

Character Creation

Step #1: Select Name, Concept, Nature and Demeanor

Step #2 Attributes: Take one at 4, three at 3, four at 2, and one at 1.

Step #3 Abilities: Pick one of the schemes listed below:

Jack of All Trades: One Ability at 3, eight at 2, ten at 1.

Balanced: Three Abilities at 3, five at 2, seven at 1.

Specialist: One Ability at 4, three at 3, three at 2, three at 1.

Step #4 Specialties: If you have any dots in Academics, Craft, Performance or Science, add a free Specialty to them.
Add one additional free Specialty to any Ability.

Step #5 Predator Type: Select your Predator type, and add any bonuses/penalties from it.

Step #6 Clan: Select your Clan.

Step #7 Sect: Select your Sect. You gain the listed benefits for each of the sects listed below. Bonus dots may not be used to increase any Attribute, Ability or Discipline above 5.

Camarilla: Gain 5 dots worth of Backgrounds, one bonus dot in any Attribute, and 3 dots spread among any Abilities.

Anarch: Gain 1 bonus dot in any Discipline and 6 dots worth of Backgrounds

Autarkis/Independent: Gain 4 dots worth of Backgrounds, 2 bonus dots in any Attributes and 5 dots spread among any Abilities.

Sabbat: Choose to receive either 5 dots worth of Backgrounds or 1 bonus dot in any Discipline. Also, add one bonus dot to any Attribute, and 2 dots spread among any Abilities.

Step #7 Disciplines: You begin play with 3 dots to place in Disciplines, two of which must be placed in Clan Disciplines.

Step #7 Virtues, Humanity/Path and Willpower:

Virtues: You have 7 dots to split among your Virtues. You gain a free dot in Conscience, Self Control and Courage. You do not begin with a free dot in Conviction or Instinct if you use those instead.

Humanity/Path: You start with a rating equal to your Conscience + Self-Control, or equivalent Virtues.

Willpower: Your starting Willpower is equal to your Courage.

Step #8 Freebie Points: You begin play with 21 Freebies (pg. 82).

Step #9 Merits/Flaws: You begin play with 7 points worth of Merits and 7 points worth of Flaws. These neither cost, nor grant, Freebie Points.

Special

Generation: This is determined before play, and is the same for all players unless they elect to increase or decrease their starting Generation by 1 step as a 5 pt Merit or Flaw.

Blood Potency: You begin play at the lowest possible level for your Generation. Your BP may be increased by spending an amount of XP equal to your current Blood Potency + 1, x7.

Intense Blood Resonance XP: When you feed from a person with an Intense Blood Resonance, you gain 1 bonus XP. This XP may only be spent to increase your BP, or to learn or increase a Discipline associated with that Resonance. Subsequent feedings from the same person grant no additional bonus XPs.

Predator Types

Alleycat: You take blood by force or threat.

Bonus Specialty: Intimidation (Stick Ups) or Brawl (Grappling),

Bonus Discipline: Celerity, Fortitude or Potence, Bonus Background: Contacts 2, -1 Humanity

Bagger: You acquire preserved or dead blood, rather than hunt the living.

Bonus Specialty: Larceny (Lockpicking) or Streetwise (Black Market), Bonus Discipline: Dominate or Obfuscate, Flaw: 3pt Enemy

Blood Leech: You only feed from other vampires.

Bonus Specialty: Brawl (Grappling) or Stealth (Stalking), Bonus Discipline: Celerity or Protean, -2 Humanity, +1 Blood Potency, Flaw: Addiction (Kindred Blood)

Cleaver: You take blood from your mortal family or friends.

Bonus Specialty: Subterfuge (Appear Mortal or Conceal Evidence)

Bonus Discipline: Dominate or Animalism, +1 Self Control, +1 Humanity, Background: Herd 2, Flaw: Masquerade Breaker

Consensualist: You take blood with consent.

