

Vampire the Masquerade Experience Cost



Trait Cost	
New Ability	3
New Path (Necromancy or Thaumaturgy)	7
New Discipline	10
Attribute	current rating x 4
Ability	current rating x 2
Clan Discipline	current rating x 5*
Other Discipline	current rating x 7*
Secondary Path (Necromancy or Thaumaturgy)	current rating x 4
Virtue	current rating x 2**
Humanity	current rating x 2
Willpower	current rating

* Caitiff have no clan-based Disciplines, just as they have no clan. For them, the cost of raising Disciplines is the current rating x 6 for all Disciplines. This is both a curse and a blessing of being Clanless.

** Increasing a Virtue through experience does not increase Traits based on that Virtue (Humanity, Willpower).