



V⁵

Quick Reference Guide



Credit and thanks where they are due:

This is a free and open project by [MR-Singer](#) with the input from the communities at the [WhiteWolfRPG Subreddit](#) and the [World of Darkness 5th Edition Discord](#). The intent of this project is to make *Vampire: the Masquerade 5th edition* "V5" more accessible to all players with a printable quick reference guide for character creation and basic rules. This is meant to be a companion to the core and source books and not to replace them. Portions of the materials are the copyrights and trademarks of White Wolf Entertainment AB, and are used with permission. All rights reserved. For more information please visit [white-wolf.com](#).

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SYMBOL KEY:

- (•) This is one trait level
- [•] This is one flaw level
- (•+) This can be one or more trait levels
- [•+] This can be one or more flaw levels
- (•/•) This trait has a corresponding flaw
- (*) This trait has a special condition to obtain
- [*] This flaw has a special condition to obtain

EXPERIENCE:

Level up characters with experience with the following chart:

TRAIT	EXPERIENCE POINTS
Increase Attribute	New Level x 5
Increase Skill	New Level x 3
New Specialty	3
Clan Discipline*	New Level x 5
Other Discipline*	New Level x 7
Caitiff Discipline*	New Level x 6
Blood Sorcery Ritual	Ritual Level x 3
Thin-blood Formula	Formula Level x 3
Advantage	3 per dot
Blood Potency	New Level x 10

*In order to justify spending experience on Disciplines, your character must feed on blood with the matching type of Resonance. Learning a new out-of-clan Discipline requires your character to taste the Blood of one who already possesses the discipline.



Character Creation

CORE CONCEPT: (V5 Corebook p.133) What was your character's name in life? What did they do? Where and when were they Embraced? What is their name now? Where are they now? Write your character's name on the Relationship Map.

CLAN AND SIRE: (V5 Corebook p.63) Pick a clan. Who is your character's sire? Briefly describe them and add them to the Relationship Map.

ATTRIBUTES: (V5 Corebook p.155) Take one Attribute at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1.

SKILLS: (V5 Corebook p.159) Pick one Skill distribution.

- Jack-of-all-trades: One Skill at 3; eight Skills at 2; ten Skills at 1
- Balanced: Three Skills at 3; five Skills at 2; seven Skills at 1
- Specialist: One Skill at 4; three Skills at 3; three Skills at 2; three Skills at 1

Add free specialties to Academics, Craft, Performance, and Science Skills. Take one more free specialty. Specialties can only be applied to skills with at least one level.

DISCIPLINES: (V5 Corebook p.244) Choose two in-clan Disciplines. Put two dots in one and one dot in the other.

For Caitiff characters, choose any two Disciplines. Put two dots in one and one dot in the other. Caitiff have no in-clan Disciplines.

Thin-blood characters have no starting or in-clan Disciplines.

PREDATOR TYPE: (V5 Corebook p.175) Pick a Predator Type and apply it. The listed bonus specialty, Discipline, and advantages/flaws do not cost or reward experience points.

Thin-blood characters and recently embraced Fledglings do not get a Predator Type. (V5 Corebook p.149)

ADVANTAGES & FLAWS: (V5 Corebook p.179) Advantages is a catch-all term for backgrounds, domain, merits & flaws, and more. In this reference booklet they are all compiled under Advantages & Flaws beginning on page 8 for simplicity's sake.

Gain 7 trait levels and 2 flaw levels of advantages in addition to the ones already applied. Don't worry about spending all unused points as they can be spent on the Coterie later. (You may want to spend these later anyways.) Thin-blood characters must take between one and three Thin-blood Advantages and the same number of Thin-blood Flaws.

Add any new supporting cast to the Relationship Map.

CONVICTIONS & TOUCHSTONES: (V5 Corebook p.172)

Select one to three Convictions. Violating a Conviction incurs a Stain which can reduce a character's Humanity rating.

Create an equal number of Touchstones (V5 Corebook p.173), each connected to one Conviction and add them to the Relationship Map. Touchstones are not permanent and not necessarily a specific person. Adding new Touchstones after character creation can increase a character's Humanity.

Set your character's Humanity to 7. (V5 Corebook p.236)

AMBITION & DESIRE: (V5 Corebook p.173)

An Ambition is an underlying goal that drives your character and must be measurable in game terms. Pursuing an Ambition recovers Aggravated Willpower Damage. It shouldn't be vague or impossible like "set fires" or "end racism" instead it should be specific and relevant to the chronicle like "bring Final Death to the local racist Cam Prince" or "find and burn the original *Book of the Grave-War*."

A Desire is a short term goal that can last a Session or a whole Chronicle. Pursuing a Desire recovers Superficial Willpower Damage. It must involve another person named on the Relationship Map. For example, "I want to drive a cherry Maserati" or "I want to eat a brunette" don't qualify, but "I want to drive Cytherea's cherry Maserati" or "I want to eat Lord Harkness' brunette" make excellent Desires.



Character Creation

SEA OF TIME: Together with the Storyteller and other players, decide if your character and/or their coterie are:

- **Childer:** Embraced within the last 15 years
14th Generation and greater (Thin-bloods): Blood Potency 0
12th or 13th Generation: Blood Potency 1
- **Neonates:** Embraced between 1940 and a decade ago
12th or 13th Generation: Blood Potency 1
Spend 15 experience points
- **Ancillae:** Embraced between 1780 and 1940
10th or 11th Generation: Blood Potency 2
Add 2 dots of Advantages
Add 2 dots of Flaws
Subtract 1 Humanity
Spend 35 experience points

HUNGER: Set Hunger level to 1.

