Vampire: The Masquerade

Generations Chart

The Traditions

The First Tradition:	The Masquerade
The Second Tradition:	The Domain
The Third Tradition:	The Progeny
The Fourth Tradition:	The Accounting
The Fifth Tradition:	The Hospitality
The Sixth Tradition:	The Destruction

Genration	Trait Max	Bld Pool Sz	Bld Pts/Turn
Third	10	?	?
Fourth	9	50	10
Fifth	8	40	8
Sixth	7	30	6
Seventh	6	20	5
Eighth	5	15	3
Ninth	5	14	2
Tenth	5	13	1
Elventh	5	12	1
Twelth	5	11	1
Thirtenth	5	10	1

Clan Chart

Clan	Nickname	Disciplines	Weaknesses
Brujah	Rabble	Celerity, Potence, Presence	-Difficulty for frenzy rolls 2 higher
Gangrel	Outlanders	Animalism, Fortitude, Protean	-Frenzy causes animal feature. Each five causes loss of Social Attribute
Malkavian	Kooks	Auspex, Dominate, Obfuscate	-Must choose a Derangement
Nosferatu	Sewer Rats	Animalism, Obfuscate, Potence	-Appearance of 0. Fail all actions that use
Toreador	Degenerates	Auspex, Celerity, Presence	-Willpower roll to end fscination quickly
Tremere	Warlocks	Auspex, Dominate, Thaumaturgy	-One step toward being blood bound to clan
Ventrue	Blue Bloods	Dominate, Fortitude, Presence	-Must pick restriction on type of blood used

Disciplines

Discipline	Level	Name and Power
Animalism	1	Sweet Whispers - Talk to animals
	2	The Beckoning - Summon animals
	3	Song of Serenity - Lose will to fight
	4	Sharing of Spirits - Move spirit to animal
	5	Drawing out the Beast - Transfer beast to other
Auspex	1	Heightened Senses - Premonition + senses
	2	Aura Perception - Can see auras
	3	The Spirit's Touch - Info from touch
	4	Telepathy - Read thoughs
	5	Psychic Project - Astral Projection
Celerity	1-5	One extra action per point
Dominate	1	Command the Wearied Mind - Give 1 word command
	2	Mesmerize - Implant suggestions
	3	The Forgetful Mind - Steal memories
	4	Conditioning - Condition domination
	5	Possession - Take control of another

Discipline	Level	Name and Power
Fortitude	1-5	Each level allows soak die for aggr. wds.
Obfuscate	1	Cloak of Shadows - Conceals in cover
	2	Unseen Presence - Walk around unseen
	3	Mask of 1000 Faces - Appear different
	4	Vanish From Mind's Eye - Disappear in view
	5	Cloak the Gathering - Conceal group
Potence	1-5	Each level allows auto success of str roll
Presence	1	Awe - Awe a group of people
	2	Dread Gaze - Cause fear and loathing
	3	Entrancement - Convince other to serve you
	4	Summon - Summon from great distance
	5	Majesty - No one will cross you
Protean	1	Gleam of Red Eyes - See in the dark
	2	Wolf Claws - Grow claws on hands
	3	Earth Meld - Sink into the Earth
	4	Shadow of the Beat - Transform to wlf or bat
	5	Form of Mist - Turn into mist

Attributes and Abilities

Virtues

Conscience:	Conscience rolls made to avoid loss of humanity
Self-Control:	Used to resist frenzy. Cannot roll more dice than in Bld Pool
Courage:	Used to avoid Rotschreck

Humanity

-During the day, if awakened, can't roll more dice for any action then your humanity.
-On frenzy rolls you cannot roll more dice than your humanity
-Length of time spent in torpor is related to humanity

Willpower

-Can use one point/turn to get an automatic success.
-Can use one point to avoid primal urge (such as Rotschreck)
-Can use one point to control Derangements when they affect you
-Botch of Willpower roll causes loss of permanent Willpower pt.

