

# 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 $\times$ 4	
Ability	Current Rating $\times$ 2	
Background	Current Rating $\times$ 2	
Clan Discipline	Current Rating $\times$ 5	Caitiff have no Clan Disciplines. The cost for a Caitiff to raise all Disciplines is the Current Rating $\times$ 6.
Other Discipline	Current Rating $\times$ 7	
Secondary Path	Current Rating $\times$ 4	Necromancy or Thaumaturgy
Virtue	Current Rating $\times$ 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