

The Camarilla

Vampire the Requiem Character Quickstart Guide

This character quickstart guide will help you make a player character (PC) for the Camarilla’s sanctioned chronicle in the World of Darkness. It assumes that you’re making a vampire PC for the Requiem venue. Follow the instructions and fill in the fields as appropriate. You should have a copy of *World of Darkness* and *Vampire the Requiem* handy, or a friend who’s very familiar with those books. Fairly standard by-the-book character concepts can be immediately approved by your Storyteller for play; for more unusual and rare things, you will need to get special approvals. Your Storyteller can give you more information about that process.

First enter a few details about yourself.

Player Name:	Membership ID:
Email Address:	Membership Class:

Now progress through the following steps to make a Vampire the Requiem PC:

Step 1:

Pick a concept for your PC; this can be something as simple as ‘intrepid adventurer’ or ‘angst-filled loner’, or something more elaborate. Enter the age at which your character was Embraced to be a vampire as the apparent age, and her true age (how long she’s really been around) next to it. Her true age shouldn’t normally exceed 350 years, but if your concept absolutely calls for it, talk to your Storyteller since special approvals will be needed. For creature type, it’s most likely ‘Vampire’ (if not we’ve got quickstart guides for mortals/ghouls and other supernatural types as well). Your character’s Virtue and Vice determine the best and worst elements of her nature – if you role-play out your Virtue and Vice, your storyteller (ST) is likely to reward you with more experience points (XP), or similar bonuses.

Character Name:	Concept:
Apparent Age/ True Age:	Creature Type:
Virtue:	Vice:
Pick 1 Virtue and 1 Vice (See WOD pages 100-105 for more info):	
Virtues: Charity, Faith, Fortitude, Hope, Justice, Prudence, Temperance.	Vice: Envy, Gluttony, Greed, Lust, Pride, Sloth, Wrath.

Step 2:

Pick Your Attributes and distribute by darkening in the dots:

Prioritize your Attributes: the primary category (e.g. social) gets five free dots to spend amongst the three Attributes in it, the secondary gets four, and the tertiary three. The first dot in every Attribute is free and darkened, but to get the fifth dot in an Attribute costs two of your dots at character creation.

Mental:		Physical:		Social:	
Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

Select Skills and Skill Specialties: distribute points by darkening in the dots:

Prioritize your Skill categories (the first dots aren't free in Skills, unlike Attributes): The primary category gets 11 dots to spend in it, the secondary gets 7 and the tertiary gets 4. The fifth dot in any Skill costs 2 dots at character creation. Then take three Skill Specialties (e.g. Fencing as a specialty of Weaponry, details on WoD p. 54) of your choice and write them below the appropriate category's column. Skill Specialties add +1 to a challenge in which that particular Skill Specialty comes into play; more than one Skill Specialty can be taken per Skill, but they don't stack for a single challenge. You can't start with any Skill above five.

Mental		Physical		Social	
Academics	○○○○○	Athletics	○○○○○	Animal Ken	○○○○○
Computer	○○○○○	Brawl	○○○○○	Empathy	○○○○○
Crafts	○○○○○	Drive	○○○○○	Expression	○○○○○
Investigation	○○○○○	Firearms	○○○○○	Intimidation	○○○○○
Medicine	○○○○○	Larceny	○○○○○	Persuasion	○○○○○
Occult	○○○○○	Stealth	○○○○○	Socialize	○○○○○
Politics	○○○○○	Survival	○○○○○	Streetwise	○○○○○
Science	○○○○○	Weaponry	○○○○○	Subterfuge	○○○○○

Step 3:

Since you're playing a vampire, select your Clan and Covenant from the list below. You *have* to pick a Clan, but you can simply decide that your vampire hasn't really joined any covenant yet, and is still making up his mind (or doesn't follow any specific ideology). In that case, you're one of the 'Unaligned' – but be aware that some of the covenants aren't too keen on such independents. It is however a great opportunity to be recruited in-game into one of the covenants, if you're interested in that type of role-play.

Clan

Daeva	Emotional, sensual, and desirable.
Gangrel	Primal, hardy, and Savage.
Mekhet	Quick, discreet, and wise.
Nosferatu	Stealthy, strong, terrifying.
Ventrue	Regal, commanding, aristocratic.