COTERIE CREATION:

The coterie starts with 1 dot per player. Players may also contribute their own unused dots and experience points to the coterie. Every player must agree when advantages and flaws are purchased for the coterie.

TYPE: (V5 Corebook p.197) Similar to Predator Type except these bonuses apply to all players in the Coterie.

DOMAIN: The game seems to suggest that a coterie and not specific characters should hold a domain. This can bind characters together in a common cause—defending their turf. See the Advantages & Flaws section on page 8.

ADDITIONAL ADVANTAGES & FLAWS: A coterie can have any non-character advantage or flaw.

RELATIONSHIP MAP: A tool for tracking the complex ties that bind characters and story together. See V5 Corebook p.142

HEALTH, WILLPOWER AND HUMANITY:

Health, Willpower and Humanity can take damage/Stains on unfilled spaces of their respective trackers.

HEALTH: (Maximum Health = Stamina + 3, fill in the remainder)
Mark Superficial Damage with a "/" and Aggravated Damage with an "X". If the Health tracker is filled with Aggravated Damage your character enters Torpor.

WILLPOWER: (Maximum Willpower = Composure + Resolve, fill in the remainder) Mark Superficial Damage with a "/" and Aggravated Damage with an "X". If the Willpower tracker is filled with Aggravated Damage in a social situation your character breaks down and completely lose face. You can spend Willpower (mark the tracker with a "/") to: (1) re-roll up to 3 non-Hunger Dice on any test except for Willpower tests, (2) to regain control of your character from Frenzy, Dominate, or Presence, (3) to open eyes or move fingers while staked, or (4) to ignore Impairment or other Health related penalties.

HUMANITY: (Fill in squares equal to your character's Humanity)
Characters with a high Humanity rating are more quickly affected by Stains than character with a low Humanity rating. Mark all Stains with a "/". At the end of each session perform a Remorse test. Roll dice equal to the number of unmarked Humanity tracks (with a minimum of 1 die). On a success remove all Stains. On a failure erase one Humanity point and remove all Stains. If at any time these Stains would overfill the unmarked Humanity tracks take one Aggravated Willpower Damage. Humanity can be increased at Storyteller discretion, see V5 Corebook p.241.

IMPAIRMENT: When any of these three trackers are fully marked, your character becomes Impaired. (Health: -2 to all Physical tests. Willpower: -2 to all Mental and Social tests. Humanity: -2 to all tests.)

HEALING/MENDING: See the reference chart on page 13.

COMPULSION vs FRENZY: Compulsions occur on a "bestial failure" (see page 4 under Vampire and Hunger Dice) and cannot be skipped with Willpower. Frenzy occurs with a failed Willpower test after being provoked by fury, hunger, or terror (see pages 4 and 13) and can be skipped with a Willpower expenditure. See V5 Corebook p.208 for more information on compulsions.

Hunger & The Blood

HUNGER:

(V5 Corebook p.205)

All kindred have an innate instinctual drive to consume blood. This compelling force is sometimes personified as “the Beast.” Just how hungry your character has become is reflected on the Hunger tracker by filling in squares equal to your character’s Hunger.

TESTS: All tests require a number of successes \geq the difficulty of the action, see page 15 for a chart that outlines action difficulties. A roll of 6+ is a single success. A roll of 10 is also a success, but a pair of 10s is equal to four successes. A typical test will see you roll a pool of dice equal to the sum of your character’s relevant Attribute and Skill levels. A successful test is a “critical success” when there is at least one pair of 10s.

VAMPIRE AND HUNGER DICE: See page 16 for an overview. Substitute normal or Vampire Dice with differently colored Hunger Dice equal to the character’s Hunger, without exceeding the total dice pool. If in a “critical success” there is at least one critical showing on a Hunger Die then it is then a “messy critical”—this means your character succeeds in their attempt, but they destroy something or worse. A failed test with a skull on a Hunger Die is a “bestial failure”—this means they fail in their attempt and must act out a compulsion. See V5 Corebook p.208 for more information on compulsions.

HUNGER 4+: When your character reaches Hunger 4, they become prone to frenzy, see the reference chart on page 13 for Hunger Provocation.

TORPOR: (V5 Corebook p.223) The coma-like state between vampiric unlife and Final Death. See page 13 for Torpor length. A character can enter Torpor in three different ways by: (1) attempting to Rise for the Night and failing the Rouse test while at Hunger 5, (2) completely fill their Health tracker with Aggravated Damage, or (3) voluntarily increasing Hunger at the beginning of every night to exceed Hunger 5.

THE BLOOD:

(V5 Corebook p.205)

ROUSE THE BLOOD: Or “Rouse test.” Whenever an action requires you to Rouse the Blood roll 1 die. (Additional dice may be added in certain circumstances, see the Blood Potency chart on page 14 under “Discipline Power Bonus.”) On a failed Rouse test, increase your Hunger by 1 after completing the action. A character cannot perform actions that would Rouse the Blood while at Hunger 5 unless forced to such as by Rising for the Night.

BLUSH OF LIFE: With a Rouse Test your character can appear like the living (with a pulse, body temperature, and breath), temporarily appear to consume food (up to an hour), and possibly participate in sexual intercourse.

