Removed VIP costs associated with portraying an Unbound/Autarkis character, Thin-Blood or possessing Thin-Blooded Alchemy. Any such prior costs paid will be refunded.

9/1/2025 – Added additional Loresheet options, reduced VIP spend cost for second Loresheet from 400 to 300. Removed restriction on which Loresheets were available for purchase with this VIP spend. Reduced Ghoul loresheet cost from 200 to 100.

9/1/2025 – Moved all general character history and NPC connections from core “VIP & DPotM for BNS Venues” Guide to this VIP guide for simplification purposes.

11/29/25 - Removed the part about VIP being free Event XP