Covenant

Carthians	Seeks to reconcile kindred society with modern governmental structures and social systems.
Circle of the Crone	Venerates a variety of female figures as an amalgamated creator of vampires, Mother of Monsters.
Invictus	The Aristocracy of the Night. Believes in their divine right to rule.
Lancea Sanctum	Seeks to influence Kindred Society with the structure of Longinus, who is believed to have been turned into one of the Damned by the very blood of Christ.
Ordo Dracul	Commands rituals and mystical knowledge that allows the Kindred to transcend their vampiric states.
Unaligned	The collective term for freethinking Kindred whose focus on individuality leads them to rather face the morning sun head on than join a true "covenant."

Choose Favored Attributes by Clan

Based on your choice of clan, select one of your clan's two favored Attributes and give your character an additional dot in that trait. This can be the fifth dot in that Attribute; all other times you have dots to spend in categories at creation, the fifth dot costs two dots. You can't start with any Attribute above five.

Daeva	Dexterity or Manipulation
Gangrel	Composure or Stamina
Mekhet	Intelligence or Wits
Nosferatu	Composure or Strength
Ventrue	Presence or Resolve

Choose Disciplines

Choose three dots of Disciplines, at least two dots of which must be placed in your clan's three favored (in-clan) Disciplines (as listed below). If you choose to put your third dot in a Discipline not inherent to your clan (e.g. Dominate for a Daeva), you will need Storyteller approval, unless you are placing it in a Common Discipline (Celerity, Obfuscate, Vigor, Animalism, and Resilience).

If you plan on being in a covenant, you will need to get at least one dot of Covenant Status (a type of Merit) during the next step (4) of this guide. With a dot of your covenant's status, you may put your out-of-Clan Discipline dot into your covenant's special power such as Theban Sorcery (for the Lancea Sanctum), Coils of the Dragon (for the Ordo Dracul) or Crúac (for the Circle of the Crone).

Daeva	Celerity, Majesty, Vigor
Gangrel	Animalism, Protean, Resilience
Mekhet	Auspex, Celerity, Obfuscate
Nosferatu	Nightmare, Obfuscate, Vigor
Ventrue	Animalism, Dominate, Resilience

What the Disciplines Do

Animalism	Power over animals and the Beast
Auspex	Preternatural senses and perception
Celerity	Superhuman speed
Coils of the Dragon*	The Ordo Dracul's secrets of transcendence
Crúac*	Blood Magic of the Circle of the Crone
Dominate	The ability to overwhelm the mind
Nightmare	Manipulating fear itself.
Obfuscate	Hiding aspects of one's self, even one's body.
Majesty	Tremendous force of personality
Protean	Shape-changing and adjustments of form
Resilience	Legendary toughness
Theban Sorcery*	Biblical "dark miracles" of Lancea Sanctum
Vigor	The epic strength of many men
Available to members of their practicing Covenant only	

Disciplines Chosen	

Step 4:

Blood Potency

A vampire's starting (free) Blood Potency (BP) is always 1. At character creation, an additional dot of Blood Potency may be bought at the cost of 3 of your starting 7 Merit points (in Step 4 below). You may purchase up to two points of Blood Potency (for a total of 3) in this manner using 6 of your 7 starting Merit points. Regardless of how much BP you buy with starting Merit points, additional levels of Blood Potency may be bought by spending the level of BP you're buying times eight in XP (in Step 5, below). This can be done both at character creation and once your character is in play. Intervening levels must also be bought, e.g. to go from BP3 to BP4 is 32XP. To go from BP3 to BP6 is 120XP (32+40+48). Consult the following chart for effects of blood potency:

<i>Blood Potency</i>	<i>Attribute/Skill/Discipline Maximums</i>	<i>Max Vitae/ Max Vitae per Turn</i>	<i>Feed From</i>
1	5	10/1	Animals +
2	5	11/1	Animals +
3	5	12/1	Humans
4	5	13/2	Humans
5	5	14/2	Humans
6	6	15/3	Humans
7	7	20/5	Vampires
8	8	30/7	Vampires
9	9	50/10	Vampires
10	10	100/15	Vampires

Merits

Select 7 points worth of Merits (up to 6 of which can be spent on Blood Potency 2 and 3). Venue Merits are listed by category with base dot cost. Prerequisites are also listed where applicable with a 'pre' followed by what is needed on the character before the Merit can be bought. Some Merits are 'Creation Only' (marked as 'CO' below), which means that unlike other Merits, they can only be bought with the seven Merit points during this stage of character creation. If a Merit is labeled 'special', you will need to talk to your Storyteller about details pertaining to taking it, e.g. who/what your Allies are and what they do. Merits that have multiple components have each component purchased as a separate Merit (Haven would be three separate five-point Merits, not a single fifteen-point Merit).

