

PRINCES OF DARKNESS



• NEW PLAYER GUIDE •

PRINCES OF DARKNESS

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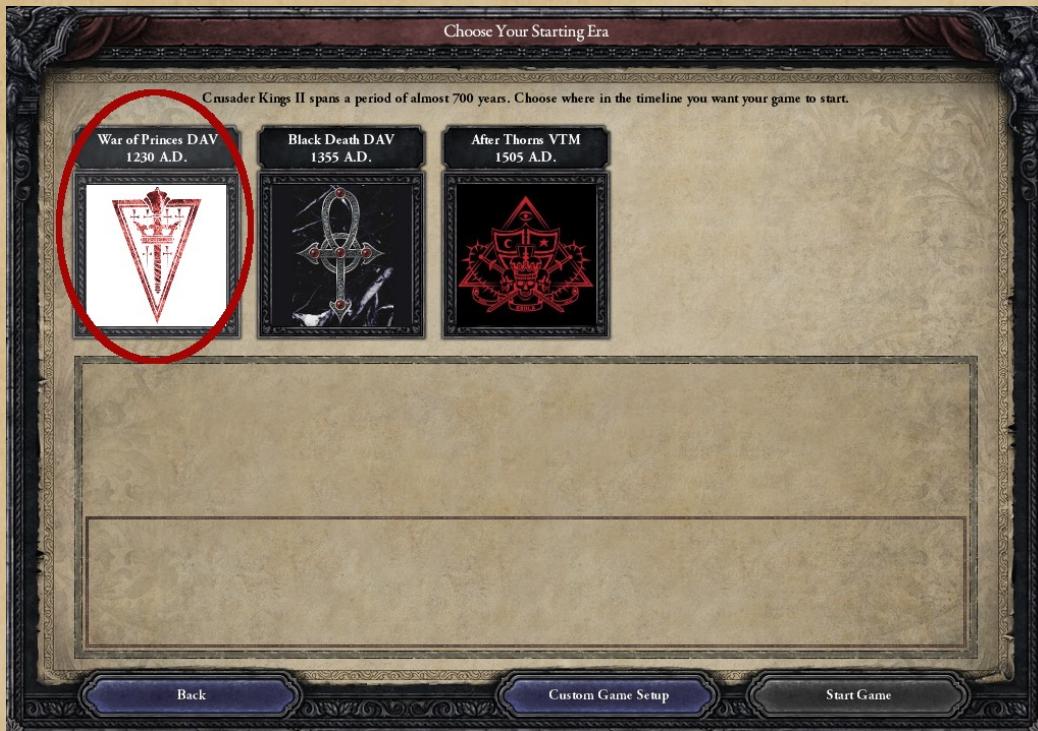
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PRINCES OF DARKNESS

Your First Game

Your first game will use the 1230 bookmark, War of Princes. It uses the **Dark Ages: Vampire** setting.

Starting Era Screen



At the next screen select Castille in Iberia to play as Cardinal Sylvester, an Elder of the Clan Lasombra. Once selected press play to begin.

PRINCES OF DARKNESS

1 January

1230

Click on the map to select a character...

Burgo (Cardinal Silvester of Castille)

Kingdom of Castille

Terrain: Hills

Climate: Mild Winter

Military Information

If a combat takes place here, the defender will get a defensive bonus

Press Control + Left Click to show Sub-Realms of Kingdom of Castille

Press Right Click to go to the province owner

Press Shift + Right Click to go to the top liege of the province owner

Press Alt + Right Click to interact with the province owner

Press Alt + Shift + Right Click to interact with the top liege of the province owner

COURTS OF

Cardinal Silvester of Castille

de Ruiz



Kingdom of Castille
Independent
Castilian
Lasombra

Difficulty:

Diplomacy

Vassals:

- | | |
|--|--|
| | Archbishop Ambrosio |
| | Luis Moncada of Valladolid |
| | Cardinal Elieser de Polanco of Toledo |
| | Count Gundemar of Asturias de Santillana |
| | Archbishop Lucita de Aragon of Soria |

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Starting Out

After you enter the game you will see a tutorial popup from Crusader Kings 2 and Princes of Darkness. Take a minute to read through the tutorial popup before continuing. Click on the portrait in the top-left part of the screen to open the detailed view of your character. The highlighted traits are added by Princes of Darkness.

The first on the left signifies that Silvester is a historic Vampire from World of Darkness (Canon trait).

The rest show that he is a vampire of the clan Lasombra, 6th Generation, his blood potency, age (you gain benefits the older you are) and the red icons are vampiric disciplines. Your disciplines will give you access to various powers that can be used by decision, stat boosts, or in context with events in the game.

You should mouse over and hover on a trait to read a short description about them now.

Generation is derived from Caine, the first vampire. He is 1st generation. Each time a vampire sires a childe, the generation raises by 1. The lower your generation the more powerful a vampire is; there are many benefits to having a lower generation and some drawbacks. Low generation vampires get bonuses to many actions such as plots and attacks, combat, using disciplines, and some very powerful vampires are hard to imprison. Old vampires with low generation will often lay in torpor (deep dreamless sleep) for longer periods than younger, less powerful vampires.