BLOOD SURGE: With a Rouse Test you can add dice to one action relevant to your character’s Blood Potency, see the Blood Potency chart on page 14 under “Blood Surge.”

RISE FOR THE NIGHT: At the beginning of each night a character must Rouse the Blood to awaken.

VAMPIRIC MENDING: See the reference chart on page 13.

FRENZY: If a character fails a frenzy test of “Willpower + (Humanity)/3” then the Storyteller takes control of them to fulfill one of the types of frenzies. Fury: the vampire stops at nothing to destroy the cause of the provocation, often including anyone nearby. Hunger: the vampire seeks fresh human blood from the closest source. Terror: (aka Röttschreck) the vampire flees from the source of danger, without regard to anyone or anything in their way. See page 13 for difficulty ratings of frenzy provocations.

RIDING THE WAVE: When a Frenzy test is presented, a player may choose to not resist and thus “Ride the Wave.” In this instance, the player may keep control of their character, but must play out the frenzy to its completion as above.



Clans & Bloodlines

*Some Clans and Bloodlines have not been officially released in V5 and are subject to change from previous editions.

CAMARILLA

- Banu Haqim: (V5 CAMARILLA p.157) The “Assamite” viziers, sorcerers, and warriors recently admitted to the Camarilla seek to defend themselves from the judgement of Alamut. (Blood Sorcery, Celerity, Obfuscate)
- Malkavian: (V5 Corebook p.75, V5 ANARCH p.161, V5 CAMARILLA p.145) The madness of the “Lunatics” conceals and reveals truths. (Auspex, Dominate, Obfuscate)
- Nosferatu: (V5 Corebook p.81, V5 ANARCH p.164, V5 CAMARILLA p.152) The hideous “Sewer Rats” hide their disfigured forms in the darkness, from whence they gather secrets. (Animalism, Obfuscate, Potence)
- Toreador: (V5 Corebook p.87, V5 ANARCH p.166, V5 CAMARILLA p.133) The “Degenerates” seek thrills of art, romance, and cruelty amidst stagnant undeath. (Auspex, Celerity, Presence)
- Tremere: (V5 Corebook p.93, V5 ANARCH p.170, V5 CAMARILLA p.139) Broken by a new Inquisition, the once-mighty “Warlocks” seek to restore their monopoly on sorcerous power. (Auspex, Blood Sorcery, Dominate)
- Ventrue: (V5 Corebook p.99, V5 ANARCH p.173, V5 CAMARILLA p.128) The aristocratic “Blue Bloods” enforce the Traditions and the Masquerade on the lesser breeds. (Dominate, Fortitude, Presence)

ANARCH

- Brujah: (V5 Corebook p.65, V5 ANARCH p.140, V5 CAMARILLA p.174) The “Rabble” rebel against power and rage against tyranny. (Celerity, Potence, Presence)
- Gangrel: (V5 Corebook p.69, V5 ANARCH p.148, V5 CAMARILLA p.172) The feral “Outlanders” blend vampire and beast. (Animalism, Fortitude, Protean)
- The Ministry: (V5 ANARCH p.176) The pluralistic and largest branch of the “Setites” has embraced heresy in lieu of dogma. (Obfuscate, Presence, Protean)

SABBAT

- Lasombra*: (V5 Chicago by Night Backer Manuscript p.323) The “Keepers” claim nobility and suffer no fools or traitors among their ranks. (Dominate, Oblivion, Potence)
- Panders*: (TBD) See Caitiff. These Caitiff have been granted Clan status within the Sabbat. (No in-clan Disciplines)
- Tzimisce*: (TBD) The “Fiends” have shed their humanity along with their flesh and yet remain bound to their native soil. (TBD)

INDEPENDENT

- Giovanni*: (V5 Cults of the Blood Gods p.TBD) The “Necromancers,” more *familia* and bloodline than clan, have retreated to Vienna and Sicily for unknown reasons. (TBD)
- The Hecata*: (V5 Cults of the Blood Gods p.TBD) “The Clan of Death” is more an amalgamation of bloodlines that may have descended from a common progenitor whom the Giovanni destroyed. (TBD)
- Ravnos*: (TBD) Reduced to a population of that of a bloodline, the “Deceivers” of Romani heritage were all but destroyed during the Week of Nightmares. (TBD)

CLANLESS

- Caitiff: (V5 Corebook p.105, V5 ANARCH p.152, V5 CAMARILLA p.177) The “Clanless” show no common traits, except to find themselves outcast by vampires of distinct lineage. (No in-clan Disciplines)
- Thin-bloods: (V5 Corebook p.109, V5 ANARCH p.155, V5 CAMARILLA p.179) The blood of the “Duskborn” is far too diluted to fully share in the vampiric curse and are considered less-than by much of Kindred Society. (Thin-blood Alchemy)



Attributes & Skills

Attributes and Skills are divided into three categories: Physical, Social, and Mental. Most tests are determined by rolling a number of dice equal to one Attribute and one Skill against a Difficulty rating. See page 15 for an Action Difficulty table.

