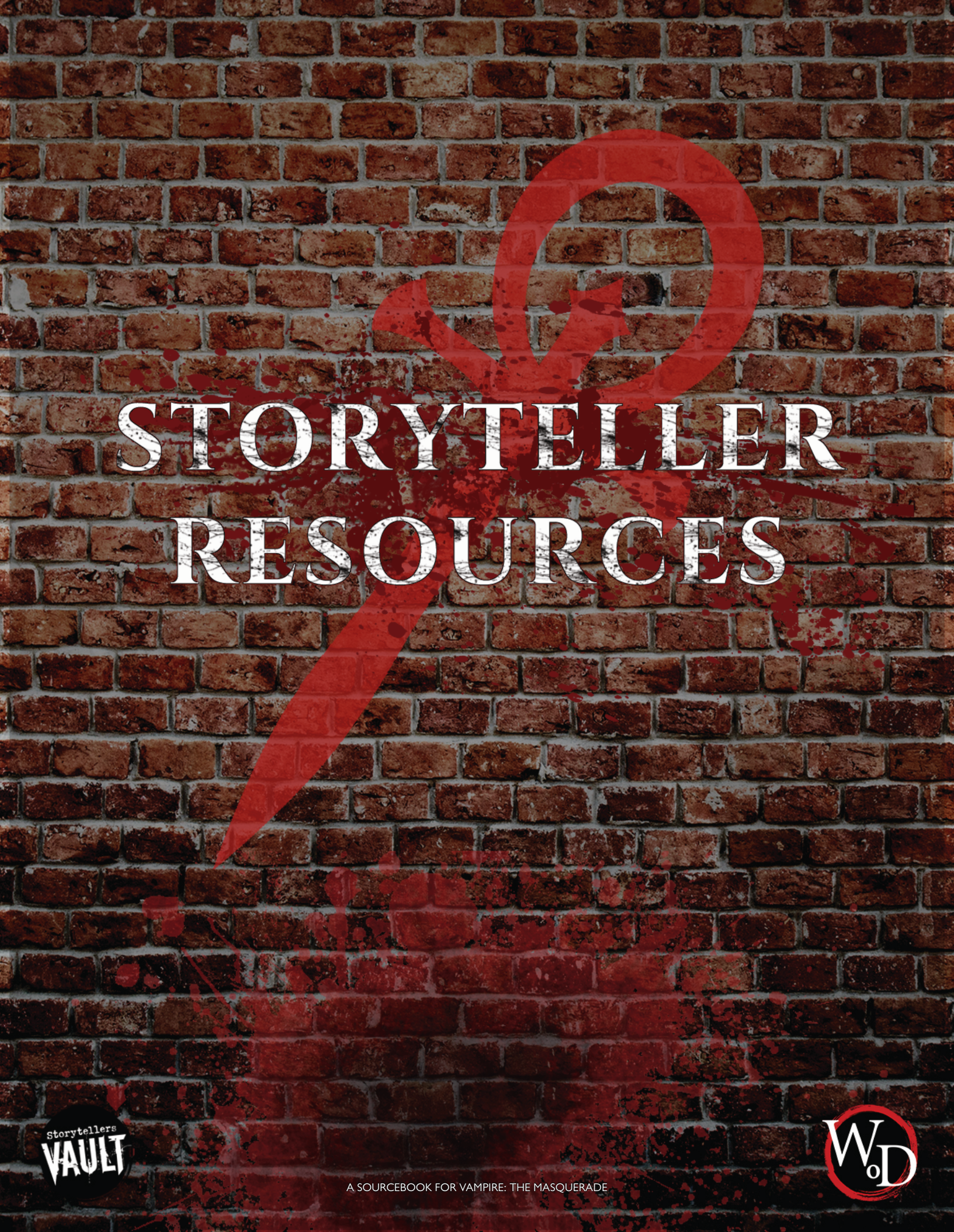

STORYTELLER
RESOURCES
Storytellers
VAULT
A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE
WoD

VAMPIRE

THE MASQUERADE

GEHENNA GAMING

Storyteller Resources

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TABLE OF CONTENTS

Tabletop RPG Consent Checklist 4

Character Creation 6

Backgrounds 7

Banes & Compulsions 8

Frenzy & Compulsions 10

Temperaments, Resonances & Predator Types 11

Physical Combat 12

Social Combat 13

Diablerie 14

Relationship Map 15

Character Tracker 16

Coterie Tracker 17

Disciplines 18

Rituals 24

Ceremonies 27

Loresheets & Bloodlines 28

Tabletop RPG Consent Checklist

The game you are about to participate in may include sensitive themes, including violence, romance, and socio-political strife. It is important that everyone enters the game with the same expectations. Everyone's comfort levels are different, and this form provides a baseline of the players' collective comfort level, so we can maximize the fun. What is totally fine for the GM may be totally off-limits for you, even in a game that explores terror and fear. This is exactly why it is so important to have an agreement with the GM and the group what is and what is not okay to include in-game.

Please be honest with your answers, and feel free to reach out to let the GM know if this may not be the game for you.

This consent form was created by Gehenna Gaming and inspired by the "Consent in Gaming" checklist by Monte Cook Games.

This first section is intended to be filled out by the Gamemaster prior to handing out to the players.

NAME OF THE SCENARIO:

GAME SYSTEM:

TONE OF THE SCENARIO:

GAME DESCRIPTION:

NAME OF THE GAMEMASTER:

GAMEMASTER CONTACT INFO:

PLAYER, ARE YOU ON-BOARD WITH THIS PREMISE AND THEME(S)?

☐ Yes ☐ No

How to Use This Form

This checklist uses a "red/yellow/green" system to illustrate your comfort level with the related themes and plot elements in the game. Keep in mind not all themes will be used, but this provides the Gamemaster with a baseline to stop the scene or fade to black should those topics be broached by another player, not just from their story.

GREEN: Full consent;no further discussion needed.

YELLOW: Partial consent; please confirm level of comfort/details before play begins.

RED: No Consent; Do not include in the story/Pause game if introduced by another PC.

IF THIS GAME WERE A MOVIE, WHAT RATING WOULD YOU WANT IT TO HAVE?

☐ G ☐ PG ☐ PG-13 ☐ R ☐ NC-17

Mental and Physical Conditions

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Death/Loss of Loved Ones	☐ ☐ ☐	☐ ☐ ☐
Mental Illness (Portrayal of)	☐ ☐ ☐	☐ ☐ ☐
Natural Disasters	☐ ☐ ☐	☐ ☐ ☐
Paralysis	☐ ☐ ☐	☐ ☐ ☐
Police Aggression	☐ ☐ ☐	☐ ☐ ☐
Pregnancy/Miscarriage/ Termination	☐ ☐ ☐	☐ ☐ ☐
Self-Harm	☐ ☐ ☐	☐ ☐ ☐
Severe Illness	☐ ☐ ☐	☐ ☐ ☐
Starvation	☐ ☐ ☐	☐ ☐ ☐
Torture	☐ ☐ ☐	☐ ☐ ☐

NOTES:

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Socio-Political Issues

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Ableism	☐ ☐ ☐	☐ ☐ ☐
Human Trafficking	☐ ☐ ☐	☐ ☐ ☐
LGBTQIA+ bigotry	☐ ☐ ☐	☐ ☐ ☐
Political bigotry	☐ ☐ ☐	☐ ☐ ☐
Racism	☐ ☐ ☐	☐ ☐ ☐
Religious bigotry	☐ ☐ ☐	☐ ☐ ☐
Sexism	☐ ☐ ☐	☐ ☐ ☐

NOTES:

Horror

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Body Horror (Blood, Gore, Mutation, etc.)	☐ ☐ ☐	☐ ☐ ☐
Creepy Crawlies (Bugs, Worms, Etc.)	☐ ☐ ☐	☐ ☐ ☐
Graphic scenes of death	☐ ☐ ☐	☐ ☐ ☐
Harm to animals	☐ ☐ ☐	☐ ☐ ☐
Harm to children	☐ ☐ ☐	☐ ☐ ☐
Illusions (Altering of "Reality")	☐ ☐ ☐	☐ ☐ ☐
Mind Control (loss of player agency)	☐ ☐ ☐	☐ ☐ ☐
Monsters (Demons, Zombies, Eldritch Horrors, Etc.)	☐ ☐ ☐	☐ ☐ ☐
Occult (Spiritual / Religious / cult themes)	☐ ☐ ☐	☐ ☐ ☐
Paranoia	☐ ☐ ☐	☐ ☐ ☐
Scary/terrifying/spooky atmosphere	☐ ☐ ☐	☐ ☐ ☐
Spiders	☐ ☐ ☐	☐ ☐ ☐
Stalking / kidnapping	☐ ☐ ☐	☐ ☐ ☐

PHOBIAS:

NOTES:

Interpersonal Relationships

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Romance between PCs	☐ ☐ ☐	☐ ☐ ☐
Romance between PCs and NPCs	☐ ☐ ☐	☐ ☐ ☐
Sex between PCs (w/ Fade to Black)	☐ ☐ ☐	☐ ☐ ☐
Sex between PCs and NPCs (w/ Fade to Black)	☐ ☐ ☐	☐ ☐ ☐
Violence between PCs	☐ ☐ ☐	☐ ☐ ☐
Betrayal between PCs	☐ ☐ ☐	☐ ☐ ☐
Betrayal between PCs & NPCs	☐ ☐ ☐	☐ ☐ ☐
Emotional Abuse (Gaslighting)	☐ ☐ ☐	☐ ☐ ☐
Physical abuse	☐ ☐ ☐	☐ ☐ ☐
Sexual abuse	☐ ☐ ☐	☐ ☐ ☐

NOTES:

ADDITIONAL TOPICS NOT COVERED:

DO YOU WANT THE GAMEMASTER TO FOLLOW UP PRIVATELY TO CLARIFY ANY OF YOUR RESPONSES?

☐ Yes ☐ No

CONTACT INFO:

Streaming Consent

(Disregard for private games)

DO YOU CONSENT TO YOUR LIKENESS BEING RECORDED AND USED FOR MARKETING/PROMOTIONAL ACTIVITIES FOR THIS GAME SESSION?

☐ Yes ☐ No

NAME:

SIGNATURE: _____

GEHENNA GAMING

CHARACTER CREATION

Concept

Determine who your character is and was in life. Did your profession define you? Were you a Jack-of-all-Trades? How old were you when you were embraced, what did you do for a living, and what were your defining characteristics and hobbies?

Primary & Secondary Attributes

Best Attribute: 4 Dots; **Three Attributes:** 3 Dots each; **Four Attributes:** 2 Dots each; and **Worst Attribute** 1 Dot.

Health: Stamina + 3; **Willpower:** Resolve + Composure; **Humanity:** 7 Dots

Skills

First, pick your allotment method: Backstory *or* Skill Distribution.

BACKSTORY

- **PROFESSION SKILLS:** Two at 3 Dots; two at 2 Dots; select a specialty in one of these four profession skills.
- **LIFE EVENT SKILLS:** One at 3 Dots; one at 2 Dots.
- **LEISURE SKILLS:** Three at 1 Dot.
- **EXTRA SKILLS (pick one):** Specialist - Either one at 4 Dots; *or* Generalist - two at 2 Dots and four at 1 Dot.

SKILL DISTRIBUTION (PICK ONE)

Once you have chosen your Skill Distribution, choose one free specialty.

- **JACK OF ALL TRADES:** One Skill at 3 Dots; eight Skills at 2 Dots; ten Skills at 1 Dot.
- **BALANCED:** Three Skills at 3 Dots; five Skills at 2 Dots; seven Skills at 1 Dot.
- **SPECIALIST:** One Skill at 4 Dots; three Skills at 3 Dots; three Skills at 2 Dots; three Skills at 1 Dot.

Specialties can be applied only to skills with at least one Dot level. For Academics, Craft, Performance, and Science, if you have at least one Dot level, add one free specialty to that skill.

Clan

Pick the clan that embraced you and write down your three clan Disciplines (see **Vampire: The Masquereade** p.63-113 and its sourcebooks).

DISCIPLINES Choose two clan Disciplines, put 2 Dots in one and 1 Dot in the other. For Caitiffs, choose any two Disciplines. Thin-bloods have no clan Disciplines.

Predator Type

Pick a Predator Type (see **Vampire: The Masquerade**, p. 175 and its sourcebooks).

- Add one listed specialty to a skill (if you do not have any dots in the skills listed, add 1 dot to one of them and do not add a Specialty)
- Add 1 Dot to a listed Discipline
- Add the associated Advantages and Flaws
- Adjust your Humanity as necessary

Advantages

Spend 7 points on Advantages and 2 points on Flaws (see **Vampire: The Masquerade, p. 179-194**). Thin-bloods may only choose Backgrounds and Thin-Blood Merits/Flaws.

Touchstones & Convictions

Select 1-3Touchstones and an associated Conviction. Touchstones must be a mortal who is still alive and is important to your character in some way.

Generation & Blood Potency

Together with the Storyteller and other players, decide if your coterie are:

- **Childer:** Embraced within the last 15 years; 14th, 15th, or 16th Generation (thin-bloods): Blood Potency 0;
  or
  12th or 13th Generation: Blood Potency 1
- **Neonates:** Embraced between 1940 and a decade ago; 12th or 13th Generation: Blood Potency 1; Gain 15 exp.
- **Ancillae:** Embraced between 1780 and 1940; 10th or 11th Generation: Blood Potency 2; Gain 2 points of Advantages; Gain 2 points of Flaws; Subtract 1 Humanity; Gain 35 exp

GEHENNA GAMING

BACKGROUNDS

- You may buy dot levels out of order, but they don't automatically confer benefits from lower levels.
- You may distribute remaining dots into Coterie backgrounds.

Haven

PLACE OF REST DURING DAYLIGHT HOURS

BASE SIZE, SECURITY, OR PRIVACY

SMALL	•	NO HAVEN
GOOD	••	
VERY LARGE	•••	

After the base rating, you may purchase additional Merits and Flaws.

HIDDEN ARMORY	•	CREEPY	•
CELL	•	HAUNTED	•
WATCHMEN	•	COMPROMISED	••
LABORATORY	•		
LIBRARY	•		
LOCATION	•		
LUXURY	•		
POSTERN	•		
SECURITY SYSTEM	•		
SURGERY	•		
WARDING	•		

Mawla & Adversary

MENTORS WHO ASSIST AND ENEMIES WHO OBSTRUCT

RANK

NEONATE	•
ANCILLA	••
ELDER	•••
PRIMOGEN OR COUNCIL MEMBER	••••
PRINCE OR BARON	•••••

Adversaries (Flaw) cost 2 fewer dots.

Allies & Enemies

CLOSE MORTALS WHO HELP OR HINDER YOU

Pool Effectiveness + Reliability (Max 6 per ally).

EFFECTIVENESS		RELIABILITY
WEAK MORTAL	•	½ THE TIME
AVERAGE MORTAL	••	1-10 HOURS (ROLL)
GIFTED MORTAL	•••	AS SOON AS POSSIBLE
DEADLY MORTAL	••••	

Enemies (Flaw) cost 2 fewer dots of Effectiveness.

Reliability for enemies is always at the Storyteller's discretion.

Resources

ASSETS, WEALTH, AND ECONOMIC STATUS

CLASS

PORTFOLIO PROLETARIAT	•	DESTITUTE
MIDDLE CLASS	••	
RICH	•••	
WEALTHY	••••	
ULTRA RICH	•••••	

Contacts

INFORMANTS WHO REQUEST FAVORS IN RETURN

INFORMATION VALUE

CHEAP OR COMMON (RESOURCES 1)	•
USEFUL (RESOURCES 2)	••
EXPENSIVE OR DIFFICULT (RESOURCES 4)	•••

Herd

GROUPS OF MORTALS YOU PREY ON

SIZE

1-3 VESSELS	•	
4-7 VESSELS	••	OBVIOUS PREDATOR
7-15 VESSELS	•••	
16-30 VESSELS	••••	
30-60 VESSELS	•••••	

Retainers

MORTALS BOUND TO YOUR WILL

EFFICACY

UNDERWHELMING RETAINER	•	STALKERS
GHOUL, SERVANT, OR THRALL	••	
COMPETENT RETAINER	•••	

Fame & Infamy

REPUTATION AMONG MORTALS

FAME		INFAMY
SELECT SUBCULTURE	•	BAD REPUTATION
LOCAL CELEBRITY	••	DIRE TRANSGRESSION
NATIONAL	•••	
FIELD OR SOCIAL TREND	••••	
GLOBAL	•••••	

Dark Secret (Flaw) equals one fewer dots of **Infamy (Flaw)**.

The first dot of **Infamy** also provides one dot as a **Dark Secret**.

Influence

CAPACITY TO MANIPULATE MORTAL COMMUNITIES

LEVEL OF SUPPORT

WELL-CONNECTED	•	DISLIKED
INFLUENTIAL	••	DESPISED
ENTRENCHED	•••	
POWERFUL	••••	
DOMINANT	•••••	

Status

REPUTATION AMONG VAMPIRES

REKNOWN

KNOWN	•	SUSPECT
RESPECTED	••	SHUNNED
INFLUENTIAL	•••	
POWERFUL	••••	
LUMINARY	•••••	

Loresheet

TIES TO THE WORLD OF DARKNESS

Please see indivual Loresheets for costs.

Mask

YOUR FALSE IDENTITY'S DURABILITY

SOUNDNESS

STATE OR PROVINCE CHECK	•	KNOWN CORPSE
NATIONAL CHECK	••	KNOWN BLANKBODY

At the 2-dot advantage, you may also purchase the following.

ZEROED	•
COBBLER	•

GEHENNA GAMING

BANES & COMPULSIONS

CLAN	BANE	COMPULSION
 Banu Haqim	**THIRST** **Penalty:** When slaking at least 1 Hunger level with vitae, make a hunger frenzy test at Difficulty 2 + Bane severity.	**JUDGMENT** **Fixation:** Punish transgressors of your creed. **Penalty:** -3 dice to all rolls except Compulsion **Resolution:** Scene ends or slake 1 Hunger from someone who acts against one of your Convictions.
 Brujah	**RAGE** **Penalty:** When resisting fury frenzy, subtract dice equal to your Bane Severity. Dice pool may not drop below one die.	**REBELLION** **Fixation:** Go against the status quo in the scene. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Change someone's mind or do something unexpected.
 Gangrel	**ANIMAL FEATURES** **Penalty:** When frenzying, gain a number of animal features equal to your Bane Severity, reducing one Attribute per feature by 1 point for two two nights. Riding the Wave manifests only one animal feature.	**FERAL IMPULSES** **Fixation:** Return to an animalistic state. **Penalty:** -3 dice to all rolls involving Manipulation and Intelligence **Resolution:** Scene ends.
 Hecata	**PAINFUL BITE** **Penalty:** When drinking from a victim, you may only take harmful drinks. Willing victims must succeed at Stamina + Resolve test against 2 + your Bane Severity. Vampire victims must test for terror frenzy Difficulty 3.	**MORBIDITY** **Fixation:** Study others for signs of death. **Penalty:** -3 dice to all rolls except Compulsion **Resolution:** Scene ends or predict or determine the cause of someone's death without supernatural assistance.
 Lasombra	**TECHNOLOGY** **Penalty:** When using modern technology, make a Technology test at 2 + your Bane Severity. When avoiding electronic detection systems, subtract dice equal to your Bane Severity.	**RUTHLESSNESS** **Fixation:** Succeed at retrying a failed action. **Penalty:** -2 dice to all rolls after the next failed action **Resolution:** Succeed at a future attempt to accomplish the failed action.
 Malkavian	**DERANGEMENT** **Penalty:** When suffering a Bestial Failure or Compulsion, reduce one category of dice pools (Physical, Social, or Mental) by a number of dice equal to your Bane Severity for one scene. Stacks with Compulsion penalties.	**DELUSION** **Fixation:** Receive extrasensory perceptions. **Penalty:** -2 dice to resist terror frenzy and on rolls involving Dexterity, Manipulation, Composure, and Wits **Resolution:** Scene ends.

CONSEQUENCES & MESSY CRITICALS

- On a Messy Critical (Hunger Dice 10 on a critical win), the Beast acts out, and the Storyteller and player work together to decide a negative consequence.
- Players cannot achieve messy criticals on Willpower or Humanity rolls.



COMPULSIONS & BESTIAL FAILURES

- On a Bestial Failure (Hunger Dice 1 on a failed roll), players must act out a Compulsion.
- Choose one Compulsion or roll on the table.
- Players cannot spend Willpower to ignore compulsions.
- Storytellers may restore Willpower as a reward for good roleplay.



GEHENNA GAMING

CLAN	BANE	COMPULSION
 **Ministry**	**LIGHT** **Penalty:** When exposed to direct illumination, reduce your dice pool by a number of dice equal to your Bane Severity. When taking Aggravated damage from sunlight, add your Bane Severity.	**TRANSGRESSION** **Fixation:** Tempt others to sin against their beliefs. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Persuade someone to break a Chronicle Tenet or personal Conviction and cause a Stain.
 **Nosferatu**	**HIDEOUSNESS** **Penalty:** When disguising yourself as non-deformed, reduce your dice pool by a number of dice equal to your Bane Severity. At character creation, take the Repulsive Flaw (-2). Rating in the Looks Merit cannot be increased.	**CRYPTOPHILIA** **Fixation:** Learn a secret. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Learn a useful secret.
 **Ravnos**	**DOOM** **Penalty:** When slumbering in the same place (within one mile) more than once in seven nights, roll a number of dice equal to your Bane Severity and receive Aggravated damage equal to the number of 10s rolled. At character creation, you may not take the No Haven Flaw.	**TEMPTING FATE** **Fixation:** Attempt the most dangerous solution. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Problem is solved or becomes impossible to solve.
 **Salubri**	**ENTICING BLOOD** **Penalty:** When another vampire feeds on you, consuming enough to fill one Hunger level requires a hunger frenzy test at 2 + your Bane Severity (3 + your Bane for Banu Haqim). On a failure, they keep drinking your vitae. When activating Disciplines, your third eye opens and triggers a hunger frenzy test for nearby vampires at Hunger level 4 or more.	**AFFECTIVE EMPATHY** **Fixation:** Empathize with someone in the scene and attempt to resolve their problem. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Scene ends, burden is eased, or another crisis supercedes it.
 **Toreador**	**DESIRE** **Penalty:** When in less than beautiful surroundings, reduce your Discipline dice pool by a number equal to your Bane Severity.	**OBSESSION** **Fixation:** Experience a beautiful object. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Scene ends or beautiful object cannot be perceived anymore.
 **Tremere**	**WEAK BOND** **Penalty:** When using the Blood Bond on ghouls and mortals, your vitae must be drunk an additional number of times equal to your Bane Severity.	**PERFECTIONISM** **Fixation:** Accomplish a task perfectly. **Penalty:** -2 dice to all dice pools, -1 dice to a repeated action, no penalty to an action repeated twice **Resolution:** Scene ends or score a critical win on a Skill roll.
 **Tzimisce**	**GROUNDING** **Penalty:** When daysleeping, surround yourself with a clearly defined and limited charge or, on waking the following night, suffer Aggravated Willpower damage equal to your Bane Severity.	**COVETOUSNESS** **Fixation:** Possess something in the scene. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Establish ownership or realize that object is unattainable.
 **Ventrue**	**PREFERENCE** **Penalty:** When feeding from anything but your preferred victim, you must spend Willpower points equal to your Bane Severity. You may sense whether a mortal satisfies your requirement with a Resolve + Awareness test (Difficulty 4).	**ARROGANCE** **Fixation:** Command a situation. **Penalty:** -2 dice to all dice pools not involving leadership **Resolution:** Convince someone to obey an order without supernatural assistance.



GEHENNA GAMING

Frenzy

Resist

DICE POOL Willpower + 1/3 Humanity (rounded down)
WIN Resist successfully but spend a turn to suppress the impulse.
CRITICAL WIN Resist without losing a turn.

Ride the Wave

Intentionally succumb to frenzy but maintain control of your character. Use frenzy rules as normal.

Mechanics

CONTROL Storyteller controls your character. Ignore further frenzy tests and compulsions.
HEALTH Ignore most Health-based penalties.
DISCIPLINES Use only Physical Disciplines. When targeted by a Discipline power, add +3 dice to your resistance pools or add +2 to the Difficulty (if no resistance pool).
WILLPOWER Spend 1 Willpower to assume control of your character for a single Turn. Do not use Willpower to re-roll dice.
RESOLUTION Goal is achieved at any cost, or the scene ends.

Compulsions

COMPULSION
HUNGER **Roll:** 1-3 **Fixation:** Feed on blood. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Slake 1 Hunger level.
DOMINANCE **Roll:** 4-5 **Fixation:** Exert dominance or superiority. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Win and gloat.
HARM **Roll:** 6-7 **Fixation:** Harm a target person or object. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Destroy, incapacitate, or drive away target.
PARANOIA **Roll:** 8-9 **Fixation:** Disengage from suspected threat. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Spend 1 hour in a safe spot.
CLAN COMPULSIONS **Roll:** 10 (See Clan Banes & Compulsions table.)

TERROR

GOAL Flee from danger.
TRIGGERS Danger, Rötschreck, sunlight, open flames, grave damage to the body
RESOLUTION You no longer perceive danger, or the scene ends.
DIFFICULTIES
2 — Bonfire
3 — Inside a burning building
2 — Being burned
3 — Obscured sunlight
4 — Direct sunlight

FURY

GOAL Destroy the source.
TRIGGERS Provocation, insults, humiliation, or aggression
RESOLUTION Destroy the object of your fury. After you're successful, make a Willpower test (Difficulty 3 or 5) if other enemies remain standing.
DIFFICULTIES
2 — Friend killed
3 — Lover or Touchstone hurt
4 — Lover or Touchstone killed
2 — Physical provocation
2 — Insulted by inferior
2 — Public humiliation

HUNGER

GOAL Drink fresh human blood.
TRIGGERS Temptation, Rouse Check fail at Hunger 5
RESOLUTION Reach Hunger 1 or below.
DIFFICULTIES
2 — Sight of open wound or overpowering smell of blood while at Hunger 4 or higher
3 — Taste of blood while at Hunger 4 or higher
4 — Fail Rouse Check while at Hunger 5

GEHENNA GAMING

Temperaments

- All blood has a resonance and temperament.
- Roleplay can change resonances and temperaments.
- Storytellers may require specific Resonances to gain dots in Disciplines.

Resonances

RESONANCE	EMOTION & CONDITION	DISCIPLINES
Animal	beastliness, inhumanity	Animalism, Protean
Choleric	anger, violence, passion, envy	Celerity, Potence
Melancholy	depression, fear, intellectualism	Fortitude, Obfuscate
Phlegmatic	sloth, apathy, calm, sentiment	Auspex, Dominate
Sanguine	arousal, happiness, activity	Blood Sorcery, Presence
Empty	none	Oblivion

Predator Types

TYPE	SUGGESTED DICE POOLS	SKILL SPECIALTIES
Alleycat	Strength + Brawl, Wits + Streetwise	Intimidation (Stickups) Brawl (Grappling)
Bagger	Intelligence + Streetwise	Larceny (Lockpicking) Streetwise (Black Market)
Blood Leach	Storyteller Discretion	Brawl (Kindred) Stealth (Against Kindred)
Cleaver	Manipulation + Subterfuge	Persuasion (Gaslighting) Subterfuge (Coverups)
Consensualist	Manipulation + Persuasion	Medicine (Phlebotomy) Persuasion (Vessels)
Extortionist	Strength *or* Manipulation + Intimidation	Intimidation (Coercion) Larceny (Security)
Farmer	Composure + Animal Ken	Animal Ken (Specific Animal) Survival (Hunting)
Graverobber	Resolve + Medicine Manipulation + Insight	Occult (Grave Rituals) Medicine (Cadavers)
Osiris	Manipulation + Persuasion Intimidation + Fame	Occult (*specific tradition*) Performance (*specific entertainment field*)
Roadside Killer	None Listed	Survival (The Road) Investigation (Vampire Cant)
Sandman	Dexterity + Stealth	Medicine (Anesthetics) Stealth (Break-in)
Scene-Queen	Manipulation + Persuasion	Etiquette (*specific scene*) Leadership (*specific scene*) Streetwise (*specific scene*)
Siren	Charisma + Subterfuge	Persuasion (Seduction) Subterfuge (Seduction)

FLEETING

Momentary emotions

- **Useful for Thin-Blood Alchemy**

INTENSE

Habitual behaviors

- **+1 Die to Resonance Discipline**
- **Intense temperament bonuses last until drinking new blood or reaching Hunger 5.**

ACUTE

Dyscrasias

- **+1 Die to Resonance Discipline and a dyscrasia bonus**
- **Dyscrasia bonuses last until drinking new blood or reaching Hunger 5.**
- **To obtain a dyscrasia, the vampire must completely drain the victim or drink from them for three consecutive night.**
- **Sample Dyscrasias (Vampire: The Masquerade p. 230-231)**



GEHENNA GAMING

Physical Combat

Initiative

RATING Composure + Awareness
ORDER Highest first; players before SPCs; vampires before mortals; roll a die to break ties.
PASS First to pass goes to the end of initiative for the rest of combat; next to pass goes one turn before that character, and so on.

Surprise Attacks

CONFLICT POOL Dexterity + Stealth vs. best opposing Wits + Awareness
DIFFICULTY First successful surprise attack should be against static Difficulty 1

Close Combat

CONFLICT POOLS

- **Unarmed attacks:** Strength + Brawl
- **One-handed melee weapons:** Dexterity + Melee
- **Two-handed melee weapons:** Strength + Melee
- **Dodge:** Dexterity + Athletics
- **Block:** Opposed rolls using the same dice pool

LONGER REACH BONUS +1 bonus die on the first round of combat

GRAPPLING

EFFECT Success restrains opponent and prevents movement and engaging other opponents.
CONFLICT POOL Strength + Brawl
NEXT ROUND RESOLUTION
Target may end grapple with Strength + Brawl contest and move freely the next round on a success. If target loses, grappler may

- Apply margin of success as normal attack damage.
- Bite target for two Aggravated damage (no bite penalty).

Ranged Combat

CONFLICT POOLS

- **Standard attacks:** Composure + Firearms
- **Sniper attacks:** Resolve + Firearms
- **Quickdraw attacks:** Dexterity + Firearms
- **Thrown weapons:** Dexterity + Athletics
- **Close Combat:** Strength + Firearms (no cover penalty)

ALL-OUT ATTACK Attacker gains +1 damage bonus but cannot defend against any attacks, or attacker completely empties a ranged weapon.
ALL-OUT DEFENSE Defender gains +1 bonus die to all defense rolls this turn but cannot take other actions.
EFFECTIVE RANGE PENALTY -2 dice
CLOSE COMBAT PENALTY -2 dice to target someone outside the close combat as well as -2 for firearms larger than a pistol
AMMUNITION RELOAD PENALTY Reload after 2-3 attacks. Reloading is a minor action (-2 dice).
SUPERIOR FIREPOWER/AMMUNITION BONUS +1 bonus die
DEFENSE CONFLICT POOL Dexterity + Athletics + cover modifier. Stationary targets have a static Difficulty 1.

COVER	DICE MODIFIER
No cover	-2
Concealment only	-1
Hard cover	+/-0
Entrenchment	+1
Murder hole	+2

CALLED SHOTS

EFFECT Success directs an attack at a specific part of the target for less damage or non-lethal incapacitation. Required for vampire decapitation and staking. Effect should be distinct from adding more damage.
BEFORE TEST Attacker declares action and target.
AFTER TEST Storyteller subtracts successes depending on nature of the target.

Crippling Injuries

TABLE ROLL (Impaired Characters) 1d10 + current Aggravated Damage (table on **Vampire: The Masquerade** p. 303)

Criticals in Combat

CRITICAL Nameless mortal opponent is incapacitated.
MESSY CRITICAL Nameless mortal opponent dies.

GEHENNA GAMING

Social Combat

Setup

SYSTEM Three Rounds and Out *or* One-Roll Conflict
STAKES Outline consequences for the winner and loser of Social Combat ahead of time.
REQUIREMENTS An opponent who actively doesn't want you to succeed and attempts to defeat you on equal ground. Other social actions are resolved as normal.

