

# Vampire 5e Cheat Sheet

## COMBAT

### Who goes first?

<b>Initiative</b>	Composure + Awareness
<b>Surprise</b>	Dexterity + Stealth VS Wits + Awareness (First strike diff 1)

### Close Combat

<b>Unarmed</b>	Strength+Brawl
<b>One-handed Melee</b>	Dexterity+Melee
<b>Two-handed Melee</b>	Strength+Melee
<b>Dodge, when defending</b>	Dexterity+Athletics
<b>Using a gun in CQC</b>	Strength+Firearms, -2 for large guns

### Aggravated Damage + Roll

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

### Grappling

<b>Initiate Grapple</b>	Strength+Brawl
<b>Resist Grapple</b>	Strength+Brawl
<b>Bite</b>	Strength+Brawl

### Ranged

<b>Firefight</b>	Composure+Firearms
<b>Sniping</b>	Resolve+Firearms
<b>Quick-draw</b>	Dexterity+Firearms
<b>Defending From Ranged</b>	Dexterity+Athletics
<b>Throwing Anything</b>	Dexterity+Athletics

### Cover During Ranged Fights

<b>No cover</b>	-2 Dice
<b>Concealment</b> , bushes, small tree vs rifle caliber bullets	-1 Dice
<b>Hard Cover</b> , car engine block, corner of a concrete building	0 Dice
<b>Entrenchment</b> , sandbags, military bunker	+1 Dice
<b>Complete Cover</b> , IFV firing slit	+2 Dice

### Weapon Damage Types

<b>Improvised weapon</b> , stake	+0
<b>Light Impact</b> , brass knuckles	+1
<b>Heavy Impact</b> , baton, club, tire iron, baseball bat <b>Light piercing</b> , crossbow bolt, switchblade <b>Light gunshot</b> , .22 pistol	+2
<b>Heavy melee</b> , broadsword, fire axe <b>Medium gunshot</b> , .308 rifle (single-shot), 9mm pistol, shotgun at effective range	+3
<b>Heavy gunshot</b> , 12-gauge shotgun (close range only), .357 Magnum <b>Huge melee</b> , claymore, steel beam	+4
<b>Wooden Stake (heart)</b> , 5+ damage required	

### Armor

<b>Reinforced clothing, heavy leathers</b>	2/0
<b>Ballistic cloth</b>	2
<b>Kevlar vest/flak jacket</b>	4
<b>Heavy melee</b> , broadsword, fire axe <b>Tactical SWAT/military armor</b> (one-die penalty to Dex rolls)	6

## HUNTING

### Hunting Ground

Slum neighborhood, Skid Row, public housing projects or banlieues, the Rack	2
Bohemian or hipster neighborhood, gentrifying or blighted 3 working-class neighborhood	3
Healthy working-class neighborhood, downtown business district, tourist district, airport or casino	4
Manufacturing, warehouse, or port district; urban parkland; 5 middle class suburban sprawl	5
Wealthy neighborhood	6

## SOCIAL ENCOUNTER

### Social Conflict (general, loose rules)

<b>Stare-down</b>	Resolve+Intimidation
<b>Convincing</b>	Manipulation+Persuasion
<b>Impressing authority</b>	Composure+Etiquette
<b>Rap battle</b>	Wits+Performance
<b>Undermining, indirectly</b>	Manipulation+Etiquette
<b>Seduction</b>	Appearance+Persuasion

### Social Combat Damage to Willpower

<b>Alone with opponent</b>	+0 Damage
<b>Coterie Present</b>	+1 Damage
<b>Allied/Valued NPCs Present</b>	+2 Damage
<b>Authority, Powerful Kindred</b>	+3 Damage
<b>The Prince</b>	+4 Damage

### Random Compulsion

<b>1-3</b>	Hunger
<b>4-5</b>	Dominance
<b>6-7</b>	Harm
<b>8-9</b>	Paranoia
<b>10</b>	Clan Compulsion

### Hunger

Sight of open wound or overpowering smell of blood while at Hunger 4 or higher	2
Taste of blood while at Hunger 4 or higher	3
Fail Rouse Check while at Hunger 5	4

### Frenzy

Friend killed, Physical provocation or harassment, Insulted by inferior, Public humiliation	2
Lover or Touchstone hurt	3
Lover or Touchstone killed	4

### Terror Frenzy

Bonfire, Being burned	2
Inside a burning building, Obscured sunlight (through window)	3
Fully exposed to direct sunlight	4

## CHARACTER

### Attributes and Skills

<b>Strength</b>	<b>Charisma</b>	<b>Intelligence</b>
<b>Dexterity</b>	<b>Manipulation</b>	<b>Wits</b>
<b>Stamina</b>	<b>Composure</b>	<b>Resolve</b>
<i>Athletics</i>	<i>Animal Ken</i>	<i>Academics</i>
<i>Brawl</i>	<i>Etiquette</i>	<i>Awareness</i>
<i>Craft</i>	<i>Insight</i>	<i>Finance</i>
<i>Drive</i>	<i>Intimidation</i>	<i>Investigation</i>
<i>Firearms</i>	<i>Leadership</i>	<i>Medicine</i>
<i>Larceny</i>	<i>Performance</i>	<i>Occult</i>
<i>Melee</i>	<i>Persuasion</i>	<i>Politics</i>
<i>Stealth</i>	<i>Streetwise</i>	<i>Science</i>
<i>Survival</i>	<i>Subterfuge</i>	<i>Technology</i>

### Humanity / Bonus to frenzy / Torpor Length

<b>Humanity 9</b>	3	3 days
<b>Humanity 8</b>	2	1 week
<b>Humanity 7</b>	2	2 weeks
<b>Humanity 6</b>	2	1 month
<b>Humanity 5</b>	1	1 year
<b>Humanity 4</b>	1	10 years
<b>Humanity 3</b>	1	50 years
<b>Humanity 2</b>	0	100 years
<b>Humanity 1</b>	0	500 years

### Experience Cost

<b>Increase Attribute</b>	New level x 5
<b>Clan Discipline</b>	
<b>Increase Skill</b>	New level x 3
<b>New Specialty</b>	3
<b>Other Discipline</b>	New level x 7
<b>Caitiff Discipline</b>	New level x 6
<b>Blood Sorcery Ritual</b>	Ritual level x 3
<b>Thin-Blood Formula</b>	Formula level x 3
<b>Advantage</b>	3 per dot
<b>Blood Potency</b>	New level x 10