

Vampire: The Masquerade (Revised Ed.)

Downtime Actions Cheat Sheet



During downtime (nights or weeks between major scenes), your character may pursue various activities. These actions can advance your goals, strengthen your domain, or uncover threats. Choose 1–2 actions per downtime cycle (Storyteller's discretion). Some actions may require dice rolls, blood, or resources.

Common Downtime Actions:

Category	Example Actions	Roll/Mechanics	Notes
Feeding	Hunt for blood	Perception + Streetwise or Survival	Difficulty based on domain
Research	Investigate lore, rumors, individuals	Intelligence + Investigation/Occult	Storyteller sets difficulty
Influence	Manipulate mortal institutions	Charisma + Politics/Streetwise	Requires Contacts, Allies, or Fame
Travel	Move between cities, scout territory	Logistics and risk checks as needed	May trigger random encounters
Training	Improve Abilities or learn Disciplines	Mentor, study, or experience	XP expenditure often needed
Crafting	Create art, weapons, artifacts	Dexterity + Crafts	Materials and time required
Scheming	Sabotage rivals, blackmail, plant rumors	Manipulation + Subterfuge/Streetwise	May provoke retaliation
Socializing	Build alliances, strengthen boons	Charisma + Etiquette/Empathy	Court politics and status gains
Haven Projects	Fortify or enhance personal domain	Resources + Security/Crafts	Long-term influence boost
Spiritual/Esoteric	Conduct rituals, commune with forces	Intelligence + Occult/Ritual-Specific	Storyteller determines outcome

Notes:

Expanded Downtime Actions:

- Generation 9–10: 2 Actions per downtime.
- Generation 11–12+: 3 Actions per downtime.
- High Resources or Allies may allow bonus minor actions (at ST discretion).
- Some major projects may consume all downtime actions for a cycle.

Downtime Resolution:

- Minor tasks resolve with a single roll.
- Major endeavors may require extended tests or Storyteller side scenes.

Downtime defines your influence. Plan carefully.

Example Player Downtime Submission:

- Action 1: _____
- Action 2: _____
- Resources/Blood Committed: _____
- Allies/Contacts Involved: _____