ATTRIBUTES:

(V5 Corebook p.155)

PHYSICAL:

- Strength: Exertion of force by the muscles
- Dexterity: Agility, grace, eye-hand coordination
- Stamina: Toughness, resilience, endurance

SOCIAL:

- Charisma: Charm, magnetism, personality
- Manipulation: Getting others to do what you want
- Composure: Self-control, cool, calm head

MENTAL:

- Intelligence: Memory, reasoning, intellect
- Wits: Cleverness, intuition, snap judgements
- Resolve: Focus, concentration, attention

SKILLS:

(V5 Corebook p.159)

PHYSICAL:

- Athletics: Running, jumping, climbing
- Brawl: Unarmed combat of all type
- Craft: Crafting, building, shaping
- Drive: Operating vehicles
- Firearms: Using ranged weapons, such as guns and bows
- Larceny: Breaking and entering, guarding against the same
- Melee: Armed hand-to-hand combat
- Stealth: Not being seen, heard, or recognized
- Survival: Remaining alive in adverse surroundings

SOCIAL:

- Animal Ken: Animal handling and communication
- Etiquette: Politeness in social settings
- Insight: Determining states of mind and motives
- Intimidation: Getting another person to back down
- Leadership: Directing and inspiring others
- Performance: Expressing art in person to an audience
- Persuasion: Convincing others
- Streetwise: Understanding the ins and outs of criminal and urban society
- Subterfuge: Tricking others into doing your will

MENTAL:

- Academics: Humanities and liberal arts, book-learning
- Awareness: Senses, being aware of your surroundings, spotting threats
- Finance: Handling, moving, and making money
- Investigation: Following clues, solving mysteries
- Medicine: Healing injuries, diagnosing disease
- Occult: Secret lore, both real and unreal
- Politics: Diplomatic and bureaucratic acumen
- Science: Knowledge and theory of the physical world
- Technology: Understanding and using modern technology, computers, and online activity

SPECIALTIES:

A character can only take specialties in skills that they have at least one level in. Using a specialty on a test adds one die to the die pool. Multiple specialties cannot be used on a single test. For the list of Specialties see the skills list in the V5 Corebook p.159.

Disciplines

Some Disciplines may no longer function or exist in V5 in the same way that they did in earlier editions. Individual Kindred may still refer to a Malkavian having the Discipline “Dementation” and some fledgling Giovanni may not realize that their “Necromancy” is at all closely tied to “Obtenebration.”

ANIMALISM: (V5 Corebook p.244) Supernatural affinity with and control of animals

AUSPEX: (V5 Corebook p.248) Extrasensory perception, awareness, and premonitions

BLOOD SORCERY: (V5 Corebook p.271) The use of the Blood to perform magic

CELERITY: (V5 Corebook p.252) Supernatural quickness and reflexes

CHIMERSTRY: (TBD) Illusions made real or at least tangible

DEMENTATION: See AUSPEX and DOMINATE. Gift your foes with madness

DOMINATE: (V5 Corebook p.254) Mind control practiced through one’s piercing gaze

FORTITUDE: (V5 Corebook p.258) Unearthly toughness, even to the point of resisting fire and sunlight

NECROMANCY: (V5 Chicago by Night Backer Manuscript p.326) See OBLIVION. Control of the dead, both spirit and corpse

OBFUSCATE: (V5 Corebook p.260) The ability to remain obscure and unseen, even in crowds

OBLIVION: (V5 Chicago by Night Backer Manuscript p.326) Control over shadows and spirits

OBTENEBRATION: (V5 Chicago by Night Backer Manuscript p.326) See OBLIVION. Manipulation of abyssal darkness

POTENCE: (V5 Corebook p.263) The Discipline of physical vigor and strength

PRESENCE: (V5 Corebook p.266) The ability to attract, sway, and control emotions

PROTEAN: (V5 Corebook p.269) Shape-changing, from growing claws to melding with the earth

QUIETUS: See BLOOD SORCERY and OBFUSCATE. Art of the silent death

SERPENTIS: See PRESENCE and PROTEAN. Acquire the physicality of serpents

THAUMATURGY: See BLOOD SORCERY. The use of the Blood to perform magic

THIN-BLOOD ALCHEMY: (V5 Corebook p.282) Mixing blood, emotion, and other ingredients to create powerful effects

VICISSITUDE: (TBD) The sculpting of flesh into unnatural forms [V5 Chicago by Night Backer Manuscript p.247 suggests that VICISSITUDE may be folded into or connected to PROTEAN]

Other Disciplines do exist from earlier editions, but those are typically tied to specific and uncommon bloodlines and have not been officially published in V5.

AMALGAM POWERS:

(V5 Corebook p.244)

Some powers are a combination of Disciplines. When selecting an amalgam power a character must possess the required rating of both Disciplines. For the purpose of type and other classification these powers count as belonging to both Disciplines.

RESONANCE:

(V5 Corebook p.226)

Resonance is a new mechanic that can add an additional die to dice pools involving Disciplines depending on the condition and intensity of your character’s last drink. Resonance bonuses last until your character drinks again or reaches Hunger 5. See page 13 for the Resonance-Discipline chart.

Advantages & Flaws

(V5 Corebook p.179, 195. “Character only” designate which Advantages/Flaws cannot be selected for Coteries.)

ADVERSARY: Flaw traits equal to **MAWLA** advantage

ALLY/ENEMY: Mortal associates, usually family or friends

Advantage/Flaw: (•+/**•+**) Effectiveness:

- (•) A weak and likely useless mortal.
- (••) An average mortal or group of weak mortals.
- (•••/**•**) A gifted mortal or group of average mortals.
- (••••/**••**) A deadly mortal, gifted mortal with supernatural power or a group of well-armed gifted mortals.

Advantage/Flaw: (•+/**•**) Reliability:

- (•) They will appear 50% of the time.
- (••) They will appear in about 1-10 hours.
- (•••/**•**) They will appear as soon as possible.

