Cheatography

VtM v20 storyteller cheat sheet Cheat Sheet by Goth99 via cheatography.com/173697/cs/36497/

Initiative

Roll initiative (Dex + Wits) (or add 6 to the initiative rating). Everyone declares their actions. The character with the highest initiative performs her action first. Actions can be delayed to any time later in the order of initiative

Health levels					
Health	Dice Pool Penalty	Movement penalty			
Bruised	0	Only bruised, no dice pool penalties due to damage			
Hurt	-1	Superficialy hurt, suffers no movement hindrance			
Injured	-1	Suffers minor injuries and movement is mildly inhibited (halve maximum movement speed)			

Health levels (cont)

Wounded - Suffers significant damage
and may not
run (though
they may still
walk). At this
level, a
character may
only move or
attack. he
always loses

same turn.

Mauled - Badly injured
2 and may only
hobble about (3
meters per
turn)

dice when

moving and

attacking in the

Crippled Catastrophicaly injured and may only crawl (1 meter per turn) Incapa-Incapable of citated movement and is likely unconscious. Incapacitated vampires with no blood on their bodies enter torpor. Torpor Enters a

deathlike
trance. He may
do nothing, not
even spend
blood, until a
period of time
has passed.
Character is

ently.

killed perman-

Attack

Close combat: Dex + Brawl (unarmed) or Dex + Melee (armed) Ranged Combat: Dex + Firearms (Guns) or Dex + Atlethics (thrown weapons)

Difficulties level Note 3 Trivial (scanning a small crowd for a familiar face) easy (following a trail of 4 blood) 5 Straightforward (seducing some one who's already "in the mood") 6 Standart (firing a gun) 7 Challenging (locating where those agonized whispers are coming from) 8 Difficult (convincing a cop that this isn't your cocaine) 9 Extremely difficult

Melee Weapons Chart					
Weapon	Damage	Conceal			
Sap+	Strenght +1	Р			
Club+	Strenght +2	Т			
Knife	Strenght +1	J			
Sword	Strenght +2	Т			
Axe	Strenght +3	N			

(walking a tightrope)

Melee Weapons Chart (cont)

Stake?

+ Denotes a blunt object. Blunt objects inflict bashing damage unless targeted at the head (see Targeting, p274). Headshots inflict lethal damage.

Strenght +1

? May paralyze a vampire if driven though the heart. The attacker must target the heart (difficulty 9) and score three damage successes.

Targeting		
Target size	Difficulty	Damage
Medium (limb, briefcase)	+1	No modifier
Small (hand, head, cellphone)	+2	+1
Precise (eye, heart, rock)	+3	+2

Class One (reinforced clothing) Class Two (armor T-shirt) Class Four (flak jacket) Class Five (full riot gear)			
Rating Class One (reinforced clothing) Class Two (armor T-shirt) Class Three (kevlar vest) Class Four (flak jacket) Class Five 5 3 (full riot	Armor Chart		
(reinforced clothing) Class Two 2 1 (armor T-shirt) Class Three 3 1 (kevlar vest) Class Four 4 2 (flak jacket) Class Five 5 3 (full riot	Class	,	Penalty
(armor T-shirt) Class Three 3 1 (kevlar vest) Class Four 4 2 (flak jacket) Class Five 5 3 (full riot	(reinforced	1	0
(kevlar vest) Class Four 4 2 (flak jacket) Class Five 5 3 (full riot	(armor T-	2	1
(flak jacket) Class Five 5 3 (full riot	0.00000	3	1
(full riot		4	2
	(full riot	5	3



Final

Death



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Ranged Combat Maneuvers table				Close combat maneuvers table (cont)							
Maneuver	Traits	Accurac	СУ	Difficulty	/ Da	ma l ge	Normal	Normal	Str + 1		
Automatic	Dex +	+10		+2	S þ6	evial			(A)		
Fire	Firearm	S		Clinch	Str	+	Normal	Normal	Str (C)		
Multiple	Dex +	Special		Normal	₩é	apon					
Shots	Firearm	S		Disarm		x +	Normal	+1	Special		
Strafing	Dex +	+10		+2		e e e e e e e e e e e e e e e e e e e					
	Firearm			Dodge		X +	Special	Normal	None (D)		
3 - round	Dex +	+2		+1		letics			(R)		
burst	Firearm			Hold	Str		Normal	Normal	None (C)		
Two	Dex +	Normal		+1/off-		apon	Name	+1			
weapons	Firearm	S	_	Hráald	Bra	x + awl	Normal	+1	Str +1		
Blood pools Vessel		Blood Pool		Parry		x + lee	Special	Normal	None (R)		
Vampire		10+		Strike		x +	Normal	Normal	Str		
Werewolf		20		Brawl		awl	Nomia		Oti		
Average hu		10		Sweep [x +	Normal	+1	Str (K)		
Child		5					Bra	awl/-	I/-		
					Me	lee					
Cow		5		Tackle	Str	+	Normal	+1	Str +1		
Dog		2			Bra	awl			(K)		
Cat		1		Weapor		x +	Normal	Normal	Weapon		
Plasma bag		1		strike	Me	lee		_			
Bird		1/2		A - Agg							
Bat/Rat		1/4					over on				
Close comb	ot manai	wara tabla		success K - caus			'n				
				R - redu	icas ar	onnor					
Maneuver				miculty attack s	uccess	ses					
Bite	Dex +	+1	No		Str + 1			_			
	+ Brawl				(A)						
Block	Dex + Brawl	Special	No		None (R)						



By **Goth99** cheatography.com/goth99/

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