

Character Creation Process

- **Step One: Character Concept** - who are you?
Choose Concept, Clan, Nature and Demeanor
- **Step Two: Choose Attributes** - what are your basic capabilities?
Choose Physical, Social and Mental Traits
- **Step Three: Choose Abilities** - what do you know?
Choose Talents, Skills and Knowledges
- **Step Four: Choose Advantages** - in what ways are you unique?
Choose Disciplines, Backgrounds and Virtues
- **Step Five: Last Touches** - filling in the details.
Choose Willpower, Humanity and Blood Pool (and spend "freebie" points)

Concepts

- **Criminal** — jailbird, mafioso, cat burglar, drug dealer, bandit
- **Dilettante** — artist, writer, intellectual, gambler, student
- **Drifter** — hobo, cowboy, prostitute, hermit, pilgrim
- **Entertainer** — comic, musician, movie star, clown
- **Investigator** — detective, cop, government agent, Inquisitor
- **Kid** — child, runaway, nerd, gang member, street urchin
- **Outsider** — aborigine, Third World resident, homosexual
- **Politician** — judge, mayor, senator, public official, governor
- **Professional** — engineer, doctor, mortician, scholar
- **Punk** — club crawler, mosher, skinhead, classic '70s punk
- **Reporter** — anchorperson, newspaper, paparazzo, town crier
- **Soldier** — bodyguard, mercenary, Green Beret, knight
- **Worker** — trucker, farmer, wage slave, servant, serf

Clans

(Complete descriptions can be found on pgs. 126-139)

- **Brujah:** Respecting no authority and acknowledging no leaders, the "rabble" consider themselves free.
- **Gangrel:** Loners and rustics, the "outlanders" are the only Kindred who dare venture outside the cities.
- **Malkavian:** Commonly (and correctly) believed to be insane, the "kooks" nonetheless possess an uncanny vision and wisdom.
- **Nosferatu:** Ostracized and misunderstood by others, the hideous "sewer rats" live out their sordid existences in hiding.
- **Toreador:** Known for their hedonistic ways, the "degenerates" prefer to think of themselves as artists.
- **Tremere:** Wizards descended from an ancient legacy, the "warlocks" work together to increase their influence and power.
- **Ventru:** Aristocrats of rarefied taste and manner, the "blue bloods" are leaders of cool cunning.
- **Caitiff:** Those with no clan — the outcasts and the disgraced.

Personality Archetypes

(Complete descriptions can be found on pg: 140)

- **Architect:** You are unhappy unless you are creating something of lasting value.
- **Bon Vivant:** Life is meaningless, so enjoy it as long as it lasts.
- **Bravo:** You are something of a bully; you like to be feared.
- **Caregiver:** Many need your love and protection, and you need them to need you.
- **Child:** You never really grew up, and want someone to take care of you.
- **Conformist:** A follower at heart, you find it easy to adapt, adjust and comply.
- **Conniver:** There's always an easier way — which usually involves someone else doing your work.
- **Curmudgeon:** You are a real sourpuss and cynic of the Nth degree.
- **Deviant:** You're just not like everyone else.
- **Director:** You hate chaos and are forever taking charge to set things right.
- **Fanatic:** You have a cause and it gives your life meaning.
- **Gallant:** You are as flamboyant as you are amoral.
- **Jester:** Always the clown, you can't take life, or death, seriously.
- **Judge:** You seek justice and reconciliation.
- **Loner:** You are forever alone, even in a crowd.
- **Martyr:** You need to be needed, and enjoy being morally superior.
- **Rebel:** No need for a cause; you rebel out of habit and passion.
- **Survivor:** You struggle to survive, no matter what the odds.
- **Traditionalist:** You prefer the orthodox and conservative ways.
- **Visionary:** Wisdom is your quest, insight your key.

Disciplines

(Complete descriptions can be found on pgs. 156-171)

- **Animalism:** Supernatural affinity with, and control of, animals; possessed by Clans Gangrel and Nosferatu.
- **Auspex:** Extrasensory perception, awareness and premonitions; possessed by Clans Malkavian, Toreador, and Tremere.
- **Celerity:** Supernatural quickness and reflexes; possessed by Clans Brujah and Toreador.
- **Dominate:** Mind control practiced through the piercing gaze; possessed by Clans Malkavian, Tremere and Ventru.
- **Fortitude:** Unearthly toughness, even to the point of resisting fire and sunlight; possessed by Clans Gangrel and Ventru.
- **Obfuscate:** The ability to remain obscure and unseen, even in crowds; possessed by Clans Malkavian and Nosferatu.
- **Potence:** The Discipline of physical vigor and strength; possessed by Clans Brujah and Nosferatu.
- **Presence:** The ability to attract, sway and control crowds; possessed by Clans Brujah, Toreador, and Ventru.
- **Protean:** Shapechanging — from growing claws to melding with the earth; possessed by Clan Gangrel.
- **Thaumaturgy:** The study and practice of sorcery; possessed by Clan Tremere.

Backgrounds

(Complete descriptions can be found on pg. 171)

- **Allies:** Human confederates, usually family or friends.
- **Contacts:** The number of information sources the character possesses.
- **Fame:** The character's renown in the mortal world.
- **Generation:** How far removed from Caine the character is.
- **Herd:** The vessels to which the character has free and safe access.
- **Influence:** The character's political power within mortal society.
- **Mentor:** The Cainite patron who advises and supports the character.
- **Resources:** Wealth, belongings, and monthly income.
- **Retainers:** Followers, guards and servants.
- **Status:** The character's standing in undead society.