

Generations Chart

Generation	Trait Max Rating	Blood Pool Size	Blood Points/Turn
Third	10	?	?
Fourth	9	50	10
Fifth	8	40	8
Sixth	7	30	6
Seventh	6	20	5
Eighth	5	15	3
Ninth	5	14	2
Tenth	5	13	1
Eleventh	5	12	1
Twelfth	5	11	1
Thirteenth +	5	10	1

Trait Max Rating: This indicates the highest Trait rating a vampire can have. This is especially important when it comes to Disciplines. Note that it is impossible for player characters to have more than a five rating in any Trait, at least at the beginning of the chronicle.

Blood Pool Size: Ancient vampires are capable of storing more blood (or its energy) in their system than younger ones.

Blood Points/Turn: This describes how many Blood Points a vampire can use in a single turn for either extra dice or levels of healing.

Monsters we are lest monsters we become.

Aura Colors

Condition	Aura Colors
Afraid	Orange
Aggressive	Purple
Angry	Red
Bitter	Brown
Calm	Light Blue
Compassionate	Pink
Conservative	Lavender
Depressed	Gray
Desirous or Lustful	Deep Red
Distrustful	Light Green
Enraged	Crimson
Envious	Dark Green
Excited	Violet
Generous	Rose
Happy	Vermilion
Hateful	Black
Idealistic	Yellow
Innocent	White
Love	Blue
Obsessed	Green
Sad	Silver
Spiritual	Gold
Suspicious	Dark Blue
A Vampire	Appropriate color is pale
Confused	Mottled, shifting colors
Daydreaming	Sharp flickering colors
Diabolist	Black veins in aura
Frenzied	Rapidly rippling colors
Psychotic	Hypnotic, swirling color
Magic Use	Myriad sparkles

Torpor

Humanity	Length of Time
10	One day
9	Three days
8	One week
7	Two weeks
6	One month
5	One year
4	One decade
3	Five decades
2	One century
1	Five centuries
0	Millennium +

Experience Point Cost

Trait	Cost
New Ability	3
New Thaumaturgy Path	7
New Discipline	10
Willpower	current rating
Humanity	current rating x 2
Virtue	current rating x 2
Ability	current rating x 2
Attribute	current rating x 4
Thaumaturgy Path	current rating x 4
Clan Discipline	current rating x 5
Other Discipline	current rating x 7

Notes: Characters with no clan, Caitiff, have no Clan Disciplines. For them, all Disciplines cost the current rating x 6 to raise by one due to their lack of specialization.

Awarding Experience Points

End of Each Chapter

One point — Automatic: Each player gets one point after every game session.

One point — Learning Curve: The character would have learned something from his experiences during the chapter. Ask the player to describe what his character learned before you award the point.

One point — Acting: The player roleplayed well — not only entertainingly but appropriately. Award for exceptional roleplaying only; your standards should get increasingly higher. In most cases, only award this to the person who did the best roleplaying in the troupe.

One point — Roleplaying: The player acted out her character's Nature and Demeanor very well. While some players may find it tough to fulfill both roles convincingly, those who give the Storyteller a feel for both their facade and true self deserve a reward.

One point — Heroism: Usually in scant supply among Kindred, those rare acts of heroism deserve some reward. When a character puts himself at risk for others, such as when he suffers multiple aggravated wounds fighting the Lupine long enough for the rest of the brood to escape, give him an experience point. Don't let characters take advantage of this, however. There is a fine line between heroism and stupidity.

End of Each Story

One point — Success: The brood succeeded in its mission or goal. Perhaps it was not a complete success, but at least a marginal victory was achieved.

One point — Danger: The character experienced great danger during the story and survived.

One point — Wisdom: The player (and thus the character) exhibited great wits or resourcefulness and came up with an idea that enabled the brood to succeed.