For any Merits (listed here or in newer books) which offer variable dot costs, the fifth costs two dots to purchase at character creation (see Chapter 5 of WoD for more information).

Mental Merits

Common Sense ●●●● (CO)	Danger Sense ●●	Eidetic Memory ●● (CO)
Encyclopedic Knowledge ●●●● (CO)	Holistic Awareness ●●●	Language (● to ●●●)
Meditative Mind ●	Unseen Sense ●●● *pre (Mortals only) Wits ●●	

Physical Merits

Ambidextrous ●●● (CO)	Disarm ●●	Direction Sense ●
Fighting Finesse ●● *Dex ●●● and Weaponry ●●*	Brawling ● *pre: Strength ●● and Brawl ●*	Fast Reflexes (● or ●●) *pre Dexterity ●●●*

Fighting Styles:		
Boxing (• to ●●●●) *pre Strength ●●●, Stamina ●●, and, Brawl ●●*	Kung Fu (• to ●●●●●) *pre Strength ●●, Dexterity ●●, Stamina●●, and Brawl●●*	Two Weapons (• to ●●●●) *pre Dexterity ●●● and Weaponry ●●●*
Fleet of Foot (• to ●●●) *pre Strength ●●*	Fresh Start • *pre Fast Reflexes ●●*	Giant ●●●● (CO)
Gun Slinger ●●● *pre Dexterity ●●● Firearms ●●●	Iron Stamina (• to ●●●) *pre Stamina ●●● or Resolve ●●●	Iron Stomach ●● *pre Stamina ●●
Natural Immunity • *pre Stamina ●●	Quick Draw • *pre Dexterity ●●●	Quick Healer ●●●● *pre Stamina ●●●●
Strong Back • *pre Strength ●●	Strong Lungs ●●● *pre Athletics ●●●	Stunt Driver ●●● *pre Dexterity ●●●
Toxin Resistance ●● *pre Stamina ●●●	Weaponry Dodge *pre Strength ●● &Weaponry•	

Social Merits

Allies (• to ●●●●●) (special)	Barfly •	Contacts (• to ●●●●●)
Fame (• to ●●●)	Inspiring ●●●●	Mentor (• to ●●●●●)
Resources (• to ●●●●●)	Retainer (• to ●●●●●) (special)	Status (• to ●●●●●) (special)
Striking Looks (●● or ●●●●)		
-- Please Consult <i>WoD</i> for specifics on prerequisites involving Status pages 116-117 --		

Vampire Specific Merits

(See Vampire the Requiem pages 100-103 for information). It takes at least Covenant Status 1 (in your covenant) to take advantage of its mechanics, e.g. lower cost for certain Merits, or being able to learn Theban Sorcery/ Crúac/ Coils of the Dragon. You can't normally start with Covenant Status in more than one Covenant, unless you get special approvals. Status can be 'City Status' (how important you are in your Domain), 'Clan Status' (what respect is afforded to you by your own clan), and 'Covenant Status' (the level of standing you have in your covenant). You can have dots in none, any or all of those.

Haven (• to ●●●●● special)	Herd (• to ●●●●●)	Status (• to ●●●●● special)
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Step 5:

Determine starting experience by taking your current Membership Class (MC) times 20 and adding 30 exp (e.g. a total of 50XP to spend if you're MC1). New players are MC1 – you can easily increase your MC by taking part in Camarilla-sponsored activities (ask your coordinator). You can spend your MC XP according to the costs below; you can't get any more than five dots in any Attribute, Skill or Merit. MC XP may be spent on any Covenant-specific items (e.g. Theban Sorcery/Crúac/Coils, rituals or reduced-cost Merits for Carthians and Invictus) during this step if the character enters play with that type of Covenant Status. MC XP may also be spent on non-Covenant-specific out-of-Clan Disciplines, but only the first two dots of each out-of-Clan Discipline bought this way. The five common Disciplines (listed in Step 3) may be bought in this fashion without any special approvals, for rarer powers consult with your Storyteller. After fully creating their character, members may permanently remove any dots or XP from their sheet if they so wish if, for instance, it doesn't fit their concept or if they wish to indicate extended torpor times.

Experience Points to be spent at Creation: _____

How much XP does everything cost?

Experience Point Costs	
Attribute	New Dots x 5 (10/15/20/25)
Skill	New Dots x 3 (3/6/9/12/15)
Skill Specialty	3 Experience Points
In Clan or Bloodline Discipline	New Dots x 5 (5/10/15/20/25)
Other Discipline*	New Dots x 7 (7/14/21/28/35)
Theban Sorcery or Crúac Ritual	Ritual Level x 2 (2/4/6/8/10)
Merit	New Dots x 2 (2/4/6/8/10)
Blood Potency	New Dots x 8 (16/24/32/40/48/56/64/72/80)
Humanity	New Dots x 3 (6/9/12/15/18/21/24/27/30)
Willpower	8 Experience Points
*Includes Coils of the Dragon. See page 149 in Vampire the Requiem for more information on increasing.	

