

# Vampire the Masquerade v5 Cheat Sheet

## Rolling Dice

### Dice Pool Composition

Your dice pool is a number of D10s (10-sided dice). Except in specific rolls noted in the Blood Powers section, the number of D10s you roll will be calculated by your rating (dots) in a given combination of:

- Attribute
- Skill
- Discipline
- Advantage or Background

For example, a Strength + Brawl roll, where your Strength is 2 and Brawl is 3, is a dice pool of 5.

An ability, discipline, advantage or background may add or subtract dice from your pool; confirm this with the Storyteller before applying. The Storyteller may also add or subtract from your pool due to circumstances you may or may not be aware of. Your pool can never be fewer than 1 die.

### Hunger Dice

Before you roll your pool, exchange a number of dice in your pool with hunger dice equal to your hunger rating. For example, if you had 2 dots of hunger, then you exchange 2 dice for hunger dice. These dice must be of a different colour or otherwise be identifiably different from your regular dice.

### Success and Failure

Each die equalling 1-5 is a failure and each die equalling 6-10 or is a success (0 is a 10).

The number of successes you have is the result, unless the following apply:

Bestial Failure	0 successes and you rolled a 1 on one or more of your hunger dice
Critical Win	Each pair of 10s = 4 successes
Messy Critical	A critical win where one of the 10s was on a hunger dice

For example (red numbers are hunger dice):

$2+7+8+3+3 = 2$  successes

$3+4+5+1+3 = 0$  successes – Bestial Failure

$0+2+0+7+8 = 6$  successes – Critical Win

$2+0+3+0+8 = 5$  successes – Messy Critical

### Options

Willpower re-roll	suffer 1 point of Willpower damage, to re-roll up to 3 non-hunger dice from a dice pool
Teamwork	use the largest dice pool from among the team and add 1 dice for every individual helping

# Vampire the Masquerade v5 Cheat Sheet

## Blood Powers

### Rouse Checks

A Rouse check is a roll of a D10 to see if you get hungrier when using certain abilities. A failure increases hunger by 1; a success does not increase hunger. Failing a rouse check does not stop the ability from working - it just makes you more hungry..

### Awakening from Daysleep

Make one Rouse check to awaken from daysleep.

### Blush of Life

Make one Rouse check. Blush of Life is used to make a vampire's body appear lifelike and allow the vampire to do things such as eat food or have sex. Without blushing, the vampire will appear sick and even corpse-like.

### Rousing the Blood

Make one Rouse check in order to add 2 dice to one dice pool. This must be an active action (such as brawling or hacking), rather than a reaction (e.g. dodging or resisting a discipline).

### Healing

#### Willpower

Superficial at the start of a session, remove superficial damage equal to the higher of your Composure or Resolve ratings

Aggravated at the start of a session following a session in which you acted in accordance with your ambition, you can remove 1 aggravated damage

#### Health

Superficial you may remove 1 superficial damage for every Rouse check you do. In combat, you may only do this once per turn

Aggravated when waking from daysleep, do 3 Rouse checks (in addition to the Rouse check needed to wake up) to remove 1 aggravated damage

### Frenzy

Roll a dice pool equal to 10-undamaged Willpower-1/3 Humanity (rounded down) to resist frenzy. You must achieve a number of successes set by the Storyteller. Failure means that your character enters frenzy, success that your character maintains composure.

### Humanity

Your Humanity is a score from 1-10. When you commit heinous acts you may incur stains. Mark these from the right on your humanity tracker. For example, 7 Humanity with 1 stain would look like:



At the end of a session, roll a dice pool equal to 10-Humanity-number of stains to see if you are remorseful for your actions:

## Vampire the Masquerade v5 Cheat Sheet

1 or more successes: Remove all stains  
No successes: Remove all stains, lose 1 Humanity

# Vampire the Masquerade v5 Cheat Sheet

## Combat

### Initiative

Physical combat: Dexterity + Wits  
Social combat: Composure + Resolve

### Fighting Back and Defending

Roll against the opposing pool. Winner subtracts the loser's successes and applies a damage modifier to calculate damage done.

You can dodge to defend against an attack. Roll against the opposing pool. If the defender wins, they neither inflict nor take any damage.

Any subsequent fight back or dodge during the same round inflicts a cumulative -1 penalty to the dice pool.

### Damage

Damage can be done to both health (physical combat) and willpower (social combat). Damage is either superficial or aggravated:

Vampires take aggravated health damage from fire, sunlight and supernatural attacks; everything else is superficial. Mortals take aggravated damage from knives, guns, supernatural attacks. Mortals take superficial damage from fists, baseball bats, etc.

Aggravated willpower damage is caused by severe embarrassment resulting in permanent loss of social standing, such as having a damaging secret leaked in public. Superficial willpower damage is caused by blunders and faux pas which will be forgotten in time.

### Tracking Damage

Damage to health and willpower are tracked the same way but on different trackers – noting from right to left. Superficial damage is halved before tracking. If your tracker is full of superficial damage, any additional damage sustained is aggravated, regardless of source. When your leftmost box is tracked with superficial damage, you are impaired and take penalties to relevant dice pools. When your damage tracker is full of aggravated damage, you are in torpor.

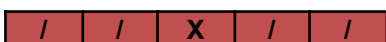
Bob had 5 maximum health and took 2 superficial damage (marked with a /).



Bob then takes 1 aggravated damage (marked with an X).



Bob takes 2 superficial damage, filling his leftmost box. Bob is now impaired (-2 to physical or social dice pools depending on whether the damage was to health or willpower respectively).



Bob takes 4 aggravated damage (marked with an X). Bob is now in torpor (i.e. effectively unconscious). Healing all damage does not end torpor by itself.

# Vampire the Masquerade v5 Cheat Sheet

X	X	X	X	X
---	---	---	---	---