

Vampire the Masquerade v5 Cheat Sheet

Character Creation – Clans

Banu Haqim

Assassins

Blood Sorcery	Blood magic
Celerity	Super speed
Obfuscate	Super stealth

Brujah

Rebels, anarchists, socialist revolutionaries, beat poets

Celerity	Super speed
Potence	Super strength
Presence	Super charisma

Caitiff

Mongrels, clanless

Can choose any combination of two disciplines.

Gangrel

Shapeshifters, nomads, hunters, survivalists

Animalism	Control over animals
Fortitude	Super toughness
Protean	Shapeshifting

Hecata

Occultists, mediums, shadow conjurers

Auspex	Super senses
Fortitude	Super toughness
Oblivion	Shadow magic

Hecata (Giovanni)

Mafia family

Dominate	Mind control
Fortitude	Super toughness
Oblivion	Shadow magic

Hecata (Lamia)

Disease-spreading snakes

Auspex	Super senses
Fortitude	Super toughness
Potence	Super strength

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Hecata (Nagaraja)

Flesh-eaters

Auspex	Super senses
Dominate	Mind control
Oblivion	Shadow magic

Hecata (Samedi)

Walking corpses

Fortitude	Super toughness
Obfuscate	Super stealth
Oblivion	Shadow magic

Lasombra

Ruthless nobles who cannot use technology

Dominate	Mind control
Oblivion	Shadow magic
Potence	Super strength

Malkavians

Mad seers, unhinged oracles, fringe deplorables

Auspex	Super senses
Dominate	Mind control
Obfuscate	Super stealth

Ministry

Tempters, descendants of Set

Obfuscate	Super stealth
Presence	Super charisma
Protean	Shapeshifting

Nosferatu

Deformed sewer rats, information brokers, hackers

Animalism	Control over animals
Obfuscate	Super stealth
Potence	Super strength

Ravnos

Thrill-seeking nomads

Animalism	Control over animals
Obfuscate	Super stealth
Presence	Super charisma

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Salubri

Three-eyed healers

Auspex	Super senses
Dominate	Mind control
Fortitude	Super toughness

Thin-Bloods

Not quite vampires but no longer human

No inherent disciplines but has access to Thinblood Alchemy

Toreador

Artists, beautiful people, seductors, influencers

Auspex	Super senses
Celerity	Super speed
Presence	Super charisma

Tremere

Sorcerers, blood witches, occultists

Auspex	Super senses
Blood Sorcery	Blood magic
Dominate	Mind control

Tzimisce

Covetous flesh-crafters

Animalism	Control over animals
Dominate	Mind control
Protean	Shapeshifting

Ventrue

Royalty, corrupt politicians, dominant CEOs

Dominate	Mind control
Fortitude	Super toughness
Presence	Super charisma

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Character Creation – Rules

Attributes

Assign attributes as follows:

1@4, 3@3, 4@2, and 1@1

Fill out health, humanity and willpower:

Humanity = 7
Max Health = Stamina + 3
Max Willpower = Composure + Resolve

Skills

Choose one of the following distributions and apply to skills:

Jack of All Trades

1@3, 8@2, and 10@1

Balanced

3@3, 5@2, and 7@1

Specialist

1@4, 3@3, 3@2, and 3@1

Skill Specialities

You get a free speciality in each one of the following that you have at least one dot in:
Academics, Craft, Performance, Science

Then you get one more speciality to put in any skill

Disciplines

You get 2 dots in one in-clan discipline
You get 1 dot in another in-clan discipline

Caitiff can choose any two disciplines to take the above dots in

Thin-Bloods have no disciplines

Merits and Flaws

You get 7 dots to spend in positive Advantages, Backgrounds, and Loreshets (collectively called Merits)

You get 2 dots to spend in negative Advantages and Backgrounds (Flaws)

Only Thin-Bloods have access to Thin-Blood merits and flaws. You can take as many as you want as long as you have one Thin-Blood flaw for each Thin-Blood merit. This is in addition to the above. They cannot pick Bonding, Mawla, Retainers, or Status as Merits or Flaws.

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Character Creation – Predator Type

Alleycat

You ambush or hold up prey. Gain the following:

Predator Roll: Wits + Streetwise (to find a victim) and Strength + Brawl (to feed)
Speciality: Brawl (grappling) or Intimidation (stickups)
Discipline: 1 dot in either Celerity or Potence
Background: Contacts (criminal) 3
Other: -1 Humanity

Bagger

You acquire and feed from blood bags. Gain the following:

Predator Roll: Intelligence + Streetwise (to acquire a bag)
Speciality: Larceny (lockpicking) or Streetwise (black market)
Discipline: 1 dot in either Blood Sorcery (Tremere or Bany Haqim only) or Obfuscate
Background: Enemy 2
Advantage: Feeding (Iron Gullet) 3

Blood Leech/Headhunter

You feed from other vampires. Gain the following:

Predator Roll: none
Speciality: Brawl (kindred) or Stealth (against kindred)
Discipline: 1 dot in either Celerity or Protean
Advantage: Feeding (prey exclusion: mortals)
Background: Infamy (dark secret: diablerist) 1 or Influence (shunned) 2
Other: +1 Blood Potency, -1 Humanity

Cleaver

You secretly feed from people you knew before becoming a vampire. Gain the following:

Predator Roll: Manipulation + Subterfuge
Speciality: Persuasion (gaslighting) or Subterfuge (cover ups)
Discipline: 1 dot in either Animalism or Dominate
Background: Herd 2 and Infamy (dark secret: cleaver) 1