ARCHAIC: (Character only)

Flaw: [**••**] Anachronism—Your Technology skill rating is permanently 0 or -1.

Flaw: [**•**] Living in the Past—You have one or more outdated convictions.

BONDING: (Character only)

Flaw: [**••**] Bondslave—You are blood bound at the first taste of another vampire’s blood.

Flaw: [**•**] Bond Junkie—Your dice pools have -1 to act against a blood bond.

Flaw: [**•**] Long Bond—Blood bonds need only be reinforced once every three months (instead of each month).

Advantage: (•) Bond Resistance—Your dice pools have +1 to act against a blood bond.

Advantage: (••) Short Bond—Blood bonds need be reinforced twice each month (instead of once).

Advantage: (••••) Unbondable—You can never be blood bound.

CONTACT: The information sources you possess

Advantage: (•+) Contact—You have a contact with Resources rating ranging from (•) Destitute to (•••) Wealthy.

DOMAIN: The area where you and your coterie can hunt

Flaw: [**•**] No Domain—You must either poach from other domains or receive a letter of passage from a Prince or other high official to reside peacefully in foreign domains.

Advantage: (•+) Chasse—The value of the domain as hunting ground ranging from (•) a city block to (••••) three neighborhoods or a large group of features.

Advantage: (•+) Lien—The ease of interaction between the domain’s mortals with the coterie ranging from (•) +1 to die pools on these tests to (•••••) +5 to die pools on these tests. Does not apply to hunting.

Advantage: (•+) Portillon—The security of the domain against intrusion and interruption ranging from (•) +1 to difficulty on these tests to (•••••) +5 to difficulty on these tests. Does not apply to havens.

ENEMY: Flaw traits are at two less than **ALLY** advantage

FAME/INFAMY: (Character only) How well-known you are among mortals

Flaw: [**•+**] Dark Secret—Less likely to harm you than infamy, but likely to be more dangerous. Ranging from [**•**] being a cleaver, having a debt/boon owed to the wrong people or ties to those with [**••+**] Infamous to [**••**] been blood hunted, a serial Masquerade breacher or worse.

Advantage/Flaw: (•+/**•+**) Famous/Infamous—You are recognized as famous/infamous ranging from (•/**•**) a subculture to (•••••/**•••••**) globally.

Advantages & Flaws

FEEDING: (Character only)

Flaw: [••] Vegan—You only feed on animals. Spend 2 Willpower to feed on humans. (Ventrue may not take this flaw.)

Flaw: [••] Organovore—When you feed you must consume your victim's organs. (Only the heart can provide resonance.)

Flaw: [•] Methuselah's Thirst—Your hunger cannot be reduced below 1, except by drinking blood of a supernatural.

Flaw: [•] Prey Exclusion—You refuse to feed on a specific class of prey.

Advantage: (•) Bloodhound—You can smell the resonance of blood with Resolve + Awareness ≥ 3.

Advantage: (•••) Iron Gullet—You can feed from cold, rancid blood and even plasma; none of which provide resonance. (Ventrue may not take this advantage.)

HAVEN: A place to sleep safely by day

Flaw: [••] Compromised—Your Haven has been raided before. Invaders have +2 dice to gain access.

Flaw: [•] Creepy—Your Haven looks like the residence of a serial killer.

Flaw: [•+] Haunted—Your Haven is haunted by some supernatural manifestation.

Flaw: [•] No Haven

Advantage: (•+) Base Haven—You have a haven ranging from (•) small and likely secure to (•••) large, secure and likely private.

Advantage: (*) Specialization—See V5 Corebook p.189.

HERD: The kine to which you have free and safe access

Flaw: [••] Obvious Predator—Mortals instinctively fear and mistrust you. You cannot maintain a herd. -1 to social tests with mortals to put them at ease.

Advantage: (•) 1-3 Mortals—Random resonance, can choose resonance once a month with a Manipulation + Insight test (Difficulty 4).

HERD (cont.):

Advantage: (••) 4-7 Mortals—Half of which have a set resonance that you pick at purchase.

Advantage: (•••) 7-15 Mortals—Two different resonances of your choice per week.

Advantage: (••••) 16-30 Mortals—Two resonances of your choice per week. Herd gets involved in chronicle at times.

Advantage: (•••••) 31-60 Mortals—Three resonances of your choice per week. Herd can breach the Masquerade.

INFAMY: (Character only) Flaw traits equal to **FAME** advantage

INFLUENCE: Your political power within mortal society

Flaw: [••] Despised—By a group or region of the city. They actively seek to thwart you and your goals. -2 from dice pools in social situations with them.

Flaw: [•] Disliked—By most. -1 from dice pools in social situations with all except your contacts, allies, and coterie.

Advantage: (•) Well-connected—You're ensured a hearing.

Advantage: (••) Influential—People want to do you favors.

Advantage: (•••) Entrenched—Mortal power-brokers tread carefully around you.

Advantage: (••••) Powerful—With few exceptions most will obey you.

Advantage: (•••••) Dominant—Your lessers attempt to anticipate your whims.

LINGUISTICS: (Character only)

Flaw: [••] Illiterate—You cannot read or write. Your Academics and Science skills cannot be raised above 1 or be granted specialties.

Advantage: (•) Language—You are fluent and literate in an additional language.



Advantages & Flaws

LOOKS: (Character only)

Flaw: [••] Repulsive—Relevant Social dice pools have -2.

Flaw: [•] Ugly—Relevant Social dice pools have -1.

