

**Alternate Character Creation System:**  
Using points instead of dots at creation

Attributes:

	<b>Mental</b>		<b>Physical</b>		<b>Social</b>
<i>Power</i>	Intelligence ●○○○○		Strength ●○○○○		Presence ●○○○○
<i>Finesse</i>	Wits ●○○○○		Dexterity ●○○○○		Manipulation ●○○○○
<i>Resistance</i>	Resolve ●○○○○		Stamina ●○○○○		Composure ●○○○○

To apply creation points, choose which category will be Primary, Secondary and Tertiary, and each category has the following points to spend: **Primary: 14 Points, Secondary: 11 Points, Tertiary: 9 Points**

Purchasing Dots:

The Second Dot in an attribute costs 2 points, Third dot costs 3 points, Fourth dot costs 4 points, and the Fifth dot costs 5.

Spending dots in this fashion may result in a point or two that cannot be spent after assigning attributes. To prevent these points from going to waste, a single point may be moved from one category to another, if that allows the point to be spent.

Example:

Johnny Mooseknuckles is a rough and tumble sorta guy. He's fairly strong and tough, but not much of a talker, which is a problem as that doesn't show people that he is actually fairly intelligent, which has gotten him pigeonholed at his work.

Johnny's primary Attribute Category is Physical, Secondary Attribute Category is Social, and Tertiary is Mental, and these are the stats you want on the sheet:

	<b>Mental</b>		<b>Physical</b>		<b>Social</b>
<i>Power</i>	Intelligence ●●●○○		Strength ●●●○○		Presence ●●●○○
<i>Finesse</i>	Wits ●●○○○		Dexterity ●●○○○		Manipulation ●○○○○
<i>Resistance</i>	Resolve ●●○○○		Stamina ●●○○○		Composure ●●●○○
Points Spent:	Int 2,3: 5 points		Str 2,3: 5 Points		Pres 2,3: 5 Points
	Wits 2: 2 Points		Dex 2,3: 5 Points		Manip 1: 0 Points
	Resolve 2: 2 Points		Sta 2: 2 Points		Comp 2,3: 5 Points
	<i>Points Left: 0</i>		<i>Points Left: 2</i>		<i>Points Left: 1 Point</i>

After spending points in this example, there were 2 points left in the Primary Category, and 1 point left in the Secondary. At this point, you may move a single point from one category to another, to fill out a dot. So, the 1 leftover point from the Social Attributes is moved to the Physical Attributes, putting 3 in the category now, which is enough to buy Stamina 3. So the final dot spread looks like this:

	<b>Mental</b>		<b>Physical</b>		<b>Social</b>
<i>Power</i>	Intelligence ●●○○○		Strength ●●●○○		Presence ●●●○○
<i>Finesse</i>	Wits ●●○○○		Dexterity ●●○○○		Manipulation ●○○○○
<i>Resistance</i>	Resolve ●●●○○		Stamina ●●●○○		Composure ●●●○○

Now, all the attribute points are spent, and it's time to move onto Johnny's skills.

## Skills:

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

To apply creation points, choose which category will be Primary, Secondary and Tertiary, and each category has the following points to spend: **Primary: 25 Points, Secondary: 16 Points, Tertiary: 10 Points**

### Purchasing Dots:

This is done much as it was for attributes, except that your first dot is not included for free. This means that your First dot cost 1 point, Second dot costs 2 points, Third dot costs 3 points, Fourth dot costs 4 points and your Fifth dot costs 5 points.

The key difference here is that you may not shift any points around between categories in skills, as you will typically have an unused skill you could apply a single point to, in order to use it up.

## Merits:

For Merits you have 16 points to spend.

### Purchasing Dots:

This is handled a little bit differently than other areas handle it, as merits costs are exceptionally different than skill or attribute dots are. The three types of merits (Graduated, Flat, and Creation) are treated somewhat differently.

### Graduated Merits:

These are treated much like purchasing Skill Dots, as they have the same linear cost increase. This means that your First dot cost 1 point, Second dot costs 2 points, Third dot costs 3 points, Fourth dot costs 4 points and your Fifth dot costs 5 points.

Ex: Resources 3 would cost 6 merit points to buy.  $(1+2+3 = 6)$

### Flat Cost Merits:

These are merits that have a flat rating, of ●●●, or similar cost. Each dot of a flat-cost merit only costs 1 point.

Ex: Holistic Awareness (●●●) would cost 3 points to buy

### Creation Only Merits:

These are merits that can ONLY be purchased at creation, such as Giant or Ambidextrous. These merits cost the same as a Graduated Dot merit of the same level.

Ex: Ambidextrous (●●●●) would cost 10 points to purchase. (As a 4 dot graduated merit:  $1+2+3+4 = 10$ )

### Power Stat:

Supernatural Templates gain a "Power Stat" that varies for each venue. (Blood Potency for Requiem, Primal Urge for Forsaken, Gnosis for Awakening, etc.) This stat can be raised using merit points. To raise it one dot, to level 2, takes 6 Merit points. To raise it from level 2 or 3 takes an additional 9 merit points, or a total of 15 points for the two dots.