

Clans

Clan	Sect	Disciplines	Weakness
Assamite	I	Celerity, Obfuscate, Quietus	1 pt. of unsoakable lethal damage per kindred BP taken, 1 pt. of automatic aggravated damage + no benefits for diablerie attempts
Brujah	CA	Celerity, Potence, Presence	Difficulty gate of roll to resist frenzy is +2, can't spend willpower to resist a frenzy
Caitiff	CIA	Any Disciplines	Negative Title, +2 social diff. w/ non caitiff, can't take status background, Caitiff childer
Setites	I	Obfuscate, Presence, Serpents	Loses 1 dice pool when taking actions in bright lights, 2 extra levels of sunlight damage
Gangrel	C	Animalism, Fortitude, Protean	Gain a temp. animal characteristic every frenzy, characteristic will occasionally become permanent and give the gangrel a temp/permanent stat change
Giovanni	I	Dominate, Necromancy, Potence	Mortal vessels takes double the amount of damage per BP taken while feeding (Kiss of Giovanni)
Lasombra	S	Dominate, Obtenebration, Potence	Cannot cast a reflection.
Malkavian	C	Auspex, Dementation, Obfuscate	Suffer from a derangement, can spend a willpower point to temp. relieve symptoms for a scene
Nosferatu	CI	Animalism, Obfuscate, Potence	0 in appearance
Ravnos	I	Animalism, Chimerstry, Fortitude	Slave to their vices, when presented with an opportunity to indulge in their vice they must do so or make a Self-Control/Instincts roll (<i>diff. 6</i>)
Toreador	C	Auspex, Celerity, Presence	Must make a Self-Control/Instincts roll (<i>diff. 6</i>), if the roll fails then the Toreador is entranced and can't act for the scene (being wounded allows them to reroll)
Tremere	C	Auspex, Dominate, Thaumaturgy	Only takes two draughts of another vampire's blood to become blood bound



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Not published yet.
 Last updated 28th October, 2025.
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Clans (cont)

Tzimisce	S	Animalism, Auspex, Vicissitude	Must rest with two handfuls of their native soil, every night without the soil halves their dice pool until 1 die is left
Ventru	C	Dominate, Fortitude, Presence	Specific taste in blood, refuses to drink any other type of blood

Key:

C = Camarilla

S = Sabbat

A = Anarch

I = Independent/Autarkis

Difficulty Levels

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	Standard (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)

Degrees of Success

Botch	Complete Failure (The gun doesn't just miss, it jams)
0	Failure (missing a punch)
1	Marginal (getting a broken refrigerator to keep running until the repairman arrives)
2	Moderate (making a handicraft that's ugly but useful)
3	Complete (fixing something so that it's good as new)
4	Exceptional (increasing your car's efficiency in the process of repairing it)
5+	Phenomenal (creating a master-work)

Whenever one of the dice comes up as a 1, it cancels out a success.

If none of your dice comes up a success, and one or more dice are dice showing 1, the roll is a botch.

Frenzy

Frenzy (cont)

Life-threatening situation	4
Malicious taunts	4
Physical provocation	6
Taste of blood (when hungry)	6 (or higher in extreme cases)
Loved one in danger	7
Outright public humiliation	8
Brujah have a +2 difficulty to avoid frenzy. Make a Self-Control roll to avoid frenzying.	

Rötschreck (Fire and Sunlight)

Provocation	Difficulty
Lighting a cigarette	3
Sight of a torch	5
Bonfire	6
Obscured Sunlight	7
Being Burned	7
Direct Sunlight	8
Trapped in a burning building	9

Requires a courage roll to try and avoid.

