





20TH ANNIVERSARY EDITION

VAMPIRE

THE MASQUERADE



Health Levels

| Health Level | Dice Pool Penalty | Movement Penalty |
|---------------|-------------------|--|
| Bruised | 0 | Character is only bruised and suffers no dice pool penalties due to damage. |
| Hurt | -1 | Character is superficially hurt and suffers no movement hindrance. |
| Injured | -1 | Character suffers minor injuries and movement is mildly inhibited (halve maximum running speed). |
| Wounded | -2 | Character suffers significant damage and may not run (though he may still walk). At this level, a character may only move or attack; he <i>always</i> loses dice when moving and attacking in the same turn. |
| Mauled | -2 | Character is badly injured and may only hobble about (three yards or meters/turn). |
| Crippled | -5 | Character is catastrophically injured and may only crawl (one yard or meter/turn). |
| Incapacitated | — | Character is incapable of movement and is likely unconscious. Incapacitated vampires with no blood in their bodies enter torpor. |
| Torpor | — | Character enters a deathlike trance. He may do nothing, not even spend blood, until a certain period of time has passed. |
| Final Death | — | Character dies again, this time forever. |

Combat Summary Chart

Stage One: Initiative

- Roll initiative (or add 6 to the initiative rating). Everyone declares their actions. The character with the highest initiative performs her action first. Actions can be delayed to any time later in the order of initiative.
- Declare any multiple actions, reducing dice pools accordingly. Declare Discipline activation and Willpower expenditure.

Stage Two: Attack

- For unarmed close-combat attacks, roll Dexterity + Brawl.
- For armed close-combat attacks, roll Dexterity + Melee.
- For ranged combat, roll Dexterity + Firearms (guns) or Dexterity + Athletics (thrown weapons).
- A character can abort to a defensive action (block, dodge, parry) at any time before her action is performed, as long as you make a successful Willpower roll (or a Willpower point is spent).

Stage Three: Resolution

- Determine total damage effect (weapon type or maneuver), adding any extra dice gained from successes on the attack roll.
- Targets may attempt to soak damage, if possible.

Aura Colors

| Condition | Aura Colors |
|---------------------|---|
| Afraid | Orange |
| Aggressive | Purple |
| Angry | Red |
| Bitter | Brown |
| Calm | Light Blue |
| Compassionate | Pink |
| Conservative | Lavender |
| Depressed | Gray |
| Desirous or Lustful | Deep Red |
| Distrustful | Light Green |
| Envious | Dark Green |
| Excited | Violet |
| Generous | Rose |
| Happy | Vermilion |
| Hateful | Black |
| Idealistic | Yellow |
| Innocent | White |
| Lovestruck | Blue |
| Obsessed | Green |
| Sad | Silver |
| Spiritual | Gold |
| Suspicious | Dark Blue |
| Anxious | Auras appear scrambled like static or white noise |
| Confused | Mottled, shifting colors |
| Diablerist | Black veins in aura |
| Daydreaming | Sharp flickering colors |
| Frenzied | Rapidly rippling colors |
| Psychotic | Hypnotic, swirling colors |
| Vampire | Aura colors are pale |
| Ghoul | Pale blotches in the aura |
| Magic Use | Myriad sparkles in aura |
| Werebeast | Bright, vibrant aura |
| Ghost | Weak, intermittent aura |
| Faerie | Rainbow highlights in aura |

Generation Traits

| Generation | Max. Trait Rating | Blood Pool Max | Blood Points /Turn |
|--------------|-------------------|----------------|--------------------|
| Third | 10 | ??? | ??? |
| Fourth | 9 | 50 | 10 |
| Fifth | 8 | 40 | 8 |
| Sixth | 7 | 30 | 6 |
| Seventh | 6 | 20 | 4 |
| Eighth | 5 | 15 | 3 |
| Ninth | 5 | 14 | 2 |
| Tenth | 5 | 13 | 1 |
| Eleventh | 5 | 12 | 1 |
| Twelfth | 5 | 11 | 1 |
| Thirteenth + | 5 | 10 | 1 |

Max Trait Rating: This indicates the highest permanent Trait rating (excluding Humanity/Path ratings and Willpower ratings) a vampire of the given Generation can have. This is especially important with regard to Disciplines and Attributes.

Blood Pool Max: The maximum number of blood points a vampire may keep in her system. Remember that elder vampires concentrate their blood — while the *volume* of blood in their bodies is no greater than any other vampire's, each pint of blood is *worth* more than one point.

Blood Points/Turn: This indicates how many blood points a vampire can spend in a single turn.

Difficulties

| | |
|-------|--|
| Three | Trivial (scanning a small crowd for a familiar face) |
| Four | Easy (following a trail of blood) |
| Five | Straightforward (seducing someone who's already "in the mood") |
| Six | <i>Standard</i> (<i>firing a gun</i>) |
| Seven | Challenging (locating where those agonized whispers are coming from) |
| Eight | Difficult (convincing a cop that this isn't your cocaine) |
| Nine | Extremely difficult (walking a tightrope) |

Degrees of Success

| | |
|---------------|--|
| One Success | Marginal (getting a broken refrigerator to keep running until the repairman arrives) |
| Two Successes | Moderate (making a handicraft that's ugly but useful) |
| Three | Complete (fixing something so that it's good as new) |
| Four | Exceptional (increasing your car's efficiency in the process of repairing it) |
| Five or More | Phenomenal (creating a masterwork) |