As you progress through the game you will encounter ways to raise your generation through diablerie. This can be done on imprisoned vampires or through diablerie plots where you attempt to kill and drain the target vampire of their blood and soul. This will lower your generation to the target's, so if the target is 4th generation, you will become 4th generation. Many vampires frown on this practice.

Your disciplines are important and can be used for many things. They are purchased using prestige, however, some clan disciplines cannot be purchased this way. The Princes of Darkness manual has detailed information for all disciplines. Combat and physical disciplines raise your martial, make you tougher in combat in plots, and can boost your troops in various ways. Mental disciplines are very important to rulers. Dominate and Majesty give important opinion bonuses with vassals as well as useful actions in events and plots. They also have abilities such as Summon (Majesty 4) which can summon a character to your court. Some disciplines such as Obtenebration, Protean and Vicissitude have defensive forms at high ranks which allow you to escape prison and go a long way to helping you survive plot attacks.

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Important: You need to run the game for a month or two after starting play. This will convert all of the random characters in the game into characters compatible with Princes of Darkness. They will be turned into various supernaturals based on their culture or stay mortal and gain the mortal trait (blue skull). The character on the left has not been converted and the character on the right has. Please note that some supernaturals, like Fey, will have their supernatural traits hidden and appear like the one on the left unless you have an ability to reveal them.



After you allow the game to run for a few months you should check your council screen and review your council and powerful vassals. In Princes of Darkness every powerful vampire is a potential rival for your rule and if they do not like you they are far more likely to start making friends and favors as they eye up your throne.

It is a good idea to stack as many loyalists on your council as you can unless you are forced to place powerful vassals in these positions. Our steward is low in this example but you may have another councilor who is weaker than the others.

We could replace him with another vassal or courtier but we will use this opportunity to create a ghoul who will serve as our steward, a common practice in Vampire: Dark Ages.



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Creating a Ghoul

Ghouls serve many purposes in Princes of Darkness. They are mortals who have been given your blood to drink. This creates a loving devotion in the servant and gives them certain benefits, such as weak powers and long life (200+ years). A ghoul can serve as a general or councilor and they are used in various events and plots but **they cannot hold titles**. Your ghouls may also be bred – their children may become revenants, a hereditary type of ghoul that lives for a long time and does not require your blood for sustenance. Revenants can hold titles but do not have the loyal bonds that your blood creates in ghouls.

You may create a mortal using the ‘Find a noble’ decision on the intrigue screen if a mortal with high stewardship is not available in your court. Note that it may take a while before all mortals in your court are converted with the mortal trait and a mortal without the trait cannot be ghould. Once you have the candidate right click on them and select ‘Ghoul Mortal’.



After you embrace the mortal you will notice that you have acquired bloodthirst. We will go over this mechanic next. You will notice that the ghoul has a very high opinion of you (100). They are very loyal and can be stable minions of any vampiric lord. In Princes of Darkness your ghouls will experience special events randomly over the course of their lifetimes that will sometimes effect you, too. Some ghouls may bring their domitor (you) gifts, while some may become rivals with another ghoul for your attention and praise. Older ghouls will usually request the embrace. There are also bad events that may happen, such as a ghoul being kidnapped by a rival prince.

For now, appoint your new ghoul as a councilor and we will move on to the next mechanic.



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Bloodthirst

Most vampiric powers and actions require a measure of your blood. When you use a power such as ‘Summon’ to summon someone to your court or select a choice in an event that requires blood you will gain bloodthirst. Siring a childe, creating a ghoul, or healing yourself also will gain bloodthirst.



The easiest way to get rid of bloodthirst is to wait for the modifier to go away on the date listed. This is usually a few months away but can go higher if your bloodthirst is strong.

Cardinal Sylvester of Castille
543 W
de Ruiz
Castilian 1/3
4/26
Heir 22 (40)
Wife 17
38 (61)
16 (24)
49 (73)
21 (32)
Titles:
Claims: Diplomacy:
Family Relations Vassals (7) Court (10) Pacts (1) Abroad (0)
Rank Name Tax Opinion
Blood Thirst Diplomacy: -1 Personal Combat Skill: +1
Expires 8 November, 1230

If you plan on going into combat via war or plot you should plan on having as little bloodthirst as possible just in case. If your bloodthirst grows very strong you are in danger of becoming a wight who has fallen to the beast and is no longer playable.

There are two other ways to lower your bloodthirst. The first is to drain a prisoner in your dungeons. You will also gain a modifier bonus based on who you have drained. Different supernaturals give different bonuses.

The second way is to use the hunting character focus. This unlocks the decision to hunt a mortal in your location. Beware, sometimes the masquerade can be broken...

Neelab
Send Gift
Release from Prison
Execute Imprisoned
Ransom Prisoner
Arrange Marriage
Arrange Betrothal
Plot to Kill
Embrace Mortal
Ghoul Mortal
Drain Prisoner
Torture Imprisoned
Humiliate Imprisoned
Recruit Neelab
Throw in Oubliette
Put in House Arrest
Invite to Court
Do it!
30 W
Drain Prisoner
Drain a prisoner of all their blood--killing them. A cruel act.