Recover when:
-Recover all Willpower at end of a story
-You achieve some special success during story
-You fulfill some criterion from character's chosen Archetype
-Or allow one point after you wake each evening

Blood Pool

-Lose one point after a day's sleep.
-One point can be spent per turn to restore one Health Level (if resting)
-If not resting Blood Pt regained by rolling Stamina + Survival (diff 6)
-One point/turn can add a point to a specific Physical Attribute
-On frenzy rolls you cannot roll more dice than your blood pool

Health Levels

Level	Die # mod
Bruised	
Hurt	-1
Injured	-1
Wounded	-2
Mauled	-2
Crippled	-5
Incapacited	

-If a vampire takes damage beyond Incapacitated, she loses a Blood Point for each additional wound

Aggravated Wounds

-Caused by sunlight, fire, or claws and teeth of the undead
-Can only be soaked by Discipline of Fortitude
-Require both one day rest + 5 blood points/wd to heal.
-Can cause final death if no blood point and at incapacitated

Torpor

-If a vampire has no blood pts, and is injured beyond incapacitaed, she enters torpor

Humanity	Length of Torpor
10	One day
9	Three days
8	One week
7	Two weeks
6	One month
5	One year
4	One decade
3	Five decades
2	One century
1	Five centuries
0	Millennium+

Frenzy

-When hungry means you have three or less blood points
-May make a Self-Control roll, this extended action needs 5 successes
-Cannot roll more dice than you have blood points or humanity
-Each success prevents frenzy for that turn
-Botch causes you to gain a derangement

Provocation	Difficulty
Smell of blood (when hungry)	3
Sight of blood (when hungry)	4
Being bullied	4
Life threatened	4
Taunted	4
Provoked into anger	5
Taste of blood (when hungry)	5
Lover in danger	6
Outright humiliation	7

Degeneration

-Degeneration roll is made by rolling conscience (difficulty 6)
-If roll fails/ botches she loses both a point of Conscience & Humanity
-Botch causes you to gain a derangement.

Humanity	Wrongdoing
10	Accidental wrongdoing
9	Purposeful wrongdoing
8	Purposefully inflicting injury
7	Theft and robbery
6	Negligent killing
5	Wanton destruction
4	Murder in the head of passion
3	Sadism and perversion
2	Premeditated murder
1	The most heinous and demented acts

Rotschreck

-Courage roll used when encountering sun or fire
-Each success means you can stay that number of turns, then reroll
-Botch causes you to gain a derangement

Effect	Difficulty	Effect	Difficulty
Lighting a cigarette	4	Obscured sunlight	6
Lighter flame	5	Being burned	7
Sight of a torch	5	Direct sunlight	8
Bonfire	6	Trapped in burning building	9

Combat

Firearms Table

Type	Difficulty	Range	Rate	Clip	Conceal
Revolver, Lt.	6	12	3	6	P
Revolver, Hvy.	7	35	2	6	J
Pistol, Lt.	7	20	4	17+1	P
Pistol, Hvy.	8	30	3	7+1	J
Rifle	8	200	1	5+1	N
SMG, Small*	7	25	3	30+1	J
SMG, Large*	6	50	3	32+1	T
Assault Rifle*	7	150	3	42+1	N
Shotgun	6	20	1	5+1	T
Shotgun, Semi-auto	7	20	3	8+1	T
Crossbow**	7	20	1	1	T

*Capable of 3 round bursts **Can stke vampire, do not add succ. for dam.

Brawling Table

Maneuver	Difficulty	Damage
Bite	5	Str+1
Punch	6	Str
Grapple	6	Str
Claw	6	Str+2
Kick	7	Str+1
Body Slam	7	Str+Hit success > 3

Armor Chart

Class	Armor Rating	Penalty
Class One (Reinforced Clothing)	1	0
Class Two (armor T-shirt)	2	1
Class Three (vest)	3	2
Class Four (flak jacket)	4	3
Class Five (full suite)	6	4

Melee Weapons Table

Weapon	Difficulty	Damage	Conceal
Sap	4	Str	P
Club	4	Str+1	T
Knife	4	Str+1	J
Foil	5	Str+3	T
Saber	6	Str+4	T
Axe	7	Str+5	N
Stake	8	Str+2	T

Stage One: Initiative

Stage Two: Attack (Weapon determines diff.)

