

Vampire: The Masquerade (Revised Ed.)

Gameplay Cheat Sheet



Core Dice Mechanics

- **Roll:** Attribute + Ability = Dice Pool (d10s).
- **Difficulty:** Storyteller sets (default 6).
- **Success:** Each die \geq difficulty = 1 success.
- **Failure:** No successes = failure.
- **Botch:** No successes and at least one "1" = catastrophic failure.
- **Automatic Success:** Spend 1 Willpower for 1 automatic success (per roll).
- **No Ability Dots:** If using a Skill with 0 dots, roll only Attribute at +1 difficulty.

Initiative

- **Roll:** 1d10 + Dexterity + Wits.
- **Declare:** Declare intended actions in reverse initiative order; resolve actions in normal initiative order.
- **Celerity:** Extra actions occur after all normal actions.

Actions

- **Simple Action:** One roll, one result.
- **Extended Action:** Roll multiple times toward cumulative success total.
- **Contested Action:** Competing rolls; highest number of successes win.
- **Resisted Action:** Roll to beat a set difficulty.
- **Multiple Actions:** Split dice pool before rolling (e.g., 2 actions = halve dice pool).
- **Teamwork:** Each participant rolls; total successes add together.

Traits

- **Attributes (1-5):** Physical, Social, Mental.
- **Abilities (0-5):** Talents, Skills, Knowledges.
- **Disciplines:** Supernatural powers; often Attribute + Discipline.

Morality: Humanity & Conscience

- **Humanity:** Measures your connection to human morality.
- **Conscience Rolls:** Roll Conscience (difficulty 8 or GM call) when committing immoral acts. Failure risks loss of Humanity.
- **Degeneration:** Losing Humanity can lead to Frenzy, alienation, mental instability, or worse.

Combat Basics

1. **Initiative Order:** Declare actions in reverse initiative; resolve in normal order.
2. **Attack Roll:** Dexterity + Combat Ability (Brawl, Melee, Firearms).
3. **Difficulty:** Based on weapon/range/target circumstances.
4. **Damage Roll:** Weapon's base damage dice + extra dice equal to net successes from attack roll.
5. **Soaking Damage:**
 - **Roll:** Stamina + Armor (if applicable; adds to soak dice vs physical attacks other than aggravated).
 - **Bashing/Lethal:** Soakable.
 - **Aggravated:** Usually not soakable (unless using Fortitude).

Blood Pool & Healing

- **Spend 1 blood:** Heal 1 bashing or lethal damage instantly.
- **Boost:** Spend blood to enhance Physical Attributes (+1 per blood point spent; lasts one scene).
- **Limits:** Blood expenditure per turn limited by Generation.

Damage Type	Soakable?	Healing Time
Bashing	Yes	1 level per 15 minutes
Lethal	Yes	1 level per day
Aggravated	Rarely (Fortitude)	1 level per day (with blood)

Willpower

- **Spend:** 1 point = automatic success or resist mental influence.
- **Roll:** Sometimes required when resisting supernatural effects (e.g., Dominate).
- **Regain:** By fulfilling your Nature or achieving major story milestones.

Frenzy and Rötschreck

- **Trigger:** Threats to pride, extreme anger, hunger, fear (fire, sunlight).
- **Roll:** Self-Control (for Frenzy) or Courage (for Rötschreck), difficulty varies.
- **Fail:** Character loses control to rage (frenzy) or panic (Rötschreck).