Crúac is bought at the same experience point cost as Other Disciplines. Each dot of Crúac also gives a free Crúac Ritual of that level. Additional Crúac Rituals may be bought at New Dots x 2 cost; only rituals up to the level that a character has bought the Crúac Discipline up to may be bought, i.e. you can't get a level 5 Crúac Ritual if you only have Crúac 4. Theban Sorcery has the exact same experience cost mechanics as Crúac.

To buy up several points in most things like Merits, Skills, Attributes, Disciplines or Blood Potency (e.g. from 0 to 3 or from 1 to 4) requires you to pay the cost for each intervening dot. Buying a new four-dot Merit requires XP to be spent for the first, second, third and fourth dot (2 + 4 + 6 + 8 = 20XP). Rituals only cost the level of that Ritual x 2 in XP.

Items Bought With Experience Points	

Step 6:

After adding everything bought with XP, determine your character's Advantages. No optional rules (from Requiem or WoD) are used for sanctioned character creation in the Camarilla, such as dropping Humanity for more XP. Advantages are derived from your character's Attributes as follows:

Size (Base of 5, see page 94 of WOD for more info)	Health (Stamina + Size)
Speed (Strength + Dexterity +5)	Willpower (Resolve + Composure)
Initiative (Dexterity + Composure)	Humanity (7 for starting characters)
Defense (the lower of Dex or Wits)	

Enter all of your character's details on the character sheet on the next page and have it signed by your direct Storyteller to have it approved for play. You should also go to the online Camarilla Approvals DB, create a login, and enter your character there: <http://camarilla.white-wolf.com/approvals/> and the Camarilla website with resources for the Requiem chronicle is at <http://camarilla.white-wolf.com/requiem/> which includes spreadsheet XP logs and more detailed character sheets.

There are global in-character and out-of-character email lists for the Camarilla, often a very good place to look for connections for your character. <http://camarilla.white-wolf.com/mailman/listinfo/> links to most of them.

Vampire the Requiem The Camarilla

Players Name:	Membership ID:
Email Address:	Membership Class:
Direct Storyteller:	Chapter Coordinator:
Storyteller Email:	Coordinator Email:

Character Name:	Concept:
Clan/Bloodline/Creature Type:	Covenant:
Apparent Age/ True Age:	Blood Potency:
Virtue:	Vice:

<i>Mental Attributes</i>		<i>Physical Attributes</i>		<i>Social Attributes</i>	
Intelligence	●○○○○○	Strength	●○○○○○	Presence	●○○○○○
Wits	●○○○○○	Dexterity	●○○○○○	Manipulation	●○○○○○
Resolve	●○○○○○	Stamina	●○○○○○	Composure	●○○○○○

<i>Mental Skills</i>		<i>Physical Skills</i>		<i>Social Skills</i>	
Academics	○○○○○	Athletics	○○○○○	Animal Ken	○○○○○
Computer	○○○○○	Brawl	○○○○○	Empathy	○○○○○
Crafts	○○○○○	Drive	○○○○○	Expression	○○○○○
Investigation	○○○○○	Firearms	○○○○○	Intimidation	○○○○○
Medicine	○○○○○	Larceny	○○○○○	Persuasion	○○○○○
Occult	○○○○○	Stealth	○○○○○	Socialize	○○○○○
Politics	○○○○○	Survival	○○○○○	Streetwise	○○○○○
Science	○○○○○	Weaponry	○○○○○	Subterfuge	○○○○○

<i>Disciplines</i>		<i>Merits</i>	
○○○○○	○○○○○	○○○○○	○○○○○
○○○○○	○○○○○	○○○○○	○○○○○
○○○○○	○○○○○	○○○○○	○○○○○
○○○○○	○○○○○	○○○○○	○○○○○

Crúac Rituals/Theban Sorcery/Coils of the Dragon/Devotions	

Health	Humanity
○○○○○○○○○○○○	10
□□□□□□□□□□	9
Willpower	8
○○○○○○○○○○○○○○	7
□□□□□□□□□□□□	6
Vitae	5
□□□□□□□□□□	4
□□□□□□□□□□	3
Size:	2
Speed:	1
Initiative Mod:	Defense:

