

Initiative
Roll initiative (Dex + Wits) (or add 6 to the initiative rating). Everyone declares their actions. The character with the highest initiative performs her action first. Actions can be delayed to any time later in the order of initiative

Health levels		
Health	Dice Pool	Movement penalty

Bruised	0	Only bruised, no dice pool penalties due to damage
Hurt	-1	Superficially hurt, suffers no movement hindrance
Injured	-1	Suffers minor injuries and movement is mildly inhibited (halve maximum movement speed)

Health levels (cont)		
Wounded	-2	Suffers significant damage and may not run (though they may still walk). At this level, a character may only move or attack. he always loses dice when moving and attacking in the same turn.

Mauled	-2	Badly injured and may only hobble about (3 meters per turn)
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Crippled	-5	Catastrophically injured and may only crawl (1 meter per turn)
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Health levels (cont)	
Incapacitated	Incapable of movement and is likely unconscious. Incapacitated vampires with no blood on their bodies enter torpor.
Torpor	Enters a deathlike trance. He may do nothing, not even spend blood, until a period of time has passed.
Final Death	Character is killed permanently.

Attack
Close combat: Dex + Brawl (unarmed) or Dex + Melee (armed)
Ranged Combat: Dex + Firearms (Guns) or Dex + Athletics (thrown weapons)

Difficulties	
level	Note
3	Trivial (scanning a small crowd for a familiar face)
4	easy (following a trail of blood)
5	Straightforward (seducing some one who's already "in the mood")
6	Standart (firing a gun)
7	Challenging (locating where those agonized whispers are coming from)
8	Difficult (convincing a cop that this isn't your cocaine)
9	Extremely difficult (walking a tightrope)

Melee Weapons Chart		
Weapon	Damage	Conceal
Sap+	Strentht +1	P
Club+	Strentht +2	T
Knife	Strentht +1	J
Sword	Strentht +2	T
Axe	Strentht +3	N



Melee Weapons Chart (cont)		
Stake?	Strength +1	T
+ Denotes a blunt object. Blunt objects inflict bashing damage unless targeted at the head (see Targeting, p274). Headshots inflict lethal damage.		
? May paralyze a vampire if driven through the heart. The attacker must target the heart (difficulty 9) and score three damage successes.		

Targeting		
Target size	Difficulty	Damage modifier
Medium (limb, briefcase)	+1	No modifier
Small (hand, head, cellphone)	+2	+1
Precise (eye, heart, rock)	+3	+2

Armor Chart		
Class	Armor Rating	Penalty
Class One (reinforced clothing)	1	0

Armor Chart (cont)		
Class Two (armor T-shirt)	2	1
Class Three (kevlar vest)	3	1
Class Four (flak jacket)	4	2
Class Five (full riot gear)	5	3

Ranged Combat Maneuvers table			
Maneuver	Traits	Accuracy	Special
Automatic Fire	Dex + Firearms	+10	
Multiple Shots	Dex + Firearms	Special	
Strafing	Dex + Firearms	+10	
3 - round burst	Dex + Firearms	+2	
Two weapons	Dex + Firearms	Normal	

Blood pools	
Vessel	Blood Pool
Vampire	10+
Werewolf	20
Average human	10
Child	5
Cow	5
Dog	2
Cat	1
Plasma bag	1
Bird	Special 1/2
Bat/Rat	1/4

Close combat maneuvers table			
Maneuver	Traits	Accuracy	Special
Bite	Dex + Weapon	+1	
Block	Dex + Weapon	Special	
+1/off-hand	Dex + Weapon	Normal	
Clinch	Str + Brawl	Normal	
Disarm	Dex + Melee	Normal	+1

Close combat maneuvers table (cont)			
Maneuver	Traits	Accuracy	Special
Dodge	Dex + Athletics		Normal
Hold	Str + Brawl		Normal
Kick	Dex + Brawl		Normal
Parry	Dex + Melee		Special
Strike	Dex + Brawl		Normal
Sweep	Dex + Brawl/-Melee		Normal
Tackle	Str + Brawl		Normal
Weapon strike	Dex + Melee		Normal

A - Aggravated
 C - maneuver carries over on successive turns
 K - causes knockdown
 R - reduces an opponent's attack successes