Initiative and Combat Basics

Rolling for Initiative:

Disciplines

Disciplines (cont)

Necromancy	Summon and control the dead.
Obfuscate	The ability to remain obscure and unseen, even in crowds.
Obtenebration	Unearthly control over shadows.
Potence	Physical vigor and strength.
Presence	Attract, sway and control crowds.
Protean	Shapechanging: growing claws and melding with earth.
Quietus	The art of assassination.
Serpentis	The Discipline of reptilian powers.
Thaumaturgy	The study and practice of blood sorcery.
Vicissitude	The art of flesh-shaping

The Traditions

1: The Masquerade	Hide the existence of Vampires
2: The Domain	A kindred's hunting ground is their territory
3: The Progeny	Sire only with permission of one's elders
4: The Accounting	Until released, sires are responsible for their childers actions
5: Hospitality	Honor the domain, present yourself to the ruler of a domain upon arrival
6: Destruction	The right to kill Kindred is reserved for the Elder of a community

Provocation	Difficulty
Smell of blood (when hungry)	3 (or higher in extreme cases)
Sight of blood (when hungry)	4 (or higher in extreme cases)
Being harassed	4

Animalism	Supernatural affinity with (control of) animals
Auspex	Extrasensory perception, awareness and premonitions.
Celerity	Supernatural quickness and reflexes.
Chimerstry	The ability to create illusions and hallucinations.
Dement-ation	The ability to inflict madness upon a victim.
Dominate	Mind control practiced through the piercing gaze.
Fortitude	Unearthly toughness, even resisting fire and sunlight.

Established by the Camarilla, followed by most vampires



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Blood Bonds

First drink: The drinker begins to experience intermittent but strong feelings about the vampire. She may dream of him, or find herself “coincidentally” frequenting places where he might show up. There is no mechanical effect at this stage, but it should be roleplayed.

Second drink: The drinker's feelings grow strong enough to influence their behavior but not yet enslaved. She may act as she pleases, but might have to make a *Willpower* roll to take actions directly harmful to the vampire. The vampire's influence is such that he can persuade or command her with little effort (*Social rolls against the thrall are at -1 difficulty*)

Third drink: Full-scale blood bond. A regnant may use the *Dominare* Discipline on a thrall, even without the benefit of eye contact. Additionally, should the thrall try to resist the *Dominare* (or similar mental control power) for some reason, the difficulty of such *resistance is increased by two*. Naturally, a higher-Generation vampire still cannot use *Dominare* on a lower-Generation thrall.

Resisting the Bond: It's possible, though difficult, for a vampire to temporarily resist a blood bond. Doing so requires the player to make a *Willpower* roll (*difficulty is typically 8, but can be modified based on the regnant's treatment and the thrall's Nature*) and accumulate a number of successes equal to the number of times the thrall has partaken of the regnant's blood, to a maximum of difficulty 9. The thrall must then spend a Willpower point. Upon doing so, the bond is negated for a variable amount of time..

Diablerie

Diablerie is act of stealing and devouring life essence of another vampire.

Committing Diablerie:

To commit diablerie, the diablerist must take blood directly and immediately from the victim; the blood may not be stored and used later and only one diablerist may commit the act on a given victim. Once a vampire's body has been drained of all blood, the diablerist's makes an *extended Strength roll (Diff. 9)*. Each success inflicts one automatic health level on the victim (the victim cannot soak, and damage is considered aggravated). When all the victim's health levels have been drained, the body begins to decay immediately.

A vampire committing diablerie is vulnerable to attack, all attacks against a vampire attempting diablerie are made versus a *difficulty of 2*

Rewards

Upon completion of diablerie, the diablerist is overwhelmed by euphoria, and a *Self-Control/Instincts* roll is necessary (*Diff. 10 - Humanity/Path*) to avoid losing control. The true benefit of diablerie becomes evident if the diablerist feeds on the vitae of a vampire of lower Generation (e.g., 9th gen. diablerizing 7th gen.). The diablerist literally steals the power and potency of the victim's own blood, and thus permanently lowers her own Generation by one. All benefits of the lowered Generation: a larger and more potent blood pool, the ability to Dominate more Kindred and, in some cases, the ability to increase Traits above 5 — are bestowed. If the victim was of far greater power (5 or more Gen. levels) than the diablerist, the ST may rule that the predator lowers her Gen by more than one step. It would not be unreasonable for a 12th gen. neonate who drank the blood of a 3000-year-old 5th gen. to advance 3 or more Generations.

Diablerie (cont)

Drinking the vitae of elder vampires can temporarily increase the diablerist's Discipline levels by 1, 2, or more. These increased powers last for a single scene, unless the ST decides otherwise.