Advantage: (••) Beautiful—Relevant Social dice pools have +1.

Advantage: (••••) Stunning—Relevant Social dice pools have +2.

LORESHEET: (Character only) See V5 Corebook pp.382-406, V5 ANARCH pp.190-198, V5 CAMARILLA pp.184-190, and V5 Chicago by Night Backer Manuscript pp.332-357 for Loresheets

A character can only have one Loresheet at creation. Each advantage is self-contained and does not grant the lower level advantages in addition to the one purchased.

MASK: A false identity

Flaw: [••] Known Blankbody—Most (if not all) of your identifying information is part of several intelligence databases as a potential terrorist. You are at high risk to be targeted by the Second Inquisition.

Flaw: [•] Known Corpse—You “died” recently and people will recognize you.

Advantage: (•) Fake ID Card—You can get anything from a credit card to a birth certificate with this card.

Advantage: (••) Fake Identity—You can pass an in-depth background check. *With this advantage you can purchase the following two advantages at (•) each:

Advantage: (*) Zeroed—Your real identity has been erased.

Advantage: (*) Cobbler—You can make or source Masks. Making a Mask takes three days per (•) and possibly exposes you online. Sourcing a Mask takes one day per (•) and can cost.

MAWLA/ADVERSARY: A Kindred who advises and supports you: a mentor, patron, or confederate

Advantage/Flaw: (•+/-•+) Mawla/Adversary—You have a mawla/adversary ranging from (•/-•) a Neonate to (•••••/•••••) a Prince/Baron.

Advantage: (•+) Minor Boon—You have a one-off minor boon from a Kindred ranging from (•) a Neonate or Ancilla to (•••) a Prince/Baron.

MENTOR: see **MAWLA**

MYTHICAL: (Character only)

Flaw: [••] Stake Bait—If you are ever staked through the heart, you meet Final Death.

Flaw: [•] Folkloric Bane—Identify a traditional anti-vampire object; it causes Aggravated Damage to you on touch.

Flaw: [•] Folkloric Block—Identify a traditional anti-vampire ward; you must shrink away from it or spend a Willpower.

Flaw [•] Stigmata—At Hunger 4 you begin to bleed at various parts of your body.

Advantage: (••) Eat Food—You can consume food and maybe enjoy it, but you must expel it before being able to rest.

RESOURCES: Wealth, belongings, and income

Flaw: [•] Destitute—You have no money and no home.

Advantage: (•) Portfolio Proletariat—You live paycheck to paycheck.

Advantage: (••) Middle Class—Nice apartment/small home with cars.

Advantage: (•••) Rich—Great condo or nice house with luxury items.

Advantage: (••••) Wealthy—Mansion. Private helicopter or jet.

Advantage: (•••••) Ultra Rich—Anything money can buy.

Advantages & Flaws

RETAINER: Followers, guards, and servants

Flaw: [•] Stalkers—Occasionally people tend to become irrationally interested in you.

Advantage: (•+) Retainer—You have a retainer ranging from (•) a weak mortal to (•••) a gifted ghoul.

STATUS: Your standing in undead society

Flaw: [••] Shunned—Sect enemy.

Flaw: [•] Suspect—Not in good standing with a sect. -2 to all Social tests with that sect. (Caitiff)

Advantage: (•) Known—You have been introduced as a potential piece or player. (Neonate)

Advantage: (••) Respected—You have responsibilities. (Ancilla)

Advantage: (•••) Influential—You have some authority. (Elder)

Advantage: (••••) Powerful—You hold political office in Kindred society. (Sheriff/Harpy/Scourge)

Advantage: (•••••) Luminary—You sit in a position of power. (Primogen)

SUBSTANCE ABUSE: (Character only)

Flaw: [••] Hopeless Addiction—Your dice pools have -2 if your last feeding did not include your drug of choice.

Flaw: [•] Addiction—Your dice pools have -1 if your last feeding did not include your drug of choice.

Advantage: (•) High-functioning Addict—Your dice pools have +1 if your last feeding included your drug of choice.

THIN-BLOODED: (Thin-bloods and Caitiff characters only)

**These advantages and flaws have no point values, but for each advantage you must take a corresponding flaw and vice versa.

Flaw: [*] Baby Teeth—You have no fangs or useless fangs.

Flaw: [*] Bestial Temper—You frenzy like a regular vampire.

THIN-BLOODED (cont.):

Flaw: [*] Branded by the Camarilla—You have received a magical brand that marks you as a Thin-blood.

Flaw: [*] Clan Curse—You suffer from a clan Bane with a severity rating of 1. The Brujah and Gangrel Banes can only be selected if you also have the Bestial Temper Flaw. The Tremere Bane can only be selected if you also have the Catenating Blood Advantage.

Flaw: [*] Dead Flesh—You are slowly decaying. You cannot take the (*) Lifelike Advantage.

Flaw: [*] Mortal Frailty—You cannot Rouse the Blood to mend. You cannot take the (*) Vampiric Resilience Advantage.

Flaw: [*] Shunned by the Anarchs—Sect enemy of the Anarchs. You cannot take the (*) Anarch Comrades Advantage. Equivalent to the [••] Shunned Flaw.

Flaw: [*] Vitae Dependency—You need to drink vampire blood to use any Discipline.

Advantage: (*) Anarch Comrades—An Anarch coterie treats you like a pet acting as a (•) Mawla.

