

VAMPIRE: THE MASQUERADE

CHARACTER SHEET FOR 1997 QUICK-START RULES.

NAME		CLAN	
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TRAITS

PHYSICAL	SOCIAL	MENTAL	PSYCHIC

DISCIPLINES

<p>ANIMALISM SUBJUGATE ANIMALS (GANGREL, NOSFERATU)</p> <table style="width: 100%;"> <tr> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> BASIC BEAST SPEECH BEAST SUMMONS (SOC) </td> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> ADVANCED SONG OF SERENITY (MEN DC PSY+2) DRAWING OUT THE BEAST (PSY DC PSY+2) </td> </tr> </table>	<input type="checkbox"/> BASIC BEAST SPEECH BEAST SUMMONS (SOC)	<input type="checkbox"/> ADVANCED SONG OF SERENITY (MEN DC PSY+2) DRAWING OUT THE BEAST (PSY DC PSY+2)	<p>AUSPEX PERCEPTION (MALKAVIAN, TREMERE)</p> <table style="width: 100%;"> <tr> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> BASIC HEIGHTENED SENSES (+) AURA PERCEPTION (MEN DC 4) </td> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> ADVANCED TELEPATHY (MEN DC PSY+2) ASTRAL PROJECTION </td> </tr> </table>	<input type="checkbox"/> BASIC HEIGHTENED SENSES (+) AURA PERCEPTION (MEN DC 4)	<input type="checkbox"/> ADVANCED TELEPATHY (MEN DC PSY+2) ASTRAL PROJECTION
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<p>PROTEAN SHAPE-SHIFT (GANGREL)</p> <table style="width: 100%;"> <tr> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> BASIC EYES OF THE BEAST TALONS OF THE BEAST (+1 AG DAM) LAIR OF THE BEAST </td> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> ADVANCED FORM OF THE BEAST FORM OF MIST </td> </tr> </table>	<input type="checkbox"/> BASIC EYES OF THE BEAST TALONS OF THE BEAST (+1 AG DAM) LAIR OF THE BEAST	<input type="checkbox"/> ADVANCED FORM OF THE BEAST FORM OF MIST	<p>THAUMATURGY BLOOD MAGIC (TREMERE)</p> <table style="width: 100%;"> <tr> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> BASIC BLOOD MAGIC DEFENSE OF THE HAVEN TELEKINESIS (PSY V MEN DC 5) </td> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> ADVANCED FIREBALLS (3 AG DAM) WEATHER CONTROL (PSY DC 5) CAULDRON OF BLOOD (PSY DC 4) </td> </tr> </table>	<input type="checkbox"/> BASIC BLOOD MAGIC DEFENSE OF THE HAVEN TELEKINESIS (PSY V MEN DC 5)	<input type="checkbox"/> ADVANCED FIREBALLS (3 AG DAM) WEATHER CONTROL (PSY DC 5) CAULDRON OF BLOOD (PSY DC 4)
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<p>FORTITUDE RESILIENCE (GANGREL, VENTRUE)</p> <table style="width: 100%;"> <tr> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> BASIC + FOR SOAK ++ SOAK AGGRAVATED </td> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> ADVANCED + FOR SOAK +++ 1/2 FIRE/SUN DAMAGE </td> </tr> </table>	<input type="checkbox"/> BASIC + FOR SOAK ++ SOAK AGGRAVATED	<input type="checkbox"/> ADVANCED + FOR SOAK +++ 1/2 FIRE/SUN DAMAGE	<p>POTENCE STRENGTH (BRUJAH, NOSFERATU, TOREADOR)</p> <table style="width: 100%;"> <tr> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> BASIC +2 MELEE DAMAGE LIFT 1,000-LBS </td> <td style="width: 50%; padding: 5px;"> <input type="checkbox"/> ADVANCED +3 MELEE DAMAGE LIFT 2,000-LBS </td> </tr> </table>	<input type="checkbox"/> BASIC +2 MELEE DAMAGE LIFT 1,000-LBS	<input type="checkbox"/> ADVANCED +3 MELEE DAMAGE LIFT 2,000-LBS
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HEALTH						BLOOD		
++	++	++	++	++	++			
FORTITUDE	LIGHT	MEDIUM	SERIOUS	CRIT.	TORP.	HUNGRY		RAVENOUS
						FRENZY AT TEMPTATION		FRENZY AT SLIGHT TEMPTATION

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APTITUDE

ADVANTAGE

WEAKNESS

POSSESSIONS

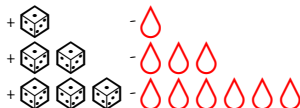
ACTIONS

BLOOD

WAKE: SPEND ONE  TO WAKE EVERY NIGHT..

