

Character Creation and Regulation

Vampires

Abilities and Backgrounds: All PCs based in Columbus in Darkness may purchase the first Trait of their Clan and Sect Lore for 0 XP (or Kindred lore if Caitiff or independent of a Sect).

Generation: Players with a PC sire may purchase down to one generation higher than their PC sire. Other purchases of the Generation background are ST approval.

Disciplines: Out of Clan, Clan specific Disciplines always require Storyteller approval. Out of clan advanced disciplines are not available at creation.

Merits: PCs may purchase Merits from any Mind's Eye Theater source or owbn packet that is appropriate. Starting PCs are limited to 7 points in merits.

Flaws: PCs may purchase Flaws from any Mind's Eye Theater or OWBN source that is appropriate.

Ghouls

Attributes: Ghouls have a maximum of 10 in all Attribute categories.

A Ghoul's maximum discipline level is determined by it's Domitor's Generations.

13th & 14th: 1st Basic. 11th/12th: 2nd Basic. 10th/9th: 1st Intermediate 8th: 2nd Intermediate

Freebie Traits: Ghouls receive 10 Freebie points

Additional Experience Points at Creation

All characters start with an additional 30 experience points. Additional points, up to 60 in total, will be given at ST discretion.

Home Chronicle

If a PC lives in CID territory that PC will be required to transfer to have CID as their Home Chronicle. If a PC does not live in CID territory they may not be based in CID.

If a PC is required for IC reasons to reside in a location not controlled by CID, i.e. Coordinator controlled territory, then special dispensation may be given.