Initiative

RATING Wits *or* Manipulation + Etiquette
ORDER Highest first; players before SPCs; vampires before mortals; roll a die to break ties.
PASS First to pass goes to the end of initiative for the rest of combat; next to pass goes one turn before that character, and so on.

Mechanics

SYSTEM Roll respective dice pools based on conflict type, arena, and audience.
CONCESSION Combatants may concede before pools are rolled to avoid damage.
DAMAGE Winner counts their total successes and subtracts opponent's total successes. Apply the difference as damage to the loser's Willpower. If an audience is present, apply a damage modifier.

AUDIENCE OR WITNESS	EXTRA WILLPOWER DAMAGE
Opponents only	+0
Your coterie	+1
Kindred whose opinions you value for themselves	+2
Socially important figures or another serious rival besides your current opponent	+3
The Prince, Baron, or another powerful figure	+4

Longterm Conflict

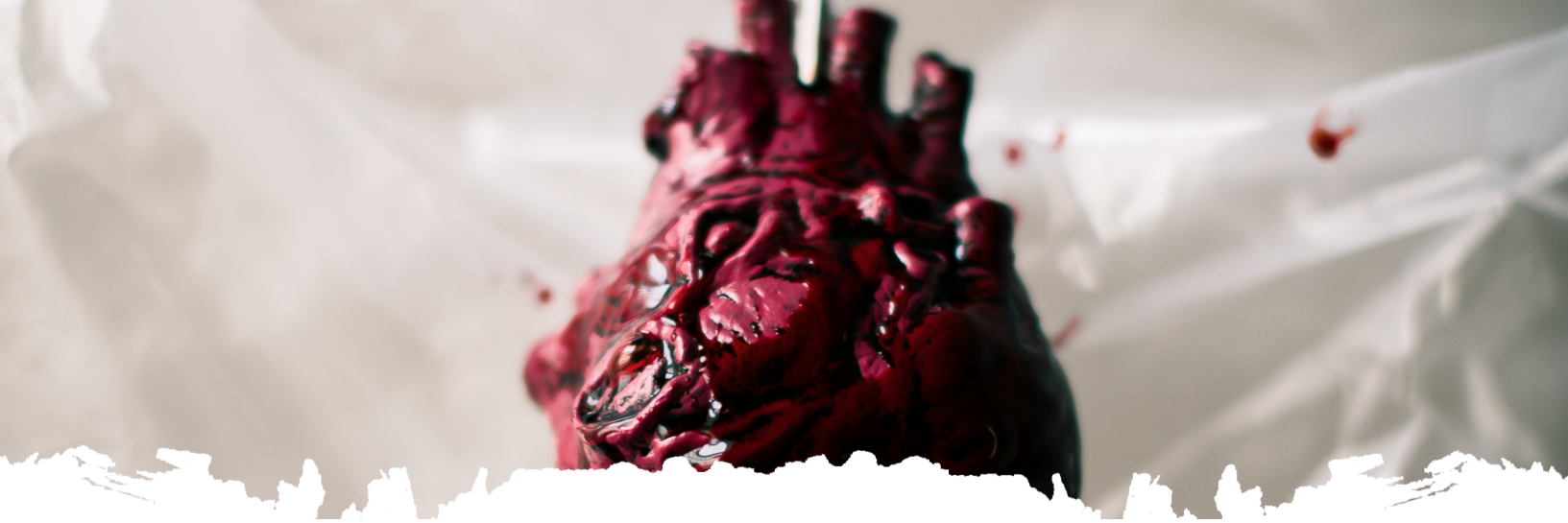
SYSTEM Count the most successes over three rounds or take the best two out of three rounds.
DAMAGE Tracking Willpower damage is optional in longterm conflict.

Resolution

END One party concedes defeat, becomes Impaired, or fills their Willpower tracker with Aggravated damage.
CONSEQUENCES Winner achieves stakes agreed to at the beginning of conflict by Storyteller and players. Loser may incur additional penalties in interactions with the winner.

GEHENNA GAMING





DIABLERIE

Begin

1. For one Scene, immobilize your target and drain their Blood.
2. Make a **Strength + Resolve** test (Difficulty 3) for each point of your target's Blood Potency; each test takes one turn.

Succeed at All Tests

Lose 1 point of Humanity.
Roll contest.
Your **Humanity + Blood Potency**
vs.
Target's **Resolve + Blood Potency**

Fail One or More Tests

The target's spark fades, and you may not continue the Diablerie.

Regardless of Outcome

Every counted Success awards **5 XP** to spend on

- Increasing Blood Potency (up to target's maximum).
- Disciplines known by the target.

Succeed at the Diablerie

Decrease generation by 1 if your target was of a lower generation.

Fail the Contest

Subtract your total successes from your target's successes. Lose Humanity equal to the difference.

Aftermath

Auspex users see black veins in your aura for at least a year.

Reach Humanity 0

Lose control of your body to your target. Your character becomes an SPC.

GEHENNA GAMING

RELATIONSHIP MAP

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ **SIRE:** _____

NOTES:

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ **SIRE:** _____

NOTES:

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ **SIRE:** _____

NOTES:

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ **SIRE:** _____

NOTES:

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ **SIRE:** _____

NOTES:

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ **SIRE:** _____

NOTES:

GEHENNA GAMING

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

CHARACTER NAME / PRONOUNS:

_____

PLAYER NAME / PRONOUNS:

_____

CLAN: _____ **BANE SEVERITY:** ___

HUNGER: ☐☐☐☐☐

HEALTH: ☐☐☐☐☐ ☐☐☐☐☐

IMPAIRED: ☐ **STATUS:** _____

WILLPOWER: ☐☐☐☐☐ ☐☐☐☐☐

HUMANITY: ☐☐☐☐☐ ☐☐☐☐☐

INITIATIVE: **PHYSICAL** ___ | **SOCIAL** ___

NOTES:

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ BANE SEVERITY: ___

HUNGER: ☐☐☐☐☐

HEALTH: ☐☐☐☐☐ ☐☐☐☐☐

IMPAIRED: ☐ STATUS: _____

WILLPOWER: ☐☐☐☐☐ ☐☐☐☐☐

HUMANITY: ☐☐☐☐☐ ☐☐☐☐☐

INITIATIVE: PHYSICAL ___ | SOCIAL ___

NOTES:

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ BANE SEVERITY: ___

HUNGER: ☐☐☐☐☐

HEALTH: ☐☐☐☐☐ ☐☐☐☐☐

IMPAIRED: ☐ STATUS: _____

WILLPOWER: ☐☐☐☐☐ ☐☐☐☐☐

HUMANITY: ☐☐☐☐☐ ☐☐☐☐☐

INITIATIVE: PHYSICAL ___ | SOCIAL ___

NOTES:

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ BANE SEVERITY: ___

HUNGER: ☐☐☐☐☐

HEALTH: ☐☐☐☐☐ ☐☐☐☐☐

IMPAIRED: ☐ STATUS: _____

WILLPOWER: ☐☐☐☐☐ ☐☐☐☐☐

HUMANITY: ☐☐☐☐☐ ☐☐☐☐☐

INITIATIVE: PHYSICAL ___ | SOCIAL ___

NOTES:

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ BANE SEVERITY: ___

HUNGER: ☐☐☐☐☐

HEALTH: ☐☐☐☐☐ ☐☐☐☐☐

IMPAIRED: ☐ STATUS: _____

WILLPOWER: ☐☐☐☐☐ ☐☐☐☐☐

HUMANITY: ☐☐☐☐☐ ☐☐☐☐☐

INITIATIVE: PHYSICAL ___ | SOCIAL ___

NOTES:

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ BANE SEVERITY: ___

HUNGER: ☐☐☐☐☐

HEALTH: ☐☐☐☐☐ ☐☐☐☐☐

IMPAIRED: ☐ STATUS: _____

WILLPOWER: ☐☐☐☐☐ ☐☐☐☐☐

HUMANITY: ☐☐☐☐☐ ☐☐☐☐☐

INITIATIVE: PHYSICAL ___ | SOCIAL ___

NOTES:

VAMPIRE

THE MASQUERADE

Coterie Details

NAME: _____

TYPE: _____

Domain

CHASSE: ○○○○○

LIEN: ○○○○○

PORTILLON: ○○○○○

Backgrounds

Choose from the following Advantages & Flaws:

Adversary, Ally, Contacts, Enemy, Haven, Herd, Influence, Mask, Mawla, Resources, Retainers, *and* **Status**

As a group, you may purchase additional coterie Flaws in order to gain additional Advantages on a one-to-one basis.

BACKGROUND	ADVANTAGE | FLAW
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□

NOTES:

Chronicle

NAME: _____

CHRONICLE TENETS

Haven

NAME: _____

LOCATION: _____

DESCRIPTION:

BASE RATING: □ | ○○○

BACKGROUND	FLAW
Compromised	□□
Creepy	□
Haunted	□

BACKGROUND	ADVANTAGE
Cell (Requires Base 2+)	○○○○○
Hidden Armory	○○○○○
Holy Ground	○
Laboratory (Requires Base 2+)	○○○○○
Library (1 Dot Limit for Base 1)	○○○○○
Location	○○○○○
Luxury	○○○○○
Postern	○○○○○
Security System	○○○○○
Shrine	○○○
Surgery (Requires Base 2+)	○○○○○
Warding (Requires Occult 3+ or Blood Sorcery)	○○○○○
Watchmen	○○○○○

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Animalism

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Bond Famulus	1	Free	Charisma + Animal Ken			Only death breaks it	245 V5
Sense the Beast	1	Free	Resolve + Animalism	vs	Composure + Subterfuge	Passive	245 V5
Feral Whispers	2	✓				One Scene	245 V5
Atavism	2	✓	Composure + Animalism		Diff 1-4	Rounds by Margin	3 WT
The Eyes of Beasts	2 / Auspex 3	✓				Instant	148 FoL
Animal Succulence	3	✓				Passive	246 V5
Quell the Beast	3	✓	Charisma + Animalism	vs	Stamina + Resolve	One Scene + Margin	246 V5
Unliving Hive	3 / Obfuscate 2	Free				Passive	246 V5
Scent of Prey	3	✓	Resolve + Animalism			One Scene or Night (Crit)	47 S
Subsume the Spirit	4	✓	Manipulation + Animalism			One Scene/Permanent	247 V5
Animal Dominion	5	✓	Charisma + Animalism		Diff 3	One Scene	247 V5
Drawing Out the Beast	5	✓	Wits + Animalism	vs	Composure + Resolve	Fury Frenzy Duration	247 V5

Auspex

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Heightened Senses	1	Free	Wits & Resolve			Until Deactivated	249 V5
Sense The Unseen	1	Free	Wits OR Resolve + Auspex			Passive	249 V5
Premonition	2	✓	Resolve + Auspex			Passive	249 V5
Unerring Pursuit	2 / Dominate 1	✓	Resolve + Auspex		Diff 3 if vampire	One Night + Margin	46 S
Obeah	2 / Fortitude 1	✓+Will	Composure + Auspex		Diff 2		24 Co
Scry the Soul	3	✓	Intelligence + Auspex	vs	Composure + Subterfuge	One Turn	250 V5
Share the Senses	3	✓	Resolve + Auspex		Diff 3	One Scene	250 V5
Spirit's Touch	4	✓	Intelligence + Auspex	vs	Difficulty of the info sought	One Turn	250 V5
Clairvoyance	5	✓	Intelligence + Auspex	vs	Difficulty of the security of the area	Few minutes of info gathered	251 V5
Possession	5 / Dominate 3	✓✓	Resolve + Auspex	vs	Resolve + Intelligence	Until Ended Voluntary or involuntary	251 V5
Unburdening Bestial Soul	5 / Dominate 3 + Obeah	✓✓+1 Stain	Composure + Auspex	vs	Humanity	One session	24 Co

Blood Sorcery

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Corrosive Vitae	1	✓				N/A	272 V5
A Taste for Blood	1	Free	Resolve + Blood Sorcery			N/A	273 V5
Shape the Sanguine Sacrament	1	Free (or ✓)	Manipulation + Blood Sorcery			One Scene	3 WT
Extinguish Vitae	2	✓	Intelligence + Blood Sorcery	vs	Stamina + Composure	N/A	273 V5
Blood Potency	3	✓	Resolve + Blood Sorcery (Diff 2)	vs	Blood Potency	One Scene	273 V5

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Blood Sorcery

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Scorpion Touch	3	✓	Strength + Blood Sorcery	vs	Stamina + Occult OR Fortitude	Potent poison One scene	273 V5
Transitive Bond	3	✓				N/A	49 S
Theft of Vitae	4	✓	Wits + Blood Sorcery	vs	Wits + Occult	One Feeding	274 V5
Baal's Caress	5	✓+	Strength + Blood Sorcery	vs	Stamina + Occult OR Fortitude	Potent poison One scene	274 V5
Cauldron of Blood	5	✓ + 1 or more Stains	Resolve + Blood Sorcery	vs	Composure + Occult OR Fortitude	One Turn	274 V5
Reclamation of Vitae	5	1+ Stains				N/A	49 S

Celerity

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cat's Grace	1	Free				Passive	252 V5
Rapid Reflexes	1	Free				One Scene	253 V5
Fleetness	2	✓				One Scene	235 V5
Blink	3	✓	Dexterity + Athletics			One Turn	253 V5
Traversal	3	✓	Dexterity + Athletics			One Turn	253 V5
Unerring Aim	4 / Auspex 2	✓		vs	Mortal: Can't Avoid | Kindred: Celerity 5 - ✓	Single Attack	254 V5
Draught of Elegance	4	✓				One Night	254 V5
Lightning Strike	5	✓		vs	Mortal: Can't Avoid | Kindred: Celerity 5 - ✓	Single Attack	254 V5
Split Second	5	✓					254 V5

Dominate

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cloud Memory	1	Free	Charisma + Dominate	vs	Wits + Resolve	Indefinite	256 V5
Compel	1	Free	Charisma + Dominate	vs	Intelligence + Resolve	No more than single target	256 V5
Mesmerize	2	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Until Command is carried out	256 V5
Demention	2 / Obfuscate 2	✓	Manipulation + Dominate	vs	Composure + Intelligence	One Scene	256 V5
Domitor's Favor	2	✓				One Month	25 Co
Slavish Devotion	2 / Presence 1					Passive	104 CBG
Forgetful Mind	3	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Indefinite	257 V5
Submerged Directive	3	✓			Storyteller rolls for success in secret	Passive	257 V5
Ancestral Dominion	4 / Blood Sorcery 3	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Until action is taken or scene ends	104 CBG
Rationalize	4	Free			Wits + Awareness (Diff 5)	Indefinite	257 V5
Tabula Rasa	4	✓✓	Resolve + Dominate (Extended)	vs	Composure + Resolve	Permanent	47 S
Mass Manipulation	5	✓				Passive	257 V5
Terminal Decree	5					Passive	257 V5

GEHENNA GAMING

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Fortitude

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Resilience	1	Free				Passive	258 V5
Unswayable Mind	1	Free				Passive	258 V5
Toughness	2	✓				One scene	258 V5
Enduring Beasts	2 / Animalism 1	Free	Stamina + Animalism (for non-famulus)			One Scene	259 V5
Obdurate	2 / Potence 2	✓	Wits OR Stamina + Survival	vs	Diff 3	One Scene	3 WT
Valeren	2 / Auspex 1	✓ + Health	Intelligence + Fortitude	vs	Diff 2	Takes whole turn to cast	25 Co
Defy Bane	3	✓	Wits + Survival			One Scene or Until Expired w/e first	259 V5
Draught of Endurance	4	✓				One night for vamps	259 V5
Shatter	4 + Toughness	✓				One scene or until hit	104 CBG
Flesh of Marble	5	✓✓				One Scene	259 V5
Prowess of Pain	5	✓				One Scene	260 V5

Obfuscate

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cloak of Shadows	1	Free				One Scene	261 V5
Silence of Death	1	Free				One Scene	261 V5
Unseen Passage	2	✓				One Scene or Detected	261 V5
Ventriloquism	2 / Auspex 2	✓	Wits + Obfuscate	vs	Resolve + Compsure	Instant	148 FoL
Chimerstry	2 / Presence 1	✓	Manipulation + Obfuscate	vs	Composure + Wits	One Turn	25 Co
Ghost in the Machine	3	✓				As power used	262 V5
Mask of a Thousand Faces	3	✓				One Scene	262 V5
Mental Maze	3 / Dominate 1	✓✓✓	Charisma + Obfuscate	vs	Wits + Resolve	One Night	85 CBG
Mask of Isolation	3 / Dominate 1 + Mask of a Thousand Faces	✓	Manipulation + Obfuscate	vs	Charisma + Insight	One Night + Margin	48 S
Fata Morgana	3 / Presence 2	✓	Manipulation + Obfuscate	vs	1 + Number of senses the hallucination targets	One Scene/vamp discretion	26 Co
Conceal	4 / Auspex 3	✓				One night **	262 V5
Vanish	4 + Cloak of Shadows	✓				As per power augmented	262 V5
Cloak The Gathering	5	✓				As power extended	263 V5
Imposters Guise	5 + Mask of a Thousand Faces	✓	Wits + Obfuscate	vs	Manipulation + Performance	One Scene	263 V5

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Oblivion

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Shadow Cloak	1	Free				Passive	293 CbN
Oblivion's Sight	1	Free				One Scene	293 CbN
Ashes to Ashes	1	✓	Stamina + Oblivion	vs	Stamina + Medicine (if corpse animated)[+Fort if ghoul/supernatural]	Turns = 5-Number of successes	204 CBG
The Binding Fetter	1 / Auspex 1	Free	Wits + Oblivion				204 CBG
Shadow Cast	2	✓			(if seen) Wits+Awareness (Diff 3)	One Scene	293 CbN
Arms of Ahriman	2 / Potence 2	✓	Wits + Oblivion			One scene or until ended	294 CbN
Fatal Precognition	2 / Auspex 2	✓	Resolve + Oblivion		Diff 3+	Until fulfilled, avoided or story ends	204 CBG
Where the Shroud Thins	2	✓	Wits + Oblivion		Diff 3	One Turn	205 CBG
Shadow Perspective	3	✓				Up to one scene	294 CbN
Touch of Oblivion	3	✓			Strength + Brawl (if avoiding)	One Turn	294 CbN
Aura of Decay	3	✓	Stamina + Oblivion	vs	Stamina + Medicine [+Fort if ghoul/ supernatural]	Permanent toxicity	205 CBG
Passion Feast	3 / Fortitude 2	Free	Resolve + Oblivion	vs	Stamina + Composure	One night may induce stain	206 CBG
Stygian Shroud	4	✓				One Scene	295 CbN
Necrotic Plague	4	✓ + 2 Stains	Intelligence + Oblivion	vs	Stamina +Medicine [+Fort if ghoul/ supernatural]	Permanent toxicity +1 Agg Dmg / Scene	206 CBG
Umbrous Clutch	4	✓+1 Stain	Wits + Oblivion	vs	Dexterity + Wits	Instant	49 S
Shadow Step	5	✓				One Turn	295 CbN
Tenebrous Avatar	5	✓✓				One scene or until ended	295 CbN
Skuld Fulfilled	5	✓✓	Stamina + Oblivion	vs	Stamina + Medicine [+Fort if ghoul/ supernatural]	Immediate + Permanent	207 CBG
Withering Spirit	5	✓✓+ 1 or more Stains	Resolve + Oblivion	vs	Resolve + Occult [+Fort if they have it]	One turn +2 AG WP DMG/success	208 CBG

Potence

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Lethal Body	1	Free				Passive	264 V5
Soaring Leap	1	Free	3x pot level meters vert | 5x pot meters horiz			Passive	264 V5
Prowess	2	✓				One Scene	264 V5
Brutal Feed	3	Free				One Feeding	264 V5
Spark of Rage	3 / Presence 3	✓				One Scene	265 V5
Uncanny Grip	3	✓				One Scene	265 V5
Draught of Might	4	✓				One Scene	265 V5
Earthshock	5	✓✓	None - Ground is hard to miss	vs	Dex+ Athletics (Diff 3) (within 5 meters)	One Scene	265 V5
Fists of Caine	5	✓				One Scene	266 V5
Prowess of Pain	5	✓				One Scene	260 V5

DISCIPLINES

Vampire: The Masquerade	V5
Anarch	An
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Presence

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Awe	1	Free	Manipulation + Presence	vs	Composure + Intellect	One scene or intentionally ended	267 V5
Daunt	1	Free				One Scene or until cancelled	267 V5
Eyes of the Serpent	1 / Protean 1	Free	Charisma + Presence	vs	Wits + Composure	Until eye contact breaks or scene ends	185 An
Lingering Kiss	2	Free				Until successfully resisted	267 V5
Dread Gaze	3	✓	Charisma + Presence	vs	Composure + Resolve	One Turn	267 V5
Entrancement	3	✓	Charisma + Presence	vs	Composure + Wits	One Hour + 1 hour per point margin	268 V5
True Love's Face	3 / Obfuscate 3	✓	Manipulation + Presence	vs	Compsure + Wits	One Scene	85 CBG
Clear the Field	3 / Dominate 3	✓	Composure + Presence		Diff 3 or Wits + Composure	Instant	177 FoL
Irresistible Voice	4 / Dominate 1	✓				Passive	268 V5
Magnum Opus	4 / Auspex 3	✓+	Charisma OR Manipulation + Craft (Ext)		Diff 10	N/A	3 WT
Summon	4	✓	Manipulation + Presence	vs	Composure + Intelligence	One Night	268 V5
Majesty	5	✓✓	Charisma + Presence	vs	Composure + Resolve	One Scene	268 V5
Star Magnetism	5	✓+				As power used	269 V5

Protean

NAME	LEVEL	ROUSE	INITIATOR	TARGET	DURATION	PAGE
Eyes of the Beast	1	Free			As long as desired	269 V5
Weight of a Feather	1	Free			As long as desired	270 V5
Feral Weapons	2	✓			One Scene	270 V5
Vicissitude	2 / Dominate 2	✓	Resolve + Protean		Permanent - See compendium	27 Co
Earth Meld	3	✓			One day or until disturbed	270 V5
Shapechange	3	✓			One scene unless ended before	270 V5
Visceral Absorption	3 / Blood Sorcery 2	✓	Strength + Protean		One turn per body	49 S
Fleshcrafting	3 / Dominate 2 + Vicissitude	✓	Resolve + Protean	vs Stamina + Resolve	Permanent - See compendium	27 Co
Metamorphosis	4	✓			One scene unless ended before	271 V5
Horrid Form	4 / Dominate 2 + Vicissitude	✓			One Scene / Vamp discretion	28 Co
Mist Form	5	✓✓✓	Takes 3 turns unless roll more rouse ✓		One scene unless ended before	271 V5
Unfettered Heart	5	Free			Passive	271 V5
One with the Land	5 / Animalism 2 + Earth Meld	✓✓	See Compendium for special rules		One day or until disturbed	28 Co
The Heart of Darkness	5 / Fortitude 2	2 Agg Dmg			Permanent	85 CBG

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Thin-Blood Alchemy

NAME	PREREQUISITE	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Far Reach	Choleric	1	✓	Resolve + Alchemy	vs	Strength + Athletics	One Turn unless held	284 V5
Haze	Phlegm	1	✓				One Scene or unless ended	285 V5
Gaoler's Bane	Sang	1	✓ + Mix				One Scene or unless ended	10 WT
Portable Shade	Sang	1	✓ + Mix	Stamina + Alchemy			One Hours per Success	53 S
Envelop	Mel & Phlegm	2	✓	Wits + Alchemy	vs	Stamina + Survival	One Scene or unless ended	285 V5
Red's Flamin' Hot Sauce	Choleric	2	Mix				One Scene, or longer	10 WT
Defractionate	Alc + Sang + Mel	3	Mix				One Scene	286 V5
Profane Hieros Gamos	Mel & Phlegm	3	✓	Alchemist distillation success	±	Stamina + Resolve (Diff 8 + Bane severity)	Permanent until performed again	Errata
Concoct Ashe	Kindred Ashes	3	Free	Intelligence + Alchemy			End of chapter	45 CBG
Chemically-Induced Flashback	Concoct Ashe	3	✓	Willpower (Diff 1 + Destroyed Kindred BP)				45 CBG
Stay the Falling Sand	Mel	3	✓ + Mix	Resolve + Alchemy			One Round or More	10 WT
On-Demand Sunburn	Choleric	3	✓ + Mix				Until used or next Sunset	53 S
Airborne Momentum	Alc + Chol + Sang	4	✓	Strength + Alchemy	vs	Strength + Athletics (if resisted)	One Scene	287 V5
Discipline Channeling	Concoct Ashe	4	Free (or ✓)	Willpower			See power	46 CBG
Hollow Leg		4	Mix	Intelligence + Alchemy	vs	Stamina + Composure	One Night or until Hunger Frenzy	10 WT
Awaken The Sleeper	Alc + Chol + Sang	5	Mix				N/A	287 V5

New Discipline Powers

NAME	LEVEL	ROUSE	INITIATOR	TARGET	DURATION	PAGE

GEHENNA GAMING

RITUALS

Vampire: The Masquerade	V5
Camarilla	Cam
The Chicago Folios	CF
Cults of the Blood Gods	CBG
Fall of London	FoL
Let the Streets Run Red	LSRR
Sabbat	S

Blood Sorcery Rituals

RITUALS	LVL	ROUSE	RITUAL / DIFFICULTY	TARGET / DIFFICULTY	INGREDIENTS	PG
Beelzebeatit	1	✓	Intelligence + Blood Sorcery (Diff 2)		Vinegar or Alcohol	50 S
Blood Walk	1	✓	Intelligence + Blood Sorcery (Diff 2)		Caster's Blood, Silver Cup	276 V5
Bloody Message	1	✓	Intelligence + Blood Sorcery (Diff 2)		Mirror, Human Blood, UV Light	77 LSRR
Clinging of the Insect	1	✓	Intelligence + Blood Sorcery (Diff 2)		Caster's Blood, Living Spider	276 V5
Coax the Garden	1	✓	Intelligence + Blood Sorcery (Diff 2)	Dexterity + Athletics (Diff 3)	Human Blood, Poppy Seeds	55 CBG
Craft Bloodstone	1	✓	Intelligence + Blood Sorcery (Diff 2)		Caster's Blood, Iron Ore/Small Magnet, Silver Bowl	276 V5
Dampen the Fear	1	✓	Intelligence + Blood Sorcery (Diff 2)		Holy Object, Holy Book	67 CBG
Herd Ward	1 *or* 3	✓	Intelligence + Blood Sorcery (Diff 2 *or* 4)	Stamina + Resolve (Diff 4 *or* 7)	Caster's Blood, Scorpion Poison	77 LSRR
Letter Ward	1	✓	Intelligence + Blood Sorcery (Diff 2)		Pigeon Blood, Dog Blood, Wax	77 LSRR
Unseen Underground	1	✓	Intelligence + Blood Sorcery (Diff 2)		Rat's Blood & Eyes	128 FoL
Wake with Evening's Freshness	1	✓	Intelligence + Blood Sorcery (Diff 2)		Caster's Blood, Burnt Bones & Rooster Feathers	276 V5
Ward Against Ghouls	1	✓	Intelligence + Blood Sorcery (Diff 2)	Stamina + Resolve (1 Will) (Diff 4 *or* 7)	Caster's Blood	277 V5
Calling the Aura's Remnants	2	✓	Intelligence + Blood Sorcery (Diff 3)		Corpse (Human or Vampire)	171 CF
Communicate with Kindred Sire	2	✓	Intelligence + Blood Sorcery (Diff 3)		Sire's Belonging, Silver Bowl, Water	277 V5
Eyes of Babel	2	✓	Intelligence + Blood Sorcery (Diff 3)		Fresh Eye and Tongue (Human)	277 V5
Illuminate the Trail of Prey	2	✓	Intelligence + Blood Sorcery (Diff 3)		Caster's Blood, White Satin Ribbon	277 V5
Ishtar's Touch	2	✓	Intelligence + Blood Sorcery	Stamina + Resolve	Caster's Blood, Narcotics	166 Cam
Truth of Blood	2	✓	Intelligence + Blood Sorcery (Diff 3)		Caster's Blood, Pint of Target's Blood, Bowl/Cup	277 V5
Ward Against Spirits	2	✓	Intelligence + Blood Sorcery (Diff 3)	Stamina + Resolve (1 Will) (Diff 4 *or* 7)	Caster's Blood, Salt or Brick Dust	278 V5
Warding Circle Against Ghouls	2	✓	Intelligence + Blood Sorcery	Willpower (1 Will to retry)	Caster's Blood, Human Bone	278 V5
Bladed Hands	3	✓✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Two Razor Blades	174 CF
Communal Vigor	3	✓	Intelligence + Blood Sorcery (Diff 4)		Pack Priest's Fingernail	50 S
Dagon's Call	3	✓	Resolve + Blood Sorcery	Stamina + Resolve	Gold inlaid Dagger	278 V5
Deflection of Wooden Doom	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Wood Splinters/ Shavings	278 V5
Essence of Air	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Leaves & Berries of Belladonna	278 V5
Eyes of the Past	3	✓+	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood	172 CF

RITUALS

Vampire: The Masquerade	V5
Camarilla	Cam
The Chicago Folios	CF
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S

Blood Sorcery Rituals

RITUALS	LVL	ROUSE	INITIATOR	TARGET	INGREDIENTS	PG
Fire in the Blood	3	✓	Intelligence + Blood Sorcery	Resolve + Occult/ Fortitude	Target's Blood, Target's Image, Open Flame	67 CBG
Firewalker	3	✓	Stamina + Resolve (Diff 3) then Intelligence + Blood Sorcery (Diff 4)		Caster's Fingertip, Caster's Blood	279 V5
Galvanic Ruination	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Copper Coin	51 S
Gentle Mind	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Target's Blood, Crystal Glass	172 CF
Haunted House	3	✓✓✓	Intelligence + Blood Sorcery (Diff 4)	Composure + Resolve	Caster's Blood, Vampire Blood (Obfuscate)	174 CF
Illusion of Peaceful Death	3	✓	Intelligence + Blood Sorcery (Diff 4)		White Feather	172 CF
Illusion of Perfection	3	✓	Intelligence + Blood Sorcery (Diff 4)		Plain white mask, Vampire Blood (Obfuscate), Chameleon's Skin	174 CF
One with the Blade	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Melee Weapon	166 Cam
Sanguine Watcher	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Alcohol, Silver Bowl	174 CF
Sleep of Judas	3	✓	Intelligence + Blood Sorcery (Diff 4)	Diff = Undamaged Health Boxes	Blood from Mystical Landmark, Opium	77 LSRR
The Unseen Change	3	✓✓✓	Intelligence + Blood Sorcery (Diff 4)	Willpower	Caster's Blood, Wolf Blood, Silver Jug	172 CF
Ward Against Lupines	3	✓	Intelligence + Blood Sorcery (Diff 4)	Stamina + Resolve (1 Will) (Diff 4 or 7)	Caster's Blood, Silver Dust	279 V5
Warding Circle Against Spirits	3	✓	Intelligence + Blood Sorcery	Willpower (1 Will to retry)	Caster's Blood, Iron Knife, Salt	279 V5
Defense of the Sacred Haven	4	✓	Intelligence + Blood Sorcery (Diff 5)		Caster's Blood	279 V5
Eyes of the Nighthawk	4	✓	Intelligence + Blood Sorcery (Diff 5)		Caster's Blood, Bird	279 V5
Incorporeal Passage	4	✓	Intelligence + Blood Sorcery (Diff 5)		Caster's Blood, Mirror	280 V5
Innocence of the Child's Heart	4	✓	Intelligence + Blood Sorcery (Diff 5)		Mortal Child's Toy	172 CF
Protean Curse	4	✓✓	Intelligence + Blood Sorcery (Diff 5)		Caster's Blood, Vampire Bat Blood	173 CF
Rending the Sweet Earth	4	✓	Intelligence + Blood Sorcery (Diff 5)		Caster's Blood, Leather Whip	173 CF
Ward Against Cainites	4	✓	Intelligence + Blood Sorcery (Diff 5)	Stamina + Resolve (1 Will) (Diff 4 or 7)	Caster's Blood, Warm Ashes	280 V5
Warding Circle Against Lupines	4	✓	Intelligence + Blood Sorcery	Willpower (1 Will to retry)	Caster's Blood, Silver Knife, Wolfsbane	280 V5
Creatio Ignis	5	✓	Intelligence + Blood Sorcery (Diff 6)		Kindred Blood, Lighter	67 CBG
Eden's Bounty	5	✓	Intelligence + Blood Sorcery (Diff 6)		Dead Body, Living Tree, Fresh Apple, Rotten Apple	56 CBG
Escape to True Sanctuary	5	✓x12	Intelligence + Blood Sorcery (Diff 6)		Two Charred Circles	280 V5
Heart of Stone	5	✓	Intelligence + Blood Sorcery (Diff 6)	Frenzy Test (Diff 3)	Caster's Blood, Stone Slab, Wax Candle	281 V5