Advantage: (*) Camarilla Contact—A Camarilla recruiter treats you like garbage acting as a (•) Mawla.

Advantage: (*) Catenating Blood—You can create Blood Bonds and Embrace.

Advantage: (*) Day Drinker—Sunlight only halves your health rounded up and prevents you from using Disciplines. Take no other damage from Sunlight.

Advantage: (*) Discipline Affinity—You have a permanent dot in one Discipline. You still cannot have more than one dot in this Discipline.

Advantage: (*) Lifelike—You have a heartbeat, can eat food, and more.

Advantage: (*) Thin-blood Alchemist—Gain (•) and one formula in Thin-blood Alchemy.

Advantage: (*) Vampiric Resilience—You suffer damage as a regular vampire.

Reference Tables

HUNTING GROUND	DIFFICULTY
Slum neighborhood, Skid Row, public housing projects or banlieues, the Rack	2
Bohemian or hipster neighborhood, gentrifying or blighted working-class neighborhood	3
Healthy working-class neighborhood, downtown business district, tourist district, airport or casino	4
Manufacturing, warehouse, or port district; urban parkland; middle class suburban sprawl	5
Wealthy neighborhood	6

SOURCE	HUNGER SLAKED	TIME	NOTES
Multiple small animals (three to four cats, a dozen or more rats)	1	One scene	Slakes no Hunger for vampires above Blood Potency 2
Medium-sized animal (raccoon, dog, coyote)	1	One turn	Animal Resonance; No Dyscrasia
Large animal (horse)	2	One scene	
Blood bag	1	One turn	Slakes no Hunger for vampires above Blood Potency 2 No Resonance or Dyscrasia
Sip from human	1	Three turns	Includes licking wound closed
Maximum non-harmful drink from human	2	One scene	
Harmful drink from human that risks death unless treated	1-4	One turn per Hunger slaked	Aggravated damage equals Hunger slaked; Human rolls Strength + Stamina against a Difficulty equal to Hunger slaked to survive blood loss
Human drained and killed	5	5 turns	Only way to reach Hunger 0 (zero)

EMOTIONS & CONDITIONS	HUMOR/RESONANCE	DISCIPLINES
Angry, violent, bullying, passionate, envious	Choleric	Celerity, Potence
Sad, scared, intellectual, depressed, grounded	Melancholy	Fortitude, Obfuscate
Lazy, apathetic, calm, controlling, sentimental	Phlegmatic	Auspex, Dominate
Horny, happy, addicted, active, flighty, enthusiastic	Sanguine	Blood Sorcery, Presence
Animal blood	N/A	Animalism, Protean
Bagged	N/A	None

Reference Tables

Fury Provocation

PROVOCATION	DIFFICULTY
Friend killed	2
Lover or Touchstone hurt	3
Lover or Touchstone killed	4
Physical provocation or harassment	2
Insulted by inferior	2
Public humiliation	2

Hunger Provocation

PROVOCATION	DIFFICULTY
Sight of open wound or overpowering smell of blood while at Hunger 4 or higher	2
Taste of blood while at Hunger 4 or higher	3
Fail Rouse Check while at Hunger 5	4

Terror Provocation

PROVOCATION	DIFFICULTY
Bonfire	2
Inside a burning building	3
Being burned	2
Obscured sunlight (through window, etc.)	3
Fully exposed to direct sunlight	4

HUMANITY	DICE ADDED TO RESIST FRENZY	TORPOR LENGTH
Humanity 9	3	Three days
Humanity 8	2	One week
Humanity 7	2	Two weeks
Humanity 6	2	One month
Humanity 5	1	One year
Humanity 4	1	One decade
Humanity 3	1	Five decades
Humanity 2	0	One century
Humanity 1	0	Five centuries

HEALING / MENDING	HEALTH: (V5 Corebook pp.127,218)	WILLPOWER: (V5 Corebook pp.127,158)
SUPERFICIAL DAMAGE:	Once per turn, you may Rouse the Blood to heal Superficial Damage based on your Blood Potency. See the Blood Potency chart on page 14.	At the beginning of a session, heal Superficial Damage up to your Composure or Resolve (whichever is higher). At the Storyteller's discretion more can be healed for acting to further a Desire or for playing out a messy critical, frenzy, or compulsion.
AGGRAVATED DAMAGE:	At nightfall, you may Rouse the Blood three times to heal 1 aggravated damage.	At the beginning of a session, heal 1 Aggravated Damage if you acted to further your Ambition. At the Storyteller's discretion more can be healed for acting to benefit a Touchstone or uphold a Conviction against your character's own best interest.