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Building and Influence System

Next, you should open your holding in Palencia. The province building screen shown below shows you the new options in Princes of Darkness. In Princes of Darkness your Buildings and Technology both show long-term and temporal influence that you wield. They are not designed like vanilla Crusader Kings 2, which depict physical buildings and the spread of ideas and techniques, respectively. Your buildings in Princes of Darkness represent the influenced mortal population of your holdings.



For now, you will want to build the various ‘Bribed’ buildings when you have gold available. You will want to keep some gold in reserve for random events and plots, so don’t spend down to zero. The Bribed Buildings give nice bonuses, coin and a handful of troops. They are a good stepping stone to the upgraded buildings you acquire after upgrading your influence in the technology trees. Fully upgraded influence networks are very strong.

Note the **Lasombra Recognized Court**. This is a very strong building and represents the vampires available to you for war from your court in the holding. Castles will be able to build Nightmare Stables much further into the game and upgrade them. These provide the very strong vampiric cavalry units. Cities provide vampiric infantry with their courts. That brings us to another important mechanic – Populated Cities.

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Population and Cities



Major historic cities are spread throughout the map of Europe and the Middle East and these urban centers are represented with the population buildings. They cannot be built. These centers are very important for a vampiric ruler as they give influence (tech points) and allow for large courts, which provide more and more vampiric shock troops at a ruler's call.

These cities will grow over time. The larger the population gets, the more bonuses accrue and more impressive courts may be built. Sometimes, there may be an event or disaster which may cause the population to drop. It takes longer for a city to grow at higher population levels than it does for a city at a lower level, such as 10k.

Needless to say, these holdings are prime locations. Well built kingdoms will have these held by the King and his most loyal vassals.

As Silvester you do not hold one of these cities. You would do well to acquire a few before a century passes. Qurtubah is nearby and a nice prize – however, you would need to attack Badr, a powerful Ashirra, whom you have a claim on. You are not quite in a position to attack her yet.

Before we attack someone we should cover the basics of plotting and keeping our vassals in line. Vampiric vassals in Princes of Darkness are not as easy to handle as what you would expect from Crusader Kings 2. It is a good idea to be proactive and keep an eye on your vassals. Some may need to be eliminated before they pose a greater threat, while some may be cultivated as loyalists or manuevered and tricked into being bloodbound to you. Your armies will be largely derived from your vassals if you expand your rule and your levies from them will be linked to how much they like you.

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Political Plots and Bloodbonds

Look through your realm and find a vassal that has some power but is not fond of you. In this game, it is a count, Archbishop Leonor that controls Asturias de Santillana. There are seven new political plots at your disposal in Princes of Darkness. These plots are easier to use against those with low intrigue, low diplomacy and low age. The older a vampire is, the harder it is to plot against them!



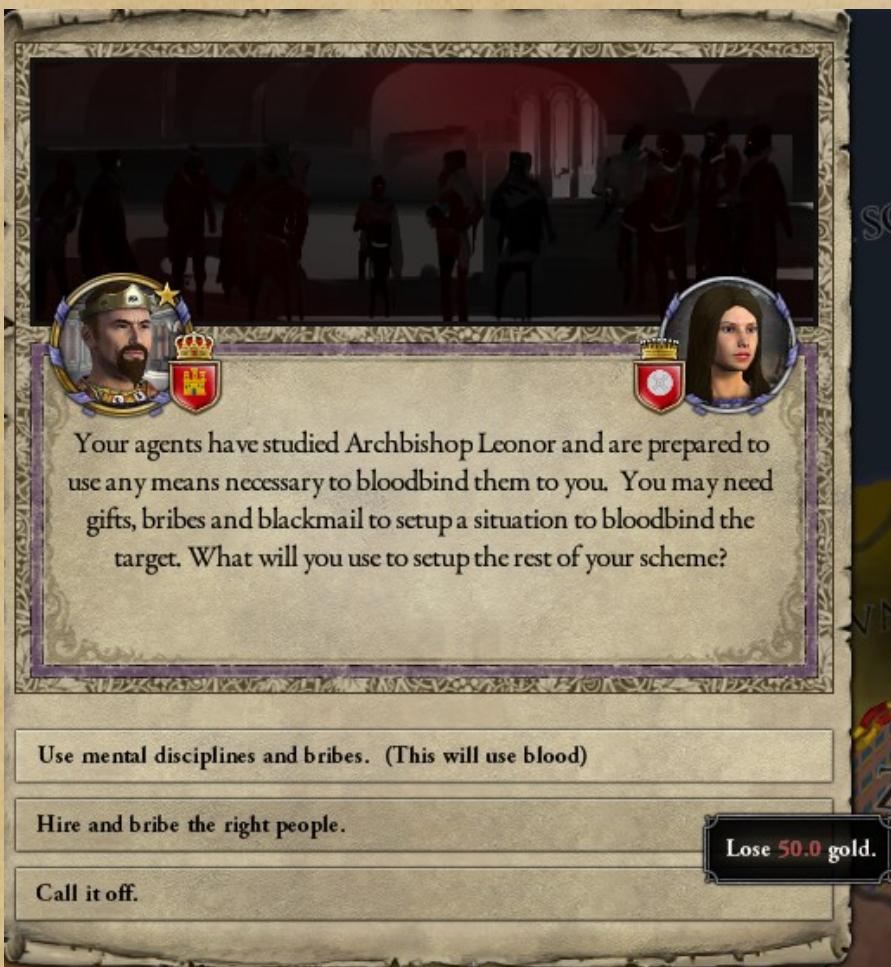
Right-click on your selected vassal and select **Plot: Bloodbind**. Bloodbinding is unique to vampires. A bloodbond means they have tasted your blood three times and are now addicted to it. They view you in a loving way. This is represented with a 100 opinion bonus in Crusader Kings. You may bloodbond mortals and other vampires by using this plot or automatically on anyone in your prison. It is a good way to keep control over vassals and servants until a way is discovered to break them!