RITUALS

Vampire: The Masquerade	V5
Camarilla	Cam
The Chicago Folios	CF
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S

Blood Sorcery Rituals

RITUALS	LVL	ROUSE	INITIATOR	TARGET	INGREDIENTS	PG
Shaft of Belated Dissolution	5	✓✓	Intelligence + Blood Sorcery (Diff 6)		Rowan Wood Stake	281 V5
Simulacrum Gate	5	✓	Intelligence + Blood Sorcery (Diff 6)		A model of the target destination, one kindred, x number mortals	51 S
Warding Circle Against Cainites	5	✓	Intelligence + Blood Sorcery (Diff 6)	Willpower (1 Will to retry)	Caster's Blood, Rowan Wand, Ash from Still-Burning Fire	282 V5

New Rituals

RITUALS	LVL	ROUSE	INITIATOR	TARGET	INGREDIENTS	PG

New Ceremonies

RITUALS	LVL	ROUSE	INITIATOR	TARGET	INGREDIENTS	PG

GEHENNA GAMING

CEREMONIES

Vampire: The Masquerade	V5
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Trails of Ash and Bone	TAB

Oblivion Ceremonies

RITUALS	LVL	ROUSE	INITIATOR	TARGET	INGREDIENTS	PG
Summon Spirit	1 + The Binding Fetter	✓	Resolve + Oblivion (Diff 2)		Caster's Blood, Target Wraith's Fetter, Image of the Wraith	209 CBG
The Gift of False Life	1 + Ashes to Ashes	✓	Resolve + Oblivion (Diff 2)		Mortal Body(s), Mix of Blood, Phlegm & Bile	208 CBG
The Knowing Stone	1	✓	Resolve + Oblivion (Diff 2)		Caster's Blood, Stone from a Holy Site	259 FoL
Traveler's Call	1 + Oblivion Sight	✓	Resolve + Oblivion (Diff 3)		Gifted Black Book	93 CBG
Awaken the Homuncular Servant	2 + Where the Shroud Thins	✓	Resolve + Oblivion (Diff 3)		Body Part or Animal Carcass, Weapon used to sever/kill it, Mix of Urine, Fecal Matter & Semen	209 CBG
Blinding the Alloy Eye	2 + Shadow Cast	✓	Resolve + Oblivion (Diff 3)		Aluminum Mesh	52 S
Compel Spirit	2 + Where the Shroud Thins	✓	Resolve + Oblivion	Resolve + Composure	Caster's Blood, A Wraith's Fetter	210 CBG
Fortezza Sindonica	3 + Where the Shroud Thins	✓✓✓	Resolve + Oblivion	Willpower	Caster's Blood, Powdered Bones, Salt, Steel Chain, Human Finger, Metal Basin	173 TAB
Harrowhaunt	3 + Aura of Decay	✓	Resolve + Oblivion (Diff 4)	Resolve + Composure	Terrified Mortals	52 S
Host Spirit	3 + Aura of Decay	✓	Resolve + Oblivion (Diff 4)		A Gift, A Parasitic Bug, 2 of the Caster's Teeth	211 CBG
Knit the Veil	3 + Where the Shroud Thins	✓	Resolve + Oblivion (Diff 4)		Caster's Blood, Ground Bones, Iron Needle, Cat Gut Thread, Goat Tallow Candle	174 TAB
Name of the Father	3 + Shadow Perspective	✓	Resolve + Oblivion	Resolve + Composure	Ancient Greek (language), Target's Eye Contact, 5 Charcoal Sticks	94 CBG
Shambling Hordes	3 + Aura of Decay	✓	Resolve + Oblivion (Diff 4)		A Human Corpse, A Fresh Human Sacrifice	212 CBG
Befoul Vessel	4 + Necrotic Touch	✓	Resolve + Oblivion (Diff 5)		Caster's Saliva	52 S
Bind the Spirit	4 + Compel Spirit, Necrotic Plague	✓	Resolve + Oblivion (Diff 5)		Caster's Blood, A Wraith's Fetter, Innocent Human, Salt	212 CBG
Death Rattle	4 + Fatal Precognition	✓	Resolve + Oblivion (Diff 5)	Resolve + Composure	Caster's Blood, A Wraith's Fetter, Personal Item of Target, Over-Proof Rum, Black Candle, Clay Bowl	174 TAB
Split the Shroud	4 + Necrotic Plague		Resolve + Oblivion (Diff 5)		A Scalpel, Chalk/Charcoal, Silk Sheet, Living Human	213 CBG
Ex Nihilo	5 + Withering Spirit	✓✓✓ + 1 Willpower	Resolve + Oblivion (Diff 6)		Caster's Blood, Masks for each Participant, 2 Coins per Participant	213 CBG
Lazarene Blessing	5 + Skuld Fulfilled	✓	Resolve + Oblivion (Diff 6)		Living Human, Incense, Heart of a Mammal, Powdered Silver	214 CBG
Pit of Contemplation	5 + Tenebrous Avatar	✓	Resolve + Oblivion (Diff 6)	Dexterity + Athletics (Diff 4)	Pot of Ink, 3 Pints Blood (must kill victim), Unlit Room	94 CBG

LORESHEETS & BLOODLINES

Agata Starek — *Anarch*, 191
Agent of Justicar Parr — *Fall of London*, 231
Amaranthan — *Children of the Blood*, 104
Ambrus Maropis — *Vampire: The Masquerade*, 402
Anarch Revolt — *Anarch*, 198
Annabelle — *Chicago by Night*, 262
Anubi, The — *Let the Streets Run Red*, 224
Archons — *The Chicago Folios*, 158
Ashfinders, The — *Children of the Blood*, 103
Bahari, The — *Vampire: The Masquerade*, 382
Ballard Industries — *Chicago by Night*, 263
Bankers of Dunsirn — *Cults of the Blood Gods*, 220
Blacksite 24 — *Chicago by Night*, 264
Blood Plagued — *Anarch*, 197
Blue Velvet, The — *Chicago by Night*, 266
Book of Nod, The — *Chicago by Night*, 267
Cainite Heresy — *Vampire: The Masquerade*, 384
Calling the Family Reunion — *Cults of the Blood Gods*, 228
Capone Gang — *Chicago by Night*, 268
Carmelita Neillson — *Vampire: The Masquerade*, 403; *Camarilla*, 184
Carna — *Vampire: The Masquerade*, 385
Child of the Angel Michael — *Cults of the Blood Gods*, 229
Children of Tenochtitlan — *Cults of the Blood Gods*, 221
Church of Set, The — *Anarch*, 193
Circulatory System, The — *Vampire: The Masquerade*, 386
Cleopatras — *Children of the Blood*, 105
Cobweb, The — *Chicago by Night*, 270
Convention of Chicago, The — *The Chicago Folios*, 159
Convention of Thorns — *Vampire: The Masquerade*, 387
Court of Shadows — *Fall of London*, 232
Criminal Puttanesca, The — *Cults of the Blood Gods*, 226
Cult of Mithras, The — *Camarilla*, 188
Cult of Shalim — *Chicago by Night*, 272
Cultivar — *Chicago by Night*, 271
Descendant of Hardestadt — *Vampire: The Masquerade*, 390
Descendant of Helena — *Vampire: The Masquerade*, 391
Descendant of Karl Schrekt — *Vampire: The Masquerade*, 405
Descendant of Lodin — *Chicago by Night*, 273
Descendant of Menele — *The Chicago Folios*, 160
Descendant of Montano — *Chicago by Night*, 274
Descendant of Roger de Camden — *Trail of Ash and Bone*, 171
Descendant of Tyler — *Vampire: The Masquerade*, 397; *Anarch*, 195
Descendant of Vasantasena — *Vampire: The Masquerade*, 399
Descendant of Xaviar — *Vampire: The Masquerade*, 406; *Anarch*, 194
Descendant of Zelios — *Vampire: The Masquerade*, 398
Descendants of the Baron — *Cults of the Blood Gods*, 222
Eletria — *Let the Streets Run Red*, 225
Fatima al-Faqadi — *Camarilla*, 185
Fiorenza Savona — *Vampire: The Masquerade*, 404; *Camarilla*, 186
Fires and Floods and Devil's Night — *Chicago by Night*, 275
First Inquisition, The — *Vampire: The Masquerade*, 388
FIRSTLIGHT — *Chicago by Night*, 276
Flesh-Eaters — *Cults of the Blood Gods*, 223
Goblin Roads — *The Chicago Folios*, 161
Golconda — *Vampire: The Masquerade*, 389

Gorgons, The — *Cults of the Blood Gods*, 227
Grudge Masters — *Children of the Blood,* 101
Harbingers of Ashur — *Cults of the Blood Gods*, 224
Hesha Ruhadze — *Anarch,* 192
High Clan — *Vampire: The Masquerade,* 400
Hunt Club — *Fall of London*, 233
Jeanette / Therese Voerman — *Vampire: The Masquerade,* 394
Juggler — *Let the Streets Run Red*, 227
Justicar Lucinde — *The Chicago Folios*, 162
Kevin Jackson — *Chicago by Night,* 277
Khalid Al-Rashid — *The Chicago Folios*, 163
Kindred Dueling — *The Chicago Folios*, 164
Kindred Iconography — *Chicago by Night,* 278
Kindred Social Media Influencer — *Let the Streets Run Red*, 226
La Famiglia Giovanni — *Cults of the Blood Gods*, 225
Labyrinth, The — *Chicago by Night,* 279
Little Siblings — *Children of the Blood,* 101
London Under London — *Fall of London*, 234
Lost Secrets of the Milwaukee Chantry — *Let the Streets Run Red*, 228
Low Clan — *Vampire: The Masquerade,* 401
Lupine Expert — *Chicago by Night,* 280
Malkavian Family — *The Chicago Folios*, 165
Mark Decker — *Let the Streets Run Red*, 229
Maxwell — *Let the Streets Run Red*, 230
Meneleans — *Children of the Blood,* 106
Milwaukee "Null Zone," The — *Let the Streets Run Red*, 231
Minneapolis — *Winter's Teeth #2*
Modius — *Let the Streets Run Red*, 233
Mortician's Army — *Winter's Teeth #9*
Nathaniel Bordruff — *Chicago by Night,* 281
Nictuku, The — *Winter's Teeth #3*
Occult Artifacts — *The Chicago Folios*, 166
One True Way, The — *Children of the Blood,* 107
Operation Antigen — *Fall of London*, 235
Oskar Anasov — *Fall of London*, 236
Painted Lady, The — *Chicago by Night,* 282
Pony Express, The — *The Chicago Folios*, 167
Promise of 1528, The — *Cults of the Blood Gods*, 231
Pure Ventrue Lineage — *Camarilla,* 187
Pyramid, The — *Camarilla,* 189
Relics of the Veil — *Trail of Ash and Bone*, 172
Revenant Family: Ducheski — *Chicago by Night,* 283
Ruby Throat, The — *Trail of Ash and Bone*, 170
Rudi — *Vampire: The Masquerade,* 396
Ruins of Carthage — *Anarch,* 196
Salvador Garcia — *Anarch,* 190
Sect War Veteran — *Vampire: The Masquerade,* 392
Servitor of Irad — *Cults of the Blood Gods*, 230
Sheriff Damien — *The Chicago Folios*, 168
Society of St. Leopold, The — *Chicago by Night,* 284
Starfall Ranch — *Children of the Blood,* 108
St. Paul — *Winter's Teeth #2*
Talley — *Chicago by Night,* 286
Theo Bell — *Vampire: The Masquerade,* 383
Trinity, The — *Vampire: The Masquerade,* 393
Victoria Ash — *Camarilla,* 190
Wauneka — *Chicago by Night,* 287
Week of Nightmares, The — *Vampire: The Masquerade,* 395
Wolf Pack, The — *The Chicago Folios*, 169
Wolves in Sheep's Clothing — *Winter's Teeth #3*

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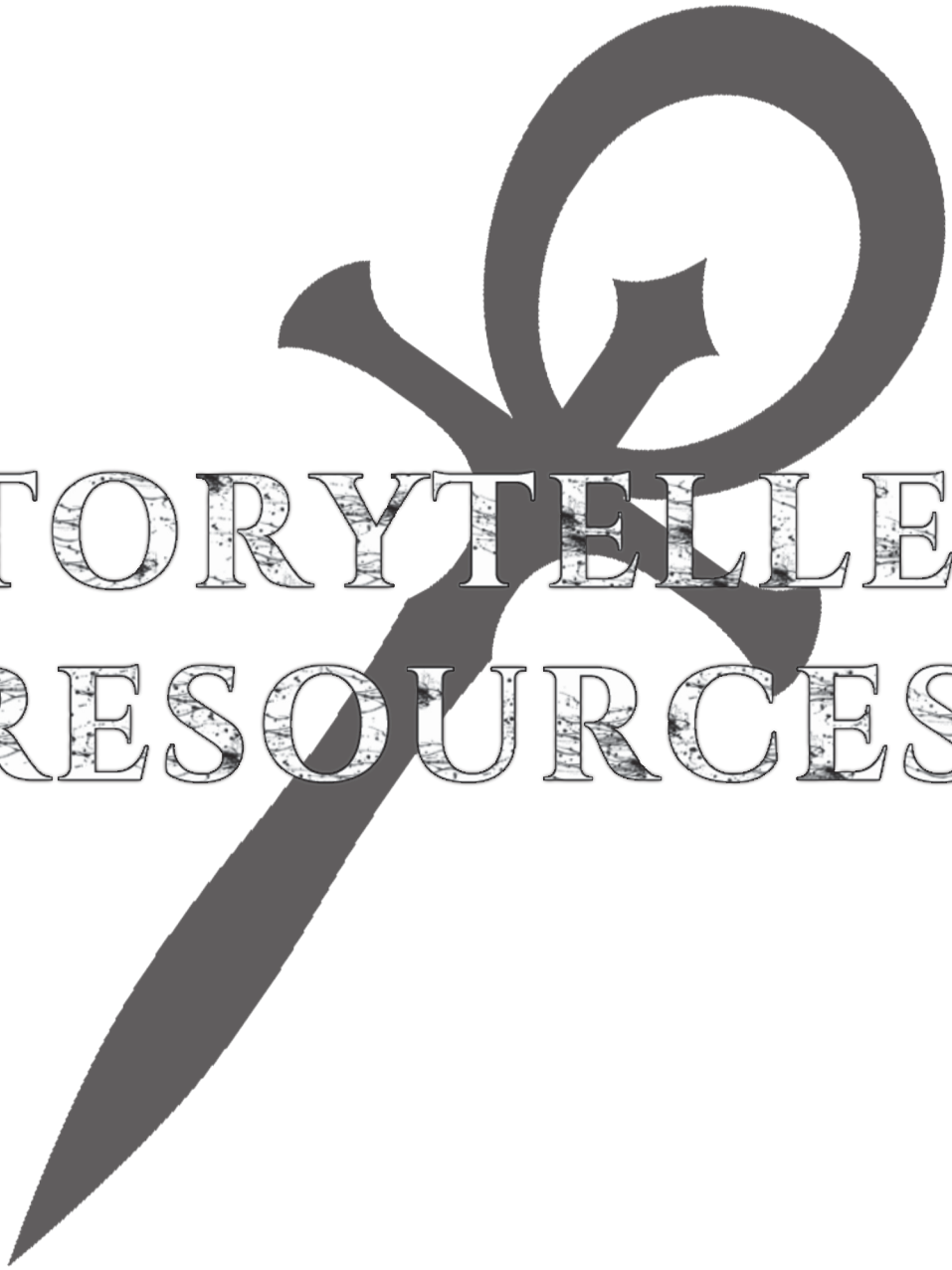
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A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE

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VAMPIRE

THE MASQUERADE

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Storyteller Resources

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TABLE OF CONTENTS

Tabletop RPG Consent Checklist 4

Character Creation 6

Backgrounds 7

Banes & Compulsions 8

Frenzy & Compulsions 10

Temperaments, Resonances & Predator Types 11

Physical Combat 12

Social Combat 13

Diablerie 14

Relationship Map 15

Character Tracker 16

Coterie Tracker 17

Disciplines 18

Rituals 24

Ceremonies 27

Loresheets & Bloodlines 28

Tabletop RPG Consent Checklist

The game you are about to participate in may include sensitive themes, including violence, romance, and socio-political strife. It is important that everyone enters the game with the same expectations. Everyone's comfort levels are different, and this form provides a baseline of the players' collective comfort level, so we can maximize the fun. What is totally fine for the GM may be totally off-limits for you, even in a game that explores terror and fear. This is exactly why it is so important to have an agreement with the GM and the group what is and what is not okay to include in-game.

Please be honest with your answers, and feel free to reach out to let the GM know if this may not be the game for you.

This consent form was created by Gehenna Gaming and inspired by the "Consent in Gaming" checklist by Monte Cook Games.

This first section is intended to be filled out by the Gamemaster prior to handing out to the players.

NAME OF THE SCENARIO:

GAME SYSTEM:

TONE OF THE SCENARIO:

GAME DESCRIPTION:

NAME OF THE GAMEMASTER:

GAMEMASTER CONTACT INFO:

PLAYER, ARE YOU ON-BOARD WITH THIS PREMISE AND THEME(S)?

☐ Yes ☐ No

How to Use This Form

This checklist uses a "red/yellow/green" system to illustrate your comfort level with the related themes and plot elements in the game. Keep in mind not all themes will be used, but this provides the Gamemaster with a baseline to stop the scene or fade to black should those topics be broached by another player, not just from their story.

GREEN: Full consent;no further discussion needed.

YELLOW: Partial consent; please confirm level of comfort/details before play begins.

RED: No Consent; Do not include in the story/Pause game if introduced by another PC.

IF THIS GAME WERE A MOVIE, WHAT RATING WOULD YOU WANT IT TO HAVE?

☐ G ☐ PG ☐ PG-13 ☐ R ☐ NC-17

Mental and Physical Conditions

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Death/Loss of Loved Ones	☐ ☐ ☐	☐ ☐ ☐
Mental Illness (Portrayal of)	☐ ☐ ☐	☐ ☐ ☐
Natural Disasters	☐ ☐ ☐	☐ ☐ ☐
Paralysis	☐ ☐ ☐	☐ ☐ ☐
Police Aggression	☐ ☐ ☐	☐ ☐ ☐
Pregnancy/Miscarriage/ Termination	☐ ☐ ☐	☐ ☐ ☐
Self-Harm	☐ ☐ ☐	☐ ☐ ☐
Severe Illness	☐ ☐ ☐	☐ ☐ ☐
Starvation	☐ ☐ ☐	☐ ☐ ☐
Torture	☐ ☐ ☐	☐ ☐ ☐

NOTES:

GEHENNA GAMING

Socio-Political Issues

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Ableism	☐ ☐ ☐	☐ ☐ ☐
Human Trafficking	☐ ☐ ☐	☐ ☐ ☐
LGBTQIA+ bigotry	☐ ☐ ☐	☐ ☐ ☐
Political bigotry	☐ ☐ ☐	☐ ☐ ☐
Racism	☐ ☐ ☐	☐ ☐ ☐
Religious bigotry	☐ ☐ ☐	☐ ☐ ☐
Sexism	☐ ☐ ☐	☐ ☐ ☐

NOTES:

Horror

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Body Horror (Blood, Gore, Mutation, etc.)	☐ ☐ ☐	☐ ☐ ☐
Creepy Crawlies (Bugs, Worms, Etc.)	☐ ☐ ☐	☐ ☐ ☐
Graphic scenes of death	☐ ☐ ☐	☐ ☐ ☐
Harm to animals	☐ ☐ ☐	☐ ☐ ☐
Harm to children	☐ ☐ ☐	☐ ☐ ☐
Illusions (Altering of "Reality")	☐ ☐ ☐	☐ ☐ ☐
Mind Control (loss of player agency)	☐ ☐ ☐	☐ ☐ ☐
Monsters (Demons, Zombies, Eldritch Horrors, Etc.)	☐ ☐ ☐	☐ ☐ ☐
Occult (Spiritual / Religious / cult themes)	☐ ☐ ☐	☐ ☐ ☐
Paranoia	☐ ☐ ☐	☐ ☐ ☐
Scary/terrifying/spooky atmosphere	☐ ☐ ☐	☐ ☐ ☐
Spiders	☐ ☐ ☐	☐ ☐ ☐
Stalking / kidnapping	☐ ☐ ☐	☐ ☐ ☐

PHOBIAS:

NOTES:

Interpersonal Relationships

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Romance between PCs	☐ ☐ ☐	☐ ☐ ☐
Romance between PCs and NPCs	☐ ☐ ☐	☐ ☐ ☐
Sex between PCs (w/ Fade to Black)	☐ ☐ ☐	☐ ☐ ☐
Sex between PCs and NPCs (w/ Fade to Black)	☐ ☐ ☐	☐ ☐ ☐
Violence between PCs	☐ ☐ ☐	☐ ☐ ☐
Betrayal between PCs	☐ ☐ ☐	☐ ☐ ☐
Betrayal between PCs & NPCs	☐ ☐ ☐	☐ ☐ ☐
Emotional Abuse (Gaslighting)	☐ ☐ ☐	☐ ☐ ☐
Physical abuse	☐ ☐ ☐	☐ ☐ ☐
Sexual abuse	☐ ☐ ☐	☐ ☐ ☐

NOTES:

ADDITIONAL TOPICS NOT COVERED:

DO YOU WANT THE GAMEMASTER TO FOLLOW UP PRIVATELY TO CLARIFY ANY OF YOUR RESPONSES?

☐ Yes ☐ No

CONTACT INFO:

Streaming Consent

(Disregard for private games)

DO YOU CONSENT TO YOUR LIKENESS BEING RECORDED AND USED FOR MARKETING/PROMOTIONAL ACTIVITIES FOR THIS GAME SESSION?

☐ Yes ☐ No

NAME:

SIGNATURE: _____

GEHENNA GAMING

CHARACTER CREATION

Concept

Determine who your character is and was in life. Did your profession define you? Were you a Jack-of-all-Trades? How old were you when you were embraced, what did you do for a living, and what were your defining characteristics and hobbies?

Primary & Secondary Attributes

Best Attribute: 4 Dots; **Three Attributes:** 3 Dots each; **Four Attributes:** 2 Dots each; and **Worst Attribute** 1 Dot.

Health: Stamina + 3; **Willpower:** Resolve + Composure; **Humanity:** 7 Dots

Skills

First, pick your allotment method: Backstory *or* Skill Distribution.

BACKSTORY

- **PROFESSION SKILLS:** Two at 3 Dots; two at 2 Dots; select a specialty in one of these four profession skills.
- **LIFE EVENT SKILLS:** One at 3 Dots; one at 2 Dots.
- **LEISURE SKILLS:** Three at 1 Dot.
- **EXTRA SKILLS (pick one):** Specialist - Either one at 4 Dots; *or* Generalist - two at 2 Dots and four at 1 Dot.

SKILL DISTRIBUTION (PICK ONE)

Once you have chosen your Skill Distribution, choose one free specialty.

- **JACK OF ALL TRADES:** One Skill at 3 Dots; eight Skills at 2 Dots; ten Skills at 1 Dot.
- **BALANCED:** Three Skills at 3 Dots; five Skills at 2 Dots; seven Skills at 1 Dot.
- **SPECIALIST:** One Skill at 4 Dots; three Skills at 3 Dots; three Skills at 2 Dots; three Skills at 1 Dot.

Specialties can be applied only to skills with at least one Dot level. For Academics, Craft, Performance, and Science, if you have at least one Dot level, add one free specialty to that skill.

Clan

Pick the clan that embraced you and write down your three clan Disciplines (see **Vampire: The Masquereade** p.63-113 and its sourcebooks).

DISCIPLINES Choose two clan Disciplines, put 2 Dots in one and 1 Dot in the other. For Caitiffs, choose any two Disciplines. Thin-bloods have no clan Disciplines.

Predator Type

Pick a Predator Type (see **Vampire: The Masquerade**, p. 175 and its sourcebooks).

- Add one listed specialty to a skill (if you do not have any dots in the skills listed, add 1 dot to one of them and do not add a Specialty)
- Add 1 Dot to a listed Discipline
- Add the associated Advantages and Flaws
- Adjust your Humanity as necessary

Advantages

Spend 7 points on Advantages and 2 points on Flaws (see **Vampire: The Masquerade, p. 179-194**). Thin-bloods may only choose Backgrounds and Thin-Blood Merits/Flaws.

Touchstones & Convictions

Select 1-3Touchstones and an associated Conviction. Touchstones must be a mortal who is still alive and is important to your character in some way.

Generation & Blood Potency

Together with the Storyteller and other players, decide if your coterie are:

- **Childer:** Embraced within the last 15 years; 14th, 15th, or 16th Generation (thin-bloods): Blood Potency 0;
  or
  12th or 13th Generation: Blood Potency 1
- **Neonates:** Embraced between 1940 and a decade ago; 12th or 13th Generation: Blood Potency 1; Gain 15 exp.
- **Ancillae:** Embraced between 1780 and 1940; 10th or 11th Generation: Blood Potency 2; Gain 2 points of Advantages; Gain 2 points of Flaws; Subtract 1 Humanity; Gain 35 exp

GEHENNA GAMING

BACKGROUNDS

- You may buy dot levels out of order, but they don't automatically confer benefits from lower levels.
- You may distribute remaining dots into Coterie backgrounds.

Haven

PLACE OF REST DURING DAYLIGHT HOURS

BASE SIZE, SECURITY, OR PRIVACY

SMALL	•	NO HAVEN
GOOD	••	
VERY LARGE	•••	

After the base rating, you may purchase additional Merits and Flaws.

HIDDEN ARMORY	•	CREEPY	•
CELL	•	HAUNTED	•
WATCHMEN	•	COMPROMISED	••
LABORATORY	•		
LIBRARY	•		
LOCATION	•		
LUXURY	•		
POSTERN	•		
SECURITY SYSTEM	•		
SURGERY	•		
WARDING	•		

Mawla & Adversary

MENTORS WHO ASSIST AND ENEMIES WHO OBSTRUCT

RANK

NEONATE	•
ANCILLA	••
ELDER	•••
PRIMOGEN OR COUNCIL MEMBER	••••
PRINCE OR BARON	•••••

Adversaries (Flaw) cost 2 fewer dots.

Allies & Enemies

CLOSE MORTALS WHO HELP OR HINDER YOU

Pool Effectiveness + Reliability (Max 6 per ally).

EFFECTIVENESS		RELIABILITY
WEAK MORTAL	•	½ THE TIME
AVERAGE MORTAL	••	1-10 HOURS (ROLL)
GIFTED MORTAL	•••	AS SOON AS POSSIBLE
DEADLY MORTAL	••••	

Enemies (Flaw) cost 2 fewer dots of Effectiveness.

Reliability for enemies is always at the Storyteller's discretion.

Resources

ASSETS, WEALTH, AND ECONOMIC STATUS

CLASS

PORTFOLIO PROLETARIAT	•	DESTITUTE
MIDDLE CLASS	••	
RICH	•••	
WEALTHY	••••	
ULTRA RICH	•••••	

Herd

GROUPS OF MORTALS YOU PREY ON

SIZE

1-3 VESSELS	•	
4-7 VESSELS	••	OBVIOUS PREDATOR
7-15 VESSELS	•••	
16-30 VESSELS	••••	
30-60 VESSELS	•••••	

Contacts

INFORMANTS WHO REQUEST FAVORS IN RETURN

INFORMATION VALUE

CHEAP OR COMMON (RESOURCES 1)	•
USEFUL (RESOURCES 2)	••
EXPENSIVE OR DIFFICULT (RESOURCES 4)	•••

Retainers

MORTALS BOUND TO YOUR WILL

EFFICACY

UNDERWHELMING RETAINER	•	STALKERS
GHOUL, SERVANT, OR THRALL	••	
COMPETENT RETAINER	•••	

Fame & Infamy

REPUTATION AMONG MORTALS

FAME		INFAMY
SELECT SUBCULTURE	•	BAD REPUTATION
LOCAL CELEBRITY	••	DIRE TRANSGRESSION
NATIONAL	•••	
FIELD OR SOCIAL TREND	••••	
GLOBAL	•••••	

Dark Secret (Flaw) equals one fewer dots of **Infamy (Flaw)**.

The first dot of **Infamy** also provides one dot as a **Dark Secret**.

Influence

CAPACITY TO MANIPULATE MORTAL COMMUNITIES

LEVEL OF SUPPORT

WELL-CONNECTED	•	DISLIKED
INFLUENTIAL	••	DESPISED
ENTRENCHED	•••	
POWERFUL	••••	
DOMINANT	•••••	

Status

REPUTATION AMONG VAMPIRES

REKNOWN

KNOWN	•	SUSPECT
RESPECTED	••	SHUNNED
INFLUENTIAL	•••	
POWERFUL	••••	
LUMINARY	•••••	

Loresheet

TIES TO THE WORLD OF DARKNESS

Please see indivual Loresheets for costs.

Mask

YOUR FALSE IDENTITY'S DURABILITY

SOUNDNESS

STATE OR PROVINCE CHECK	•	KNOWN CORPSE
NATIONAL CHECK	••	KNOWN BLANKBODY

At the 2-dot advantage, you may also purchase the following.

ZEROED	•
COBBLER	•

GEHENNA GAMING

BANES & COMPULSIONS

CLAN	BANE	COMPULSION
 **Banu Haqim**	**THIRST** **Penalty:** When slaking at least 1 Hunger level with vitae, make a hunger frenzy test at Difficulty 2 + Bane severity.	**JUDGMENT** **Fixation:** Punish transgressors of your creed. **Penalty:** -3 dice to all rolls except Compulsion **Resolution:** Scene ends or slake 1 Hunger from someone who acts against one of your Convictions.
 **Brujah**	**RAGE** **Penalty:** When resisting fury frenzy, subtract dice equal to your Bane Severity. Dice pool may not drop below one die.	**REBELLION** **Fixation:** Go against the status quo in the scene. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Change someone's mind or do something unexpected.
 **Gangrel**	**ANIMAL FEATURES** **Penalty:** When frenzying, gain a number of animal features equal to your Bane Severity, reducing one Attribute per feature by 1 point for two two nights. Riding the Wave manifests only one animal feature.	**FERAL IMPULSES** **Fixation:** Return to an animalistic state. **Penalty:** -3 dice to all rolls involving Manipulation and Intelligence **Resolution:** Scene ends.
 **Hecata**	**PAINFUL BITE** **Penalty:** When drinking from a victim, you may only take harmful drinks. Willing victims must succeed at Stamina + Resolve test against 2 + your Bane Severity. Vampire victims must test for terror frenzy Difficulty 3.	**MORBIDITY** **Fixation:** Study others for signs of death. **Penalty:** -3 dice to all rolls except Compulsion **Resolution:** Scene ends or predict or determine the cause of someone's death without supernatural assistance.
 **Lasombra**	**TECHNOLOGY** **Penalty:** When using modern technology, make a Technology test at 2 + your Bane Severity. When avoiding electronic detection systems, subtract dice equal to your Bane Severity.	**RUTHLESSNESS** **Fixation:** Succeed at retrying a failed action. **Penalty:** -2 dice to all rolls after the next failed action **Resolution:** Succeed at a future attempt to accomplish the failed action.
 **Malkavian**	**DERANGEMENT** **Penalty:** When suffering a Bestial Failure or Compulsion, reduce one category of dice pools (Physical, Social, or Mental) by a number of dice equal to your Bane Severity for one scene. Stacks with Compulsion penalties.	**DELUSION** **Fixation:** Receive extrasensory perceptions. **Penalty:** -2 dice to resist terror frenzy and on rolls involving Dexterity, Manipulation, Composure, and Wits **Resolution:** Scene ends.

