General Compulsions

Compulsion	Hunger examples	Dominance examples	Harm examples	Paranoia examples
1-3: Hunger 4-5: Dominance 6-7: Harm 8-9: Paranoia 10: Clan Compulsion	**In a social setting:** Instead of questioning the mortal witness, the vampire moves the situation toward a seduction. **In a violent setting:** The vampire discards their weapon, throwing themselves headfirst into a grapple, determined to feed. **In a solitary setting:** The vampire decides they need a break and just happens to end up at a sweaty nightclub.	**In a social setting:** The vampire turns a civil conversation into a one-upmanship exercise, alienating the person whose trust they sought to gain. **In a violent setting:** The vampire pauses to toy with a mortal opponent, basking in their superiority, instead of focusing on the objective. **In a solitary setting:** The vampire becomes obsessed with accomplishing their objective in a novel way, proving their superiority to themselves and the world.	**In a social setting:** A smooth introduction goes sour as the vampire starts to harass and psychologically torture the subject. **In a violent setting:** Instead of leaving an incapacitated adversary, the vampire gleefully starts tearing into the unconscious opponent. **In a solitary setting:** Annoyed at a minor inconvenience, the vampire takes a baseball bat to their expensive computer rig.	**In a social setting:** The vampire treats everyone with suspicion, trying to get out of any and all engagements. **In a violent setting:** The vampire tries to end or escape the danger by any means, whether running or begging for their unlife. **In a solitary setting:** The vampire sees threats where none exist, lashing out and fleeing, fixating on random occult symbols or weird coincidences.

Clan Compulsions

Banu Haqim: *Judgment*	**Brujah:** *Rebellion*	**Gangrel:** *Feral Impulses*	**Hecata:** *Morbidity*

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Clan Compulsions (cont)

The vampire is compelled to punish anyone seen to transgress against their personal creed, taking their blood as just vengeance for the crime. For one scene, the vampire must slake at least one Hunger from anyone, friend or foe, that acts against a Conviction of theirs. Failing to do so results in a three-dice penalty to all rolls until the Compulsion is satisfied or the scene ends. (If the one fed from is also a vampire, don't forget to test for Bane-induced Hunger frenzy.)	The vampire takes a stand against whatever or whomever they see as the status quo in the situation, whether that's their leader, a viewpoint expressed by a potential vessel, or just the task they were supposed to do at the moment. Until they've gone against their orders or expectations, perceived or real, the vampire receives a two-dice penalty to all rolls. This Compulsion ends once they've managed to either make someone change their minds (by force if necessary) or done the opposite of what was expected of them.	Returning to an animalistic state, the vampire regresses to a point where speech is hard, clothes are uncomfortable, and arguments are best settled with teeth and claws. For one scene, the vampire gains a three-dice penalty to all rolls involving Manipulation and Intelligence. They can only speak in one-word sentences during this time.	The Hecata are possessed of a peculiar curiosity paired with detachment from compassion and empathy, likely due to their frequent dealings with corpses and the wraiths of those who died tragic deaths. Their Blood urges them to study the individuals around them for signs of illness, frailty, or impending death. Until they have either predicted a death without supernatural means or solved the cause of a local one, the vampire suffers a three-dice penalty to other rolls until the scene ends. Note that their conclusions do not need to be absolutely correct, but should stay within the boundaries of the possible.
Lasombra: *Ruthlessness*	**Malkavian:** *Delusion*	**Ministry:** *Transgression*	**Nosferatu:** *Cryptophilia*

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Clan Compulsions (cont)

To the Lasombra, failure is not an option. Their Blood will urge them to any act conceivable to reach their goals, whether in the moment or in Byzantine plots lasting centuries. Any setback is felt profoundly and they quickly escalate to the most ruthless of methods until they achieve their aims.
The next time the vampire fails any action they receive a two-dice penalty to any and all rolls until a future attempt at the same action succeeds. Note that the above penalty applies to future attempts at the triggering action as well.

Their extrasensory gifts running wild, the vampire experiences what might be truths or portents, but what others call figments of imagination, dredged up by Hunger.
While still functional, the vampire's mind and perceptions are skewed. They receive a two-dice penalty to rolls involving Dexterity, Manipulation, Composure, and Wits as well as on rolls to resist terror frenzy, for one scene.