The weaker plots such as **Gain Favor** or **Gain Friendship** are less risky, cost less and are easier to perform. If you perform a plot and trigger it without the required funds you will be unable to complete it. Most plots have options connected to different disciplines (most rank 3 or higher) that allow you to use your powers and spend less money. Should someone discover you are plotting to bloodbind them they will become very upset at you.

After you select the plot go to your intrigue screen and invite plotters using the + button or click the box for Auto-Invite Plotters.



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It should be fairly easy to raise a high plot power as you are working within your own kingdom and have access to many potential plotters.

After some time you will get a pop up like the one to the left. As Silvester has both Dominate and Majesty above 3, you may choose to use your mental disciplines along with bribes to setup the plot against Leonor.

Then we wait....

Failure! Archbishop Leonor has caught onto our plan to maneuver them into a situation where they are forced into being bloodbound by us. They are now quite upset with us for 50 years, the opposite of what we intended! Hopefully you have better luck when you attempt the plot. For now, we will try a more direct way to get rid of an ambitious, problematic vassal.



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Deadly plots and Diablerie

Archbishop Lucita de Aragon is an ambitious grand childe of Silvester's. You may have noticed her making friends and gaining favors already. Ambitious vassals can be a boon or threat, depending on how powerful and stable your kingdom is.

It is far easier to attack and reach vampires younger than Elder (250 years). For this example, we will right-click Lucita and choose '**Plot to Kill**'. Against an Elder vampire you would choose the '**Elder: Plot Attack**' option. Elder attacks are riskier, harder to complete successfully and take longer to setup. You will want to invite plotters to trigger the plot faster.

When the attack is triggered you will see the popup to the right. Every attack on by a vampire on a vampire will give you three options – diablerie, haven attack and sending someone to lead an attack.

Diablerie is a personally lead attack and has a higher risk than the others. If you succeed you will drain the blood of the target and gain their generation if it is lower than yours. It is useful if you have a much higher martial and combat ability compared to your target.

Haven attacks are best against vampires which are old and powerful because it focuses on attacking them during the day. Those that lack strong domains are less protected than vampires with strong domains. This is represented currently in-game by the title tier. Emperors, Kings and Dukes are not easy targets for a haven attack. They are led by ghoulz.

Sending someone to lead an attack is a good way to combine politics and an attack. You may send someone who likes you enough to agree or someone who dislikes the target enough to use your plan. It will succeed more often when a powerful character is sent.



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As our martial is a lot higher than Lucita's we will choose to plan a Diablerie attack on her. Unfortunately our results are poor, again! We have suffered a severe injury and gained the enmity of Lucita, as she knows who attacked her after it failed. Delegated and Haven attacks can hide your involvement if your intrigue is much higher than the target.



When you are injured you may use a decision, 'Heal X Injury', to use blood and heal your wounds. We will use 'Heal Severe Injury' from our decisions to heal the wound we have just suffered.

As you play you will come across some events that present interesting mortals to your attention. You may have already gotten an event for a 'Great Person' or 'Interesting Mortal'. We will cover those next.

Target	Backers

Plot Power: 166.6%

You concentrate on your severe wound and begin to invoke the healing of the blood. You feel the blood thirst growing inside you, the beast seeking to be unchained.

Feel the power of the blood!

No. I will survive as I am. For this night...

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Interesting Mortals and Childer

There are three main ways to sire a childe in Princes of Darkness. The first and most simple is to right-click a mortal with the mortal trait in your court and select ‘Embrace Mortal’. The second is to embrace an interesting mortal who has come to your attention. These are mortals who are generated with types of personalities and skillsets that make them stand out from the crowd. The AI will also embrace these types based on how powerful and large their domain is. You may choose to embrace, ghoul, execute or ignore the mortal.