CONSEQUENCES & MESSY CRITICALS

- On a Messy Critical (Hunger Dice 10 on a critical win), the Beast acts out, and the Storyteller and player work together to decide a negative consequence.
- Players cannot achieve messy criticals on Willpower or Humanity rolls.



COMPULSIONS & BESTIAL FAILURES

- On a Bestial Failure (Hunger Dice 1 on a failed roll), players must act out a Compulsion.
- Choose one Compulsion or roll on the table.
- Players cannot spend Willpower to ignore compulsions.
- Storytellers may restore Willpower as a reward for good roleplay.



GEHENNA GAMING

CLAN	BANE	COMPULSION
 Ministry	**LIGHT** **Penalty:** When exposed to direct illumination, reduce your dice pool by a number of dice equal to your Bane Severity. When taking Aggravated damage from sunlight, add your Bane Severity.	**TRANSGRESSION** **Fixation:** Tempt others to sin against their beliefs. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Persuade someone to break a Chronicle Tenet or personal Conviction and cause a Stain.
 Nosferatu	**HIDEOUSNESS** **Penalty:** When disguising yourself as non-deformed, reduce your dice pool by a number of dice equal to your Bane Severity. At character creation, take the Repulsive Flaw (-2). Rating in the Looks Merit cannot be increased.	**CRYPTOPHILIA** **Fixation:** Learn a secret. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Learn a useful secret.
 Ravnos	**DOOM** **Penalty:** When slumbering in the same place (within one mile) more than once in seven nights, roll a number of dice equal to your Bane Severity and receive Aggravated damage equal to the number of 10s rolled. At character creation, you may not take the No Haven Flaw.	**TEMPTING FATE** **Fixation:** Attempt the most dangerous solution. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Problem is solved or becomes impossible to solve.
 Salubri	**ENTICING BLOOD** **Penalty:** When another vampire feeds on you, consuming enough to fill one Hunger level requires a hunger frenzy test at 2 + your Bane Severity (3 + your Bane for Banu Haqim). On a failure, they keep drinking your vitae. When activating Disciplines, your third eye opens and triggers a hunger frenzy test for nearby vampires at Hunger level 4 or more.	**AFFECTIVE EMPATHY** **Fixation:** Empathize with someone in the scene and attempt to resolve their problem. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Scene ends, burden is eased, or another crisis supercedes it.
 Toreador	**DESIRE** **Penalty:** When in less than beautiful surroundings, reduce your Discipline dice pool by a number equal to your Bane Severity.	**OBSESSION** **Fixation:** Experience a beautiful object. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Scene ends or beautiful object cannot be perceived anymore.
 Tremere	**WEAK BOND** **Penalty:** When using the Blood Bond on ghouls and mortals, your vitae must be drunk an additional number of times equal to your Bane Severity.	**PERFECTIONISM** **Fixation:** Accomplish a task perfectly. **Penalty:** -2 dice to all dice pools, -1 dice to a repeated action, no penalty to an action repeated twice **Resolution:** Scene ends or score a critical win on a Skill roll.
 Tzimisce	**GROUNDING** **Penalty:** When daysleeping, surround yourself with a clearly defined and limited charge or, on waking the following night, suffer Aggravated Willpower damage equal to your Bane Severity.	**COVETOUSNESS** **Fixation:** Possess something in the scene. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Establish ownership or realize that object is unattainable.
 Ventrue	**PREFERENCE** **Penalty:** When feeding from anything but your preferred victim, you must spend Willpower points equal to your Bane Severity. You may sense whether a mortal satisfies your requirement with a Resolve + Awareness test (Difficulty 4).	**ARROGANCE** **Fixation:** Command a situation. **Penalty:** -2 dice to all dice pools not involving leadership **Resolution:** Convince someone to obey an order without supernatural assistance.





Frenzy

Resist

DICE POOL Willpower + 1/3 Humanity (rounded down)
WIN Resist successfully but spend a turn to suppress the impulse.
CRITICAL WIN Resist without losing a turn.

Ride the Wave

Intentionally succumb to frenzy but maintain control of your character. Use frenzy rules as normal.

Mechanics

CONTROL Storyteller controls your character. Ignore further frenzy tests and compulsions.
HEALTH Ignore most Health-based penalties.
DISCIPLINES Use only Physical Disciplines. When targeted by a Discipline power, add +3 dice to your resistance pools or add +2 to the Difficulty (if no resistance pool).
WILLPOWER Spend 1 Willpower to assume control of your character for a single Turn. Do not use Willpower to re-roll dice.
RESOLUTION Goal is achieved at any cost, or the scene ends.

Compulsions

COMPULSION
HUNGER **Roll:** 1-3 **Fixation:** Feed on blood. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Slake 1 Hunger level.
DOMINANCE **Roll:** 4-5 **Fixation:** Exert dominance or superiority. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Win and gloat.
HARM **Roll:** 6-7 **Fixation:** Harm a target person or object. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Destroy, incapacitate, or drive away target.
PARANOIA **Roll:** 8-9 **Fixation:** Disengage from suspected threat. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Spend 1 hour in a safe spot.
CLAN COMPULSIONS **Roll:** 10 (See Clan Banes & Compulsions table.)

TERROR

GOAL Flee from danger.
TRIGGERS Danger, Rötschreck, sunlight, open flames, grave damage to the body
RESOLUTION You no longer perceive danger, or the scene ends.
DIFFICULTIES
2 — Bonfire
3 — Inside a burning building
2 — Being burned
3 — Obscured sunlight
4 — Direct sunlight

FURY

GOAL Destroy the source.
TRIGGERS Provocation, insults, humiliation, or aggression
RESOLUTION Destroy the object of your fury. After you're successful, make a Willpower test (Difficulty 3 or 5) if other enemies remain standing.
DIFFICULTIES
2 — Friend killed
3 — Lover or Touchstone hurt
4 — Lover or Touchstone killed
2 — Physical provocation
2 — Insulted by inferior
2 — Public humiliation

HUNGER

GOAL Drink fresh human blood.
TRIGGERS Temptation, Rouse Check fail at Hunger 5
RESOLUTION Reach Hunger 1 or below.
DIFFICULTIES
2 — Sight of open wound or overpowering smell of blood while at Hunger 4 or higher
3 — Taste of blood while at Hunger 4 or higher
4 — Fail Rouse Check while at Hunger 5

GEHENNA GAMING

Temperaments

- All blood has a resonance and temperament.
- Roleplay can change resonances and temperaments.
- Storytellers may require specific Resonances to gain dots in Disciplines.

Resonances

RESONANCE	EMOTION & CONDITION	DISCIPLINES
Animal	beastliness, inhumanity	Animalism, Protean
Choleric	anger, violence, passion, envy	Celerity, Potence
Melancholy	depression, fear, intellectualism	Fortitude, Obfuscate
Phlegmatic	sloth, apathy, calm, sentiment	Auspex, Dominate
Sanguine	arousal, happiness, activity	Blood Sorcery, Presence
Empty	none	Oblivion

Predator Types

TYPE	SUGGESTED DICE POOLS	SKILL SPECIALTIES
Alleycat	Strength + Brawl, Wits + Streetwise	Intimidation (Stickups) Brawl (Grappling)
Bagger	Intelligence + Streetwise	Larceny (Lockpicking) Streetwise (Black Market)
Blood Leach	Storyteller Discretion	Brawl (Kindred) Stealth (Against Kindred)
Cleaver	Manipulation + Subterfuge	Persuasion (Gaslighting) Subterfuge (Coverups)
Consensualist	Manipulation + Persuasion	Medicine (Phlebotomy) Persuasion (Vessels)
Extortionist	Strength *or* Manipulation + Intimidation	Intimidation (Coercion) Larceny (Security)
Farmer	Composure + Animal Ken	Animal Ken (Specific Animal) Survival (Hunting)
Graverobber	Resolve + Medicine Manipulation + Insight	Occult (Grave Rituals) Medicine (Cadavers)
Osiris	Manipulation + Persuasion Intimidation + Fame	Occult (*specific tradition*) Performance (*specific entertainment field*)
Roadside Killer	None Listed	Survival (The Road) Investigation (Vampire Cant)
Sandman	Dexterity + Stealth	Medicine (Anesthetics) Stealth (Break-in)
Scene-Queen	Manipulation + Persuasion	Etiquette (*specific scene*) Leadership (*specific scene*) Streetwise (*specific scene*)
Siren	Charisma + Subterfuge	Persuasion (Seduction) Subterfuge (Seduction)

FLEETING

Momentary emotions

- **Useful for Thin-Blood Alchemy**

INTENSE

Habitual behaviors

- **+1 Die to Resonance Discipline**
- **Intense temperament bonuses last until drinking new blood or reaching Hunger 5.**

ACUTE

Dyscrasias

- **+1 Die to Resonance Discipline and a dyscrasia bonus**
- **Dyscrasia bonuses last until drinking new blood or reaching Hunger 5.**
- **To obtain a dyscrasia, the vampire must completely drain the victim or drink from them for three consecutive night.**
- **Sample Dyscrasias (Vampire: The Masquerade p. 230-231)**

Physical Combat

Initiative

RATING Composure + Awareness
ORDER Highest first; players before SPCs; vampires before mortals; roll a die to break ties.
PASS First to pass goes to the end of initiative for the rest of combat; next to pass goes one turn before that character, and so on.

Surprise Attacks

CONFLICT POOL Dexterity + Stealth vs. best opposing Wits + Awareness
DIFFICULTY First successful surprise attack should be against static Difficulty 1

Close Combat

CONFLICT POOLS

- **Unarmed attacks:** Strength + Brawl
- **One-handed melee weapons:** Dexterity + Melee
- **Two-handed melee weapons:** Strength + Melee
- **Dodge:** Dexterity + Athletics
- **Block:** Opposed rolls using the same dice pool

LONGER REACH BONUS +1 bonus die on the first round of combat

GRAPPLING

EFFECT Success restrains opponent and prevents movement and engaging other opponents.
CONFLICT POOL Strength + Brawl
NEXT ROUND RESOLUTION
Target may end grapple with Strength + Brawl contest and move freely the next round on a success. If target loses, grappler may

- Apply margin of success as normal attack damage.
- Bite target for two Aggravated damage (no bite penalty).

Ranged Combat

CONFLICT POOLS

- **Standard attacks:** Composure + Firearms
- **Sniper attacks:** Resolve + Firearms
- **Quickdraw attacks:** Dexterity + Firearms
- **Thrown weapons:** Dexterity + Athletics
- **Close Combat:** Strength + Firearms (no cover penalty)

ALL-OUT ATTACK Attacker gains +1 damage bonus but cannot defend against any attacks, or attacker completely empties a ranged weapon.
ALL-OUT DEFENSE Defender gains +1 bonus die to all defense rolls this turn but cannot take other actions.
EFFECTIVE RANGE PENALTY -2 dice
CLOSE COMBAT PENALTY -2 dice to target someone outside the close combat as well as -2 for firearms larger than a pistol
AMMUNITION RELOAD PENALTY Reload after 2-3 attacks. Reloading is a minor action (-2 dice).
SUPERIOR FIREPOWER/AMMUNITION BONUS +1 bonus die
DEFENSE CONFLICT POOL Dexterity + Athletics + cover modifier. Stationary targets have a static Difficulty 1.

COVER	DICE MODIFIER
No cover	-2
Concealment only	-1
Hard cover	+/-0
Entrenchment	+1
Murder hole	+2

CALLED SHOTS

EFFECT Success directs an attack at a specific part of the target for less damage or non-lethal incapacitation. Required for vampire decapitation and staking. Effect should be distinct from adding more damage.
BEFORE TEST Attacker declares action and target.
AFTER TEST Storyteller subtracts successes depending on nature of the target.

Crippling Injuries

TABLE ROLL (Impaired Characters) 1d10 + current Aggravated Damage (table on **Vampire: The Masquerade** p. 303)

Criticals in Combat

CRITICAL Nameless mortal opponent is incapacitated.
MESSY CRITICAL Nameless mortal opponent dies.

GEHENNA GAMING

Social Combat

Setup

SYSTEM Three Rounds and Out *or* One-Roll Conflict
STAKES Outline consequences for the winner and loser of Social Combat ahead of time.
REQUIREMENTS An opponent who actively doesn't want you to succeed and attempts to defeat you on equal ground. Other social actions are resolved as normal.

Initiative

RATING Wits *or* Manipulation + Etiquette
ORDER Highest first; players before SPCs; vampires before mortals; roll a die to break ties.
PASS First to pass goes to the end of initiative for the rest of combat; next to pass goes one turn before that character, and so on.

Mechanics

SYSTEM Roll respective dice pools based on conflict type, arena, and audience.
CONCESSION Combatants may concede before pools are rolled to avoid damage.
DAMAGE Winner counts their total successes and subtracts opponent's total successes. Apply the difference as damage to the loser's Willpower. If an audience is present, apply a damage modifier.

AUDIENCE OR WITNESS	EXTRA WILLPOWER DAMAGE
Opponents only	+0
Your coterie	+1
Kindred whose opinions you value for themselves	+2
Socially important figures or another serious rival besides your current opponent	+3
The Prince, Baron, or another powerful figure	+4

Longterm Conflict

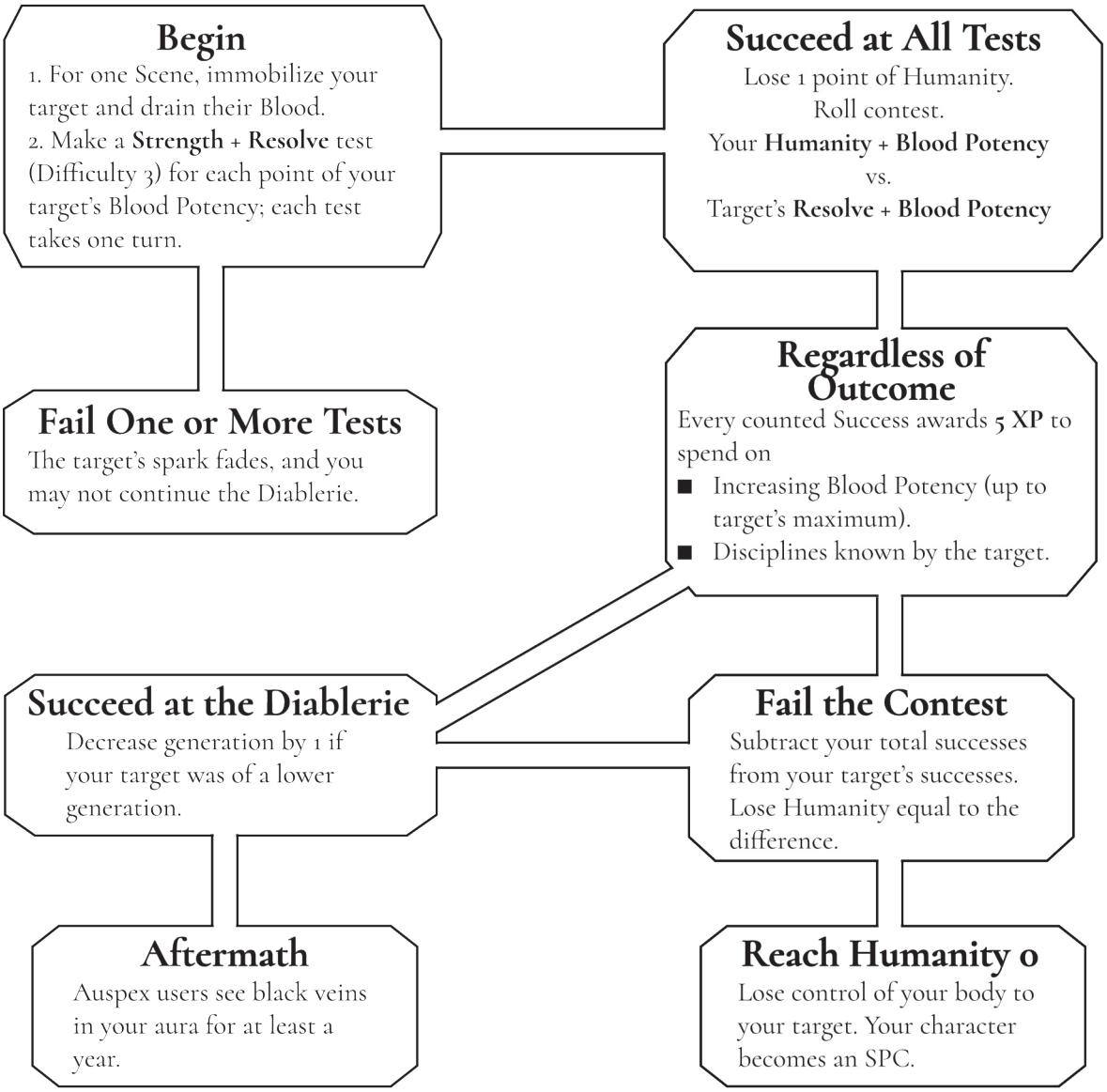
SYSTEM Count the most successes over three rounds or take the best two out of three rounds.
DAMAGE Tracking Willpower damage is optional in longterm conflict.

Resolution

END One party concedes defeat, becomes Impaired, or fills their Willpower tracker with Aggravated damage.
CONSEQUENCES Winner achieves stakes agreed to at the beginning of conflict by Storyteller and players. Loser may incur additional penalties in interactions with the winner.

GEHENNA GAMING

DIABLERIE



GEHENNA GAMING

RELATIONSHIP MAP

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ **SIRE:** _____

NOTES:

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ **SIRE:** _____

NOTES:

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

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NOTES:

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ **SIRE:** _____

NOTES:

GEHENNA GAMING

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

CHARACTER NAME / PRONOUNS:

PLAYER NAME / PRONOUNS:

CLAN: _____ **BANE SEVERITY:** ___

HUNGER: ☐☐☐☐☐

HEALTH: ☐☐☐☐☐ ☐☐☐☐☐

IMPAIRED: ☐ **STATUS:** _____

WILLPOWER: ☐☐☐☐☐ ☐☐☐☐☐

HUMANITY: ☐☐☐☐☐ ☐☐☐☐☐

INITIATIVE: PHYSICAL ___ | **SOCIAL** ___

NOTES:

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

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PLAYER NAME / PRONOUNS:

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HEALTH: ☐☐☐☐☐ ☐☐☐☐☐

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HUMANITY: ☐☐☐☐☐ ☐☐☐☐☐

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NOTES:

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

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NOTES:

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

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NOTES:

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

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NOTES:

GEHENNA GAMING

VAMPIRE

THE MASQUERADE

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HUNGER: ☐☐☐☐☐

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IMPAIRED: ☐ STATUS: _____

WILLPOWER: ☐☐☐☐☐ ☐☐☐☐☐

HUMANITY: ☐☐☐☐☐ ☐☐☐☐☐

INITIATIVE: PHYSICAL ___ | SOCIAL ___

NOTES:

VAMPIRE

THE MASQUERADE

GEHENNA GAMING

Coterie Details

NAME: _____

TYPE: _____

Domain

CHASSE: ○○○○○

LIEN: ○○○○○

PORTILLON: ○○○○○

Backgrounds

Choose from the following Advantages & Flaws:

Adversary, Ally, Contacts, Enemy, Haven, Herd, Influence, Mask, Mawla, Resources, Retainers, *and* **Status**

As a group, you may purchase additional coterie Flaws in order to gain additional Advantages on a one-to-one basis.

BACKGROUND	ADVANTAGE | FLAW
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□
	○○○○○ | □□

NOTES:

Chronicle

NAME: _____

CHRONICLE TENETS

Haven

NAME:: _____

LOCATION: _____

DESCRIPTION:

BASE RATING: □ | ○○○

BACKGROUND	FLAW
Compromised	□□
Creepy	□
Haunted	□

BACKGROUND	ADVANTAGE
Cell (Requires Base 2+)	○○○○○
Hidden Armory	○○○○○
Holy Ground	○
Laboratory (Requires Base 2+)	○○○○○
Library (1 Dot Limit for Base 1)	○○○○○
Location	○○○○○
Luxury	○○○○○
Postern	○○○○○
Security System	○○○○○
Shrine	○○○
Surgery (Requires Base 2+)	○○○○○
Warding (Requires Occult 3+ or Blood Sorcery)	○○○○○
Watchmen	○○○○○

GEHENNA GAMING

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Animalism

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Bond Famulus	1	Free	Charisma + Animal Ken			Only death breaks it	245 V5
Sense the Beast	1	Free	Resolve + Animalism	vs	Composure + Subterfuge	Passive	245 V5
Feral Whispers	2	✓				One Scene	245 V5
Atavism	2	✓	Composure + Animalism		Diff 1-4	Rounds by Margin	3 WT
The Eyes of Beasts	2 / Auspex 3	✓				Instant	148 FoL
Animal Succulence	3	✓				Passive	246 V5
Quell the Beast	3	✓	Charisma + Animalism	vs	Stamina + Resolve	One Scene + Margin	246 V5
Unliving Hive	3 / Obfuscate 2	Free				Passive	246 V5
Scent of Prey	3	✓	Resolve + Animalism			One Scene or Night (Crit)	47 S
Subsume the Spirit	4	✓	Manipulation + Animalism			One Scene/Permanent	247 V5
Animal Dominion	5	✓	Charisma + Animalism		Diff 3	One Scene	247 V5
Drawing Out the Beast	5	✓	Wits + Animalism	vs	Composure + Resolve	Fury Frenzy Duration	247 V5

Auspex

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Heightened Senses	1	Free	Wits & Resolve			Until Deactivated	249 V5
Sense The Unseen	1	Free	Wits OR Resolve + Auspex			Passive	249 V5
Premonition	2	✓	Resolve + Auspex			Passive	249 V5
Unerring Pursuit	2 / Dominate 1	✓	Resolve + Auspex		Diff 3 if vampire	One Night + Margin	46 S
Obeah	2 / Fortitude 1	✓+Will	Composure + Auspex		Diff 2		24 Co
Scry the Soul	3	✓	Intelligence + Auspex	vs	Composure + Subterfuge	One Turn	250 V5
Share the Senses	3	✓	Resolve + Auspex		Diff 3	One Scene	250 V5
Spirit's Touch	4	✓	Intelligence + Auspex	vs	Difficulty of the info sought	One Turn	250 V5
Clairvoyance	5	✓	Intelligence + Auspex	vs	Difficulty of the security of the area	Few minutes of info gathered	251 V5
Possession	5 / Dominate 3	✓✓	Resolve + Auspex	vs	Resolve + Intelligence	Until Ended Voluntary or involuntary	251 V5
Unburdening Bestial Soul	5 / Dominate 3 + Obeah	✓✓+1 Stain	Composure + Auspex	vs	Humanity	One session	24 Co

Blood Sorcery

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Corrosive Vitae	1	✓				N/A	272 V5
A Taste for Blood	1	Free	Resolve + Blood Sorcery			N/A	273 V5
Shape the Sanguine Sacrament	1	Free (or ✓)	Manipulation + Blood Sorcery			One Scene	3 WT
Extinguish Vitae	2	✓	Intelligence + Blood Sorcery	vs	Stamina + Composure	N/A	273 V5
Blood Potency	3	✓	Resolve + Blood Sorcery (Diff 2)	vs	Blood Potency	One Scene	273 V5

GEHENNA GAMING

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Blood Sorcery

Scorpion Touch	3	✓	Strength + Blood Sorcery	vs	Stamina + Occult OR Fortitude	Potent poison One scene	273 V5
Transitive Bond	3	✓				N/A	49 S
Theft of Vitae	4	✓	Wits + Blood Sorcery	vs	Wits + Occult	One Feeding	274 V5
Baal's Caress	5	✓+	Strength + Blood Sorcery	vs	Stamina + Occult OR Fortitude	Potent poison One scene	274 V5
Cauldron of Blood	5	✓ + 1 or more Stains	Resolve + Blood Sorcery	vs	Composure + Occult OR Fortitude	One Turn	274 V5
Reclamation of Vitae	5	1+ Stains				N/A	49 S

Celerity

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cat's Grace	1	Free				Passive	252 V5
Rapid Reflexes	1	Free				One Scene	253 V5
Fleetness	2	✓				One Scene	235 V5
Blink	3	✓	Dexterity + Athletics			One Turn	253 V5
Traversal	3	✓	Dexterity + Athletics			One Turn	253 V5
Unerring Aim	4 / Auspex 2	✓		vs	Mortal: Can't Avoid | Kindred: Celerity 5 - ✓	Single Attack	254 V5
Draught of Elegance	4	✓				One Night	254 V5
Lightning Strike	5	✓		vs	Mortal: Can't Avoid | Kindred: Celerity 5 - ✓	Single Attack	254 V5
Split Second	5	✓					254 V5

Dominate

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cloud Memory	1	Free	Charisma + Dominate	vs	Wits + Resolve	Indefinite	256 V5
Compel	1	Free	Charisma + Dominate	vs	Intelligence + Resolve	No more than single target	256 V5
Mesmerize	2	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Until Command is carried out	256 V5
Demention	2 / Obfuscate 2	✓	Manipulation + Dominate	vs	Composure + Intelligence	One Scene	256 V5
Domitor's Favor	2	✓				One Month	25 Co
Slavish Devotion	2 / Presence 1					Passive	104 CBG
Forgetful Mind	3	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Indefinite	257 V5
Submerged Directive	3	✓			Storyteller rolls for success in secret	Passive	257 V5
Ancestral Dominion	4 / Blood Sorcery 3	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Until action is taken or scene ends	104 CBG
Rationalize	4	Free			Wits + Awareness (Diff 5)	Indefinite	257 V5
Tabula Rasa	4	✓✓	Resolve + Dominate (Extended)	vs	Composure + Resolve	Permanent	47 S
Mass Manipulation	5	✓				Passive	257 V5
Terminal Decree	5					Passive	257 V5

GEHENNA GAMING

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Fortitude

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Resilience	1	Free				Passive	258 V5
Unswayable Mind	1	Free				Passive	258 V5
Toughness	2	✓				One scene	258 V5
Enduring Beasts	2 / Animalism 1	Free	Stamina + Animalism (for non-famulus)			One Scene	259 V5
Obdurate	2 / Potence 2	✓	Wits OR Stamina + Survival	vs	Diff 3	One Scene	3 WT
Valeren	2 / Auspex 1	✓ + Health	Intelligence + Fortitude	vs	Diff 2	Takes whole turn to cast	25 Co
Defy Bane	3	✓	Wits + Survival			One Scene or Until Expired w/e first	259 V5
Draught of Endurance	4	✓				One night for vamps	259 V5
Shatter	4 + Toughness	✓				One scene or until hit	104 CBG
Flesh of Marble	5	✓✓				One Scene	259 V5
Prowess of Pain	5	✓				One Scene	260 V5

Obfuscate

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cloak of Shadows	1	Free				One Scene	261 V5
Silence of Death	1	Free				One Scene	261 V5
Unseen Passage	2	✓				One Scene or Detected	261 V5
Ventriloquism	2 / Auspex 2	✓	Wits + Obfuscate	vs	Resolve + Compsure	Instant	148 FoL
Chimerstry	2 / Presence 1	✓	Manipulation + Obfuscate	vs	Composure + Wits	One Turn	25 Co
Ghost in the Machine	3	✓				As power used	262 V5
Mask of a Thousand Faces	3	✓				One Scene	262 V5
Mental Maze	3 / Dominate 1	✓✓✓	Charisma + Obfuscate	vs	Wits + Resolve	One Night	85 CBG
Mask of Isolation	3 / Dominate 1 + Mask of a Thousand Faces	✓	Manipulation + Obfuscate	vs	Charisma + Insight	One Night + Margin	48 S
Fata Morgana	3 / Presence 2	✓	Manipulation + Obfuscate	vs	1 + Number of senses the hallucination targets	One Scene/vamp discretion	26 Co
Conceal	4 / Auspex 3	✓				One night **	262 V5
Vanish	4 + Cloak of Shadows	✓				As per power augmented	262 V5
Cloak The Gathering	5	✓				As power extended	263 V5
Imposters Guise	5 + Mask of a Thousand Faces	✓	Wits + Obfuscate	vs	Manipulation + Performance	One Scene	263 V5

GEHENNA GAMING

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Oblivion

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Shadow Cloak	1	Free				Passive	293 CbN
Oblivion's Sight	1	Free				One Scene	293 CbN
Ashes to Ashes	1	✓	Stamina + Oblivion	vs	Stamina + Medicine (if corpse animated)[+Fort if ghoul/supernatural]	Turns = 5-Number of successes	204 CBG
The Binding Fetter	1 / Auspex 1	Free	Wits + Oblivion				204 CBG
Shadow Cast	2	✓			(if seen) Wits+Awareness (Diff 3)	One Scene	293 CbN
Arms of Ahriman	2 / Potence 2	✓	Wits + Oblivion			One scene or until ended	294 CbN
Fatal Precognition	2 / Auspex 2	✓	Resolve + Oblivion		Diff 3+	Until fulfilled, avoided or story ends	204 CBG
Where the Shroud Thins	2	✓	Wits + Oblivion		Diff 3	One Turn	205 CBG
Shadow Perspective	3	✓				Up to one scene	294 CbN
Touch of Oblivion	3	✓			Strength + Brawl (if avoiding)	One Turn	294 CbN
Aura of Decay	3	✓	Stamina + Oblivion	vs	Stamina + Medicine [+Fort if ghoul/ supernatural]	Permanent toxicity	205 CBG
Passion Feast	3 / Fortitude 2	Free	Resolve + Oblivion	vs	Stamina + Composure	One night may induce stain	206 CBG
Stygian Shroud	4	✓				One Scene	295 CbN
Necrotic Plague	4	✓ + 2 Stains	Intelligence + Oblivion	vs	Stamina +Medicine [+Fort if ghoul/ supernatural]	Permanent toxicity +1 Agg Dmg / Scene	206 CBG
Umbrous Clutch	4	✓+1 Stain	Wits + Oblivion	vs	Dexterity + Wits	Instant	49 S
Shadow Step	5	✓				One Turn	295 CbN
Tenebrous Avatar	5	✓✓				One scene or until ended	295 CbN
Skuld Fulfilled	5	✓✓	Stamina + Oblivion	vs	Stamina + Medicine [+Fort if ghoul/ supernatural]	Immediate + Permanent	207 CBG
Withering Spirit	5	✓✓+ 1 or more Stains	Resolve + Oblivion	vs	Resolve + Occult [+Fort if they have it]	One turn +2 AG WP DMG/success	208 CBG

Potence

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Lethal Body	1	Free				Passive	264 V5
Soaring Leap	1	Free	3x pot level meters vert | 5x pot meters horiz			Passive	264 V5
Prowess	2	✓				One Scene	264 V5
Brutal Feed	3	Free				One Feeding	264 V5
Spark of Rage	3 / Presence 3	✓				One Scene	265 V5
Uncanny Grip	3	✓				One Scene	265 V5
Draught of Might	4	✓				One Scene	265 V5
Earthshock	5	✓✓	None - Ground is hard to miss	vs	Dex+ Athletics (Diff 3) (within 5 meters)	One Scene	265 V5
Fists of Caine	5	✓				One Scene	266 V5
Prowess of Pain	5	✓				One Scene	260 V5

DISCIPLINES

Vampire: The Masquerade	V5
Anarch	An
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Presence

