

# Vampire the Masquerade Skills Summary

Skill	Associated Disciplines	Description
Academics	Daimoinon (Mental) Mytherceria (Mental)	Once per night, 10 minutes of study in Academic specialization -> <b>retest</b> a single static (non-combat) challenge.
Animal Ken	Animalism (Social)	10 minutes, <b>remove a single Beast trait</b> once per night per character.
Athletics	Quietus (Mental) Visceratika (Mental)	Allows Combat Maneuvers for <b>thrown weapons</b> or <b>shooting a bow</b> . Swim, climb, or jump as a simple action, rather than a standard action.
Awareness		Mental + Awareness vs Mental + Willpower/Subterfuge to <b>notice successful Mental/Social discipline</b> use. When in Torpor, mind is fully functional. May use powers that only affect self. Can be contacted by Telepathy.
Brawl		Allows Combat Maneuvers for <b>unarmed combat</b> .
Computers		<b>Additional downtime action -or- cancel or observe</b> 1 downtime action spent by another character.
Crafts		Temporarily <b>increase Resources</b> (+1 - max 5) by spending 2 downtime actions (one to craft the item and one to sell the item).
Dodge		Use standard action for <b>Dodge + 2 -or- reduce area-effect attack damage</b> (like an explosion) by 1 (difficulty 8)
Drive		May operate appropriate vehicles using a <b>simple action instead of a standard action</b> .
Empathy	Dementation (Social)	By speaking briefly with a subject, can determine which derangement(s) the target has. Standard action to <b>increase or decrease her Derangement traits by 1</b> (minimum 0, maximum 3) for an hour.
Firearms		Allows Combat Maneuvers for <b>ranged combat</b> .
Intimidation	Dominate (Mental)	Character is extremely frightening - <b>stock NPCs with a rating of 1 or 2 will not attack</b> a character and if aggressive they will flee (including Retainers - but not mindless or magically animated).
Investigation	Auspex (Mental)	Standard action to visually scrutinize an individual within three steps -or- three standard actions to examine a room or small area - <b>automatically detect any carried weapons (even beneath clothing), explosives, or hidden objects</b> . Items with the Concealable quality require physically pat down or search of target.

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Leadership	Presence (Social)	When following your instruction, <b>Stock NPCs are +2 to any action</b> they are capable of doing. For each dot, can learn the details of another vampire's specific status trait, once per night.
Linguistics		For every dot of Linguistics (including the first), you are <b>fluent in one additional language</b> .
Lore		For every dot chooses one <b>supernatural world specialization</b> . Static challenge (Mental + Lore) to gain specific and detailed insights. Retest failures only after you acquire new information.
Medicine	Obeah (Mental) Thanatosis (Mental) Valeren (Mental)	Downtime action studying the target's blood, hair, skin, or remains (including ash) in a proper medical facility, <b>determine a creature's supernatural type</b> (if any) and clan and generation. Can <b>preserve blood</b> (human or vampire) for up to one month per dot.
Melee		Allows Combat Maneuvers for <b>melee weapons</b> .
Occult	Necromancy (Social) Thaumaturgy (Mental)	Standard action to visually scrutinize an individual within three steps to automatically <b>detect telltale signs of active rituals on the person or magic items carried</b> by individual. Does not allow you to identify what rituals or items do, or identify inactive spells (nor if individual possesses Thaumaturgy or if the rituals were cast by another).
Performance		Temporarily <b>increase Fame</b> (+1 max 5) by spending 2 downtime actions (one to promote the upcoming performance, and one to perform).
Science		<b>Additional downtime action</b> relevant to Science specialization.
Security		Pick a lock or palm a small item using a <b>simple action instead of a standard action</b> . Security advantage for Havens, can also use downtime action to apply this advantage to another character's Haven; lasts for one calendar year.
Stealth	Obfuscate (Mental)	Skilled at <b>hiding in a crowd</b> . With appropriate items, can automatically <b>pass as a specific type of person</b> ; policeman, blending in at club, etc. Does not make you unrecognizable and will not fool people who are already aware that it is you in disguise.
Streetwise		<b>Not possible to follow you if your path leads through a densely populated urban area</b> without using supernatural powers specifically designed to track.
Subterfuge	Chimerstry (Social) Melpominee (Social) Serpentis (Social)	If caught using a supernatural power, once per game can make it seem as though another character of your choosing within three steps of you used the power, not you. Does not apply to powers with obvious source, such as Flame Bolt or Dread Gaze.
Survival	Temporis (Physical)	Once per hour can <b>make a rage or hunger frenzy into a fear frenzy</b> , allowing option to run away and not attack.