The screenshot shows the Court screen for a character named Mencia. At the top, there's a portrait of Mencia, her title 'Mencia', her rank '18' with a 'W' icon, and her 'Liege'. Below the portrait is a 'Lowborn' status indicator. To the right is a resource grid for 'Castilian' resources: Gold (0/0), Silver (0/0), Food (0/0), Water (0/0), and Land (0/0). Underneath the grid are icons for various items like books, coins, and symbols. The bottom section contains tabs for 'Titles', 'Claims', and 'Diplomacy'. Below these are buttons for 'Family', 'Relations', 'Vassals (0)', 'Court (12)', 'Pacts (0)', and 'Abroad (0)'. A table lists 'Rank', 'Name', 'Tax', and 'Opinion' for several court members, including 'Eliaser de Polanco Karots' (Cardinal of Toledo) and 'Ambrosio Luis Moncada de Ruiz' (Archbishop of Valladolid). On the right side, a window titled 'You have heard of an interesting mortal in your domain...' provides a narrative about a prospective childe named Mencia, followed by a list of actions: '...embrace them.', '...ghoul them.', '...execute them.', and '...ignore them.' Each action has a corresponding icon above it.

Here we have Mencia, an excellent warrior and general who would make a good prospective childe. Her personality is Brave, Just, Zealous and Content. This means she is less likely to be a rival in future nights and also a very capable warrior for attacks and leading warbands.

We will choose to embrace Mencia. She will gain the Fledgling trait and after a few days acquire the traits of your clan. Note that she is 7th generation, one higher than yours. Embracing will raise your bloodthirst.

There are unique targets for the embrace available in the Princes of Darkness. You may embrace mages, who will be more powerful (or go insane) than your normal childe. Abominations are embraced werewolves. These are hard to create and most die cruel deaths. Fey may also be embraced but suffer bad fates more than not.

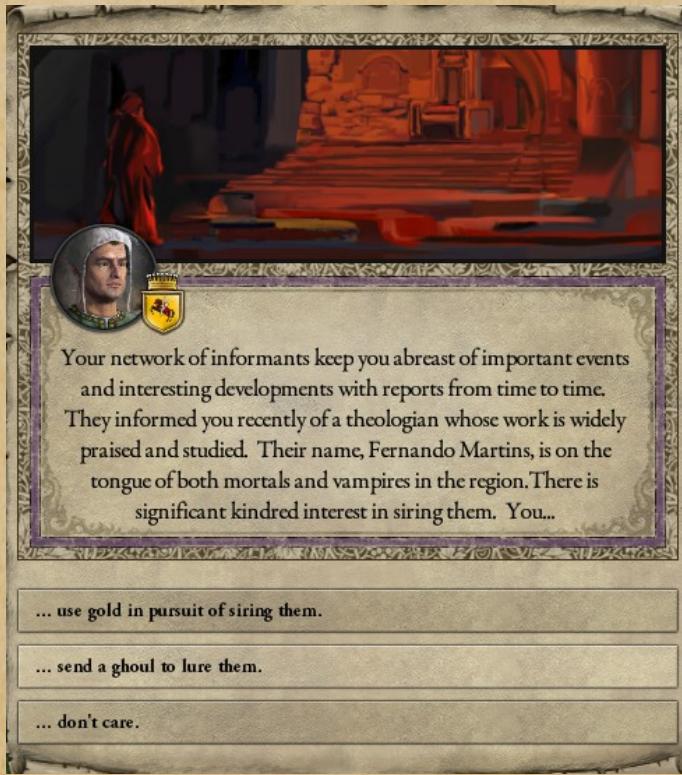
Last, you may come across special people based on the year and location.

This screenshot shows the Court screen for Princess Mencía of Castille. The layout is identical to the previous screenshot, featuring a portrait of Mencía, her title 'Princess Mencía of Castille', her rank '18' with a 'W' icon, and her 'Liege'. Below the portrait is a 'Lowborn' status indicator. To the right is a resource grid for 'Castilian' resources: Gold (0/0), Silver (0/0), Food (0/0), Water (0/0), and Land (0/0). Underneath the grid are icons for various items like books, coins, and symbols. The bottom section contains tabs for 'Titles', 'Claims', and 'Diplomacy'. Below these are buttons for 'Family', 'Relations', 'Vassals (0)', 'Court (12)', 'Pacts (0)', and 'Abroad (0)'. A table lists 'Rank', 'Name', 'Tax', and 'Opinion' for several court members, including 'de Ruiz'.

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Great People and Mentoring

Shortly into your game as Silvester you will receive an event that tells you of a great theologian named Fernando Martins. This is a saintly man who has drawn the interest of different Kindred (vampires) in the area. These are historical figures and are only available to someone in the area in which they lived. This is the chance to see how Joan of Arc or Leonardo da Vinci would have turned out as a Vampire!



If you choose to pursue siring the great person you will not always sire them as a childe. The older, more powerful and better established you are in Kindred society the higher the chance you have of successfully pursuing a great person. You may choose to use gold or send a ghoul to pursue the mortal. The gold cost is intentionally smaller prior to 1240.

Be warned! If you fail you stand to lose your ghoul if you use one, as well as having the Great Person sired by another vampire or even a rival of yours!

These people will be embraced by clans or vampires that have an interest in their personality types and deeds. They will show up in other areas of your game and can be deadly foes or steadfast allies. You can search for them in the character search by using their trait 'Great Person'.

Will you corrupt a Saint or mold a protege from an ambitious mortal like Lucretia Borgia? Sires have a large impact on their childer, shaping how they become vampires. This brings us to mentoring.