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Awe	1	Free	Manipulation + Presence	vs	Composure + Intellect	One scene or intentionally ended	267 V5
Daunt	1	Free				One Scene or until cancelled	267 V5
Eyes of the Serpent	1 / Protean 1	Free	Charisma + Presence	vs	Wits + Composure	Until eye contact breaks or scene ends	185 An
Lingering Kiss	2	Free				Until successfully resisted	267 V5
Dread Gaze	3	✓	Charisma + Presence	vs	Composure + Resolve	One Turn	267 V5
Entrancement	3	✓	Charisma + Presence	vs	Composure + Wits	One Hour + 1 hour per point margin	268 V5
True Love's Face	3 / Obfuscate 3	✓	Manipulation + Presence	vs	Compsure + Wits	One Scene	85 CBG
Clear the Field	3 / Dominate 3	✓	Composure + Presence		Diff 3 or Wits + Composure	Instant	177 FoL
Irresistible Voice	4 / Dominate 1	✓				Passive	268 V5
Magnum Opus	4 / Auspex 3	✓+	Charisma OR Manipulation + Craft (Ext)		Diff 10	N/A	3 WT
Summon	4	✓	Manipulation + Presence	vs	Composure + Intelligence	One Night	268 V5
Majesty	5	✓✓	Charisma + Presence	vs	Composure + Resolve	One Scene	268 V5
Star Magnetism	5	✓+				As power used	269 V5

Protean

NAME	LEVEL	ROUSE	INITIATOR	TARGET	DURATION	PAGE
Eyes of the Beast	1	Free			As long as desired	269 V5
Weight of a Feather	1	Free			As long as desired	270 V5
Feral Weapons	2	✓			One Scene	270 V5
Vicissitude	2 / Dominate 2	✓	Resolve + Protean		Permanent - See compendium	27 Co
Earth Meld	3	✓			One day or until disturbed	270 V5
Shapechange	3	✓			One scene unless ended before	270 V5
Visceral Absorption	3 / Blood Sorcery 2	✓	Strength + Protean		One turn per body	49 S
Fleshcrafting	3 / Dominate 2 + Vicissitude	✓	Resolve + Protean	vs Stamina + Resolve	Permanent - See compendium	27 Co
Metamorphosis	4	✓			One scene unless ended before	271 V5
Horrid Form	4 / Dominate 2 + Vicissitude	✓			One Scene / Vamp discretion	28 Co
Mist Form	5	✓✓✓	Takes 3 turns unless roll more rouse ✓		One scene unless ended before	271 V5
Unfettered Heart	5	Free			Passive	271 V5
One with the Land	5 / Animalism 2 + Earth Meld	✓✓	See Compendium for special rules		One day or until disturbed	28 Co
The Heart of Darkness	5 / Fortitude 2	2 Agg Dmg			Permanent	85 CBG

GEHENNA GAMING

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Thin-Blood Alchemy

NAME	PREREQUISITE	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Far Reach	Choleric 🩸	1	✓	Resolve + Alchemy	vs	Strength + Athletics	One Turn unless held	284 V5
Haze	Phlegm 🩸	1	✓				One Scene or unless ended	285 V5
Gaoler's Bane	Sang 🩸	1	✓+ Mix				One Scene or unless ended	10 WT
Portable Shade	Sang 🩸	1	✓+ Mix	Stamina + Alchemy			One Hours per Success	53 S
Envelop	Mel & Phlegm 🩸	2	✓	Wits + Alchemy	vs	Stamina + Survival	One Scene or unless ended	285 V5
Red's Flamin' Hot Sauce	Choleric 🩸	2	Mix				One Scene, or longer	10 WT
Defractionate	Alc + Sang + Mel 🩸	3	Mix				One Scene	286 V5
Profane Hieros Gamos	Mel & Phlegm 🩸	3	✓	Alchemist distillation success	±	Stamina + Resolve (Diff 8 + Bane severity)	Permanent until performed again	Errata
Concoct Ashe	Kindred Ashes	3	Free	Intelligence + Alchemy			End of chapter	45 CBG
Chemically-Induced Flashback	Concoct Ashe	3	✓	Willpower (Diff 1 + Destroyed Kindred BP)				45 CBG
Stay the Falling Sand	Mel 🩸	3	✓+ Mix	Resolve + Alchemy			One Round or More	10 WT
On-Demand Sunburn	Choleric 🩸	3	✓+ Mix				Until used or next Sunset	53 S
Airborne Momentum	Alc + Chol + Sang 🩸	4	✓	Strength + Alchemy	vs	Strength + Athletics (if resisted)	One Scene	287 V5
Discipline Channeling	Concoct Ashe	4	Free (or ✓)	Willpower			See power	46 CBG
Hollow Leg	🩸	4	Mix	Intelligence + Alchemy	vs	Stamina + Composure	One Night or until Hunger Frenzy	10 WT
Awaken The Sleeper	Alc + Chol + Sang 🩸	5	Mix				N/A	287 V5

New Discipline Powers

NAME	LEVEL	ROUSE	INITIATOR	TARGET	DURATION	PAGE

GEHENNA GAMING

RITUALS

Vampire: The Masquerade	V5
Camarilla	Cam
The Chicago Folios	CF
Cults of the Blood Gods	CBG
Fall of London	FoL
Let the Streets Run Red	LSRR
Sabbat	S

Blood Sorcery Rituals

RITUALS	LVL	ROUSE	RITUAL / DIFFICULTY	TARGET / DIFFICULTY	INGREDIENTS	PG
Beelzebeatit	1	✓	Intelligence + Blood Sorcery (Diff 2)		Vinegar or Alcohol	50 S
Blood Walk	1	✓	Intelligence + Blood Sorcery (Diff 2)		Caster's Blood, Silver Cup	276 V5
Bloody Message	1	✓	Intelligence + Blood Sorcery (Diff 2)		Mirror, Human Blood, UV Light	77 LSRR
Clinging of the Insect	1	✓	Intelligence + Blood Sorcery (Diff 2)		Caster's Blood, Living Spider	276 V5
Coax the Garden	1	✓	Intelligence + Blood Sorcery (Diff 2)	Dexterity + Athletics (Diff 3)	Human Blood, Poppy Seeds	55 CBG
Craft Bloodstone	1	✓	Intelligence + Blood Sorcery (Diff 2)		Caster's Blood, Iron Ore/Small Magnet, Silver Bowl	276 V5
Dampen the Fear	1	✓	Intelligence + Blood Sorcery (Diff 2)		Holy Object, Holy Book	67 CBG
Herd Ward	1 *or* 3	✓	Intelligence + Blood Sorcery (Diff 2 *or* 4)	Stamina + Resolve (Diff 4 *or* 7)	Caster's Blood, Scorpion Poison	77 LSRR
Letter Ward	1	✓	Intelligence + Blood Sorcery (Diff 2)		Pigeon Blood, Dog Blood, Wax	77 LSRR
Unseen Underground	1	✓	Intelligence + Blood Sorcery (Diff 2)		Rat's Blood & Eyes	128 FoL
Wake with Evening's Freshness	1	✓	Intelligence + Blood Sorcery (Diff 2)		Caster's Blood, Burnt Bones & Rooster Feathers	276 V5
Ward Against Ghouls	1	✓	Intelligence + Blood Sorcery (Diff 2)	Stamina + Resolve (1 Will) (Diff 4 *or* 7)	Caster's Blood	277 V5
Calling the Aura's Remnants	2	✓	Intelligence + Blood Sorcery (Diff 3)		Corpse (Human or Vampire)	171 CF
Communicate with Kindred Sire	2	✓	Intelligence + Blood Sorcery (Diff 3)		Sire's Belonging, Silver Bowl, Water	277 V5
Eyes of Babel	2	✓	Intelligence + Blood Sorcery (Diff 3)		Fresh Eye and Tongue (Human)	277 V5
Illuminate the Trail of Prey	2	✓	Intelligence + Blood Sorcery (Diff 3)		Caster's Blood, White Satin Ribbon	277 V5
Ishtar's Touch	2	✓	Intelligence + Blood Sorcery	Stamina + Resolve	Caster's Blood, Narcotics	166 Cam
Truth of Blood	2	✓	Intelligence + Blood Sorcery (Diff 3)		Caster's Blood, Pint of Target's Blood, Bowl/Cup	277 V5
Ward Against Spirits	2	✓	Intelligence + Blood Sorcery (Diff 3)	Stamina + Resolve (1 Will) (Diff 4 *or* 7)	Caster's Blood, Salt or Brick Dust	278 V5
Warding Circle Against Ghouls	2	✓	Intelligence + Blood Sorcery	Willpower (1 Will to retry)	Caster's Blood, Human Bone	278 V5
Bladed Hands	3	✓✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Two Razor Blades	174 CF
Communal Vigor	3	✓	Intelligence + Blood Sorcery (Diff 4)		Pack Priest's Fingernail	50 S
Dagon's Call	3	✓	Resolve + Blood Sorcery	Stamina + Resolve	Gold inlaid Dagger	278 V5
Deflection of Wooden Doom	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Wood Splinters/ Shavings	278 V5
Essence of Air	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Leaves & Berries of Belladonna	278 V5
Eyes of the Past	3	✓+	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood	172 CF

GEHENNA GAMING

RITUALS

Vampire: The Masquerade	V5
Camarilla	Cam
The Chicago Folios	CF
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S

Blood Sorcery Rituals

RITUALS	LVL	ROUSE	INITIATOR	TARGET	INGREDIENTS	PG
Fire in the Blood	3	✓	Intelligence + Blood Sorcery	Resolve + Occult/ Fortitude	Target's Blood, Target's Image, Open Flame	67 CBG
Firewalker	3	✓	Stamina + Resolve (Diff 3) then Intelligence + Blood Sorcery (Diff 4)		Caster's Fingertip, Caster's Blood	279 V5
Galvanic Ruination	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Copper Coin	51 S
Gentle Mind	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Target's Blood, Crystal Glass	172 CF
Haunted House	3	✓✓✓	Intelligence + Blood Sorcery (Diff 4)	Composure + Resolve	Caster's Blood, Vampire Blood (Obfuscate)	174 CF
Illusion of Peaceful Death	3	✓	Intelligence + Blood Sorcery (Diff 4)		White Feather	172 CF
Illusion of Perfection	3	✓	Intelligence + Blood Sorcery (Diff 4)		Plain white mask, Vampire Blood (Obfuscate), Chameleon's Skin	174 CF
One with the Blade	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Melee Weapon	166 Cam
Sanguine Watcher	3	✓	Intelligence + Blood Sorcery (Diff 4)		Caster's Blood, Alcohol, Silver Bowl	174 CF
Sleep of Judas	3	✓	Intelligence + Blood Sorcery (Diff 4)	Diff = Undamaged Health Boxes	Blood from Mystical Landmark, Opium	77 LSRR
The Unseen Change	3	✓✓✓	Intelligence + Blood Sorcery (Diff 4)	Willpower	Caster's Blood, Wolf Blood, Silver Jug	172 CF
Ward Against Lupines	3	✓	Intelligence + Blood Sorcery (Diff 4)	Stamina + Resolve (1 Will) (Diff 4 or 7)	Caster's Blood, Silver Dust	279 V5
Warding Circle Against Spirits	3	✓	Intelligence + Blood Sorcery	Willpower (1 Will to retry)	Caster's Blood, Iron Knife, Salt	279 V5
Defense of the Sacred Haven	4	✓	Intelligence + Blood Sorcery (Diff 5)		Caster's Blood	279 V5
Eyes of the Nighthawk	4	✓	Intelligence + Blood Sorcery (Diff 5)		Caster's Blood, Bird	279 V5
Incorporeal Passage	4	✓	Intelligence + Blood Sorcery (Diff 5)		Caster's Blood, Mirror	280 V5
Innocence of the Child's Heart	4	✓	Intelligence + Blood Sorcery (Diff 5)		Mortal Child's Toy	172 CF
Protean Curse	4	✓✓	Intelligence + Blood Sorcery (Diff 5)		Caster's Blood, Vampire Bat Blood	173 CF
Rending the Sweet Earth	4	✓	Intelligence + Blood Sorcery (Diff 5)		Caster's Blood, Leather Whip	173 CF
Ward Against Cainites	4	✓	Intelligence + Blood Sorcery (Diff 5)	Stamina + Resolve (1 Will) (Diff 4 or 7)	Caster's Blood, Warm Ashes	280 V5
Warding Circle Against Lupines	4	✓	Intelligence + Blood Sorcery	Willpower (1 Will to retry)	Caster's Blood, Silver Knife, Wolfsbane	280 V5
Creatio Ignis	5	✓	Intelligence + Blood Sorcery (Diff 6)		Kindred Blood, Lighter	67 CBG
Eden's Bounty	5	✓	Intelligence + Blood Sorcery (Diff 6)		Dead Body, Living Tree, Fresh Apple, Rotten Apple	56 CBG
Escape to True Sanctuary	5	✓x12	Intelligence + Blood Sorcery (Diff 6)		Two Charred Circles	280 V5
Heart of Stone	5	✓	Intelligence + Blood Sorcery (Diff 6)	Frenzy Test (Diff 3)	Caster's Blood, Stone Slab, Wax Candle	281 V5

RITUALS

Vampire: The Masquerade	V5
Camarilla	Cam
The Chicago Folios	CF
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S

Blood Sorcery Rituals

RITUALS	LVL	ROUSE	INITIATOR	TARGET	INGREDIENTS	PG
Shaft of Belated Dissolution	5	✓✓	Intelligence + Blood Sorcery (Diff 6)		Rowan Wood Stake	281 V5
Simulacrum Gate	5	✓	Intelligence + Blood Sorcery (Diff 6)		A model of the target destination, one kindred, x number mortals	51 S
Warding Circle Against Cainites	5	✓	Intelligence + Blood Sorcery (Diff 6)	Willpower (1 Will to retry)	Caster's Blood, Rowan Wand, Ash from Still-Burning Fire	282 V5

New Rituals

RITUALS	LVL	ROUSE	INITIATOR	TARGET	INGREDIENTS	PG

New Ceremonies

RITUALS	LVL	ROUSE	INITIATOR	TARGET	INGREDIENTS	PG

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CEREMONIES

Vampire: The Masquerade	V5
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Trails of Ash and Bone	TAB

Oblivion Ceremonies

RITUALS	LVL	ROUSE	INITIATOR	TARGET	INGREDIENTS	PG
Summon Spirit	1 + The Binding Fetter	✓	Resolve + Oblivion (Diff 2)		Caster's Blood, Target Wraith's Fetter, Image of the Wraith	209 CBG
The Gift of False Life	1 + Ashes to Ashes	✓	Resolve + Oblivion (Diff 2)		Mortal Body(s), Mix of Blood, Phlegm & Bile	208 CBG
The Knowing Stone	1	✓	Resolve + Oblivion (Diff 2)		Caster's Blood, Stone from a Holy Site	259 FoL
Traveler's Call	1 + Oblivion Sight	✓	Resolve + Oblivion (Diff 3)		Gifted Black Book	93 CBG
Awaken the Homuncular Servant	2 + Where the Shroud Thins	✓	Resolve + Oblivion (Diff 3)		Body Part or Animal Carcass, Weapon used to sever/kill it, Mix of Urine, Fecal Matter & Semen	209 CBG
Blinding the Alloy Eye	2 + Shadow Cast	✓	Resolve + Oblivion (Diff 3)		Aluminum Mesh	52 S
Compel Spirit	2 + Where the Shroud Thins	✓	Resolve + Oblivion	Resolve + Composure	Caster's Blood, A Wraith's Fetter	210 CBG
Fortezza Sindonica	3 + Where the Shroud Thins	✓✓✓	Resolve + Oblivion	Willpower	Caster's Blood, Powdered Bones, Salt, Steel Chain, Human Finger, Metal Basin	173 TAB
Harrowhaunt	3 + Aura of Decay	✓	Resolve + Oblivion (Diff 4)	Resolve + Composure	Terrified Mortals	52 S
Host Spirit	3 + Aura of Decay	✓	Resolve + Oblivion (Diff 4)		A Gift, A Parasitic Bug, 2 of the Caster's Teeth	211 CBG
Knit the Veil	3 + Where the Shroud Thins	✓	Resolve + Oblivion (Diff 4)		Caster's Blood, Ground Bones, Iron Needle, Cat Gut Thread, Goat Tallow Candle	174 TAB
Name of the Father	3 + Shadow Perspective	✓	Resolve + Oblivion	Resolve + Composure	Ancient Greek (language), Target's Eye Contact, 5 Charcoal Sticks	94 CBG
Shambling Hordes	3 + Aura of Decay	✓	Resolve + Oblivion (Diff 4)		A Human Corpse, A Fresh Human Sacrifice	212 CBG
Befoul Vessel	4 + Necrotic Touch	✓	Resolve + Oblivion (Diff 5)		Caster's Saliva	52 S
Bind the Spirit	4 + Compel Spirit, Necrotic Plague	✓	Resolve + Oblivion (Diff 5)		Caster's Blood, A Wraith's Fetter, Innocent Human, Salt	212 CBG
Death Rattle	4 + Fatal Precognition	✓	Resolve + Oblivion (Diff 5)	Resolve + Composure	Caster's Blood, A Wraith's Fetter, Personal Item of Target, Over-Proof Rum, Black Candle, Clay Bowl	174 TAB
Split the Shroud	4 + Necrotic Plague		Resolve + Oblivion (Diff 5)		A Scalpel, Chalk/Charcoal, Silk Sheet, Living Human	213 CBG
Ex Nihilo	5 + Withering Spirit	✓✓✓ + 1 Willpower	Resolve + Oblivion (Diff 6)		Caster's Blood, Masks for each Participant, 2 Coins per Participant	213 CBG
Lazarene Blessing	5 + Skuld Fulfilled	✓	Resolve + Oblivion (Diff 6)		Living Human, Incense, Heart of a Mammal, Powdered Silver	214 CBG
Pit of Contemplation	5 + Tenebrous Avatar	✓	Resolve + Oblivion (Diff 6)	Dexterity + Athletics (Diff 4)	Pot of Ink, 3 Pints Blood (must kill victim), Unlit Room	94 CBG

LORESHEETS & BLOODLINES

Agata Starek — *Anarch*, 191
Agent of Justicar Parr — *Fall of London*, 231
Amaranthan — *Children of the Blood*, 104
Ambrus Maropis — *Vampire: The Masquerade*, 402
Anarch Revolt — *Anarch*, 198
Annabelle — *Chicago by Night*, 262
Anubi, The — *Let the Streets Run Red*, 224
Archons — *The Chicago Folios*, 158
Ashfinders, The — *Children of the Blood*, 103
Bahari, The — *Vampire: The Masquerade*, 382
Ballard Industries — *Chicago by Night*, 263
Bankers of Dunsirn — *Cults of the Blood Gods*, 220
Blacksite 24 — *Chicago by Night*, 264
Blood Plagued — *Anarch*, 197
Blue Velvet, The — *Chicago by Night*, 266
Book of Nod, The — *Chicago by Night*, 267
Cainite Heresy — *Vampire: The Masquerade*, 384
Calling the Family Reunion — *Cults of the Blood Gods*, 228
Capone Gang — *Chicago by Night*, 268
Carmelita Neillson — *Vampire: The Masquerade*, 403; *Camarilla*, 184
Carna — *Vampire: The Masquerade*, 385
Child of the Angel Michael — *Cults of the Blood Gods*, 229
Children of Tenochtitlan — *Cults of the Blood Gods*, 221
Church of Set, The — *Anarch*, 193
Circulatory System, The — *Vampire: The Masquerade*, 386
Cleopatras — *Children of the Blood*, 105
Cobweb, The — *Chicago by Night*, 270
Convention of Chicago, The — *The Chicago Folios*, 159
Convention of Thorns — *Vampire: The Masquerade*, 387
Court of Shadows — *Fall of London*, 232
Criminal Puttanesca, The — *Cults of the Blood Gods*, 226
Cult of Mithras, The — *Camarilla*, 188
Cult of Shalim — *Chicago by Night*, 272
Cultivar — *Chicago by Night*, 271
Descendant of Hardestadt — *Vampire: The Masquerade*, 390
Descendant of Helena — *Vampire: The Masquerade*, 391
Descendant of Karl Schrekt — *Vampire: The Masquerade*, 405
Descendant of Lodin — *Chicago by Night*, 273
Descendant of Menele — *The Chicago Folios*, 160
Descendant of Montano — *Chicago by Night*, 274
Descendant of Roger de Camden — *Trail of Ash and Bone*, 171
Descendant of Tyler — *Vampire: The Masquerade*, 397; *Anarch*, 195
Descendant of Vasantasena — *Vampire: The Masquerade*, 399
Descendant of Xaviar — *Vampire: The Masquerade*, 406; *Anarch*, 194
Descendant of Zelios — *Vampire: The Masquerade*, 398
Descendants of the Baron — *Cults of the Blood Gods*, 222
Eletria — *Let the Streets Run Red*, 225
Fatima al-Faqadi — *Camarilla*, 185
Fiorenza Savona — *Vampire: The Masquerade*, 404; *Camarilla*, 186
Fires and Floods and Devil's Night — *Chicago by Night*, 275
First Inquisition, The — *Vampire: The Masquerade*, 388
FIRSTLIGHT — *Chicago by Night*, 276
Flesh-Eaters — *Cults of the Blood Gods*, 223
Goblin Roads — *The Chicago Folios*, 161
Golconda — *Vampire: The Masquerade*, 389

GEHENNA GAMING

Gorgons, The — *Cults of the Blood Gods*, 227
Grudge Masters — *Children of the Blood,* 101
Harbingers of Ashur — *Cults of the Blood Gods*, 224
Hesha Ruhadze — *Anarch,* 192
High Clan — *Vampire: The Masquerade,* 400
Hunt Club — *Fall of London*, 233
Jeanette / Therese Voerman — *Vampire: The Masquerade,* 394
Juggler — *Let the Streets Run Red*, 227
Justicar Lucinde — *The Chicago Folios*, 162
Kevin Jackson — *Chicago by Night,* 277
Khalid Al-Rashid — *The Chicago Folios*, 163
Kindred Dueling — *The Chicago Folios*, 164
Kindred Iconography — *Chicago by Night,* 278
Kindred Social Media Influencer — *Let the Streets Run Red*, 226
La Famiglia Giovanni — *Cults of the Blood Gods*, 225
Labyrinth, The — *Chicago by Night,* 279
Little Siblings — *Children of the Blood,* 101
London Under London — *Fall of London*, 234
Lost Secrets of the Milwaukee Chantry — *Let the Streets Run Red*, 228
Low Clan — *Vampire: The Masquerade,* 401
Lupine Expert — *Chicago by Night,* 280
Malkavian Family — *The Chicago Folios*, 165
Mark Decker — *Let the Streets Run Red*, 229
Maxwell — *Let the Streets Run Red*, 230
Meneleans — *Children of the Blood,* 106
Milwaukee "Null Zone," The — *Let the Streets Run Red*, 231
Minneapolis — *Winter's Teeth #2*
Modius — *Let the Streets Run Red*, 233
Mortician's Army — *Winter's Teeth #9*
Nathaniel Bordruff — *Chicago by Night,* 281
Nictuku, The — *Winter's Teeth #3*
Occult Artifacts — *The Chicago Folios*, 166
One True Way, The — *Children of the Blood,* 107
Operation Antigen — *Fall of London*, 235
Oskar Anasov — *Fall of London*, 236
Painted Lady, The — *Chicago by Night,* 282
Pony Express, The — *The Chicago Folios*, 167
Promise of 1528, The — *Cults of the Blood Gods*, 231
Pure Ventrue Lineage — *Camarilla,* 187
Pyramid, The — *Camarilla,* 189
Relics of the Veil — *Trail of Ash and Bone*, 172
Revenant Family: Ducheski — *Chicago by Night,* 283
Ruby Throat, The — *Trail of Ash and Bone*, 170
Rudi — *Vampire: The Masquerade,* 396
Ruins of Carthage — *Anarch,* 196
Salvador Garcia — *Anarch,* 190
Sect War Veteran — *Vampire: The Masquerade,* 392
Servitor of Irad — *Cults of the Blood Gods*, 230
Sheriff Damien — *The Chicago Folios*, 168
Society of St. Leopold, The — *Chicago by Night,* 284
Starfall Ranch — *Children of the Blood,* 108
St. Paul — *Winter's Teeth #2*
Talley — *Chicago by Night,* 286
Theo Bell — *Vampire: The Masquerade,* 383
Trinity, The — *Vampire: The Masquerade,* 393
Victoria Ash — *Camarilla,* 190
Wauneka — *Chicago by Night,* 287
Week of Nightmares, The — *Vampire: The Masquerade,* 395
Wolf Pack, The — *The Chicago Folios*, 169
Wolves in Sheep's Clothing — *Winter's Teeth #3*

GEHENNA GAMING



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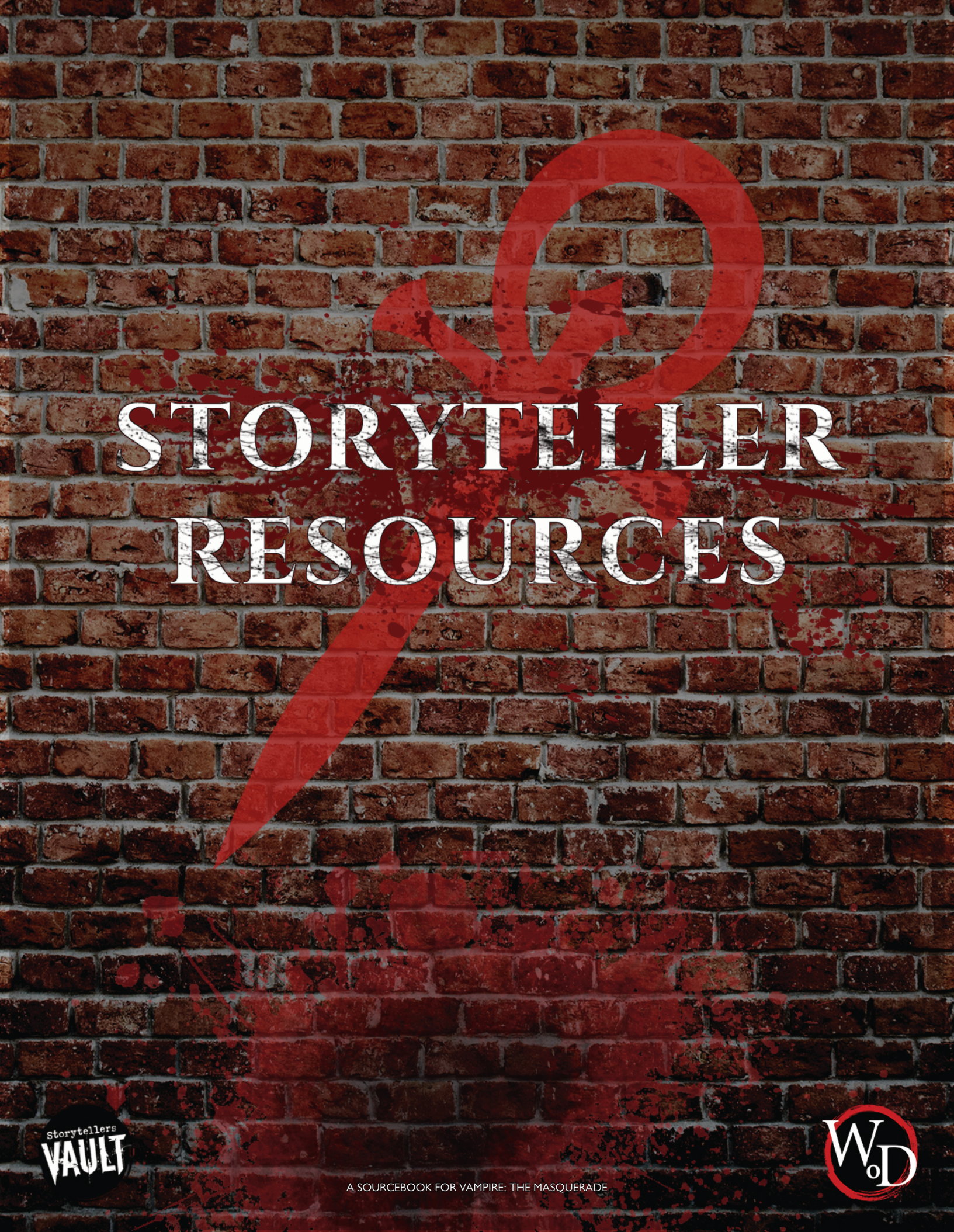
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TABLE OF CONTENTS

Tabletop RPG Consent Checklist 4

Character Creation 6

Backgrounds 7

Physical Combat 8

Social Combat 9

Banes & Compulsions 10

Frenzy & Compulsions 12

Temperaments, Resonances & Predator Types 13

Diablerie 14

Disciplines 15

Tabletop RPG Consent Checklist

The game you are about to participate in may include sensitive themes, including violence, romance, and socio-political strife. It is important that everyone enters the game with the same expectations. Everyone's comfort levels are different, and this form provides a baseline of the players' collective comfort level, so we can maximize the fun. What is totally fine for the GM may be totally off-limits for you, even in a game that explores terror and fear. This is exactly why it is so important to have an agreement with the GM and the group what is and what is not okay to include in-game.

Please be honest with your answers, and feel free to reach out to let the GM know if this may not be the game for you.

This consent form was created by Gehenna Gaming and inspired by the "Consent in Gaming" checklist by Monte Cook Games.

This first section is intended to be filled out by the Gamemaster prior to handing out to the players.

NAME OF THE SCENARIO:

GAME SYSTEM:

TONE OF THE SCENARIO:

GAME DESCRIPTION:

NAME OF THE GAMEMASTER:

GAMEMASTER CONTACT INFO:

PLAYER, ARE YOU ON-BOARD WITH THIS PREMISE AND THEME(S)?

☐ Yes ☐ No

How to Use This Form

This checklist uses a "red/yellow/green" system to illustrate your comfort level with the related themes and plot elements in the game. Keep in mind not all themes will be used, but this provides the Gamemaster with a baseline to stop the scene or fade to black should those topics be broached by another player, not just from their story.

GREEN: Full consent;no further discussion needed.

YELLOW: Partial consent; please confirm level of comfort/details before play begins.

RED: No Consent; Do not include in the story/Pause game if introduced by another PC.

IF THIS GAME WERE A MOVIE, WHAT RATING WOULD YOU WANT IT TO HAVE?

☐ G ☐ PG ☐ PG-13 ☐ R ☐ NC-17

Mental and Physical Conditions

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Death/Loss of Loved Ones	☐ ☐ ☐	☐ ☐ ☐
Mental Illness (Portrayal of)	☐ ☐ ☐	☐ ☐ ☐
Natural Disasters	☐ ☐ ☐	☐ ☐ ☐
Paralysis	☐ ☐ ☐	☐ ☐ ☐
Police Aggression	☐ ☐ ☐	☐ ☐ ☐
Pregnancy/Miscarriage/ Termination	☐ ☐ ☐	☐ ☐ ☐
Self-Harm	☐ ☐ ☐	☐ ☐ ☐
Severe Illness	☐ ☐ ☐	☐ ☐ ☐
Starvation	☐ ☐ ☐	☐ ☐ ☐
Torture	☐ ☐ ☐	☐ ☐ ☐

NOTES:

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Socio-Political Issues

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Ableism	☐ ☐ ☐	☐ ☐ ☐
Human Trafficking	☐ ☐ ☐	☐ ☐ ☐
LGBTQIA+ bigotry	☐ ☐ ☐	☐ ☐ ☐
Political bigotry	☐ ☐ ☐	☐ ☐ ☐
Racism	☐ ☐ ☐	☐ ☐ ☐
Religious bigotry	☐ ☐ ☐	☐ ☐ ☐
Sexism	☐ ☐ ☐	☐ ☐ ☐

NOTES:

Horror

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Body Horror (Blood, Gore, Mutation, etc.)	☐ ☐ ☐	☐ ☐ ☐
Creepy Crawlies (Bugs, Worms, Etc.)	☐ ☐ ☐	☐ ☐ ☐
Graphic scenes of death	☐ ☐ ☐	☐ ☐ ☐
Harm to animals	☐ ☐ ☐	☐ ☐ ☐
Harm to children	☐ ☐ ☐	☐ ☐ ☐
Illusions (Altering of "Reality")	☐ ☐ ☐	☐ ☐ ☐
Mind Control (loss of player agency)	☐ ☐ ☐	☐ ☐ ☐
Monsters (Demons, Zombies, Eldritch Horrors, Etc.)	☐ ☐ ☐	☐ ☐ ☐
Occult (Spiritual / Religious / cult themes)	☐ ☐ ☐	☐ ☐ ☐
Paranoia	☐ ☐ ☐	☐ ☐ ☐
Scary/terrifying/spooky atmosphere	☐ ☐ ☐	☐ ☐ ☐
Spiders	☐ ☐ ☐	☐ ☐ ☐
Stalking / kidnapping	☐ ☐ ☐	☐ ☐ ☐

PHOBIAS:

NOTES:

Interpersonal Relationships

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Romance between PCs	☐ ☐ ☐	☐ ☐ ☐
Romance between PCs and NPCs	☐ ☐ ☐	☐ ☐ ☐
Sex between PCs (w/ Fade to Black)	☐ ☐ ☐	☐ ☐ ☐
Sex between PCs and NPCs (w/ Fade to Black)	☐ ☐ ☐	☐ ☐ ☐
Violence between PCs	☐ ☐ ☐	☐ ☐ ☐
Betrayal between PCs	☐ ☐ ☐	☐ ☐ ☐
Betrayal between PCs & NPCs	☐ ☐ ☐	☐ ☐ ☐
Emotional Abuse (Gaslighting)	☐ ☐ ☐	☐ ☐ ☐
Physical abuse	☐ ☐ ☐	☐ ☐ ☐
Sexual abuse	☐ ☐ ☐	☐ ☐ ☐

NOTES:

ADDITIONAL TOPICS NOT COVERED:

DO YOU WANT THE GAMEMASTER TO FOLLOW UP PRIVATELY TO CLARIFY ANY OF YOUR RESPONSES?