Bonus Specialty: Medicine (Phlebotomy) or Persuasion (Victims)

Bonus Discipline: Auspex or Presence, +1 Humanity, Flaw: Prey Exclusion (Unwilling Victims)

Farmer: You prefer to only feed from animals.

Requires Starting Blood Potency 3 or less, Bonus Skill: Animal Ken,
Bonus Discipline: Animalism or Protean, +1 Humanity, Merit: Inoffensive to Animals, Flaw: Prey Exclusion (Humans)

Osiris: You feed from your cult, church, or fans.

Bonus Skill: Occult (Any) or Performance (Any), Bonus Discipline: Dementation*, Presence, Thaumaturgy*, or Necromancy*, -1 Humanity, Merits: 3 pts split between Herd and Fame, Flaws: 3 pts split between and Supernatural Flaws

Sandman: You prefer to feed from sleeping victims.

Bonus Specialties: Choose any two from Larceny (Breaking In), Medicine (Anesthetics), or Stealth (Infiltration); Bonus Discipline: Auspex or Obfuscate

Scene King/Queen: You feed from a subculture or exclusive group in which you enjoy high status.

Bonus Specialty: Etiquette (specific scene) or Appearance (Trendy),

Bonus Discipline: Dominate or Potence, Merit: 3 dots split between Fame, Contacts or Resources, Flaw: Prey Exclusion (Any)

Siren: You feed by seduction, under the guise of sex.

Bonus Specialty: Manipulation (Seduction) or Appearance (Sexy)

Bonus Discipline: Fortitude or Presence, -1 Any Virtue

* Must be one of your Clan Disciplines.

Difficulty Conversion

The "Difficulty" on all die rolls is 6. Rolls that would require a higher Difficulty in V20 instead require additional successes.

Difficulty	V20 Diff	New Diff
Routine	4	1
Straightforward	5	2
Moderate	6	3
Challenging	7	4
Hard	8	5
Very Hard	9	6
Nearly Impossible	10	7

Specialty: Specialties add +1 die to relevant dice pools.

Botch: If you fail on your test, and rolled two 1's on any two dice, it's a Botch.

Critical Success: If you succeed on your test, and rolled two 10's on any two dice, it's a Critical Success. You gain one bonus Success for each pair of 10's you rolled.

Willpower

Spend 1 Willpower to choose one of the following effects:

- Reroll up to three dice from your dice pool. These can be regular dice or Hunger dice.
- Add +1 success to your dice pool.
- Control your actions during frenzy for one turn.
- Ignore Wound penalties

Recovery: You regain 1 spend Willpower when you wake each night. You also regain 1 any time you suffer a setback when playing to your Demeanor, or 2 if playing to your Nature.

Generation	Min BP	Max BP
14+	0	0
12-13	1	3
10-11	1	4
9	2	5
8	2	6
7	3	7
6	4	8

Rousing & Blood Pools

When the rules of V20 call for you to spend blood points, you instead make a Rouse check.

To do this, roll a number of dice equal to your Blood Pool. A Rouse check's Difficulty is equal to the number of blood points you would have had to spend in V20.

1 Blood Point = Diff +1

If you don't get a single success, increase your Hunger rating by 1.

The max number of times you may Rouse in a single turn is equal to your Blood Pool Rating.

Hunger & Hunger Dice

Vampires have a Hunger rating, ranging from 1 to 5. Whenever you roll the dice, and your dice pools consists of an Attribute and Ability, replace one regular die per level of Hunger with a Hunger die.

This has no effect unless you score a Botch or Critical Success.

Bestial Botch: If any of 1's that contribute to a Botch came from a Hunger die, make a Self Control test with a Difficulty equal to the total number of 1's rolled. Failure results in a Bestial Botch.

Messy Critical: If any of 10's that contribute to a Critical Success came from a Hunger die, you suffer a Messy Critical.

Bestial Botch

Select one of the options below:

- Immediate Frenzy
- Increase your Hunger by 1.