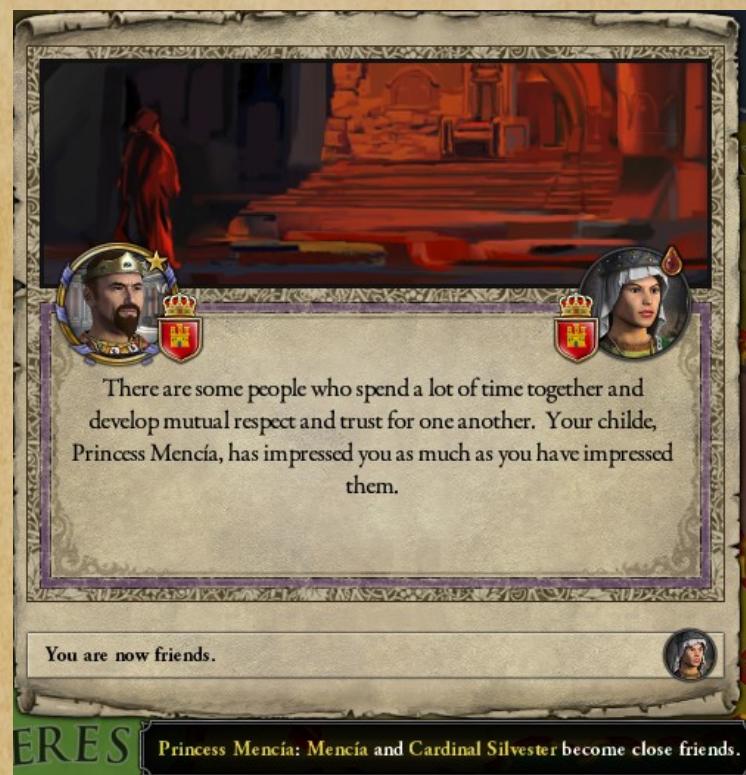
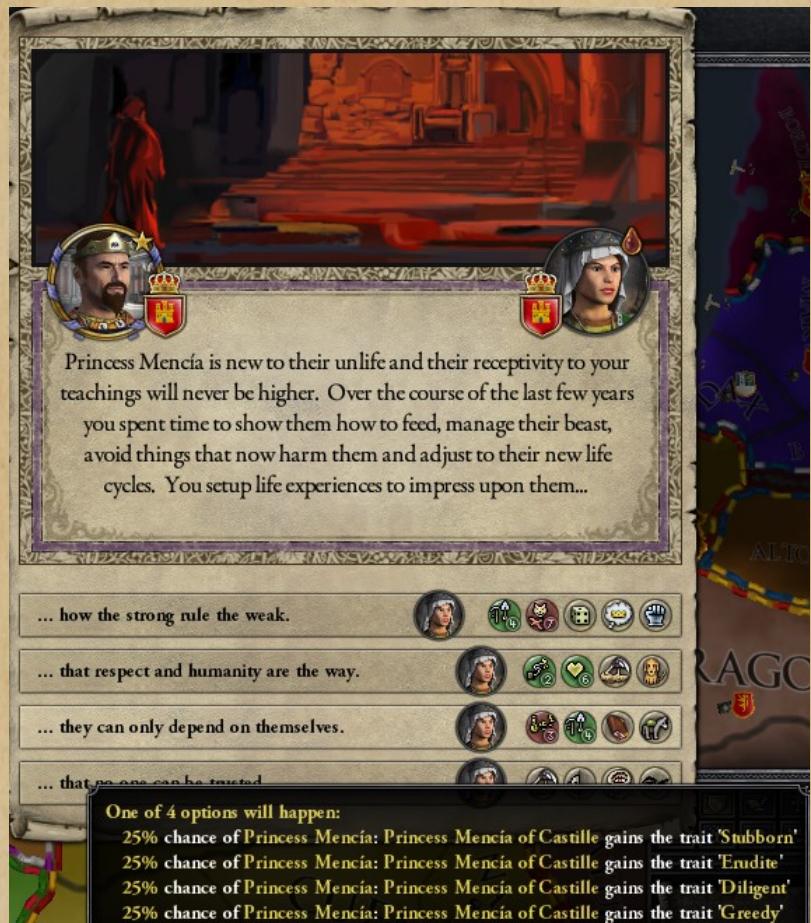


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Soon after embracing a new childe you will be presented with the option to mentor them. It is suggested you do so. This will open up events that give you a chance to shape your new childe's personality and views on unlife. Some events are random, some are not. Mentorship lasts between 10 and 15 years. At the end you may tutor them in a special discipline that you have and they do not and also attempt to bring them onto your chosen Path (society) if you are a part of one.



Not all events are tied to mentoring. Princes of Darkness introduces many events that shape and show you how your childe views both you, their new vampiric state and how they interact with the world around them. These events can be both good and bad. Your choices may echo for an eternity so choose wisely!



Some of your childer will view you as a mentor and leader while others may come to hate you and seek your destruction. Not all mortals think of eternal unlife as a gift.