☐ Yes ☐ No

CONTACT INFO:

Streaming Consent

(Disregard for private games)

DO YOU CONSENT TO YOUR LIKENESS BEING RECORDED AND USED FOR MARKETING/PROMOTIONAL ACTIVITIES FOR THIS GAME SESSION?

☐ Yes ☐ No

NAME:

SIGNATURE: _____

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CHARACTER CREATION

Concept

Determine who your character is and was in life. Did your profession define you? Were you a Jack-of-all-Trades? How old were you when you were embraced, what did you do for a living, and what were your defining characteristics and hobbies?

Primary & Secondary Attributes

Best Attribute: 4 Dots; **Three Attributes:** 3 Dots each; **Four Attributes:** 2 Dots each; and **Worst Attribute** 1 Dot.

Health: Stamina + 3; **Willpower:** Resolve + Composure; **Humanity:** 7 Dots

Skills

First, pick your allotment method: Backstory *or* Skill Distribution.

BACKSTORY

- **PROFESSION SKILLS:** Two at 3 Dots; two at 2 Dots; select a specialty in one of these four profession skills.
- **LIFE EVENT SKILLS:** One at 3 Dots; one at 2 Dots.
- **LEISURE SKILLS:** Three at 1 Dot.
- **EXTRA SKILLS (pick one):** Specialist - Either one at 4 Dots; *or* Generalist - two at 2 Dots and four at 1 Dot.

SKILL DISTRIBUTION (PICK ONE)

Once you have chosen your Skill Distribution, choose one free specialty.

- **JACK OF ALL TRADES:** One Skill at 3 Dots; eight Skills at 2 Dots; ten Skills at 1 Dot.
- **BALANCED:** Three Skills at 3 Dots; five Skills at 2 Dots; seven Skills at 1 Dot.
- **SPECIALIST:** One Skill at 4 Dots; three Skills at 3 Dots; three Skills at 2 Dots; three Skills at 1 Dot.

Specialties can be applied only to skills with at least one Dot level. For Academics, Craft, Performance, and Science, if you have at least one Dot level, add one free specialty to that skill.

Clan

Pick the clan that embraced you and write down your three clan Disciplines (see **Vampire: The Masquereade** p.63-113 and its sourcebooks).

DISCIPLINES Choose two clan Disciplines, put 2 Dots in one and 1 Dot in the other. For Caitiffs, choose any two Disciplines. Thin-bloods have no clan Disciplines.

Predator Type

Pick a Predator Type (see **Vampire: The Masquerade**, p. 175 and its sourcebooks).

- Add one listed specialty to a skill (if you do not have any dots in the skills listed, add 1 dot to one of them and do not add a Specialty)
- Add 1 Dot to a listed Discipline
- Add the associated Advantages and Flaws
- Adjust your Humanity as necessary

Advantages

Spend 7 points on Advantages and 2 points on Flaws (see **Vampire: The Masquerade, p. 179-194**). Thin-bloods may only choose Backgrounds and Thin-Blood Merits/Flaws.

Touchstones & Convictions

Select 1-3Touchstones and an associated Conviction. Touchstones must be a mortal who is still alive and is important to your character in some way.

Generation & Blood Potency

Together with the Storyteller and other players, decide if your coterie are:

- **Childer:** Embraced within the last 15 years; 14th, 15th, or 16th Generation (thin-bloods): Blood Potency 0;
  or
  12th or 13th Generation: Blood Potency 1
- **Neonates:** Embraced between 1940 and a decade ago; 12th or 13th Generation: Blood Potency 1; Gain 15 exp.
- **Ancillae:** Embraced between 1780 and 1940; 10th or 11th Generation: Blood Potency 2; Gain 2 points of Advantages; Gain 2 points of Flaws; Subtract 1 Humanity; Gain 35 exp

GEHENNA GAMING

BACKGROUNDS

- You may buy dot levels out of order, but they don't automatically confer benefits from lower levels.
- You may distribute remaining dots into Coterie backgrounds.

Haven

PLACE OF REST DURING DAYLIGHT HOURS

BASE SIZE, SECURITY, OR PRIVACY

SMALL	•	NO HAVEN
GOOD	••	
VERY LARGE	•••	

After the base rating, you may purchase additional Merits and Flaws.

HIDDEN ARMORY	•	CREEPY	•
CELL	•	HAUNTED	•
WATCHMEN	•	COMPROMISED	••
LABORATORY	•		
LIBRARY	•		
LOCATION	•		
LUXURY	•		
POSTERN	•		
SECURITY SYSTEM	•		
SURGERY	•		
WARDING	•		

Mawla & Adversary

MENTORS WHO ASSIST AND ENEMIES WHO OBSTRUCT

RANK

NEONATE	•
ANCILLA	••
ELDER	•••
PRIMOGEN OR COUNCIL MEMBER	••••
PRINCE OR BARON	•••••

Adversaries (Flaw) cost 2 fewer dots.

Allies & Enemies

CLOSE MORTALS WHO HELP OR HINDER YOU

Pool Effectiveness + Reliability (Max 6 per ally).

EFFECTIVENESS		RELIABILITY
WEAK MORTAL	•	½ THE TIME
AVERAGE MORTAL	••	1-10 HOURS (ROLL)
GIFTED MORTAL	•••	AS SOON AS POSSIBLE
DEADLY MORTAL	••••	

Enemies (Flaw) cost 2 fewer dots of Effectiveness.

Reliability for enemies is always at the Storyteller's discretion.

Resources

ASSETS, WEALTH, AND ECONOMIC STATUS

CLASS

PORTFOLIO PROLETARIAT	•	DESTITUTE
MIDDLE CLASS	••	
RICH	•••	
WEALTHY	••••	
ULTRA RICH	•••••	

Contacts

INFORMANTS WHO REQUEST FAVORS IN RETURN

INFORMATION VALUE

CHEAP OR COMMON (RESOURCES 1)	•
USEFUL (RESOURCES 2)	••
EXPENSIVE OR DIFFICULT (RESOURCES 4)	•••

Herd

GROUPS OF MORTALS YOU PREY ON

SIZE

1-3 VESSELS	•	
4-7 VESSELS	••	OBVIOUS PREDATOR
7-15 VESSELS	•••	
16-30 VESSELS	••••	
30-60 VESSELS	•••••	

Retainers

MORTALS BOUND TO YOUR WILL

EFFICACY

UNDERWHELMING RETAINER	•	STALKERS
GHOUL, SERVANT, OR THRALL	••	
COMPETENT RETAINER	•••	

Fame & Infamy

REPUTATION AMONG MORTALS

FAME		INFAMY
SELECT SUBCULTURE	•	BAD REPUTATION
LOCAL CELEBRITY	••	DIRE TRANSGRESSION
NATIONAL	•••	
FIELD OR SOCIAL TREND	••••	
GLOBAL	•••••	

Dark Secret (Flaw) equals one fewer dots of **Infamy (Flaw)**.

The first dot of **Infamy** also provides one dot as a **Dark Secret**.

Influence

CAPACITY TO MANIPULATE MORTAL COMMUNITIES

LEVEL OF SUPPORT

WELL-CONNECTED	•	DISLIKED
INFLUENTIAL	••	DESPISED
ENTRENCHED	•••	
POWERFUL	••••	
DOMINANT	•••••	

Status

REPUTATION AMONG VAMPIRES

REKNOWN

KNOWN	•	SUSPECT
RESPECTED	••	SHUNNED
INFLUENTIAL	•••	
POWERFUL	••••	
LUMINARY	•••••	

Loresheet

TIES TO THE WORLD OF DARKNESS

Please see indivual Loresheets for costs.

Mask

YOUR FALSE IDENTITY'S DURABILITY

SOUNDNESS

STATE OR PROVINCE CHECK	•	KNOWN CORPSE
NATIONAL CHECK	••	KNOWN BLANKBODY

At the 2-dot advantage, you may also purchase the following.

ZEROED	•
COBBLER	•

GEHENNA GAMING

Physical Combat

Initiative

RATING Composure + Awareness
ORDER Highest first; players before SPCs; vampires before mortals; roll a die to break ties.
PASS First to pass goes to the end of initiative for the rest of combat; next to pass goes one turn before that character, and so on.

Surprise Attacks

CONFLICT POOL Dexterity + Stealth vs. best opposing Wits + Awareness
DIFFICULTY First successful surprise attack should be against static Difficulty 1

Close Combat

CONFLICT POOLS

- **Unarmed attacks:** Strength + Brawl
- **One-handed melee weapons:** Dexterity + Melee
- **Two-handed melee weapons:** Strength + Melee
- **Dodge:** Dexterity + Athletics
- **Block:** Opposed rolls using the same dice pool

LONGER REACH BONUS +1 bonus die on the first round of combat

GRAPPLING

EFFECT Success restrains opponent and prevents movement and engaging other opponents.
CONFLICT POOL Strength + Brawl
NEXT ROUND RESOLUTION
Target may end grapple with Strength + Brawl contest and move freely the next round on a success. If target loses, grappler may

- Apply margin of success as normal attack damage.
- Bite target for two Aggravated damage (no bite penalty).

Ranged Combat

CONFLICT POOLS

- **Standard attacks:** Composure + Firearms
- **Sniper attacks:** Resolve + Firearms
- **Quickdraw attacks:** Dexterity + Firearms
- **Thrown weapons:** Dexterity + Athletics
- **Close Combat:** Strength + Firearms (no cover penalty)

ALL-OUT ATTACK Attacker gains +1 damage bonus but cannot defend against any attacks, or attacker completely empties a ranged weapon.
ALL-OUT DEFENSE Defender gains +1 bonus die to all defense rolls this turn but cannot take other actions.
EFFECTIVE RANGE PENALTY -2 dice
CLOSE COMBAT PENALTY -2 dice to target someone outside the close combat as well as -2 for firearms larger than a pistol
AMMUNITION RELOAD PENALTY Reload after 2-3 attacks. Reloading is a minor action (-2 dice).
SUPERIOR FIREPOWER/AMMUNITION BONUS +1 bonus die
DEFENSE CONFLICT POOL Dexterity + Athletics + cover modifier. Stationary targets have a static Difficulty 1.

COVER	DICE MODIFIER
No cover	-2
Concealment only	-1
Hard cover	+/-0
Entrenchment	+1
Murder hole	+2

CALLED SHOTS

EFFECT Success directs an attack at a specific part of the target for less damage or non-lethal incapacitation. Required for vampire decapitation and staking. Effect should be distinct from adding more damage.
BEFORE TEST Attacker declares action and target.
AFTER TEST Storyteller subtracts successes depending on nature of the target.

Crippling Injuries

TABLE ROLL (Impaired Characters) 1d10 + current Aggravated Damage (table on **Vampire: The Masquerade** p. 303)

Criticals in Combat

CRITICAL Nameless mortal opponent is incapacitated.
MESSY CRITICAL Nameless mortal opponent dies.

GEHENNA GAMING

Social Combat

Setup

SYSTEM Three Rounds and Out *or* One-Roll Conflict
STAKES Outline consequences for the winner and loser of Social Combat ahead of time.
REQUIREMENTS An opponent who actively doesn't want you to succeed and attempts to defeat you on equal ground. Other social actions are resolved as normal.

Initiative

RATING Wits *or* Manipulation + Etiquette
ORDER Highest first; players before SPCs; vampires before mortals; roll a die to break ties.
PASS First to pass goes to the end of initiative for the rest of combat; next to pass goes one turn before that character, and so on.

Mechanics

SYSTEM Roll respective dice pools based on conflict type, arena, and audience.
CONCESSION Combatants may concede before pools are rolled to avoid damage.
DAMAGE Winner counts their total successes and subtracts opponent's total successes. Apply the difference as damage to the loser's Willpower. If an audience is present, apply a damage modifier.

AUDIENCE OR WITNESS	EXTRA WILLPOWER DAMAGE
Opponents only	+0
Your coterie	+1
Kindred whose opinions you value for themselves	+2
Socially important figures or another serious rival besides your current opponent	+3
The Prince, Baron, or another powerful figure	+4

Longterm Conflict

SYSTEM Count the most successes over three rounds or take the best two out of three rounds.
DAMAGE Tracking Willpower damage is optional in longterm conflict.

Resolution

END One party concedes defeat, becomes Impaired, or fills their Willpower tracker with Aggravated damage.
CONSEQUENCES Winner achieves stakes agreed to at the beginning of conflict by Storyteller and players. Loser may incur additional penalties in interactions with the winner.

GEHENNA GAMING



BANES & COMPULSIONS

CLAN	BANE	COMPULSION
 Banu Haqim	**THIRST** **Penalty:** When slaking at least 1 Hunger level with vitae, make a hunger frenzy test at Difficulty 2 + Bane severity.	**JUDGMENT** **Fixation:** Punish transgressors of your creed. **Penalty:** -3 dice to all rolls except Compulsion **Resolution:** Scene ends or slake 1 Hunger from someone who acts against one of your Convictions.
 Brujah	**RAGE** **Penalty:** When resisting fury frenzy, subtract dice equal to your Bane Severity. Dice pool may not drop below one die.	**REBELLION** **Fixation:** Go against the status quo in the scene. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Change someone's mind or do something unexpected.
 Gangrel	**ANIMAL FEATURES** **Penalty:** When frenzying, gain a number of animal features equal to your Bane Severity, reducing one Attribute per feature by 1 point for two two nights. Riding the Wave manifests only one animal feature.	**FERAL IMPULSES** **Fixation:** Return to an animalistic state. **Penalty:** -3 dice to all rolls involving Manipulation and Intelligence **Resolution:** Scene ends.
 Hecata	**PAINFUL BITE** **Penalty:** When drinking from a victim, you may only take harmful drinks. Willing victims must succeed at Stamina + Resolve test against 2 + your Bane Severity. Vampire victims must test for terror frenzy Difficulty 3.	**MORBIDITY** **Fixation:** Study others for signs of death. **Penalty:** -3 dice to all rolls except Compulsion **Resolution:** Scene ends or predict or determine the cause of someone's death without supernatural assistance.
 Lasombra	**TECHNOLOGY** **Penalty:** When using modern technology, make a Technology test at 2 + your Bane Severity. When avoiding electronic detection systems, subtract dice equal to your Bane Severity.	**RUTHLESSNESS** **Fixation:** Succeed at retrying a failed action. **Penalty:** -2 dice to all rolls after the next failed action **Resolution:** Succeed at a future attempt to accomplish the failed action.
 Malkavian	**DERANGEMENT** **Penalty:** When suffering a Bestial Failure or Compulsion, reduce one category of dice pools (Physical, Social, or Mental) by a number of dice equal to your Bane Severity for one scene. Stacks with Compulsion penalties.	**DELUSION** **Fixation:** Receive extrasensory perceptions. **Penalty:** -2 dice to resist terror frenzy and on rolls involving Dexterity, Manipulation, Composure, and Wits **Resolution:** Scene ends.

CONSEQUENCES & MESSY CRITICALS

- On a Messy Critical (Hunger Dice 10 on a critical win), the Beast acts out, and the Storyteller and player work together to decide a negative consequence.
- Players cannot achieve messy criticals on Willpower or Humanity rolls.



COMPULSIONS & BESTIAL FAILURES

- On a Bestial Failure (Hunger Dice 1 on a failed roll), players must act out a Compulsion.
- Choose one Compulsion or roll on the table.
- Players cannot spend Willpower to ignore compulsions.
- Storytellers may restore Willpower as a reward for good roleplay.



GEHENNA GAMING

CLAN	BANE	COMPULSION
 **Ministry**	**LIGHT** **Penalty:** When exposed to direct illumination, reduce your dice pool by a number of dice equal to your Bane Severity. When taking Aggravated damage from sunlight, add your Bane Severity.	**TRANSGRESSION** **Fixation:** Tempt others to sin against their beliefs. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Persuade someone to break a Chronicle Tenet or personal Conviction and cause a Stain.
 **Nosferatu**	**HIDEOUSNESS** **Penalty:** When disguising yourself as non-deformed, reduce your dice pool by a number of dice equal to your Bane Severity. At character creation, take the Repulsive Flaw (-2). Rating in the Looks Merit cannot be increased.	**CRYPTOPHILIA** **Fixation:** Learn a secret. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Learn a useful secret.
 **Ravnos**	**DOOM** **Penalty:** When slumbering in the same place (within one mile) more than once in seven nights, roll a number of dice equal to your Bane Severity and receive Aggravated damage equal to the number of 10s rolled. At character creation, you may not take the No Haven Flaw.	**TEMPTING FATE** **Fixation:** Attempt the most dangerous solution. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Problem is solved or becomes impossible to solve.
 **Salubri**	**ENTICING BLOOD** **Penalty:** When another vampire feeds on you, consuming enough to fill one Hunger level requires a hunger frenzy test at 2 + your Bane Severity (3 + your Bane for Banu Haqim). On a failure, they keep drinking your vitae. When activating Disciplines, your third eye opens and triggers a hunger frenzy test for nearby vampires at Hunger level 4 or more.	**AFFECTIVE EMPATHY** **Fixation:** Empathize with someone in the scene and attempt to resolve their problem. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Scene ends, burden is eased, or another crisis supercedes it.
 **Toreador**	**DESIRE** **Penalty:** When in less than beautiful surroundings, reduce your Discipline dice pool by a number equal to your Bane Severity.	**OBSESSION** **Fixation:** Experience a beautiful object. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Scene ends or beautiful object cannot be perceived anymore.
 **Tremere**	**WEAK BOND** **Penalty:** When using the Blood Bond on ghouls and mortals, your vitae must be drunk an additional number of times equal to your Bane Severity.	**PERFECTIONISM** **Fixation:** Accomplish a task perfectly. **Penalty:** -2 dice to all dice pools, -1 dice to a repeated action, no penalty to an action repeated twice **Resolution:** Scene ends or score a critical win on a Skill roll.
 **Tzimisce**	**GROUNDING** **Penalty:** When daysleeping, surround yourself with a clearly defined and limited charge or, on waking the following night, suffer Aggravated Willpower damage equal to your Bane Severity.	**COVETOUSNESS** **Fixation:** Possess something in the scene. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Establish ownership or realize that object is unattainable.
 **Ventrue**	**PREFERENCE** **Penalty:** When feeding from anything but your preferred victim, you must spend Willpower points equal to your Bane Severity. You may sense whether a mortal satisfies your requirement with a Resolve + Awareness test (Difficulty 4).	**ARROGANCE** **Fixation:** Command a situation. **Penalty:** -2 dice to all dice pools not involving leadership **Resolution:** Convince someone to obey an order without supernatural assistance.



GEHENNA GAMING

Frenzy

Resist

DICE POOL Willpower + 1/3 Humanity (rounded down)
WIN Resist successfully but spend a turn to suppress the impulse.
CRITICAL WIN Resist without losing a turn.

Ride the Wave

Intentionally succumb to frenzy but maintain control of your character. Use frenzy rules as normal.

Mechanics

CONTROL Storyteller controls your character. Ignore further frenzy tests and compulsions.
HEALTH Ignore most Health-based penalties.
DISCIPLINES Use only Physical Disciplines. When targeted by a Discipline power, add +3 dice to your resistance pools or add +2 to the Difficulty (if no resistance pool).
WILLPOWER Spend 1 Willpower to assume control of your character for a single Turn. Do not use Willpower to re-roll dice.
RESOLUTION Goal is achieved at any cost, or the scene ends.

Compulsions

COMPULSION
HUNGER **Roll:** 1-3 **Fixation:** Feed on blood. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Slake 1 Hunger level.
DOMINANCE **Roll:** 4-5 **Fixation:** Exert dominance or superiority. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Win and gloat.
HARM **Roll:** 6-7 **Fixation:** Harm a target person or object. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Destroy, incapacitate, or drive away target.
PARANOIA **Roll:** 8-9 **Fixation:** Disengage from suspected threat. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Spend 1 hour in a safe spot.
CLAN COMPULSIONS **Roll:** 10 (See Clan Banes & Compulsions table.)

TERROR

GOAL Flee from danger.
TRIGGERS Danger, Rötschreck, sunlight, open flames, grave damage to the body
RESOLUTION You no longer perceive danger, or the scene ends.
DIFFICULTIES
2 — Bonfire
3 — Inside a burning building
2 — Being burned
3 — Obscured sunlight
4 — Direct sunlight

FURY

GOAL Destroy the source.
TRIGGERS Provocation, insults, humiliation, or aggression
RESOLUTION Destroy the object of your fury. After you're successful, make a Willpower test (Difficulty 3 or 5) if other enemies remain standing.
DIFFICULTIES
2 — Friend killed
3 — Lover or Touchstone hurt
4 — Lover or Touchstone killed
2 — Physical provocation
2 — Insulted by inferior
2 — Public humiliation

HUNGER

GOAL Drink fresh human blood.
TRIGGERS Temptation, Rouse Check fail at Hunger 5
RESOLUTION Reach Hunger 1 or below.
DIFFICULTIES
2 — Sight of open wound or overpowering smell of blood while at Hunger 4 or higher
3 — Taste of blood while at Hunger 4 or higher
4 — Fail Rouse Check while at Hunger 5

GEHENNA GAMING

Temperaments

- All blood has a resonance and temperament.
- Roleplay can change resonances and temperaments.
- Storytellers may require specific Resonances to gain dots in Disciplines.

Resonances

RESONANCE	EMOTION & CONDITION	DISCIPLINES
Animal	beastliness, inhumanity	Animalism, Protean
Choleric	anger, violence, passion, envy	Celerity, Potence
Melancholy	depression, fear, intellectualism	Fortitude, Obfuscate
Phlegmatic	sloth, apathy, calm, sentiment	Auspex, Dominate
Sanguine	arousal, happiness, activity	Blood Sorcery, Presence
Empty	none	Oblivion

Predator Types

TYPE	SUGGESTED DICE POOLS	SKILL SPECIALTIES
Alleycat	Strength + Brawl, Wits + Streetwise	Intimidation (Stickups) Brawl (Grappling)
Bagger	Intelligence + Streetwise	Larceny (Lockpicking) Streetwise (Black Market)
Blood Leach	Storyteller Discretion	Brawl (Kindred) Stealth (Against Kindred)
Cleaver	Manipulation + Subterfuge	Persuasion (Gaslighting) Subterfuge (Coverups)
Consensualist	Manipulation + Persuasion	Medicine (Phlebotomy) Persuasion (Vessels)
Extortionist	Strength *or* Manipulation + Intimidation	Intimidation (Coercion) Larceny (Security)
Farmer	Composure + Animal Ken	Animal Ken (Specific Animal) Survival (Hunting)
Graverobber	Resolve + Medicine Manipulation + Insight	Occult (Grave Rituals) Medicine (Cadavers)
Osiris	Manipulation + Persuasion Intimidation + Fame	Occult (*specific tradition*) Performance (*specific entertainment field*)
Roadside Killer	None Listed	Survival (The Road) Investigation (Vampire Cant)
Sandman	Dexterity + Stealth	Medicine (Anesthetics) Stealth (Break-in)
Scene-Queen	Manipulation + Persuasion	Etiquette (*specific scene*) Leadership (*specific scene*) Streetwise (*specific scene*)
Siren	Charisma + Subterfuge	Persuasion (Seduction) Subterfuge (Seduction)

FLEETING

Momentary emotions

- **Useful for Thin-Blood Alchemy**

INTENSE

Habitual behaviors

- **+1 Die to Resonance Discipline**
- **Intense temperament bonuses last until drinking new blood or reaching Hunger 5.**

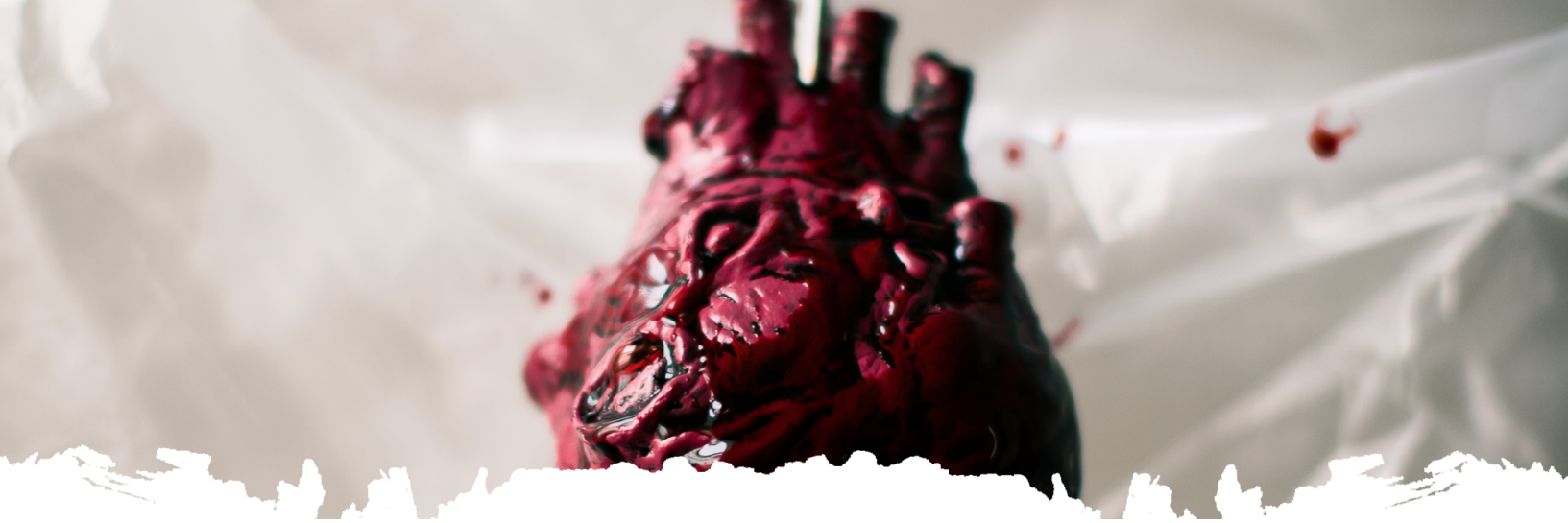
ACUTE

Dyscrasias

- **+1 Die to Resonance Discipline and a dyscrasia bonus**
- **Dyscrasia bonuses last until drinking new blood or reaching Hunger 5.**
- **To obtain a dyscrasia, the vampire must completely drain the victim or drink from them for three consecutive night.**
- **Sample Dyscrasias (Vampire: The Masquerade p. 230-231)**



GEHENNA GAMING



DIABLERIE

Begin

1. For one Scene, immobilize your target and drain their Blood.
2. Make a **Strength + Resolve** test (Difficulty 3) for each point of your target's Blood Potency; each test takes one turn.

Succeed at All Tests

Lose 1 point of Humanity.
Roll contest.
Your **Humanity + Blood Potency**
vs.
Target's **Resolve + Blood Potency**

Fail One or More Tests

The target's spark fades, and you may not continue the Diablerie.

Regardless of Outcome

Every counted Success awards **5 XP** to spend on

- Increasing Blood Potency (up to target's maximum).
- Disciplines known by the target.

Succeed at the Diablerie

Decrease generation by 1 if your target was of a lower generation.

Fail the Contest

Subtract your total successes from your target's successes. Lose Humanity equal to the difference.

Aftermath

Auspex users see black veins in your aura for at least a year.

Reach Humanity 0

Lose control of your body to your target. Your character becomes an SPC.

