Quick XP Chart

Experience Points can be spent according to the following chart:

Category	Cost	Notes
New Ability	3	
New Background	3	
New Discipline	10	
New Path	7	Necromancy or Thaumaturgy
New Specialty	3	1 Free Specialty with an Attribute or Ability at 4+; Maximum 3 per Attribute or Ability
Attribute	Current Rating × 4	
Ability	Current Rating × 2	
Background	Current Rating × 2	
Clan Discipline	Current Rating × 5	Caitiff have no Clan Disciplines. The cost for a Caitiff to raise all Disciplines is the Current Rating × 6.
Other Discipline	Current Rating × 7	
Secondary Path	Current Rating × 4	Necromancy or Thaumaturgy
Virtue	Current Rating × 2	Increasing a Virtue through experience does not increase traits based on that Virtue (Humanity, Path, Willpower)
Willpower	Current Rating	

Revision #1
Created 9 September 2024 03:48:22 by Genesis
Updated 9 September 2024 03:48:55 by Genesis