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Jihad and Generals

The Jihad in vampiric parlance is the eternal struggle for dominance among the Methuselahs and Antediluvians of the eternal night. For us, it is the holy war we will use on one of our neighbors. In the 1230 setting, there are high clans and low clans. High clans are old and respected clans, while low clans are new or not as prestigious. You may use the Jihad CB on those not in your religious group. Sylvester is a Lasombra, one of the High Clans. We will go to war with a neighboring weaker Vampire Lord who is an Ashirra. First we should appoint some generals. You may reach these by opening the Council screen and choosing the Minor Titles tab.



Where possible it is good to use older vampires with disciplines such as Vigor (damage), Celerity (speed), Resilience (defense), Dominate (morale offense and defense) and a few others. High martial is good but these are also very useful. For Sylvester, we will choose to appoint Toda and Mencia (our childe). Toda is a Brujah Elder, who make excellent generals due to their disciplines. Your generals can make a big difference between victory and defeat so choose wisely!

Next, find Caceres to the west and south of your domain. Right-click on its owner and choose to **Declare War**. Then select **Jihad for Caceres**. Note that you must have 100 piety to use Jihad.



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You will raise your army by selecting the Military screen and using the highlighted buttons.

Your levy may seem small but by this time you should have far more troops than your target.

Note that your army will have special units, the Lasombra Cavalry in this case, that are much more powerful than regular troops. These units are specific to each supernatural type and clan or sect. It is these units that will carry your army to victory in most wars. Combat has been redone in Princes of Darkness to be quicker, brutal and lack much of a skirmishing phase.

When you siege a holding you may want to assault it when you outnumber the defenders such as the below example. It will save time but may cost some troops.



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After you win the war (100% war score) you should right-click on Emira Tabitha al-Masri and select **Offer Peace**. Then click on **Enforce Demands**.

Now you have gained a new county and are well on your way to becoming powerful enough to take a nearby populated city.

Note that your demesne is 2 out of 3, meaning you can easily incorporate another county into your realm and raise the number of provinces under your direct control as well.

Our final tutorial mechanic covered will be torpor and awakening torpored dynasts. You may give your titles back to an older dynast who has been recently awakened, allowing your character to rest for a few decades or century while a childe runs affairs.

The screenshot shows a character profile for 'Cardinal Silvester 'the Master' of Castille'. The profile includes a portrait, a title '6th', and various stats. Below the profile is a family tree section showing Parents, Grandparents, Children, Siblings, and Concubines. To the right is a map of the Iberian Peninsula, specifically the regions of Castile, Leon, and Asturias. The map shows various cities and territories.

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Torpor and Dynasties

There may be times when your original vampire may wish to wait out difficult periods or has been overcome by the ennui that comes with hundreds of years of unlife. If you wish to continue playing as Silvester you may choose to simply read this part. On your decision screen there is the option to 'Enter Torpor'. This will abdicate your titles and put your vampire in a deep dreamless sleep, in a protected place.



After going into torpor you will take over as the next in line of your dynasty. You have the option of waking vampires of your dynasty if you have enough prestige. Right-click on Silvester's portrait and choose '**Awaken Torpor Dynast**'.



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You may then choose to give the elder dynast all of your titles, placing them back into power.



That concludes the tutorial for new players! If you wish to continue playing the 'War of Princes' there are many other features to explore in the 1230 bookmark of Princes of Darkness. Narrative events such as the Shadow Inquisition, Gehenna: Black Death, Anarch Revolt and Camarilla / Sabbat formation will drastically effect your world and change the landscape of Kindred Society. There are also objectives for each clan and sect you may wish to accomplish, they can change the course of the entire clan or effect all of Kindred Society.

Players who wish to know how to make a custom ruler vampire should continue reading!



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Creating a Custom Vampire

New players may wonder how to create a custom vampire using the ruler designer. Sometimes, this can lead to problems if the wrong traits are chosen. This section will walk you through picking the correct traits for your custom vampire lord.



The first thing you should do is click the add trait button as shown.



Next choose the trait marked 'VAMPIRE RULER DESIGNER TRAIT'. As shown in the description it is a fix for immortality and the way CK2 handles portrait picture ages. After you enter the game and advance a few days it will be replaced with the normal vampire trait.

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King Ricard of Provence

Age: 16 (Max: 900)

VAMPIRE RULER DES ..	-50
Neonate	1
Ancilla	1
Elder	-8
7th	-3
8th	-3
9th	-3
10th	-3
11th	-3
12th	-3

Diplomacy:	5 (5)
Martial:	5 (5)
Stewardship:	5 (4)
Intrigue:	5 (6)
Learning:	5 (5)
Blood Potency I:	5.00 (5.00)
Ability:	50% (50%)
Male Children:	0
Female Children:	0

Close Traits Cancel Finish

Next, you must choose 1 of each group shown. The first is the age group, Neonates are young, below 100 years of age, and difficult to play as. Choose this if you really want a challenge. Ancilla are under 250 years of age and a good middle ground. Elder is a vampire which has been alive for 250 years. It is suggested to choose Elder.

The next group is your generation. This comes into play in many areas such as powers, combat and other mechanics in events. The lower the better. You may make your generation better during play through diablerie. Note that it is hard to diablerize 4th or 5th generation vampires. That low of a generation is very powerful in-game.