GEHENNA GAMING

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Animalism

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Bond Famulus	1	Free	Charisma + Animal Ken			Only death breaks it	245 V5
Sense the Beast	1	Free	Resolve + Animalism	vs	Composure + Subterfuge	Passive	245 V5
Feral Whispers	2	✓				One Scene	245 V5
Atavism	2	✓	Composure + Animalism		Diff 1-4	Rounds by Margin	3 WT
The Eyes of Beasts	2 / Auspex 3	✓				Instant	148 FoL
Animal Succulence	3	✓				Passive	246 V5
Quell the Beast	3	✓	Charisma + Animalism	vs	Stamina + Resolve	One Scene + Margin	246 V5
Unliving Hive	3 / Obfuscate 2	Free				Passive	246 V5
Scent of Prey	3	✓	Resolve + Animalism			One Scene or Night (Crit)	47 S
Subsume the Spirit	4	✓	Manipulation + Animalism			One Scene/Permanent	247 V5
Animal Dominion	5	✓	Charisma + Animalism		Diff 3	One Scene	247 V5
Drawing Out the Beast	5	✓	Wits + Animalism	vs	Composure + Resolve	Fury Frenzy Duration	247 V5

Auspex

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Heightened Senses	1	Free	Wits & Resolve			Until Deactivated	249 V5
Sense The Unseen	1	Free	Wits OR Resolve + Auspex			Passive	249 V5
Premonition	2	✓	Resolve + Auspex			Passive	249 V5
Unerring Pursuit	2 / Dominate 1	✓	Resolve + Auspex		Diff 3 if vampire	One Night + Margin	46 S
Obeah	2 / Fortitude 1	✓+Will	Composure + Auspex		Diff 2		24 Co
Scry the Soul	3	✓	Intelligence + Auspex	vs	Composure + Subterfuge	One Turn	250 V5
Share the Senses	3	✓	Resolve + Auspex		Diff 3	One Scene	250 V5
Spirit's Touch	4	✓	Intelligence + Auspex	vs	Difficulty of the info sought	One Turn	250 V5
Clairvoyance	5	✓	Intelligence + Auspex	vs	Difficulty of the security of the area	Few minutes of info gathered	251 V5
Possession	5 / Dominate 3	✓✓	Resolve + Auspex	vs	Resolve + Intelligence	Until Ended Voluntary or involuntary	251 V5
Unburdening Bestial Soul	5 / Dominate 3 + Obeah	✓✓+1 Stain	Composure + Auspex	vs	Humanity	One session	24 Co

Blood Sorcery

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Corrosive Vitae	1	✓				N/A	272 V5
A Taste for Blood	1	Free	Resolve + Blood Sorcery			N/A	273 V5
Shape the Sanguine Sacrament	1	Free (or ✓)	Manipulation + Blood Sorcery			One Scene	3 WT
Extinguish Vitae	2	✓	Intelligence + Blood Sorcery	vs	Stamina + Composure	N/A	273 V5
Blood Potency	3	✓	Resolve + Blood Sorcery (Diff 2)	vs	Blood Potency	One Scene	273 V5

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Blood Sorcery

Scorpion Touch	3	✓	Strength + Blood Sorcery	vs	Stamina + Occult OR Fortitude	Potent poison One scene	273 V5
Transitive Bond	3	✓				N/A	49 S
Theft of Vitae	4	✓	Wits + Blood Sorcery	vs	Wits + Occult	One Feeding	274 V5
Baal's Caress	5	✓+	Strength + Blood Sorcery	vs	Stamina + Occult OR Fortitude	Potent poison One scene	274 V5
Cauldron of Blood	5	✓ + 1 or more Stains	Resolve + Blood Sorcery	vs	Composure + Occult OR Fortitude	One Turn	274 V5
Reclamation of Vitae	5	1+ Stains				N/A	49 S

Celerity

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cat's Grace	1	Free				Passive	252 V5
Rapid Reflexes	1	Free				One Scene	253 V5
Fleetness	2	✓				One Scene	235 V5
Blink	3	✓	Dexterity + Athletics			One Turn	253 V5
Traversal	3	✓	Dexterity + Athletics			One Turn	253 V5
Unerring Aim	4 / Auspex 2	✓		vs	Mortal: Can't Avoid | Kindred: Celerity 5 - ✓	Single Attack	254 V5
Draught of Elegance	4	✓				One Night	254 V5
Lightning Strike	5	✓		vs	Mortal: Can't Avoid | Kindred: Celerity 5 - ✓	Single Attack	254 V5
Split Second	5	✓					254 V5

Dominate

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cloud Memory	1	Free	Charisma + Dominate	vs	Wits + Resolve	Indefinite	256 V5
Compel	1	Free	Charisma + Dominate	vs	Intelligence + Resolve	No more than single target	256 V5
Mesmerize	2	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Until Command is carried out	256 V5
Demention	2 / Obfuscate 2	✓	Manipulation + Dominate	vs	Composure + Intelligence	One Scene	256 V5
Domitor's Favor	2	✓				One Month	25 Co
Slavish Devotion	2 / Presence 1					Passive	104 CBG
Forgetful Mind	3	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Indefinite	257 V5
Submerged Directive	3	✓			Storyteller rolls for success in secret	Passive	257 V5
Ancestral Dominion	4 / Blood Sorcery 3	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Until action is taken or scene ends	104 CBG
Rationalize	4	Free			Wits + Awareness (Diff 5)	Indefinite	257 V5
Tabula Rasa	4	✓✓	Resolve + Dominate (Extended)	vs	Composure + Resolve	Permanent	47 S
Mass Manipulation	5	✓				Passive	257 V5
Terminal Decree	5					Passive	257 V5

GEHENNA GAMING

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Fortitude

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Resilience	1	Free				Passive	258 V5
Unswayable Mind	1	Free				Passive	258 V5
Toughness	2	✓				One scene	258 V5
Enduring Beasts	2 / Animalism 1	Free*	Stamina + Animalism (for non-famulus)			One Scene	259 V5
Obdurate	2 / Potence 2	✓	Wits OR Stamina + Survival	vs	Diff 3	One Scene	3 WT
Valeren	2 / Auspex 1	✓ + Health	Intelligence + Fortitude	vs	Diff 2	Takes whole turn to cast	25 Co
Defy Bane	3	✓	Wits + Survival			One Scene or Until Expired w/e first	259 V5
Draught of Endurance	4	✓				One night for vamps	259 V5
Shatter	4 + Toughness	✓				One scene or until hit	104 CBG
Flesh of Marble	5	✓✓				One Scene	259 V5
Prowess of Pain	5	✓				One Scene	260 V5

Obfuscate

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cloak of Shadows	1	Free				One Scene	261 V5
Silence of Death	1	Free				One Scene	261 V5
Unseen Passage	2	✓				One Scene or Detected	261 V5
Ventriloquism	2 / Auspex 2	✓	Wits + Obfuscate	vs	Resolve + Compsure	Instant	148 FoL
Chimerstry	2 / Presence 1	✓	Manipulation + Obfuscate	vs	Composure + Wits	One Turn	25 Co
Ghost in the Machine	3	✓				As power used	262 V5
Mask of a Thousand Faces	3	✓				One Scene	262 V5
Mental Maze	3 / Dominate 1	✓✓✓	Charisma + Obfuscate	vs	Wits + Resolve	One Night	85 CBG
Mask of Isolation	3 / Dominate 1 + Mask of a Thousand Faces	✓	Manipulation + Obfuscate	vs	Charisma + Insight	One Night + Margin	48 S
Fata Morgana	3 / Presence 2	✓	Manipulation + Obfuscate	vs	1 + Number of senses the hallucination targets	One Scene/vamp discretion	26 Co
Conceal	4 / Auspex 3	✓				One night **	262 V5
Vanish	4 + Cloak of Shadows	✓				As per power augmented	262 V5
Cloak The Gathering	5	✓				As power extended	263 V5
Imposters Guise	5 + Mask of a Thousand Faces	✓	Wits + Obfuscate	vs	Manipulation + Performance	One Scene	263 V5

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Oblivion

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Shadow Cloak	1	Free				Passive	293 CbN
Oblivion's Sight	1	Free				One Scene	293 CbN
Ashes to Ashes	1	✓	Stamina + Oblivion	vs	Stamina + Medicine (if corpse animated)[+Fort if ghoul/supernatural]	Turns = 5-Number of successes	204 CBG
The Binding Fetter	1 / Auspex 1	Free	Wits + Oblivion				204 CBG
Shadow Cast	2	✓			(if seen) Wits+Awareness (Diff 3)	One Scene	293 CbN
Arms of Ahriman	2 / Potence 2	✓	Wits + Oblivion			One scene or until ended	294 CbN
Fatal Precognition	2 / Auspex 2	✓	Resolve + Oblivion		Diff 3+	Until fulfilled, avoided or story ends	204 CBG
Where the Shroud Thins	2	✓	Wits + Oblivion		Diff 3	One Turn	205 CBG
Shadow Perspective	3	✓				Up to one scene	294 CbN
Touch of Oblivion	3	✓			Strength + Brawl (if avoiding)	One Turn	294 CbN
Aura of Decay	3	✓	Stamina + Oblivion	vs	Stamina + Medicine [+Fort if ghoul/ supernatural]	Permanent toxicity	205 CBG
Passion Feast	3 / Fortitude 2	Free	Resolve + Oblivion	vs	Stamina + Composure	One night may induce stain	206 CBG
Stygian Shroud	4	✓				One Scene	295 CbN
Necrotic Plague	4	✓ + 2 Stains	Intelligence + Oblivion	vs	Stamina +Medicine [+Fort if ghoul/ supernatural]	Permanent toxicity +1 Agg Dmg / Scene	206 CBG
Umbrous Clutch	4	✓+1 Stain	Wits + Oblivion	vs	Dexterity + Wits	Instant	49 S
Shadow Step	5	✓				One Turn	295 CbN
Tenebrous Avatar	5	✓✓				One scene or until ended	295 CbN
Skuld Fulfilled	5	✓✓	Stamina + Oblivion	vs	Stamina + Medicine [+Fort if ghoul/ supernatural]	Immediate + Permanent	207 CBG
Withering Spirit	5	✓✓+ 1 or more Stains	Resolve + Oblivion	vs	Resolve + Occult [+Fort if they have it]	One turn +2 AG WP DMG/success	208 CBG

Potence

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Lethal Body	1	Free				Passive	264 V5
Soaring Leap	1	Free	3x pot level meters vert | 5x pot meters horiz			Passive	264 V5
Prowess	2	✓				One Scene	264 V5
Brutal Feed	3	Free				One Feeding	264 V5
Spark of Rage	3 / Presence 3	✓				One Scene	265 V5
Uncanny Grip	3	✓				One Scene	265 V5
Draught of Might	4	✓				One Scene	265 V5
Earthshock	5	✓✓	None - Ground is hard to miss	vs	Dex+ Athletics (Diff 3) (within 5 meters)	One Scene	265 V5
Fists of Caine	5	✓				One Scene	266 V5
Prowess of Pain	5	✓				One Scene	260 V5

DISCIPLINES

Vampire: The Masquerade	V5
Anarch	An
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Presence

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Awe	1	Free	Manipulation + Presence	vs	Composure + Intellect	One scene or intentionally ended	267 V5
Daunt	1	Free				One Scene or until cancelled	267 V5
Eyes of the Serpent	1 / Protean 1	Free	Charisma + Presence	vs	Wits + Composure	Until eye contact breaks or scene ends	185 An
Lingering Kiss	2	Free				Until successfully resisted	267 V5
Dread Gaze	3	✓	Charisma + Presence	vs	Composure + Resolve	One Turn	267 V5
Entrancement	3	✓	Charisma + Presence	vs	Composure + Wits	One Hour + 1 hour per point margin	268 V5
True Love's Face	3 / Obfuscate 3	✓	Manipulation + Presence	vs	Compsure + Wits	One Scene	85 CBG
Clear the Field	3 / Dominate 3	✓	Composure + Presence		Diff 3 or Wits + Composure	Instant	177 FoL
Irresistible Voice	4 / Dominate 1	✓				Passive	268 V5
Magnum Opus	4 / Auspex 3	✓+	Charisma OR Manipulation + Craft (Ext)		Diff 10	N/A	3 WT
Summon	4	✓	Manipulation + Presence	vs	Composure + Intelligence	One Night	268 V5
Majesty	5	✓✓	Charisma + Presence	vs	Composure + Resolve	One Scene	268 V5
Star Magnetism	5	✓+				As power used	269 V5

Protean

NAME	LEVEL	ROUSE	INITIATOR	TARGET	DURATION	PAGE
Eyes of the Beast	1	Free			As long as desired	269 V5
Weight of a Feather	1	Free			As long as desired	270 V5
Feral Weapons	2	✓			One Scene	270 V5
Vicissitude	2 / Dominate 2	✓	Resolve + Protean		Permanent - See compendium	27 Co
Earth Meld	3	✓			One day or until disturbed	270 V5
Shapechange	3	✓			One scene unless ended before	270 V5
Visceral Absorption	3 / Blood Sorcery 2	✓	Strength + Protean		One turn per body	49 S
Fleshcrafting	3 / Dominate 2 + Vicissitude	✓	Resolve + Protean	vs Stamina + Resolve	Permanent - See compendium	27 Co
Metamorphosis	4	✓			One scene unless ended before	271 V5
Horrid Form	4 / Dominate 2 + Vicissitude	✓			One Scene / Vamp discretion	28 Co
Mist Form	5	✓✓✓	Takes 3 turns unless roll more rouse ✓		One scene unless ended before	271 V5
Unfettered Heart	5	Free			Passive	271 V5
One with the Land	5 / Animalism 2 + Earth Meld	✓✓	See Compendium for special rules		One day or until disturbed	28 Co
The Heart of Darkness	5 / Fortitude 2	2 Agg Dmg			Permanent	85 CBG

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Thin-Blood Alchemy

NAME	PREREQUISITE	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Far Reach	Choleric	1	✓	Resolve + Alchemy	vs	Strength + Athletics	One Turn unless held	284 V5
Haze	Phlegm	1	✓				One Scene or unless ended	285 V5
Gaoler's Bane	Sang	1	✓ + Mix				One Scene or unless ended	10 WT
Portable Shade	Sang	1	✓ + Mix	Stamina + Alchemy			One Hours per Success	53 S
Envelop	Mel & Phlegm	2	✓	Wits + Alchemy	vs	Stamina + Survival	One Scene or unless ended	285 V5
Red's Flamin' Hot Sauce	Choleric	2	Mix				One Scene, or longer	10 WT
Defractionate	Alc + Sang + Mel	3	Mix				One Scene	286 V5
Profane Hieros Gamos	Mel & Phlegm	3	✓	Alchemist distillation success	±	Stamina + Resolve (Diff 8 + Bane severity)	Permanent until performed again	Errata
Concoct Ashe	Kindred Ashes	3	Free	Intelligence + Alchemy			End of chapter	45 CBG
Chemically-Induced Flashback	Concoct Ashe	3	✓	Willpower (Diff 1 + Destroyed Kindred BP)				45 CBG
Stay the Falling Sand	Mel	3	✓ + Mix	Resolve + Alchemy			One Round or More	10 WT
On-Demand Sunburn	Choleric	3	✓ + Mix				Until used or next Sunset	53 S
Airborne Momentum	Alc + Chol + Sang	4	✓	Strength + Alchemy	vs	Strength + Athletics (if resisted)	One Scene	287 V5
Discipline Channeling	Concoct Ashe	4	Free (or ✓)	Willpower			See power	46 CBG
Hollow Leg		4	Mix	Intelligence + Alchemy	vs	Stamina + Composure	One Night or until Hunger Frenzy	10 WT
Awaken The Sleeper	Alc + Chol + Sang	5	Mix				N/A	287 V5

New Discipline Powers

NAME	LEVEL	ROUSE	INITIATOR	TARGET	DURATION	PAGE

STORYTELLER RESOURCES

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This book contains:

- Quick Reference sheets for V5 rules
- Cheat Sheets for your Disciplines, Banes, Compulsions, and more!
- Safety Tools and the Gehenna Gaming horror checklist
- And more!

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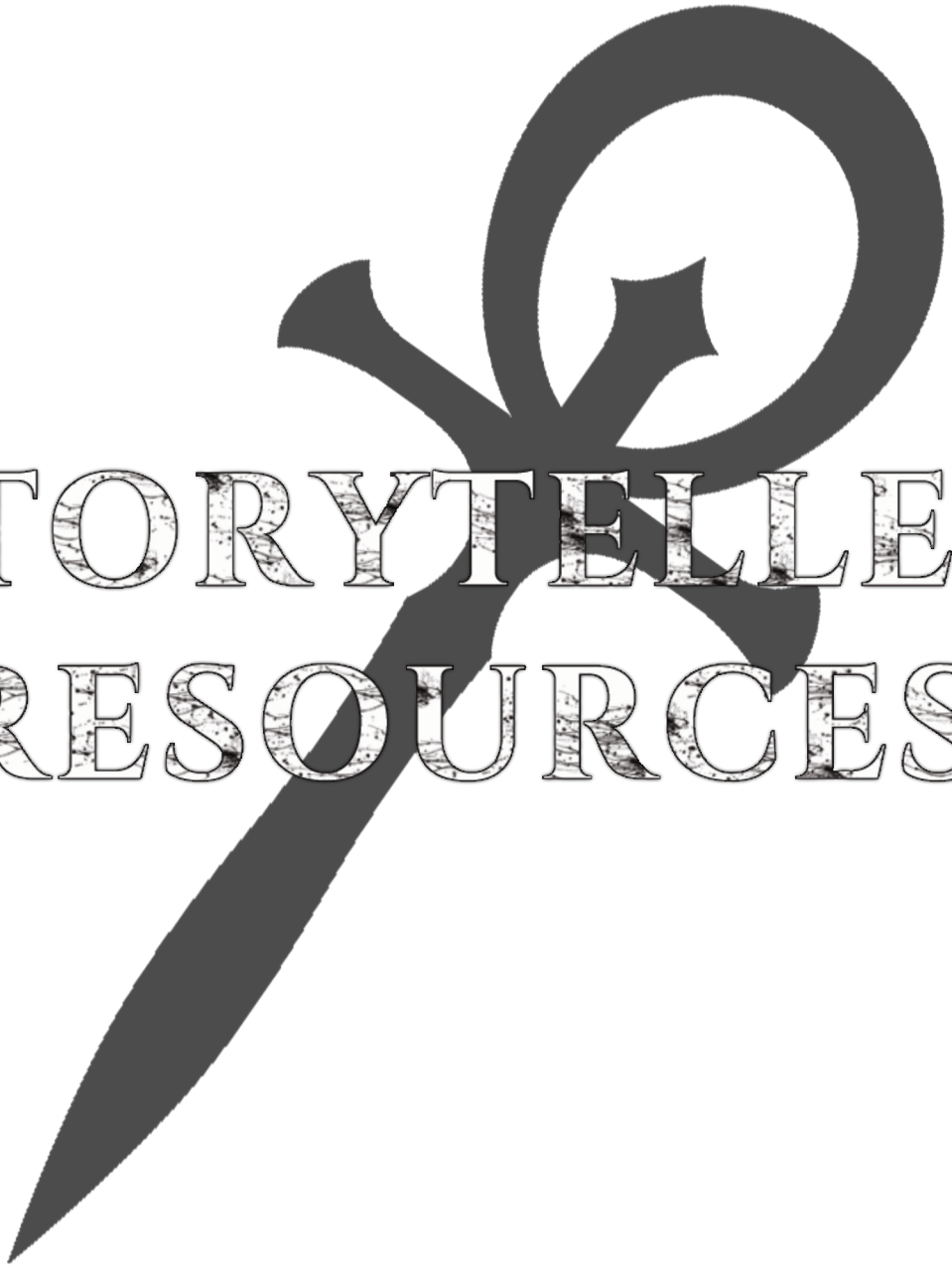
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STORYTELLER RESOURCES

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A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE

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VAMPIRE

THE MASQUERADE

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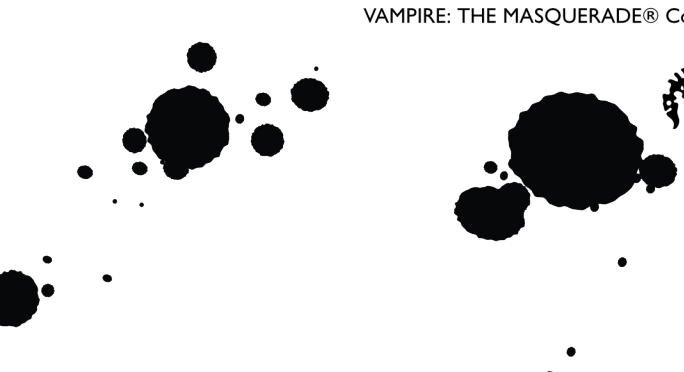
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TABLE OF CONTENTS

Tabletop RPG Consent Checklist 4

Character Creation 6

Backgrounds 7

Physical Combat 8

Social Combat 9

Banes & Compulsions 10

Frenzy & Compulsions 12

Temperaments, Resonances & Predator Types 13

Diablerie 14

Disciplines 15

Tabletop RPG Consent Checklist

The game you are about to participate in may include sensitive themes, including violence, romance, and socio-political strife. It is important that everyone enters the game with the same expectations. Everyone's comfort levels are different, and this form provides a baseline of the players' collective comfort level, so we can maximize the fun. What is totally fine for the GM may be totally off-limits for you, even in a game that explores terror and fear. This is exactly why it is so important to have an agreement with the GM and the group what is and what is not okay to include in-game.

Please be honest with your answers, and feel free to reach out to let the GM know if this may not be the game for you.

This consent form was created by Gehenna Gaming and inspired by the "Consent in Gaming" checklist by Monte Cook Games.

This first section is intended to be filled out by the Gamemaster prior to handing out to the players.

NAME OF THE SCENARIO:

GAME SYSTEM:

TONE OF THE SCENARIO:

GAME DESCRIPTION:

NAME OF THE GAMEMASTER:

GAMEMASTER CONTACT INFO:

PLAYER, ARE YOU ON-BOARD WITH THIS PREMISE AND THEME(S)?

☐ Yes ☐ No

How to Use This Form

This checklist uses a "red/yellow/green" system to illustrate your comfort level with the related themes and plot elements in the game. Keep in mind not all themes will be used, but this provides the Gamemaster with a baseline to stop the scene or fade to black should those topics be broached by another player, not just from their story.

GREEN: Full consent;no further discussion needed.

YELLOW: Partial consent; please confirm level of comfort/details before play begins.

RED: No Consent; Do not include in the story/Pause game if introduced by another PC.

IF THIS GAME WERE A MOVIE, WHAT RATING WOULD YOU WANT IT TO HAVE?

☐ G ☐ PG ☐ PG-13 ☐ R ☐ NC-17

Mental and Physical Conditions

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Death/Loss of Loved Ones	☐ ☐ ☐	☐ ☐ ☐
Mental Illness (Portrayal of)	☐ ☐ ☐	☐ ☐ ☐
Natural Disasters	☐ ☐ ☐	☐ ☐ ☐
Paralysis	☐ ☐ ☐	☐ ☐ ☐
Police Aggression	☐ ☐ ☐	☐ ☐ ☐
Pregnancy/Miscarriage/ Termination	☐ ☐ ☐	☐ ☐ ☐
Self-Harm	☐ ☐ ☐	☐ ☐ ☐
Severe Illness	☐ ☐ ☐	☐ ☐ ☐
Starvation	☐ ☐ ☐	☐ ☐ ☐
Torture	☐ ☐ ☐	☐ ☐ ☐

NOTES:

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Socio-Political Issues

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Ableism	☐ ☐ ☐	☐ ☐ ☐
Human Trafficking	☐ ☐ ☐	☐ ☐ ☐
LGBTQIA+ bigotry	☐ ☐ ☐	☐ ☐ ☐
Political bigotry	☐ ☐ ☐	☐ ☐ ☐
Racism	☐ ☐ ☐	☐ ☐ ☐
Religious bigotry	☐ ☐ ☐	☐ ☐ ☐
Sexism	☐ ☐ ☐	☐ ☐ ☐

NOTES:

Horror

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Body Horror (Blood, Gore, Mutation, etc.)	☐ ☐ ☐	☐ ☐ ☐
Creepy Crawlies (Bugs, Worms, Etc.)	☐ ☐ ☐	☐ ☐ ☐
Graphic scenes of death	☐ ☐ ☐	☐ ☐ ☐
Harm to animals	☐ ☐ ☐	☐ ☐ ☐
Harm to children	☐ ☐ ☐	☐ ☐ ☐
Illusions (Altering of "Reality")	☐ ☐ ☐	☐ ☐ ☐
Mind Control (loss of player agency)	☐ ☐ ☐	☐ ☐ ☐
Monsters (Demons, Zombies, Eldritch Horrors, Etc.)	☐ ☐ ☐	☐ ☐ ☐
Occult (Spiritual / Religious / cult themes)	☐ ☐ ☐	☐ ☐ ☐
Paranoia	☐ ☐ ☐	☐ ☐ ☐
Scary/terrifying/spooky atmosphere	☐ ☐ ☐	☐ ☐ ☐
Spiders	☐ ☐ ☐	☐ ☐ ☐
Stalking / kidnapping	☐ ☐ ☐	☐ ☐ ☐

PHOBIAS:

NOTES:

Interpersonal Relationships

	DIRECTED AT PLAYERS G / Y / R	IN GAME IN GENERAL G / Y / R
Romance between PCs	☐ ☐ ☐	☐ ☐ ☐
Romance between PCs and NPCs	☐ ☐ ☐	☐ ☐ ☐
Sex between PCs (w/ Fade to Black)	☐ ☐ ☐	☐ ☐ ☐
Sex between PCs and NPCs (w/ Fade to Black)	☐ ☐ ☐	☐ ☐ ☐
Violence between PCs	☐ ☐ ☐	☐ ☐ ☐
Betrayal between PCs	☐ ☐ ☐	☐ ☐ ☐
Betrayal between PCs & NPCs	☐ ☐ ☐	☐ ☐ ☐
Emotional Abuse (Gaslighting)	☐ ☐ ☐	☐ ☐ ☐
Physical abuse	☐ ☐ ☐	☐ ☐ ☐
Sexual abuse	☐ ☐ ☐	☐ ☐ ☐

NOTES:

ADDITIONAL TOPICS NOT COVERED:

DO YOU WANT THE GAMEMASTER TO FOLLOW UP PRIVATELY TO CLARIFY ANY OF YOUR RESPONSES?

☐ Yes ☐ No

CONTACT INFO:

Streaming Consent

(Disregard for private games)

DO YOU CONSENT TO YOUR LIKENESS BEING RECORDED AND USED FOR MARKETING/PROMOTIONAL ACTIVITIES FOR THIS GAME SESSION?

☐ Yes ☐ No

NAME:

SIGNATURE: _____

GEHENNA GAMING

CHARACTER CREATION

Concept

Determine who your character is and was in life. Did your profession define you? Were you a Jack-of-all-Trades? How old were you when you were embraced, what did you do for a living, and what were your defining characteristics and hobbies?

Primary & Secondary Attributes

Best Attribute: 4 Dots; **Three Attributes:** 3 Dots each; **Four Attributes:** 2 Dots each; and **Worst Attribute** 1 Dot.

Health: Stamina + 3; **Willpower:** Resolve + Composure; **Humanity:** 7 Dots

Skills

First, pick your allotment method: Backstory *or* Skill Distribution.

BACKSTORY

- **PROFESSION SKILLS:** Two at 3 Dots; two at 2 Dots; select a specialty in one of these four profession skills.
- **LIFE EVENT SKILLS:** One at 3 Dots; one at 2 Dots.
- **LEISURE SKILLS:** Three at 1 Dot.
- **EXTRA SKILLS (pick one):** Specialist - Either one at 4 Dots; *or* Generalist - two at 2 Dots and four at 1 Dot.

SKILL DISTRIBUTION (PICK ONE)

Once you have chosen your Skill Distribution, choose one free specialty.

- **JACK OF ALL TRADES:** One Skill at 3 Dots; eight Skills at 2 Dots; ten Skills at 1 Dot.
- **BALANCED:** Three Skills at 3 Dots; five Skills at 2 Dots; seven Skills at 1 Dot.
- **SPECIALIST:** One Skill at 4 Dots; three Skills at 3 Dots; three Skills at 2 Dots; three Skills at 1 Dot.

Specialties can be applied only to skills with at least one Dot level. For Academics, Craft, Performance, and Science, if you have at least one Dot level, add one free specialty to that skill.

Clan

Pick the clan that embraced you and write down your three clan Disciplines (see **Vampire: The Masquereade** p.63-113 and its sourcebooks).

DISCIPLINES Choose two clan Disciplines, put 2 Dots in one and 1 Dot in the other. For Caitiffs, choose any two Disciplines. Thin-bloods have no clan Disciplines.

Predator Type

Pick a Predator Type (see **Vampire: The Masquerade**, p. 175 and its sourcebooks).

- Add one listed specialty to a skill (if you do not have any dots in the skills listed, add 1 dot to one of them and do not add a Specialty)
- Add 1 Dot to a listed Discipline
- Add the associated Advantages and Flaws
- Adjust your Humanity as necessary

Advantages

Spend 7 points on Advantages and 2 points on Flaws (see **Vampire: The Masquerade, p. 179-194**). Thin-bloods may only choose Backgrounds and Thin-Blood Merits/Flaws.

Touchstones & Convictions

Select 1-3Touchstones and an associated Conviction. Touchstones must be a mortal who is still alive and is important to your character in some way.

Generation & Blood Potency

Together with the Storyteller and other players, decide if your coterie are:

- **Childer:** Embraced within the last 15 years; 14th, 15th, or 16th Generation (thin-bloods): Blood Potency 0;
  or
  12th or 13th Generation: Blood Potency 1
- **Neonates:** Embraced between 1940 and a decade ago; 12th or 13th Generation: Blood Potency 1; Gain 15 exp.
- **Ancillae:** Embraced between 1780 and 1940; 10th or 11th Generation: Blood Potency 2; Gain 2 points of Advantages; Gain 2 points of Flaws; Subtract 1 Humanity; Gain 35 exp

GEHENNA GAMING

BACKGROUNDS

- You may buy dot levels out of order, but they don't automatically confer benefits from lower levels.
- You may distribute remaining dots into Coterie backgrounds.

Allies & Enemies

CLOSE MORTALS WHO HELP OR HINDER YOU

Pool Effectiveness + Reliability (Max 6 per ally).

EFFECTIVENESS		RELIABILITY
WEAK MORTAL	•	½ THE TIME
AVERAGE MORTAL	••	1-10 HOURS (ROLL)
GIFTED MORTAL	•••	AS SOON AS POSSIBLE
DEADLY MORTAL	••••	

Enemies (Flaw) cost 2 fewer dots of Effectiveness.

Reliability for enemies is always at the Storyteller's discretion.

Contacts

INFORMANTS WHO REQUEST FAVORS IN RETURN

INFORMATION VALUE	
CHEAP OR COMMON (RESOURCES 1)	•
USEFUL (RESOURCES 2)	••
EXPENSIVE OR DIFFICULT (RESOURCES 4)	•••

Fame & Infamy

REPUTATION AMONG MORTALS

FAME		INFAMY
SELECT SUBCULTURE	•	BAD REPUTATION
LOCAL CELEBRITY	••	DIRE TRANSGRESSION
NATIONAL	•••	
FIELD OR SOCIAL TREND	••••	
GLOBAL	•••••	

Dark Secret (Flaw) equals one fewer dots of **Infamy (Flaw)**.

The first dot of **Infamy** also provides one dot as a **Dark Secret**.

Haven

PLACE OF REST DURING DAYLIGHT HOURS

BASE SIZE, SECURITY, OR PRIVACY		
SMALL	•	NO HAVEN
GOOD	••	
VERY LARGE	•••	

After the base rating, you may purchase additional Merits and Flaws.

HIDDEN ARMORY	•	CREEPY	•
CELL	•	HAUNTED	•
WATCHMEN	•	COMPROMISED	••
LABORATORY	•		
LIBRARY	•		
LOCATION	•		
LUXURY	•		
POSTERN	•		
SECURITY SYSTEM	•		
SURGERY	•		
WARDING	•		

Herd

GROUPS OF MORTALS YOU PREY ON

SIZE		
1-3 VESSELS	•	
4-7 VESSELS	••	OBVIOUS PREDATOR
7-15 VESSELS	•••	
16-30 VESSELS	••••	
30-60 VESSELS	•••••	

Influence

CAPACITY TO MANIPULATE MORTAL COMMUNITIES

LEVEL OF SUPPORT		
WELL-CONNECTED	•	DISLIKED
INFLUENTIAL	••	DESPISED
ENTRENCHED	•••	
POWERFUL	••••	
DOMINANT	•••••	

Loresheet

TIES TO THE WORLD OF DARKNESS

Please see indivual Loresheets for costs.

Mask

YOUR FALSE IDENTITY'S DURABILITY

SOUNDNESS		
STATE OR PROVINCE CHECK	•	KNOWN CORPSE
NATIONAL CHECK	••	KNOWN BLANKBODY

At the 2-dot advantage, you may also purchase the following.

ZEROED	•
COBBLER	•

Mawla & Adversary

MENTORS WHO ASSIST AND ENEMIES WHO OBSTRUCT

RANK	
NEONATE	•
ANCILLA	••
ELDER	•••
PRIMOGEN OR COUNCIL MEMBER	••••
PRINCE OR BARON	•••••

Adversaries (Flaw) cost 2 fewer dots.

Resources

ASSETS, WEALTH, AND ECONOMIC STATUS

CLASS		
PORTFOLIO PROLETARIAT	•	DESTITUTE
MIDDLE CLASS	••	
RICH	•••	
WEALTHY	••••	
ULTRA RICH	•••••	

Retainers

MORTALS BOUND TO YOUR WILL

EFFICACY		
UNDERWHELMING RETAINER	•	STALKERS
GHOUL, SERVANT, OR THRALL	••	
COMPETENT RETAINER	•••	

Status

REPUTATION AMONG VAMPIRES

REKNOWN		
KNOWN	•	SUSPECT
RESPECTED	••	SHUNNED
INFLUENTIAL	•••	
POWERFUL	••••	
LUMINARY	•••••	

GEHENNA GAMING

Physical Combat

Initiative

RATING Composure + Awareness
ORDER Highest first; players before SPCs; vampires before mortals; roll a die to break ties.
PASS First to pass goes to the end of initiative for the rest of combat; next to pass goes one turn before that character, and so on.

Surprise Attacks

CONFLICT POOL Dexterity + Stealth vs. best opposing Wits + Awareness
DIFFICULTY First successful surprise attack should be against static Difficulty 1

Close Combat

CONFLICT POOLS

- **Unarmed attacks:** Strength + Brawl
- **One-handed melee weapons:** Dexterity + Melee
- **Two-handed melee weapons:** Strength + Melee
- **Dodge:** Dexterity + Athletics
- **Block:** Opposed rolls using the same dice pool

LONGER REACH BONUS +1 bonus die on the first round of combat

GRAPPLING

EFFECT Success restrains opponent and prevents movement and engaging other opponents.
CONFLICT POOL Strength + Brawl
NEXT ROUND RESOLUTION
Target may end grapple with Strength + Brawl contest and move freely the next round on a success. If target loses, grappler may

- Apply margin of success as normal attack damage.
- Bite target for two Aggravated damage (no bite penalty).