Messy Critical

Your Beast surges and you perform the task in dramatic, potentially Masquerade breaking, fashion.

Healing

Vampires may heal an amount of Bashing or Lethal Damage based on their Blood Potency. The vampire can do this at will, instantly healing the amount of damage listed on the Blood Potency chart. But after doing so, you must perform a Rouse Check.

Bashing: If the vampire only heals Bashing damage, the Rouse difficulty is 1 (or 2 if their BP is 0).

Lethal: If the vampire heals any Lethal Damage, the Rouse difficulty is 2 (or 3 if their BP is 0).

Aggravated: A vampire may only heal Agg damage while sleeping during the day. This heals 1 point, and automatically increases Hunger by 1 (or 2 if their Blood Potency is 0).

Blood Potency	Max Trait	Surge Bonus	Blood Pool	Healing	Restrictions
0	5 (3 ¹)	+2	1 ²	1B / 1L	None
1	5	+3	1	2B / 1L	None
2	5	+3	2	3B / 2L	Half from Animals and Stored Blood
3	5	+4	2	4B / 2L	
4	5	+4	3	4B / 3L	Nothing from Animals or Stored Blood
5	5	+5	3	5B / 3L	
6	6	+5	4	5B / 4L	Half From Mortals
7	7	+6	4	6B / 4L	
8	8	+6	5	6B / 5L	Nothing From Mortals

¹ Only applies to Disciplines ² Increase all Rouse Difficulties by 1.

Hunger Frenzy

Provocation	Diff
Sight of open wound or Smell of blood at Hunger 4 or lower	2
Taste of Blood While at Hunger 4 or Higher	3
Fail Rouse Check at Hunger 5	4

Fury Frenzy

Provocation	Diff
Friend Killed	2
Lover or Touchstone Hurt	3
Lover or Touchstone Killed	4
Physical Provocation or Harassment	2
Public Humiliation	2

Fear Frenzy

Provocation	Diff
Bonfire	2
Inside a Burning Building	3
Being Burned	4
Dim/Obscured Sunlight	3
Exposed to Sunlight	4

Blood Surge

By calling upon the unholy power of the blood, and the savagery of their Beast, the vampire may increase any single Physical Attribute by the amount listed on the Blood Potency chart.

This requires a Rouse check with a Difficulty of 1.

The vampire may elect to Surge other Attributes during the same turn, but each requires a separate Rouse check.

The bonus provided by a Blood Surge lasts until the end of the turn unless it results in increasing the vampire's Hunger. In that case it becomes "locked in", and the bonus lasts until the end of the scene.

Feeding

Source	Hunger Slaked
Multiple Small Animals (dozen rats)	1
Medium Sized Animal (large dog, pig)	1
Large Animal (cow or horse)	2
Blood Bag	1
Drink From Human (Non-harmful)	2
Drink From a Human (Harmful)	1-4
Human Drained and Killed	5

Random Resonances

Roll (d10)	Resonance
1-3	Choleric
4-6	Melancholy
7-8	Phlegmatic
9-0	Sanguine
Roll (d10)	Temperance
1-7	Balanced
9-10	Intense (Reroll)
1-8	Intense*
9-0	Dyscrasia

Blood Resonances

Resonance	Emotions/Conditions	Associated Disciplines
Choleric	Angry, Violent, Passionate	Celerity, Potence, Serpents
Melancholy	Sad, Scared, Intellectual	Dementation, Fortitude, Obfuscate
Phlegmatic	Lazy, Calm, Controlling	Auspex, Dominate, Quietude
Sanguine	Horny, Happy, Enthusiastic	Chimerstry, Presence, Thaumaturgy
Animal Blood	Savage, Bestial, Chaotic	Animalism, Protean, Vicissitude
Dead Blood	Bleak, Bitter, Nihilistic	Necromancy, Obtenebration

* Intense Resonance grants a +1 bonus to associated Discipline dice pools.