King Vicenç of Provence

Age: 16 (Max: 900)

Elder	-8
7th	-3
8th	-3
9th	-3
10th	-3
11th	-3
12th	-3
Blood Potency I	0
Gangrel	-8
Nosferatu	-12

Diplomacy:	5 (5)
Martial:	5 (5)
Stewardship:	5 (4)
Intrigue:	5 (6)
Learning:	5 (5)
Blood Potency I:	5.00 (5.00)
Ability:	50% (50%)
Male Children:	0
Female Children:	0

Close Traits Cancel Finish

You will need to choose Blood Potency I, next. It is a measure of both your generation and age and factors into torpor mechanics. It increases over time naturally.



Your traits should look like this now.

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Next, you will choose your clan. If you want to know more about the clans you should go [here](#). We will list the disciplines of each clan here for convenience. Choose only one clan trait. After you choose your clan you should choose your disciplines. You may choose any you wish but it is recommended that you choose the three for your clan first.

In case you wish to play as a ‘normal’ level of power for your chosen character here are some guidelines. A neonate has Rank 1 in all 3 disciplines. Ancilla Rank 2, with one discipline at 3. Elders can have all 3 clan disciplines at Rank 3 and an extra discipline or two they have learned. You may also learn the common disciplines via decision in-game using prestige. Any disciplines you already know are all possible to upgrade in ranks during play.

It is recommended that whatever clan you choose to play you should pick up Dominate or Majesty – or both. They are vital disciplines for any would be ruler of the night. They are available to learn during gameplay, too.



Assamite: Celeriy, Obfuscate, Quietus
Brujah: Celerity, Vigor, Majesty
Cappadocian: Resilience, Mortis, Auspex
Follower of Set: Obfuscate, Presence, Serpentis
Giovanni: Vigor, Dominate, Necromancy
Lasombra: Vigor, Dominate, Obtenebration
Malkavian: Auspex, Obfuscate, Dementation (take lunatic, too)
Nosferatu: Animalism, Obfuscate, Vigor
Ravnos: Chimestry, Animalism, Resilience
Salubri (healer): Auspex, Resilience, Obeah
Salubri (warrior): Auspex, Resilience, Valeren
Toreador: Celerity, Majesty, Auspex
Tremere: Thaumaturgy, Auspex, Dominate
Tzimisce: Vicissitude, Auspex, Animalism
Baali: Daimonion, Majesty, Obfuscate
Gangrel: Protean, Animalism, Resilience
Ventrite: Dominate, Resilience, Majesty

In this example, we have chosen Brujah and selected Celerity 3, Vigor 3 and Majesty 3 as we are an Elder.

After choosing your clan and disciplines make sure you choose the proper religion to match your clan.



PRINCES OF DARKNESS



Select the religion button to open the religions.

For the 1230 bookmark you will want to choose the 'High Clans' or 'Low Clans' group first. Then, select your clan religion or choose a sect like Cainite Heresy, Furores or Autarkis.

After this you will need to finish the character with the normal means of CK2.



After a few days of play your RDU vampire trait will be replaced with the proper vampire trait.

PRINCES OF DARKNESS

If you are very new to using the ruler designer here are a few pictures to show you the next steps to finish. You should also add personality traits as shown below, such as our Brave, Just and Zealous Crusader.

Appearance **Coat of Arms** **Attributes**

King Ricard of Provence Age: 16 (Max: 900)

	Diplomacy: 5 (5)
	Martial: 5 (5)
	Stewardship: 5 (4)
	Intrigue: 5 (6)
	Learning: 5 (5)
First Name: Ricard	Health: 5.00 (5.00)
Dynasty: de Montaner	Fertility: 50% (50%)
Married:	Sons: 0
Culture: Occitan	Daughters: 0
Religion: Toreador	
Education	
Traits	

Cancel **Finish**

Appearance **Coat of Arms** **Attributes**

King Ricard of Provence Age: 73 (Max: 900)

	Fortune Builder: 9
	Midas Touched: 15
	Misguided Warrior: 5
	Tough Soldier: 7
	Skilled Tactician: 12
	Brilliant Strategist: 17
	Detached Priest: 0
Diplomacy: 5 (10)	
Martial: 5 (22)	
Stewardship: 5 (10)	
Intrigue: 5 (13)	
Learning: 5 (11)	
Health: 5.00 (6.00)	
Fertility: 50% (-499940%)	

Brilliant Strategist
The Brilliant Strategist has an almost preternatural understanding of all things martial, having the perfect makings for a Marshal or a military tutor.
Martial: +9
Intrigue: +2
Stewardship: +2
Learning: -1
Health: +0.50
Personal Combat Skill: +1

Close

Appearance **Coat of Arms** **Attributes**

King Ricard of Provence Age: 98 (Max: 900)

	Diplomacy: 8 (13)
	Martial: 8 (34)
	Stewardship: 5 (13)
	Intrigue: 5 (14)
	Learning: 7 (12)
First Name: Ricard	Health: 5.00 (6.50)
Dynasty: de Montaner	Fertility: 50% (-499940%)
Married:	Sons: 0
Culture: Occitan	Daughters: 0
Religion: Brujah	
Education	
Traits	

Cancel **Finish**