Ranged Combat

CONFLICT POOLS

- **Standard attacks:** Composure + Firearms
- **Sniper attacks:** Resolve + Firearms
- **Quickdraw attacks:** Dexterity + Firearms
- **Thrown weapons:** Dexterity + Athletics
- **Close Combat:** Strength + Firearms (no cover penalty)

ALL-OUT ATTACK Attacker gains +1 damage bonus but cannot defend against any attacks, or attacker completely empties a ranged weapon.
ALL-OUT DEFENSE Defender gains +1 bonus die to all defense rolls this turn but cannot take other actions.
EFFECTIVE RANGE PENALTY -2 dice
CLOSE COMBAT PENALTY -2 dice to target someone outside the close combat as well as -2 for firearms larger than a pistol
AMMUNITION RELOAD PENALTY Reload after 2-3 attacks. Reloading is a minor action (-2 dice).
SUPERIOR FIREPOWER/AMMUNITION BONUS +1 bonus die
DEFENSE CONFLICT POOL Dexterity + Athletics + cover modifier. Stationary targets have a static Difficulty 1.

COVER	DICE MODIFIER
No cover	-2
Concealment only	-1
Hard cover	+/-0
Entrenchment	+1
Murder hole	+2

CALLED SHOTS

EFFECT Success directs an attack at a specific part of the target for less damage or non-lethal incapacitation. Required for vampire decapitation and staking. Effect should be distinct from adding more damage.
BEFORE TEST Attacker declares action and target.
AFTER TEST Storyteller subtracts successes depending on nature of the target.

Crippling Injuries

TABLE ROLL (Impaired Characters) 1d10 + current Aggravated Damage (table on **Vampire: The Masquerade** p. 303)

Criticals in Combat

CRITICAL Nameless mortal opponent is incapacitated.
MESSY CRITICAL Nameless mortal opponent dies.

GEHENNA GAMING

Social Combat

Setup

SYSTEM Three Rounds and Out *or* One-Roll Conflict

STAKES Outline consequences for the winner and loser of Social Combat ahead of time.

REQUIREMENTS An opponent who actively doesn't want you to succeed and attempts to defeat you on equal ground. Other social actions are resolved as normal.

Initiative

RATING Wits *or* Manipulation + Etiquette

ORDER Highest first; players before SPCs; vampires before mortals; roll a die to break ties.

PASS First to pass goes to the end of initiative for the rest of combat; next to pass goes one turn before that character, and so on.

Mechanics

SYSTEM Roll respective dice pools based on conflict type, arena, and audience.

CONCESSION Combatants may concede before pools are rolled to avoid damage.

DAMAGE Winner counts their total successes and subtracts opponent's total successes. Apply the difference as damage to the loser's Willpower. If an audience is present, apply a damage modifier.

AUDIENCE OR WITNESS	EXTRA WILLPOWER DAMAGE
Opponents only	+0
Your coterie	+1
Kindred whose opinions you value for themselves	+2
Socially important figures or another serious rival besides your current opponent	+3
The Prince, Baron, or another powerful figure	+4

Longterm Conflict

SYSTEM Count the most successes over three rounds or take the best two out of three rounds.

DAMAGE Tracking Willpower damage is optional in longterm conflict.

Resolution

END One party concedes defeat, becomes Impaired, or fills their Willpower tracker with Aggravated damage.

CONSEQUENCES Winner achieves stakes agreed to at the beginning of conflict by Storyteller and players. Loser may incur additional penalties in interactions with the winner.

GEHENNA GAMING

BANES & COMPULSIONS

CLAN	BANE	COMPULSION
 **Banu Haqim**	**THIRST** **Penalty:** When slaking at least 1 Hunger level with vitae, make a hunger frenzy test at Difficulty 2 + Bane severity.	**JUDGMENT** **Fixation:** Punish transgressors of your creed. **Penalty:** -3 dice to all rolls except Compulsion **Resolution:** Scene ends or slake 1 Hunger from someone who acts against one of your Convictions.
 **Brujah**	**RAGE** **Penalty:** When resisting fury frenzy, subtract dice equal to your Bane Severity. Dice pool may not drop below one die.	**REBELLION** **Fixation:** Go against the status quo in the scene. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Change someone's mind or do something unexpected.
 **Gangrel**	**ANIMAL FEATURES** **Penalty:** When frenzying, gain a number of animal features equal to your Bane Severity, reducing one Attribute per feature by 1 point for two two nights. Riding the Wave manifests only one animal feature.	**FERAL IMPULSES** **Fixation:** Return to an animalistic state. **Penalty:** -3 dice to all rolls involving Manipulation and Intelligence **Resolution:** Scene ends.
 **Hecata**	**PAINFUL BITE** **Penalty:** When drinking from a victim, you may only take harmful drinks. Willing victims must succeed at Stamina + Resolve test against 2 + your Bane Severity. Vampire victims must test for terror frenzy Difficulty 3.	**MORBIDITY** **Fixation:** Study others for signs of death. **Penalty:** -3 dice to all rolls except Compulsion **Resolution:** Scene ends or predict or determine the cause of someone's death without supernatural assistance.
 **Lasombra**	**TECHNOLOGY** **Penalty:** When using modern technology, make a Technology test at 2 + your Bane Severity. When avoiding electronic detection systems, subtract dice equal to your Bane Severity.	**RUTHLESSNESS** **Fixation:** Succeed at retrying a failed action. **Penalty:** -2 dice to all rolls after the next failed action **Resolution:** Succeed at a future attempt to accomplish the failed action.
 **Malkavian**	**DERANGEMENT** **Penalty:** When suffering a Bestial Failure or Compulsion, reduce one category of dice pools (Physical, Social, or Mental) by a number of dice equal to your Bane Severity for one scene. Stacks with Compulsion penalties.	**DELUSION** **Fixation:** Receive extrasensory perceptions. **Penalty:** -2 dice to resist terror frenzy and on rolls involving Dexterity, Manipulation, Composure, and Wits **Resolution:** Scene ends.

CONSEQUENCES & MESSY CRITICALS

- **On a Messy Critical (Hunger Dice 10 on a critical win), the Beast acts out, and the Storyteller and player work together to decide a negative consequence.**
- **Players cannot achieve messy criticals on Willpower or Humanity rolls.**



COMPULSIONS & BESTIAL FAILURES

- **On a Bestial Failure (Hunger Dice 1 on a failed roll), players must act out a Compulsion.**
- **Choose one Compulsion or roll on the table.**
- **Players cannot spend Willpower to ignore compulsions.**
- **Storytellers may restore Willpower as a reward for good roleplay.**



GEHENNA GAMING

CLAN	BANE	COMPULSION
 Ministry	**LIGHT** **Penalty:** When exposed to direct illumination, reduce your dice pool by a number of dice equal to your Bane Severity. When taking Aggravated damage from sunlight, add your Bane Severity.	**TRANSGRESSION** **Fixation:** Tempt others to sin against their beliefs. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Persuade someone to break a Chronicle Tenet or personal Conviction and cause a Stain.
 Nosferatu	**HIDEOUSNESS** **Penalty:** When disguising yourself as non-deformed, reduce your dice pool by a number of dice equal to your Bane Severity. At character creation, take the Repulsive Flaw (-2). Rating in the Looks Merit cannot be increased.	**CRYPTOPHILIA** **Fixation:** Learn a secret. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Learn a useful secret.
 Ravnos	**DOOM** **Penalty:** When slumbering in the same place (within one mile) more than once in seven nights, roll a number of dice equal to your Bane Severity and receive Aggravated damage equal to the number of 10s rolled. At character creation, you may not take the No Haven Flaw.	**TEMPTING FATE** **Fixation:** Attempt the most dangerous solution. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Problem is solved or becomes impossible to solve.
 Salubri	**ENTICING BLOOD** **Penalty:** When another vampire feeds on you, consuming enough to fill one Hunger level requires a hunger frenzy test at 2 + your Bane Severity (3 + your Bane for Banu Haqim). On a failure, they keep drinking your vitae. When activating Disciplines, your third eye opens and triggers a hunger frenzy test for nearby vampires at Hunger level 4 or more.	**AFFECTIVE EMPATHY** **Fixation:** Empathize with someone in the scene and attempt to resolve their problem. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Scene ends, burden is eased, or another crisis supercedes it.
 Toreador	**DESIRE** **Penalty:** When in less than beautiful surroundings, reduce your Discipline dice pool by a number equal to your Bane Severity.	**OBSESSION** **Fixation:** Experience a beautiful object. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Scene ends or beautiful object cannot be perceived anymore.
 Tremere	**WEAK BOND** **Penalty:** When using the Blood Bond on ghouls and mortals, your vitae must be drunk an additional number of times equal to your Bane Severity.	**PERFECTIONISM** **Fixation:** Accomplish a task perfectly. **Penalty:** -2 dice to all dice pools, -1 dice to a repeated action, no penalty to an action repeated twice **Resolution:** Scene ends or score a critical win on a Skill roll.
 Tzimisce	**GROUNDING** **Penalty:** When daysleeping, surround yourself with a clearly defined and limited charge or, on waking the following night, suffer Aggravated Willpower damage equal to your Bane Severity.	**COVETOUSNESS** **Fixation:** Possess something in the scene. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Establish ownership or realize that object is unattainable.
 Ventrue	**PREFERENCE** **Penalty:** When feeding from anything but your preferred victim, you must spend Willpower points equal to your Bane Severity. You may sense whether a mortal satisfies your requirement with a Resolve + Awareness test (Difficulty 4).	**ARROGANCE** **Fixation:** Command a situation. **Penalty:** -2 dice to all dice pools not involving leadership **Resolution:** Convince someone to obey an order without supernatural assistance.





Frenzy

Resist

DICE POOL Willpower + 1/3 Humanity (rounded down)
WIN Resist successfully but spend a turn to suppress the impulse.
CRITICAL WIN Resist without losing a turn.

Ride the Wave

Intentionally succumb to frenzy but maintain control of your character. Use frenzy rules as normal.

Mechanics

CONTROL Storyteller controls your character. Ignore further frenzy tests and compulsions.
HEALTH Ignore most Health-based penalties.
DISCIPLINES Use only Physical Disciplines. When targeted by a Discipline power, add +3 dice to your resistance pools or add +2 to the Difficulty (if no resistance pool).
WILLPOWER Spend 1 Willpower to assume control of your character for a single Turn. Do not use Willpower to re-roll dice.
RESOLUTION Goal is achieved at any cost, or the scene ends.

Compulsions

COMPULSION
HUNGER **Roll:** 1-3 **Fixation:** Feed on blood. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Slake 1 Hunger level.
DOMINANCE **Roll:** 4-5 **Fixation:** Exert dominance or superiority. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Win and gloat.
HARM **Roll:** 6-7 **Fixation:** Harm a target person or object. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Destroy, incapacitate, or drive away target.
PARANOIA **Roll:** 8-9 **Fixation:** Disengage from suspected threat. **Penalty:** -2 dice to all rolls except Compulsion **Resolution:** Spend 1 hour in a safe spot.
CLAN COMPULSIONS **Roll:** 10 (See Clan Banes & Compulsions table.)

TERROR

GOAL Flee from danger.
TRIGGERS Danger, Rötschreck, sunlight, open flames, grave damage to the body
RESOLUTION You no longer perceive danger, or the scene ends.
DIFFICULTIES
2 — Bonfire
3 — Inside a burning building
2 — Being burned
3 — Obscured sunlight
4 — Direct sunlight

FURY

GOAL Destroy the source.
TRIGGERS Provocation, insults, humiliation, or aggression
RESOLUTION Destroy the object of your fury. After you're successful, make a Willpower test (Difficulty 3 or 5) if other enemies remain standing.
DIFFICULTIES
2 — Friend killed
3 — Lover or Touchstone hurt
4 — Lover or Touchstone killed
2 — Physical provocation
2 — Insulted by inferior
2 — Public humiliation

HUNGER

GOAL Drink fresh human blood.
TRIGGERS Temptation, Rouse Check fail at Hunger 5
RESOLUTION Reach Hunger 1 or below.
DIFFICULTIES
2 — Sight of open wound or overpowering smell of blood while at Hunger 4 or higher
3 — Taste of blood while at Hunger 4 or higher
4 — Fail Rouse Check while at Hunger 5

GEHENNA GAMING

Temperaments

- All blood has a resonance and temperament.
- Roleplay can change resonances and temperaments.
- Storytellers may require specific Resonances to gain dots in Disciplines.

Resonances

RESONANCE	EMOTION & CONDITION	DISCIPLINES
Animal	beastliness, inhumanity	Animalism, Protean
Choleric	anger, violence, passion, envy	Celerity, Potence
Melancholy	depression, fear, intellectualism	Fortitude, Obfuscate
Phlegmatic	sloth, apathy, calm, sentiment	Auspex, Dominate
Sanguine	arousal, happiness, activity	Blood Sorcery, Presence
Empty	none	Oblivion

Predator Types

TYPE	SUGGESTED DICE POOLS	SKILL SPECIALTIES
Alleycat	Strength + Brawl, Wits + Streetwise	Intimidation (Stickups) Brawl (Grappling)
Bagger	Intelligence + Streetwise	Larceny (Lockpicking) Streetwise (Black Market)
Blood Leach	Storyteller Discretion	Brawl (Kindred) Stealth (Against Kindred)
Cleaver	Manipulation + Subterfuge	Persuasion (Gaslighting) Subterfuge (Coverups)
Consensualist	Manipulation + Persuasion	Medicine (Phlebotomy) Persuasion (Vessels)
Extortionist	Strength *or* Manipulation + Intimidation	Intimidation (Coercion) Larceny (Security)
Farmer	Composure + Animal Ken	Animal Ken (Specific Animal) Survival (Hunting)
Graverobber	Resolve + Medicine Manipulation + Insight	Occult (Grave Rituals) Medicine (Cadavers)
Osiris	Manipulation + Persuasion Intimidation + Fame	Occult (*specific tradition*) Performance (*specific entertainment field*)
Roadside Killer	None Listed	Survival (The Road) Investigation (Vampire Cant)
Sandman	Dexterity + Stealth	Medicine (Anesthetics) Stealth (Break-in)
Scene-Queen	Manipulation + Persuasion	Etiquette (*specific scene*) Leadership (*specific scene*) Streetwise (*specific scene*)
Siren	Charisma + Subterfuge	Persuasion (Seduction) Subterfuge (Seduction)

FLEETING

Momentary emotions

- **Useful for Thin-Blood Alchemy**

INTENSE

Habitual behaviors

- **+1 Die to Resonance Discipline**
- **Intense temperament bonuses last until drinking new blood or reaching Hunger 5.**

ACUTE

Dyscrasias

- **+1 Die to Resonance Discipline and a dyscrasia bonus**
- **Dyscrasia bonuses last until drinking new blood or reaching Hunger 5.**
- **To obtain a dyscrasia, the vampire must completely drain the victim or drink from them for three consecutive night.**
- **Sample Dyscrasias (Vampire: The Masquerade p. 230-231)**

DIABLERIE

Begin

1. For one Scene, immobilize your target and drain their Blood.
2. Make a **Strength + Resolve** test (Difficulty 3) for each point of your target's Blood Potency; each test takes one turn.

Succeed at All Tests

Lose 1 point of Humanity.
Roll contest.
Your **Humanity + Blood Potency**
vs.
Target's **Resolve + Blood Potency**

Fail One or More Tests

The target's spark fades, and you may not continue the Diablerie.

Regardless of Outcome

Every counted Success awards **5 XP** to spend on

- Increasing Blood Potency (up to target's maximum).
- Disciplines known by the target.

Succeed at the Diablerie

Decrease generation by 1 if your target was of a lower generation.

Fail the Contest

Subtract your total successes from your target's successes. Lose Humanity equal to the difference.

Aftermath

Auspex users see black veins in your aura for at least a year.

Reach Humanity 0

Lose control of your body to your target. Your character becomes an SPC.

GEHENNA GAMING

GEHENNA GAMING

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Animalism

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Bond Famulus	1	Free	Charisma + Animal Ken			Only death breaks it	245 V5
Sense the Beast	1	Free	Resolve + Animalism	vs	Composure + Subterfuge	Passive	245 V5
Feral Whispers	2	✓				One Scene	245 V5
Atavism	2	✓	Composure + Animalism		Diff 1-4	Rounds by Margin	3 WT
The Eyes of Beasts	2 / Auspex 3	✓				Instant	148 FoL
Animal Succulence	3	✓				Passive	246 V5
Quell the Beast	3	✓	Charisma + Animalism	vs	Stamina + Resolve	One Scene + Margin	246 V5
Unliving Hive	3 / Obfuscate 2	Free				Passive	246 V5
Scent of Prey	3	✓	Resolve + Animalism			One Scene or Night (Crit)	47 S
Subsume the Spirit	4	✓	Manipulation + Animalism			One Scene/Permanent	247 V5
Animal Dominion	5	✓	Charisma + Animalism		Diff 3	One Scene	247 V5
Drawing Out the Beast	5	✓	Wits + Animalism	vs	Composure + Resolve	Fury Frenzy Duration	247 V5

Auspex

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Heightened Senses	1	Free	Wits & Resolve			Until Deactivated	249 V5
Sense The Unseen	1	Free	Wits OR Resolve + Auspex			Passive	249 V5
Premonition	2	✓	Resolve + Auspex			Passive	249 V5
Unerring Pursuit	2 / Dominate 1	✓	Resolve + Auspex		Diff 3 if vampire	One Night + Margin	46 S
Obeah	2 / Fortitude 1	✓+Will	Composure + Auspex		Diff 2		24 Co
Scry the Soul	3	✓	Intelligence + Auspex	vs	Composure + Subterfuge	One Turn	250 V5
Share the Senses	3	✓	Resolve + Auspex		Diff 3	One Scene	250 V5
Spirit's Touch	4	✓	Intelligence + Auspex	vs	Difficulty of the info sought	One Turn	250 V5
Clairvoyance	5	✓	Intelligence + Auspex	vs	Difficulty of the security of the area	Few minutes of info gathered	251 V5
Possession	5 / Dominate 3	✓✓	Resolve + Auspex	vs	Resolve + Intelligence	Until Ended Voluntary or involuntary	251 V5
Unburdening Bestial Soul	5 / Dominate 3 + Obeah	✓✓+1 Stain	Composure + Auspex	vs	Humanity	One session	24 Co

Blood Sorcery

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Corrosive Vitae	1	✓				N/A	272 V5
A Taste for Blood	1	Free	Resolve + Blood Sorcery			N/A	273 V5
Shape the Sanguine Sacrament	1	Free (or ✓)	Manipulation + Blood Sorcery			One Scene	3 WT
Extinguish Vitae	2	✓	Intelligence + Blood Sorcery	vs	Stamina + Composure	N/A	273 V5
Blood Potency	3	✓	Resolve + Blood Sorcery (Diff 2)	vs	Blood Potency	One Scene	273 V5

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Blood Sorcery

Scorpion Touch	3	✓	Strength + Blood Sorcery	vs	Stamina + Occult OR Fortitude	Potent poison One scene	273 V5
Transitive Bond	3	✓				N/A	49 S
Theft of Vitae	4	✓	Wits + Blood Sorcery	vs	Wits + Occult	One Feeding	274 V5
Baal's Caress	5	✓+	Strength + Blood Sorcery	vs	Stamina + Occult OR Fortitude	Potent poison One scene	274 V5
Cauldron of Blood	5	✓ + 1 or more Stains	Resolve + Blood Sorcery	vs	Composure + Occult OR Fortitude	One Turn	274 V5
Reclamation of Vitae	5	1+ Stains				N/A	49 S

Celerity

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cat's Grace	1	Free				Passive	252 V5
Rapid Reflexes	1	Free				One Scene	253 V5
Fleetness	2	✓				One Scene	235 V5
Blink	3	✓	Dexterity + Athletics			One Turn	253 V5
Traversal	3	✓	Dexterity + Athletics			One Turn	253 V5
Unerring Aim	4 / Auspex 2	✓		vs	Mortal: Can't Avoid | Kindred: Celerity 5 - ✓	Single Attack	254 V5
Draught of Elegance	4	✓				One Night	254 V5
Lightning Strike	5	✓		vs	Mortal: Can't Avoid | Kindred: Celerity 5 - ✓	Single Attack	254 V5
Split Second	5	✓					254 V5

Dominate

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cloud Memory	1	Free	Charisma + Dominate	vs	Wits + Resolve	Indefinite	256 V5
Compel	1	Free	Charisma + Dominate	vs	Intelligence + Resolve	No more than single target	256 V5
Mesmerize	2	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Until Command is carried out	256 V5
Demention	2 / Obfuscate 2	✓	Manipulation + Dominate	vs	Composure + Intelligence	One Scene	256 V5
Domitor's Favor	2	✓				One Month	25 Co
Slavish Devotion	2 / Presence 1					Passive	104 CBG
Forgetful Mind	3	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Indefinite	257 V5
Submerged Directive	3	✓			Storyteller rolls for success in secret	Passive	257 V5
Ancestral Dominion	4 / Blood Sorcery 3	✓	Manipulation + Dominate	vs	Intelligence + Resolve	Until action is taken or scene ends	104 CBG
Rationalize	4	Free			Wits + Awareness (Diff 5)	Indefinite	257 V5
Tabula Rasa	4	✓✓	Resolve + Dominate (Extended)	vs	Composure + Resolve	Permanent	47 S
Mass Manipulation	5	✓				Passive	257 V5
Terminal Decree	5					Passive	257 V5

GEHENNA GAMING

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Fortitude

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Resilience	1	Free				Passive	258 V5
Unswayable Mind	1	Free				Passive	258 V5
Toughness	2	✓				One scene	258 V5
Enduring Beasts	2 / Animalism 1	Free*	Stamina + Animalism (for non-famulus)			One Scene	259 V5
Obdurate	2 / Potence 2	✓	Wits OR Stamina + Survival	vs	Diff 3	One Scene	3 WT
Valeren	2 / Auspex 1	✓ + Health	Intelligence + Fortitude	vs	Diff 2	Takes whole turn to cast	25 Co
Defy Bane	3	✓	Wits + Survival			One Scene or Until Expired w/e first	259 V5
Draught of Endurance	4	✓				One night for vamps	259 V5
Shatter	4 + Toughness	✓				One scene or until hit	104 CBG
Flesh of Marble	5	✓✓				One Scene	259 V5
Prowess of Pain	5	✓				One Scene	260 V5

Obfuscate

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Cloak of Shadows	1	Free				One Scene	261 V5
Silence of Death	1	Free				One Scene	261 V5
Unseen Passage	2	✓				One Scene or Detected	261 V5
Ventriloquism	2 / Auspex 2	✓	Wits + Obfuscate	vs	Resolve + Compsure	Instant	148 FoL
Chimerstry	2 / Presence 1	✓	Manipulation + Obfuscate	vs	Composure + Wits	One Turn	25 Co
Ghost in the Machine	3	✓				As power used	262 V5
Mask of a Thousand Faces	3	✓				One Scene	262 V5
Mental Maze	3 / Dominate 1	✓✓✓	Charisma + Obfuscate	vs	Wits + Resolve	One Night	85 CBG
Mask of Isolation	3 / Dominate 1 + Mask of a Thousand Faces	✓	Manipulation + Obfuscate	vs	Charisma + Insight	One Night + Margin	48 S
Fata Morgana	3 / Presence 2	✓	Manipulation + Obfuscate	vs	1 + Number of senses the hallucination targets	One Scene/vamp discretion	26 Co
Conceal	4 / Auspex 3	✓				One night **	262 V5
Vanish	4 + Cloak of Shadows	✓				As per power augmented	262 V5
Cloak The Gathering	5	✓				As power extended	263 V5
Imposters Guise	5 + Mask of a Thousand Faces	✓	Wits + Obfuscate	vs	Manipulation + Performance	One Scene	263 V5

GEHENNA GAMING

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Oblivion

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Shadow Cloak	1	Free				Passive	293 CbN
Oblivion's Sight	1	Free				One Scene	293 CbN
Ashes to Ashes	1	✓	Stamina + Oblivion	vs	Stamina + Medicine (if corpse animated)[+Fort if ghoul/supernatural]	Turns = 5-Number of successes	204 CBG
The Binding Fetter	1 / Auspex 1	Free	Wits + Oblivion				204 CBG
Shadow Cast	2	✓			(if seen) Wits+Awareness (Diff 3)	One Scene	293 CbN
Arms of Ahriman	2 / Potence 2	✓	Wits + Oblivion			One scene or until ended	294 CbN
Fatal Precognition	2 / Auspex 2	✓	Resolve + Oblivion		Diff 3+	Until fulfilled, avoided or story ends	204 CBG
Where the Shroud Thins	2	✓	Wits + Oblivion		Diff 3	One Turn	205 CBG
Shadow Perspective	3	✓				Up to one scene	294 CbN
Touch of Oblivion	3	✓			Strength + Brawl (if avoiding)	One Turn	294 CbN
Aura of Decay	3	✓	Stamina + Oblivion	vs	Stamina + Medicine [+Fort if ghoul/ supernatural]	Permanent toxicity	205 CBG
Passion Feast	3 / Fortitude 2	Free	Resolve + Oblivion	vs	Stamina + Composure	One night may induce stain	206 CBG
Stygian Shroud	4	✓				One Scene	295 CbN
Necrotic Plague	4	✓ + 2 Stains	Intelligence + Oblivion	vs	Stamina +Medicine [+Fort if ghoul/ supernatural]	Permanent toxicity +1 Agg Dmg / Scene	206 CBG
Umbrous Clutch	4	✓+1 Stain	Wits + Oblivion	vs	Dexterity + Wits	Instant	49 S
Shadow Step	5	✓				One Turn	295 CbN
Tenebrous Avatar	5	✓✓				One scene or until ended	295 CbN
Skuld Fulfilled	5	✓✓	Stamina + Oblivion	vs	Stamina + Medicine [+Fort if ghoul/ supernatural]	Immediate + Permanent	207 CBG
Withering Spirit	5	✓✓+ 1 or more Stains	Resolve + Oblivion	vs	Resolve + Occult [+Fort if they have it]	One turn +2 AG WP DMG/success	208 CBG

Potence

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Lethal Body	1	Free				Passive	264 V5
Soaring Leap	1	Free	3x pot level meters vert | 5x pot meters horiz			Passive	264 V5
Prowess	2	✓				One Scene	264 V5
Brutal Feed	3	Free				One Feeding	264 V5
Spark of Rage	3 / Presence 3	✓				One Scene	265 V5
Uncanny Grip	3	✓				One Scene	265 V5
Draught of Might	4	✓				One Scene	265 V5
Earthshock	5	✓✓	None - Ground is hard to miss	vs	Dex+ Athletics (Diff 3) (within 5 meters)	One Scene	265 V5
Fists of Caine	5	✓				One Scene	266 V5
Prowess of Pain	5	✓				One Scene	260 V5

DISCIPLINES

Vampire: The Masquerade	V5
Anarch	An
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Presence

NAME	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Awe	1	Free	Manipulation + Presence	vs	Composure + Intellect	One scene or intentionally ended	267 V5
Daunt	1	Free				One Scene or until cancelled	267 V5
Eyes of the Serpent	1 / Protean 1	Free	Charisma + Presence	vs	Wits + Composure	Until eye contact breaks or scene ends	185 An
Lingering Kiss	2	Free				Until successfully resisted	267 V5
Dread Gaze	3	✓	Charisma + Presence	vs	Composure + Resolve	One Turn	267 V5
Entrancement	3	✓	Charisma + Presence	vs	Composure + Wits	One Hour + 1 hour per point margin	268 V5
True Love's Face	3 / Obfuscate 3	✓	Manipulation + Presence	vs	Compsure + Wits	One Scene	85 CBG
Clear the Field	3 / Dominate 3	✓	Composure + Presence		Diff 3 or Wits + Composure	Instant	177 FoL
Irresistible Voice	4 / Dominate 1	✓				Passive	268 V5
Magnum Opus	4 / Auspex 3	✓+	Charisma OR Manipulation + Craft (Ext)		Diff 10	N/A	3 WT
Summon	4	✓	Manipulation + Presence	vs	Composure + Intelligence	One Night	268 V5
Majesty	5	✓✓	Charisma + Presence	vs	Composure + Resolve	One Scene	268 V5
Star Magnetism	5	✓+				As power used	269 V5

Protean

NAME	LEVEL	ROUSE	INITIATOR	TARGET	DURATION	PAGE
Eyes of the Beast	1	Free			As long as desired	269 V5
Weight of a Feather	1	Free			As long as desired	270 V5
Feral Weapons	2	✓			One Scene	270 V5
Vicissitude	2 / Dominate 2	✓	Resolve + Protean		Permanent - See compendium	27 Co
Earth Meld	3	✓			One day or until disturbed	270 V5
Shapechange	3	✓			One scene unless ended before	270 V5
Visceral Absorption	3 / Blood Sorcery 2	✓	Strength + Protean		One turn per body	49 S
Fleshcrafting	3 / Dominate 2 + Vicissitude	✓	Resolve + Protean	vs Stamina + Resolve	Permanent - See compendium	27 Co
Metamorphosis	4	✓			One scene unless ended before	271 V5
Horrid Form	4 / Dominate 2 + Vicissitude	✓			One Scene / Vamp discretion	28 Co
Mist Form	5	✓✓✓	Takes 3 turns unless roll more rouse ✓		One scene unless ended before	271 V5
Unfettered Heart	5	Free			Passive	271 V5
One with the Land	5 / Animalism 2 + Earth Meld	✓✓	See Compendium for special rules		One day or until disturbed	28 Co
The Heart of Darkness	5 / Fortitude 2	2 Agg Dmg			Permanent	85 CBG

DISCIPLINES

Vampire: The Masquerade	V5
Chicago by Night	CbN
Companion	Co
Cults of the Blood Gods	CBG
Fall of London	FoL
Sabbat	S
Winter's Teeth	WT

Thin-Blood Alchemy

NAME	PREREQUISITE	LEVEL	ROUSE	INITIATOR		TARGET	DURATION	PAGE
Far Reach	Choleric 🩸	1	✓	Resolve + Alchemy	vs	Strength + Athletics	One Turn unless held	284 V5
Haze	Phlegm 🩸	1	✓				One Scene or unless ended	285 V5
Gaoler's Bane	Sang 🩸	1	✓ + Mix				One Scene or unless ended	10 WT
Portable Shade	Sang 🩸	1	✓ + Mix	Stamina + Alchemy			One Hours per Success	53 S
Envelop	Mel & Phlegm 🩸	2	✓	Wits + Alchemy	vs	Stamina + Survival	One Scene or unless ended	285 V5
Red's Flamin' Hot Sauce	Choleric 🩸	2	Mix				One Scene, or longer	10 WT
Defractionate	Alc + Sang + Mel 🩸	3	Mix				One Scene	286 V5
Profane Hieros Gamos	Mel & Phlegm 🩸	3	✓	Alchemist distillation success	±	Stamina + Resolve (Diff 8 + Bane severity)	Permanent until performed again	Errata
Concoct Ashe	Kindred Ashes	3	Free	Intelligence + Alchemy			End of chapter	45 CBG
Chemically-Induced Flashback	Concoct Ashe	3	✓	Willpower (Diff 1 + Destroyed Kindred BP)				45 CBG
Stay the Falling Sand	Mel 🩸	3	✓ + Mix	Resolve + Alchemy			One Round or More	10 WT
On-Demand Sunburn	Choleric 🩸	3	✓ + Mix				Until used or next Sunset	53 S
Airborne Momentum	Alc + Chol + Sang 🩸	4	✓	Strength + Alchemy	vs	Strength + Athletics (if resisted)	One Scene	287 V5
Discipline Channeling	Concoct Ashe	4	Free (or ✓)	Willpower			See power	46 CBG
Hollow Leg	🩸	4	Mix	Intelligence + Alchemy	vs	Stamina + Composure	One Night or until Hunger Frenzy	10 WT
Awaken The Sleeper	Alc + Chol + Sang 🩸	5	Mix				N/A	287 V5

New Discipline Powers

NAME	LEVEL	ROUSE	INITIATOR	TARGET	DURATION	PAGE



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