Consensualist

You feed from consenting victims. Gain the following:

Predator Roll: Manipulation + Persuasion
Speciality: Medicine (phlebotomy) or Persuasion (vessels)
Discipline: 1 dot in either Auspex or Fortitude
Advantage: Feeding (prey exclusion: non-consenting) 1
Background: Infamy (dark secret: masquerade breacher) 1
Other: +1 Humanity

Extortionist

You extort blood from victims by blackmail or intimidation. Gain the following:

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Predator Roll: Manipulation + Intimidation or Strength + Intimidation
Speciality: Intimidation (coercion) or Larceny (security)
Discipline: 1 dot in either Dominate or Potence
Background: 3 dots spent between Contacts and Resources, and Enemy 2

Farmer

You feed from animals. Gain the following:

Predator Roll: Composure + Animal Ken
Speciality: Animal Ken (specific animal) or Survival (hunting)
Discipline: 1 dot in either Animalism or Protean
Advantage: Feeding (farmer) 1
Other: +1 Humanity

Graverobber

You rob or otherwise procure blood or flesh from graves, morgues, etc. Gain the following:

Predator Roll: Resolve + Medicine or Manipulation + Insight
Speciality: Occult (grave rituals) or Medicine (cadavers)
Discipline: 1 dot in either Fortitude or Oblivion
Advantage: Feeding (iron gullet)
Background: Haven 1 and Herd (obvious predator)

Grim Reaper

You prey on those sick or close to death. Gain the following:

Predator Roll: Intelligence + Awareness or Intelligence + Medicine
Speciality: Awareness (death) or Larceny (forgery)
Discipline: 1 dot in either Auspex or Oblivion
Advantage: Feeding (prey exclusion: healthy mortals)
Background: Ally 1 or Influence 1 (both for medical community)
Other: +1 Humanity

Montero

You enlist allies to hunt prey in a pack. Gain the following:

Predator Roll: Intelligence + Stealth or Resolve + Stealth
Speciality: Leadership (hunting pack) or Stealth (stakeout)
Discipline: 1 dot in either Dominate or Obfuscate
Background: Retainers 2
Other: -1 Humanity

Osiris

You feed from your fans or worshippers. Gain the following:

Predator Roll: Manipulation + Subterfuge or Intimidation + Fame
Speciality: Occult (specific tradition) or Performance (specific tradition)
Discipline: 1 dot in either Blood Sorcery (Tremere or Banu Haqim only) or Presence
Background: 3 dots spent between Herd and Fame and 2 dots spent between Enemy and Mythic Flaws

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Pursuer

You identify and track specific individuals. Gain the following:

Predator Roll: Intelligence + Investigation or Stamina + Stealth
Speciality: Investigation (profiling) or Stealth (shadowing)
Discipline: 1 dot in either Animalism or Auspex
Advantage: Bloodhound 1
Background: Contacts 1
Other: -1 Humanity

Roadside Killer

You hunt nomads and travellers. Gain the following:

Predator Roll: Charisma + Drive or Dexterity + Drive
Speciality: Survival (the road) or Investigation (vampire cant)
Discipline: 1 dot in either Fortitude or Protean
Background: Herd 2 and Prey Exclusion (locals)

Sandman

You feed from sleeping people. Gain the following:

Predator Roll: Dexterity + Stealth
Speciality: Medicine (anaesthetics) or Stealth (break ins)
Discipline: 1 dot in either Auspex or Obfuscate
Background: Resources 1

Scene Queen

You feed from people in your subculture. Gain the following:

Predator Roll: Manipulation + Persuasion
Speciality: Etiquette (specific subculture), Leadership (specific subculture) or Streetwise (specific subculture)
Discipline: 1 dot in either Dominate or Potence
Background: Contact 1 and Fame 1 and either Influence (disliked) 1 or Prey Exclusion (not from your subculture) 1

Siren

You feed during sex. Gain the following:

Predator Roll: Charisma + Subterfuge
Speciality: Persuasion (seduction) or Subterfuge (seduction)
Discipline: 1 dot in either Fortitude or Presence
Advantage: Looks (beautiful) 2
Background: Enemy 1

Trapdoor

You feed from prey lured into your lair. Gain the following:

Predator Roll: Charisma + Stealth or Dexterity + Stealth

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Speciality: Persuasion (marketing), Stealth (ambushes), or Stealth (traps)
Discipline: 1 dot in either Obfuscate or Protean
Advantage: Haven 1 and either Retainers 1, Herd 1, or Haven 2, and Haven (creepy) or Haven (haunted)

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Character Creation – XP

Childer

Embraced within the last 15 years

Generation: 12-13
Blood Potency: 1

Neonates

Embraced between 1940 and 10 years ago

Generation: 12-13
Blood Potency: 1
XP: 15

Ancillae

Embraced between 1780 and 1940

Generation: 10-11
Blood Potency: 2
XP: 35
Advantages: 2
Flaws: 2
Humanity: -1

Spending XP

Trait	Base	Modifier	Experience Points
Advantage	n/a	n/a	3
Attribute	Level	x	5
Blood Potency	Level	x	10
Blood Sorcery Ritual	Level	x	3
Discipline: Caitiff	Level	x	6
Discipline: Clan	Level	x	5
Discipline: Other	Level	x	7
Skill	Level	x	3
Speciality	n/a	n/a	3
Thin-Blood Formula	Level	x	3