HEAL: SPEND ONE  TO RESTORE ONE  PER TURN.

IMBUE: SPEND BLOOD TO RAISE PHYSICALITY FOR A SCENE.



HUNTING

LOCATE VICTIM: MENTAL ROLL, DIFFICULTY VARIES BY LOCATION, EXAMPLES BELOW...

DC 2: NIGHTLIFE, CLUBS, BARS, ETC.

DC 3: DOWNTOWN: BUSTLING BUSINESS AND ALTERNATIVE DISTRICTS

DC 4: UPTOWN: UPSCALE AREAS, SUBURBS WITH NOSY NEIGHBORS

DC 5: RURAL: AREAS WITH SPARSE, BUT CLOSE-KNIT COMMUNITIES

DC 6: WILDERNESS: MINIMAL POPULATION

FEEDING

DRAIN 1 BLOOD LEVEL PER TURN.

HUMANS HAVE 10 BLOOD LEVELS, MUST BE HOSPITALIZED AT 5, KILLED AT 0

ANIMALS LESS SATISFYING, COW HAS 5 LEVELS, DOG HAS 2, CAT HAS 1, ETC.

FRENZY

PSYCHIC ROLL, DC 4; IMMEDIATELY ATTACK FOOD SOURCE OR ANTAGONIST ON FAILURE

INITIATIVE

TO DETERMINE INITIATIVE, COMPARE TRAITS IN THIS ORDER...


- | | |
|------------------------------|------------------------------|
| 1 HUNTER'S INSTINCT (ACTIVE) | 4 HIGHEST PHYSICAL |
| 2 ADVANCED CELERITY (ACTIVE) | 5 HIGHEST MENTAL |
| 3 BASIC CELERITY (ACTIVE) | 6 ROLL ONE DIE AS TIEBREAKER |

COMBAT

MELEE COMBAT

STRIKE: PHYSICALITY VS. PHYSICALITY, DC 4, INFLECT DAMAGE

GRAB: PHYSICALITY VS. PHYSICALITY, DC 4, DAMAGE OR BITE ON NEXT TURN

DODGE: NO OTHER ACTIONS, +2  TO PHYSICALITY DC 4

DAMAGE: PHYSICALITY, +1 WITH PROTEAN CLAWS

SOAK: VS. NORMAL DAMAGE, PHYSICALITY DC 5, 1/2 DAMAGE

RANGED COMBAT

STRIKES: PHYSICALITY DC 3 CLOSE, DC 4 MEDIUM, DC 5 LONG-RANGE

DODGE: NO OTHER ACTIONS, PHYSICALITY DC 4, MAY CLOSE DISTANCE

STRAIGHT RUN: NO OTHER ACTIONS, NO DEFENSE, CHARGE ATTACKER

DAMAGE: SUCCESSES ON STRIKE ROLL +1, FIREARM +3

SOAK: VS. NORMAL DAMAGE, PHYSICALITY DC 5, 1/2 DAMAGE

SOCIAL

INTIMIDATION: INTIMIDATE WITH PHYSICAL, SOCIAL, OR MENTAL VS. PSYCHIC, DC 4

LEADERSHIP: ISSUE COMMANDS WITH SOCIAL VS. MENTAL, DC 4

SEDUCTION: SEDUCE WITH SOCIAL VS. PSYCHIC, DC 4

STEALTH

SNEAK PAST OR STALK WITH PHYSICAL VS. MENTAL, DC 4

ON TIE, TARGET IS SUSPICIOUS AND SUBSEQUENT ROLLS ARE DC 3 FOR TARGET

PURSUIT AND CHASES

TO RESOLVE CHASES, COMPARE TRAITS IN THIS ORDER...

- | | |
|------------------------------|------------------------------|
| 1 ADVANCED CELERITY (ACTIVE) | 5 HIGHEST PHYSICAL |
| 2 BASIC CELERITY (ACTIVE) | 6 HIGHEST MENTAL |
| 3 ADVANCED POTENCE | 7 ROLL ONE DIE AS TIEBREAKER |
| 4 BASIC POTENCE | |