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 | -2 | 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 dice when moving and attacking in the same turn. |
| Mauled | -2 | Badly injured and may only hobble about (3 meters per turn) |
| Crippled | -5 | Catastrophicaly injured and may only crawl (1 meter per turn) |
| Incapacitated | | Incapable of 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. |
| Final Death | | Character is killed permanently. |

## 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) |
| 4 | easy (following a trail of 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 (walking a tightrope) |

## Melee Weapons Chart

| Weapon | Damage | Conceal |
|---|---|---|
| Sap+ | Strenght +1 | P |
| Club+ | Strenght +2 | T |
| Knife | Strenght +1 | J |
| Sword | Strenght +2 | T |
| Axe | Strenght +3 | N |

## Melee Weapons Chart (cont)

| | | |
|---|---|---|
| Stake? | Strenght +1 | T |

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

? 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 |

## Armor Chart

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

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## Ranged Combat Maneuvers table

| Maneuver | Traits | Accuracy |
|---|---|---|
| Automatic Fire | Dex + Firearms | +10 |
| Multiple Shots | Dex + Firearms | Special |
| Strafing | Dex + Firearms | +10 |
| 3 - round burst | Dex + Firearms | +2 |
| Two weapons | Dex + Firearms | Normal |

## Blood pools

| Vessel | Blood Pool |
|---|---|
| Vampire | 10+ |
| Werewolf | 20 |
| Average human | 10 |
| Child | 5 |
| Cow | 5 |
| Dog | 2 |
| Cat | 1 |
| Plasma bag | 1 |
| Bird | 1/2 |
| Bat/Rat | 1/4 |

## Close combat maneuvers table

| Maneuver | Traits | Accuracy | Difficulty | Dmage |
|---|---|---|---|---|
| Bite | Dex + Brawl | +1 | Normal | Str + 1 (A) |
| Block | Dex + Brawl | Special | Normal | None (R) |

## Close combat maneuvers table (cont)

| Maneuver | Traits | Accuracy | Difficulty | Damage |
|---|---|---|---|---|
| Claw | Dex + Brawl | Normal | Normal | Str + 1 (A) |
| Clinch | Str + Brawl | Normal | Normal | Str (C) |
| Disarm | Dex + Melee | Normal | +1 | Special |
| Dodge | Dex + Athletics | Special | Normal | None (R) |
| Hold | Str + Brawl | Normal | Normal | None (C) |
| Kick | Dex + Brawl | Normal | +1 | Str +1 |
| Parry | Dex + Melee | Special | Normal | None (R) |
| Strike | Dex + Brawl | Normal | Normal | Str |
| Sweep | Dex + Brawl/-Melee | Normal | +1 | Str (K) |
| Tackle | Str + Brawl | Normal | +1 | Str +1 (K) |
| Weapon strike | Dex + Melee | Normal | Normal | Weapon |

A - Aggravated
C - maneuver carries over on successive turns
K - causes knockdown
R - reduces an opponent's attack successes



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