VAMPIRE

THE MASQUERADE

Reference Tables

BLOOD POTENCY	BLOOD SURGE	DAMAGE MENDED (PER ROUSE CHECK)	DISCIPLINE POWER BONUS	DISCIPLINE ROUSE CHECK RE-ROLL	BANE SEVERITY	FEEDING PENALTY
0	None	1 point of Superficial damage	None	None	0	No effect
1	Add 1 die	1 point of Superficial damage	None	Level 1	1	No effect
2	Add 1 die	2 point of Superficial damage	Add 1 die	Level 1	1	Animal and bagged blood slakes half Hunger
3	Add 2 dice	2 point of Superficial damage	Add 1 die	Level 2 and below	2	Animal and bagged blood slakes no Hunger
4	Add 2 dice	3 point of Superficial damage	Add 2 dice	Level 2 and below	2	Animal and bagged blood slakes no Hunger Slake 1 less Hunger per human
5	Add 3 dice	3 point of Superficial damage	Add 2 dice	Level 3 and below	3	Animal and bagged blood slakes no Hunger Slake 1 less Hunger per human Must drain and kill a human to reduce Hunger below 2
6	Add 3 dice	3 point of Superficial damage	Add 3 dice	Level 3 and below	3	Animal and bagged blood slakes no Hunger
7	Add 4 dice	3 point of Superficial damage	Add 3 dice	Level 4 and below	4	Slake 2 less Hunger per human Must drain and kill a human to reduce Hunger below 2
8	Add 4 dice	4 point of Superficial damage	Add 4 dice	Level 4 and below	4	Animal and bagged blood slakes no Hunger
9	Add 5 dice	4 point of Superficial damage	Add 4 dice	Level 5 and below	5	Slake 2 less Hunger per human Must drain and kill a human to reduce Hunger below 3
10	Add 5 dice	5 point of Superficial damage	Add 5 dice	Level 5 and below	5	Animal and bagged blood slakes no Hunger Slake 3 less Hunger per human Must drain and kill a human to reduce Hunger below 3

VAMPIRE

THE MASQUERADE

Reference Tables

GENERATION	MINIMUM BLOOD POTENCY	MAXIMUM BLOOD POTENCY
4th	5	10
5th	4	9
6th	3	8
7th	3	7
8th	2	6
9th	2	5
10th-11th	1	4
12th-13th	1	3
14th-16th	0	0

DIFFICULTY OF ACTION	DIFFICULTY NUMBER
Routine (striking a stationary target, convincing a loyal friend to help you)	1 success
Straightforward (seducing someone who's already in the mood, intimidating a weakling)	2 successes
Moderate (replacing a car's sound system, walking a tight-rope)	3 successes
Challenging (locating the source of a whisper, creating a memorable piece of art)	4 successes
Hard (convincing a cop that this isn't your cocaine, rebuilding a wrecked engine block)	5 successes
Very Hard (running across a tightrope while under fire, calming a hostile and violent mob)	6 successes
Nearly Impossible (finding one specific homeless person in Los Angeles in one night, flawlessly reciting a long text in a language you don't speak)	7 or more successes

VAMPIRE

THE MASQUERADE

Reference Tables



USING THE VAMPIRE DICE: REGULAR DICE

- = (1-5) Failure
- † = (6-9) Success
- †† = (10) Success, potential critical win (each pair of †† is worth 4 successes)

EXAMPLES OF ROLLS USING REGULAR DICE:

Martin (dice pool of 6) rolls ● ● ● † † † = 5 successes. 4 for the critical success (††+††), 1 for the regular success (†).

Freja (dice pool of 5) rolls ● ● † † † = 5 successes. 4 for the critical success (††+††) and 1 for the single †. Freja might want to use Willpower (see p. 122) to re-roll the two failures, hoping for a fourth †, that would bring her result to a whopping 8 successes – 4 for each pair of ††s (10's).

USING THE VAMPIRE DICE: HUNGER DICE

- ☠ = Failure, bestial failure if the test fails (1)
- = Failure (2-5)
- † = Success (6-9)
- †† = Success, messy critical if part of a critical win (10)

Hunger dice can never be re-rolled using Willpower

EXAMPLES OF ROLLS USING HUNGER DICE:

Mary (dice pool 4, Hunger 2) rolls ☠ ☠ ● † against a Difficulty of 3. With only one success the roll is a bestial failure. Mary can't re-roll the Hunger dice and re-rolling the two regular dice could never get her to the three successes she needs. Mary prepares to play out her Toreador clan compulsion for the rest of the scene.

Freja (dice pool 7, 3 Hunger) rolls ☠ ☠ ● ● ● † † in a brawling test against an opponent's 6 successes. The critical success nets 4 successes but it's still not enough to win the test, so she is facing a bestial failure. Freja uses Willpower to re-roll the regular failures, hoping to score the two successes she needs to bring the result to 6 and a (messy) critical win, but alas the dice come up with ● ● † – only one more success. Not enough to save her from the bestial failure. Freja narrates how her character jumps her opponent and heedlessly grapples him, intending to snap his head in

a sudden rage. She fails to spot his gun and he gets a shot off in her face, causing her to suffer a point of aggravated damage (burnt by muzzle flash), and throwing her to the ground.

Martin's character (dice pool 6, Hunger 2) tries to seduce a sceptical mortal (Difficulty 5). He rolls ● ● ● † † †. 5 successes – 4 for the critical success (††+††) and 1 for the additional success (†). However, the presence of the † turns the critical win into a messy critical! Martin has a hard choice to make. Does he really want to take the mortal home at the price of dealing with the mess of a Masquerade breach or a Stain caused by a pickup gone bad? He can't re-roll the Hunger dice with Willpower. However, he can use Willpower to push down his urges and re-roll up to 3 regular dice. He does, re-rolling the † and two of the ●'s – hoping he doesn't get another † and perhaps, that he is still successful in his pickup. The re-rolled dice come up with ●, † and †. 2 successes! This makes his whole roll ● ● † † †. 4 successes and no critical, messy or otherwise. The Storyteller asks if he wants to win at a cost (p. 121). He describes how he pushes his predatory nature back, spending a long night carefully seeking mutual consent, baring his human side. Finally the guy follows him home, but Martin's character has missed the chance to do anything else for the night. He wins at a cost of time, but at least he has not stained his soul or endangered the Masquerade.