Firearms: roll Dexterity + Firearms

Weapons: roll Dexterity + Melee

HtH: roll Dexterity + Brawl

Stage Three: Resolution

-Each weapon or attack allows wielder to roll dice for damage (Diff 6.)
-Each success means target loses one Health Level
-Addtionally, each hit success by firearm attack adds one die
-Each point of Potence adds one automatic success to melee and brawling Damage.

Soak: Reduce damage by rolling Stamina + Fortitude (Diff 6). Each success reduces damage by one.

-Damage and soak rolls cannot be botched.

Dodging

-Anytime a player is attacked he may use an action, or part of it (divide dice pool), to Dodge. Simply declare "Dodge!" before the attack roll. The roll is Dexterity + Dodge (Diff 6), and each success takes away a success die from the opponent's attack.

-For firearms the difficulty is dependant on cover

Difficulty	Terrain
2	Full cover 1/2 a step away
4	Full cover within one yard
6	Full cover within three yards.
7	Partial cover within three yards.
8	Flat & Featureless. (Dives to ground)

Complications

Firefight

Complication	Difficulty	Complication	Difficulty	Dice
Changing Action	+1	Movement	+1	--
Immobilization	-2	Aiming	--	+Per.
Long Range	-2	Scope	--	+2
Point-Blank	4	Specific Target Area	+2	--
Lying Flat	+1	Multiple Shots	+1/ex. shot	--
Behind Pole	+2	Full-auto	+3	+10
Behind Wall	+3	Three-round Burst	+1	+3
Only Head Exposed	+4	Spray	5+1/yd	+10

Melee

Complication	Difficulty
Multiple Opponents	+1 per attacker for attack or dodge
Flank Attacks	-1 for attack
Rear Attacks	-2 for attack
Stake Attempt	Needs 3 successes (after dodge) & 3 damage
Bite	Must grapple 1st, then may drain blood.
Grapple	If more successes then str. immobolizes victim. Next turn roll Str. + Brawl w/ most wins immobilizing other
Body Slam	>=3 succ. or dmage yourself. If succeed opp. diff +2 on rest of actions this rd. Opp. must make Dex+Athl (diff. # succ.+3) or fall.

Turns

-In one turn, each character should be able to do one thing.

-A character can perform multiple actions by dividing up the dice. Take the amount of dice from the action which the character has the least skill, and divide it among all the actions as you wish.

-Actions taken one at a time in order of init., and then 2nd actions are taken.

-Take one die from action for every three yards you move.

-You may delay an action if your initiative is higher.

Turn Organization: Describe the scene, Decision Stage, Resolution steps.

Initiative: Wits + Allertness (Diff 4), or Wits + (Brawl, Melee, Firearms).

Success Rolls

-Combine an Attribute and an Ability for number of dice to roll.
-A 1 cancels a success. 0 successes means failure, <0 means botch.
-If you have equal or greatter # of dice in pool then diff., get 1 automatic success

Types of Actions: Simple, Extended, Resisted, Extended & Resisted

Degrees of Success

1 - Marginal
2 - Moderate
3 - Complete
4 - Exceptional
5 - Phenomenal

Difficulties

3 - Easy
4 - Routine
5 - Straightforward
6 - Standard
7- Challenging
8 - Difficult
9 - Extremely Difficult

Thaumaturgy

Level	Name and Power
1	A Taste of Blood - Perception based on blood
2	Blood Rage - Force another to use blood
3	Blood of Potency - Can lower generation
4	Theft of Vitae - Can drain blood from others
5	Cauldron of Blood - Boil others blood

Rituals

Level	Name and Power
1	Defense of the Sacred Haven - No sunlight through windows
1	Wake with Morning's Freshness - Awaken during day
1	Communicate with Kindred Sire - Speak telepathically
1	Deflection of Wooden Doom - Stops 1st attempt at staking
1	Devil's Touch - Cause others to hate a mortal

Paths

The Lure of Flames

Level	Result
1	Candle
2	Palm of flame
3	Camp fire
4	Bonfire
5	Conflagration

Movement of the Mind

Level	Result
1	one pound
2	20 pounds
3	200 pounds
4	500 pounds
5	1/2 ton

Weather Control

Level	Result
1	Fog
2	Rain
3	Wind
4	Storm
5	Lightning Strike (roll 10 damage dice, diff as firearm)