Frenzy Difficulties

| Provocation | Difficulty |
|------------------------------|--------------------------------|
| Smell of blood (when hungry) | 3 (or higher in extreme cases) |
| Sight of blood (when hungry) | 4 (or higher in extreme cases) |
| Being harassed | 4 |
| Life-threatening situation | 4 |
| Malicious taunts | 4 |
| Physical provocation | 6 |
| Taste of blood (when hungry) | 6 (or higher in extreme cases) |
| Loved one in danger | 7 |
| Outright public humiliation | 8 |

Rötschreck Difficulties

| Provocation | Difficulty |
|-----------------------------|------------|
| Lighting a cigarette | 3 |
| Sight of a torch | 5 |
| Bonfire | 6 |
| Obscured sunlight | 7 |
| Being burned | 7 |
| Direct sunlight | 8 |
| Trapped in burning building | 9 |

Soaking Sunlight

| Soak Difficulty | Intensity of Light |
|-----------------|--|
| 3 | Faint light coming through a closed curtain; heavy cloud cover; twilight |
| 5 | Fully protected by heavy clothes, sunglasses, gloves, and a wide-brimmed hat |
| 7 | Indirect light coming through a window or light curtains |
| 9 | Outside on a cloudy day; hit by one ray of direct light; catching the sun's reflection in a mirror |
| 10 | Direct rays from an unobscured sun |

| Health Levels/Turn | Exposure |
|--------------------|---|
| One | Small part of body exposed — a hand or part of the face |
| Two | Large part of body exposed — a leg, an arm, or the whole head |
| Three | Fifty percent or more of the body exposed — wearing thin clothing |

Close Combat Maneuvers Table

| Maneuver | Traits | Accuracy | Difficulty | Damage |
|---------------|-------------------|----------|------------|------------|
| Bite | Dex + Brawl | +1 | Normal | Str +1 (A) |
| Block | Dex + Brawl | Special | Normal | None (R) |
| Claw | Dex + Brawl | Normal | Normal | Str +1 (A) |
| Clinch | Str + Brawl | Normal | Normal | Str (C) |
| Disarm | Dex + Melee | Normal | +1 | Special |
| Dodge | Dex + Athletics | Special | Normal | None (R) |
| Hold | Str + Brawl | Normal | Normal | None (C) |
| Kick | Dex + Brawl | Normal | +1 | Str +1 |
| Parry | Dex + Melee | Special | Normal | None (R) |
| Strike | Dex + Brawl | Normal | Normal | Str |
| Sweep | Dex + Brawl/Melee | Normal | +1 | Str (K) |
| Tackle | Str + Brawl | Normal | +1 | Str +1 (K) |
| Weapon Strike | Dex + Melee | Normal | Normal | Weapon |

(A): The maneuver inflicts aggravated damage.

(C): The maneuver carries over on successive turns.

(K): The maneuver causes knockdown.

(R): The maneuver reduces an opponent's attack successes.

Ranged Combat Maneuvers Table

| Maneuver | Traits | Accuracy | Difficulty | Damage |
|----------------|----------------|----------|-------------|---------|
| Automatic Fire | Dex + Firearms | +10 | +2 | Special |
| Multiple Shots | Dex + Firearms | Special | Normal | Weapon |
| Strafing | Dex + Firearms | +10 | +2 | Special |
| 3-Round Burst | Dex + Firearms | +2 | +1 | Weapon |
| Two Weapons | Dex + Firearms | Normal | +1/off-hand | Weapon |

Fire and Burns

| Soak Difficulty | Heat of Fire |
|-----------------|--|
| 3 | Heat of a candle (first-degree burns) |
| 5 | Heat of a torch (second-degree burns) |
| 7 | Heat of a Bunsen burner (third-degree burns) |
| 8 | Heat of an electrical fire |
| 9 | Heat of a chemical fire |
| 10 | Molten metal |

| Health Levels/Turn | Size of Fire |
|--------------------|--|
| One | Torch; a part of the body is exposed to flame |
| Two | Bonfire; half of the body is exposed to flame |
| Three | Raging inferno; entire body is engulfed in flame |

Hierarchy of Sin: Humanity

| Humanity | Moral Guideline |
|----------|--|
| 10 | Selfish thoughts |
| 9 | Minor selfish acts |
| 8 | Injury to another (accidental or otherwise) |
| 7 | Theft |
| 6 | Accidental violation (drinking a vessel dry out of starvation) |
| 5 | Intentional property damage |
| 4 | Impassioned violation (manslaughter, killing a vessel in frenzy) |
| 3 | Planned violation (outright murder, savored exsanguination) |
| 2 | Casual violation (thoughtless killing, feeding past satiation) |
| 1 | Utter perversion or heinous acts |

Bearing

A vampire's morality has a direct impact on her bearing — a feeling the Kindred unconsciously projects. The greater the vampire's Humanity or Path rating, the stronger this tendency is. For example, vampires on Humanity have a bearing of normalcy; the humane connection that such vampires hold keeps them from seeming strange and terrifying to mortals.

Generally, a vampire's bearing has little or no direct effect on her nightly activities — it's only a vague impression. Very high or low morality ratings impose a bonus or penalty to specific rolls associated with the character's bearing — for Humanity, the bearing modifier affects Social rolls for appearing normal and winning sympathy. These modifiers can affect rolls used for Disciplines, where relevant. Paths of Enlightenment have their own bearings, which are listed with each Path description.

| Humanity/Path Rating | Bearing Modifier |
|----------------------|------------------|
| 10 | -2 difficulty |
| 9-8 | -1 difficulty |
| 7-4 | no modifier |
| 3-2 | +1 difficulty |
| 1 | +2 difficulty |



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