Set teaches that everyone's mind and spirit are bound by invisible chains of their own making. Their Blood chafing at these bindings, the Minister suffers a burning need to break them. The vampire receives a two-dice penalty to all dice pools not relating to enticing someone (including themselves) to break a Chronicle Tenet or personal Conviction, causing at least one Stain and ending this Compulsion.

The need to know permeates the vampire. They become consumed with a hunger for secrets, to know that which few or no one knows, almost as strong as that for blood. They also refuse to share secrets with others, except in strict trade for greater ones.
All actions not spent working toward learning a secret, no matter how big or small, receive a twodice penalty. The Compulsion ends when the vampire learns a secret big enough to be considered useful. Sharing this secret is optional.

Ravnos: *Tempting Fate*	Salubri: *Affective Empathy*	Toreador: *Obsession*	Tremere: *Perfectionism*

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Clan Compulsions (cont)

The vampire is driven by their Blood to court danger. Haunted as they are by righteous fire burning its way up their lineage, why not? The next time the vampire is faced with a problem to solve, any attempt at a solution short of the most daring or dangerous incurs a two-dice penalty. (Suitably flashy and risky attempts can even merit bonus dice for this occasion.) The Daredevil is free to convince any fellows to do things their way, but is just as likely to go at it alone. The Compulsion persists until the problem is solved or further attempts become impossible.

When a Salubri suffers a Compulsion, the Kindred becomes overwhelmed with empathy for a personal problem that afflicts someone in the scene, seeking to further its resolution. The scale of the personal problem isn't important; the Salubri understands that sometimes suffering is part of a cumulative situation and not an isolated stimulus. Any action not taken toward mitigating that personal tragedy incurs a two-dice penalty. The Compulsion persists until the sufferer's burden is eased or a more immediate crisis supersedes it, or the end of the scene.

Enraptured by beauty, the vampire becomes temporarily obsessed with a singular gorgeous thing, able to think of nothing else.
Pick one feature, such as a person, a song, an artwork, blood spatter, or even a sunrise. Enraptured, the vampire can hardly take their attention from it, and if spoken to, they only talk about that subject. Any other actions receive a two-dice penalty. This Compulsion lasts until they can no longer perceive the beloved object, or the scene ends.

Nothing but the best satisfies the vampire. Anything less than exceptional performance instills a profound sense of failure, and they often repeat tasks obsessively to get them "just right." Until the vampire scores a critical win on a Skill roll or the scene ends, the vampire labors under a two-dice penalty to all dice pools. Reduce the penalty to one die for a repeated action, and remove it entirely on a second repeat.

Tzimisce: ***Covetousness*** **Ventrue:** ***Arrogance***

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Clan Compulsions (cont)

When a Tzimisce suffers a Compulsion, the Kindred becomes obsessed with possessing something in the scene, desiring to add it to their proverbial hoard. This can be anything from an object to a piece of property to an actual person. Any action not taken toward this purpose incurs a two-dice penalty. The Compulsion persists until ownership is established (the Storyteller decides what constitutes ownership in the case of a non-object) or the object of desire becomes unattainable.

The need to rule rears its head in the vampire. They stop at nothing to assume command of a situation.
Someone must obey an order from the vampire. Any action not directly associated with leadership receives a two-dice penalty. This Compulsion lasts until an order has been obeyed, though the order must not be supernaturally enforced, such as through Dominate.

Frenzy

Fury Frenzy	Hunger Frenzy	Terror Frenzy

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Frenzy (cont)

A vampire in fury frenzy stops at nothing to tear the cause of the provocation to pieces, often together with anyone nearby: friend or foe. After destroying the subject of their ire, the vampire can make a Willpower test at Difficulty 3 (or 5 if other enemies remain standing). Success ends the frenzy, while failing drives them deeper into the rage; they keep slaying anyone in the vicinity unless subdued.

During a hunger frenzy, the vampire seeks fresh human blood from the closest source.
The hunger frenzy ends when the vampire reaches Hunger 1 or below.

While in terror frenzy, the vampire flees from the source of danger, without regard to anyone or anything in their way.
The terror frenzy ends when the vampire can no longer perceive any danger or when the scene ends.

Provocation	Difficulty	Provocation	Difficulty	Provocation	Difficulty
Physical provocation or harassment	2	Sight of open wound or overpowering smell of blood while at Hunger 4 or higher	2	Being burned	2
Insulted by inferior	2	Taste of blood while at Hunger 4 or higher	3	Bonfire	2
Public humiliation	2	Fail Rouse Check while at Hunger 5	4	Inside a burning building	3

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Frenzy (cont)			
Friend killed	2	Obscured sunlight	3
Lover or Touchstone hurt	3	Fully exposed to direct sunlight	4
Lover or Touchstone killed	4	Forced to violate Tenet with impaired Humanity	4

Riding the Wave

A vampire can also choose to *Ride the Wave*, intentionally succumbing to the frenzy without making a test, in which case the player retains control of the character during the frenzy.