AUTOMATIC FEATS

Rouse the Blood	Rouse Check
Getting to your Feet	Free or Dex + Athletics
Movement	pg. 258
Readying a Weapon	Free or pg. 258

PHYSICAL FEATS

Climbing	Dexterity + Athletics
Driving	Dex/Wits + Drive
Hunting	Varies (pg. 259)
Carrying Capacity	pg. 259
Intrusion	Dex or Perception + Larceny
Jumping	Strength or Str + Athletics (Running)
Lifting/Breaking	Strength
Opening/Closing	Strength
Pursuit	Dex + Athletics/Drive
Shadowing	Dex + Stealth/Drive
Sneaking	Dexterity + Stealth
Swimming	Stamina + Athletics
Throwing	Dexterity + Athletics

MENTAL FEATS

Awakening During Day	pg. 262
Creation (Artistic)	pg. 263
Computer Use	In/Wits + Computer
Investigation	Perception + Investigation
Repair	Dex/Perception + Crafts
Research	Int + Academics/Occult/ Science
Tracking	Perception + Survival

SOCIAL FEATS

Carousing	Charisma + Empathy
Credibility	Manipulation/Perception + Subterfuge
Fast-Talk	Manipulation + Subterfuge
Interrogation	Manipulation + Empathy/ Intimidation
Intimidation	Strength/Manipulation + Intimidation
Performance	Charisma + Performance
Seduction	Varies (pg. 266)

Initiative

Simple Initiative Order

- Close Combat
- Ranged Combat
- Newly Initiated

Detailed Initiative

d10 + Wits + Dexterity
(Highest goes first)

Damage

Bashing: Vampire suffer half damage from Bashing attacks. The damage is halved (round up) after the attack is resolved, and after any soak is applied.

Note that firearms deal Bashing damage to undead unless the attacker lands a headshot. Attempting a headshot inflicts a -3 penalty on the attack roll.

Lethal: Vampires suffer normal damage from lethal damage sources.

Aggravated: Sun, Fire and certain powers inflict Aggravated damage. This is much harder to heal than regular damage, and may only be soaked by activating Fortitude.

Degeneration

If a vampire commits a sin against their Humanity/Path, check for Degeneration.

Roll Conscience/Conviction against a Difficulty equal to the difference between their current rating and the severity of the sin.

A Failure results in a 1 step decrease in the vampire's Humanity/Path rating. A Botch results in a Derangement.

Attack & Defense

Attack Type

Unarmed or Claw Attack	Dexterity + Brawl
One Handed Melee	Str or Dex + Melee
Two Handed Melee	Strength + Melee
Firearms	Dexterity + Firearms
Thrown Object or Weapon	Dexterity + Athletics

Attacker's Dice Pool

Defense: Defensive maneuvers must be declared before the attacker makes their attack roll. Declaring it after the attack roll requires the expenditure of a Willpower Point.

Defense Type

Dodge	Dexterity + Brawl
Block	Dexterity + Athletics
Parry	Dexterity + Melee

Defender's Dice Pool

Humanity Hierarchy of Sins

Humanity	Moral Guideline
10	Selfish Thoughts
9	Minor Selfish Acts
8	Injury to Another (Accidental or otherwise)
7	Theft
6	Accidental Violation (Drinking a vessel dry out of starvation)
5	Intentional Property Damage
4	Impassioned Violation (Man-slaughter, Killing a vessel in Frenzy)
3	Planned Violation (Outright Murder, Savored Exsanguination)
2	Casual Violation (Thoughtless Killing, Feeding Past Satiation)
1	Utter Perversion or Heinous Acts

Bearing

Humanity/ Path Rating	Bearing Modifier
10	+2 Bonus
9-8	+1 Bonus
7-4	No Modifier
3-2	+1 Difficulty
1	+2 Difficulty

Maneuvers

General

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