Humanity

Humanity	Human Interaction	Mortal Functions	Resist Frenzy	Torpor Length
10	■ Blush of Life is not necessary, because you appear as a pale mortal in good health.	■ You heal Superficial damage as a mortal, in addition to vampiric mending. ■ You can taste, eat, and digest food as if human. ■ You can stay awake during the day as if human, though you do not lose your normal need for sleep. ■ The rate of sunlight damage you take is halved.	+3	One day
9	■ Blush of Life is not necessary because you appear ill, but not dead.	■ You heal Superficial damage as a mortal, in addition to vampiric mending. ■ You can taste, eat, and digest rare or raw meat, and many liquids. ■ You can rise from day-sleep up to an hour before sunset if you wish and likewise stay awake an hour after dawn.	+3	Three days

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Humanity (cont)				
8	■ You can roll two dice for the Rouse Check to use Blush of Life and take the highest result.	■ Blush of Life allows you to have sexual intercourse and perhaps even enjoy it. ■ Blush of Life allows you to digest and taste wine. ■ You can rise from day-sleep up to an hour before sunset if you wish.	+2	One week
7	■ You must make a Rouse Check to use Blush of Life.	■ You cannot have sexual intercourse per se, but you can fake it by winning a Dexterity + Charisma test if you wish (Difficulty equals your partner's Composure or Wits). ■ Unless using Blush of Life, food and drink makes you vomit; make a Composure + Stamina test (Difficulty 3) to be able to get outside or to a bathroom first.	+2	Two weeks
6		■ You cannot have sexual intercourse per se, but you can fake it by winning a Dexterity + Charisma test if you wish, made at a one-die penalty to your pool (Difficulty equals your partner's Composure or Wits). ■ Even when using Blush of Life, you need make a Composure + Stamina test (Difficulty 3) to be able to keep food and drink down for an hour.	+2	One month

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Cheatography

VtM 5e Storyteller Screen Cheat Sheet

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Humanity (cont)

5	■ You suffer a one-die penalty to creating art or other humanities and on most Social dice pools (including interacting with Touchstones), especially Insight and Persuade, but not to terrifying Intimidation, inhuman Subterfuge (Seduction), or to any test to hunt or kill a human.	■ Even with Blush of Life, you cannot have sexual intercourse per se, but you can fake it by winning a Dexterity + Charisma test if you wish, made at a two-die penalty to your pool (Difficulty equals your partner's Composure or Wits).	+1	One year
4	■ You suffer a two-dice penalty on rolls to interact with humans.	■ You can no longer keep food and drink down, even with Blush of Life.	+1	One decade
3	■ You suffer a four-dice penalty on rolls to interact with humans, as above.	■ You can no longer perform or even fake sexual intercourse, even with Blush of Life.	+1	Five decades
2	■ You suffer a six-dice penalty on rolls to interact with humans, as above. (The penalty becomes fourdice with Blush of Life.)		+0	One century
1	■ You suffer an eight-dice penalty on rolls to interact with humans, as above. (The penalty becomes five-dice with Blush of Life, but who cares? Not you.)		+0	Five centuries

Messy Criticals and Bestial Failures

Messy Criticals	Bestial Failures
Gain one or more Stains (V5 p. 239).	Act out a Compulsion.
Breach the Masquerade.	
Lose a reparable dot from an Advantage.	
Fail the test as the Beast clouds the senses, causes a messy result, or otherwise makes a quiet solution unattainable.	

Hunting Grounds

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

Turn order

Already engaged close combat

Ranged combat

Newly initiated close combat

Everything else

Advanced Combat

Advanced Combat (cont)

Called shots

Subtract 1 to 4 successes depending on difficulty.

Criticals in combat

Criticals versus mortals automatically incapacitate.

Messy Criticals versus mortals are usually lethal.

Maneuvers

Perform an action (roll) this turn to get an advantageous position (1-3 dice bonus) next turn.

E.g., flank, fake retreat to surprise attack, analyzing a foe to deliver the perfect insult.

Surprise attacks

First attack is made versus Difficulty 1.

Crippling Injuries (1d10 + Agg when impaired)

1-6	Stunned: Spend 1 willpower or lose a turn
7-8	Head Trauma: Physical -1, Mental -2
9-10	Broken limb: -3 when using limb
	Blinded: -3 rolls requiring sight
11	Severe wound: -2 all rolls, +1 all damage
12	Crippled: Lose a limb
13+	Torpor or death

Difficulties

Blood Temperament

1-5: Well-balanced, negligible Resonance	No effect	
6-8: Fleeting	Allows development of discipline	
9-0: Roll again	1-8: Intense	As fleeting. One die bonus to the Resonance's disciplines until the next feeding or Hunger 5.
9-0: Acute	As intense. Provides dycrasia (V5 p. 230).	

Close Combat

Unarmed	Strength + Brawl
One-handed melee	Dexterity + Melee
Two-handed melee	Strength + Melee
Firearm	Strength + Firearms
Defending	Dexterity + Athletics

Firearms in CQC suffer -2 dice for targeting someone not engaged in melee with the shooter, -2 dice for large firearms, and impose no penalty to the defender for lack of cover.

All-out attack

Grants a +1 damage bonus (emptying a ranged weapon if using one) while foregoing defending against attacks this turn.

If the all-out attack misses, anyone acting against the combatant get +1 die next turn. Cannot be used as a surprise attack.

All-out defense

Bonus die to all defensive rolls this turn while foregoing all other actions except for a minor action.

Possibility of immunity versus ranged attacks if there is cover to completely cut line of sight.

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 tightrope)	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

Blood Potency

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

Close Combat - Grappling & Biting

Grapple	Strength + Brawl
Hold grappled foe	Strength + Brawl
Attack grappled foe	Strength + Brawl

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Close Combat - Grappling & Biting (cont)

If a grappled combatant wins the close combat contest, they escape and can move freely the next round.

Bite attack	Strength + Brawl* Deal 2 Aggravated Damage Foe becomes grappled
Feed from bitten mortal	Strength + Brawl Deal 1 Aggravated Damage Slake 1 Hunger (pg 213)

If a bitten combatant wins the close combat contest, they escape and can move freely the next round.

Weapons Damage Value

Improvised, stake*	+0
Light impact (brass knuckles)	+1
Heavy impact (baton, club, tire iron, baseball bat) **Light piercing** (crossbow bolt, switchblade) **Light gunshot** (.22 pistol)	+2
Heavy melee (broadsword, fire axe) **Medium gunshot** (.308 rifle (singleshot), 9 mm pistol, shotgun at effective range)	
Huge melee (claymore, steel beam) **Heavy gunshot** (12-gauge shotgun (close range only), .357 Magnum)	+4

* If an attacker with a wooden stake succeeds at a called shot to a vampire's heart and inflicts 5+ damage, the stake pierces the vampire's heart and paralyzes them.

Slaking Hunger

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)

Blood Resonance

Resonance	Emotions and Conditions	Disciplines
1-2: Choleric	Angry, violent, bullying, passionate, envious	Celerity, Potence
3-5: Melancholy	Sad, scared, intellectual, depressed, grounded	Fortitude, Obfuscate
6-8: Phlegmatic	Lazy, apathetic, calm, controlling, sentimental	Auspex, Dominate
9-0: Sanguine	Horny, happy, addicted, active, flighty, enthusiastic	Blood Sorcery, Presence
None	Psychopathic, emotionally detached	Oblivion
Animal Blood	Animalist, Protean	

Blood outside the body for over 15 minutes loses its Resonance.

Ranged Combat

Quick-draw	Dexterity + Firearms
Firefight	Composure + Firearms
Sniping	Resolve + Firearms
Throwing	Dexterity + Athletics

Ranged Combat (cont)

Defending	Dexterity + Athletics Result is 1 if stationary

Higher fire rate or willingness to empty a full clip or magazine grant +1 dice.
Firing beyond the effective range of a weapon suffer -2 dice.

Ranged Combat - Cover

No cover	-2 dice
Concealment	-1 dice
Hard cover	+0 dice
Entrechment	+1 dice
Murder hole	+2 dice

Armor Value

Reinforced clothing/heavy leathers	2 (0 versus bullets)
Ballistic cloth	2
Kevlar vest/flak jacket	4
Tactical SWAT/military armor	6 -1 die to Dexterity

Armor value converts that much aggravated damage to superficial damage, which is then halved as usual.

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