Close Combat Maneuvers

Maneuver	Traits	Accuracy	Difficulty	Damage
Bite	Dex + Brawl	+1	Normal	Str +1 (A)
Block*	Dex + Brawl	Special	Normal	None (R)
Claw	Dex + Brawl	Normal	Normal	Str +1 (A)
Clinch	Str + Brawl	Normal	Normal	Str (C)
Disarm	Dex + Melee	Normal	+1	Special
Dodge*	Dex + Athletics	Special	Normal	None (R)
Hold	Str + Brawl	Normal	Normal	None (C)
Kick	Dex + Brawl	Normal	+1	Str +1
Parry*	Dex + Melee	Special	Normal	None (R)
Strike	Dex + Brawl	Normal	Normal	Str
Sweep	Dex + Brawl/Melee	Normal	+1	Str (K)
Tackle	Str + Brawl	Normal	+1	Str +1 (K)
Weapon Strike	Dex + Melee	Normal	Normal	Weapon

* - Defensive maneuver

A - Aggravated

C - maneuver carries over on successive turns

K - causes knockdown

R - reduces an opponent's attack successes

Ranged Combat Maneuvers

Maneuver	Traits	Accuracy	Difficulty	Damage
Automatic Fire	Dex + Firearms	+10	+2	Special
Multiple Shots	Dex + Firearms	Special	Normal	Weapon
Strafing	Dex + Firearms	+10	+2	Special
3-Round Burst	Dex + Firearms	+2	+1	Weapon
Two Weapons	Dex + Firearms	Normal	+1/off-hand	Weapon

Difficulty Levels

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	Standard (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)

Combat Phases

Stage One: Initiative

• Roll initiative (1d10 + (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.

• Declare any multiple actions, reducing dice pools accordingly. Declare Discipline activation and Willpower expenditure.

Stage Two: Attack

• For unarmed close-combat attacks, roll Dexterity + Brawl.

• For armed close-combat attacks, roll Dexterity + Melee.

• For ranged combat, roll Dexterity + Firearms (guns) or Dexterity + Athletics (thrown weapons).

Combat Phases (cont)

• A character can abort to a defensive action (block, dodge, parry) at any time before her action is performed, as long as you make a successful Willpower roll (or a Willpower point is spent).

Stage Three: Resolution

• Determine total damage effect (weapon type or maneuver), adding any extra dice gained from successes on the attack roll.

• Targets may attempt to soak damage, if possible.

Frenzy Difficulties

Provocation	Difficulty
Smell of blood (when hungry)	3 (or higher in extreme cases)
Sight of blood (when hungry)	4 (or higher in extreme cases)
Being harassed	4
Life-threatening situation	4
Malicious taunts	4
Physical provocation	6
Taste of blood (when hungry)	6 (or higher in extreme cases)
Loved one in danger	7
Outright public humiliation	8

Rötschreck Difficulties

Provocation	Difficulty
Lighting a cigarette	3
Sight of a torch	5
Bonfire	6
Obscured sunlight	7
Being burned	7
Direct sunlight	8
Trapped in a burning building	9

Simple Antagonists

Type of Antagonist	Difficulty
Insignificant (Inexperienced or sickly mortal)	1
Weak (Average mortal, thug, or beat cop, other unremarkable professional)	2
Average (Gifted mortal or ghoul, trained officer or mob hitman, recently Embraced thin-blood)	3
Challenging (Neonate, motivated thin-blood, ancient ghoul, Second Inquisition operative)	4
Strong (Ancilla, Second Inquisition commander, young werewolf)	5-6
Overpowering (Elder, adult werewolf)	7+

Mortals Template

Type of Mortal	Attributes	Skills	Advantages

Mortals Template (cont)

Weak mortal	2 at 2; the rest at 1	3 at 2; 5 at 1	None
Average mortal	2 at 3; 3 at 2; the rest at 1	3 at 3; 4 at 2; 5 at 1	Up to 3 pts. (2 pts. max Flaws)
Gifted mortal	1 at 4; 2 at 3; 2 at 2; the rest at 1	2 at 4 (1 Specialty); 4 at 3; 4 at 2; 4 at 1	Up to 10 pts. (4 pts. max Flaws)
Deadly mortal	2 at 5; 2 at 4; 2 at 3; the rest at 2	1 at 5; 3 at 4; 5 at 3; 6 at 2 (3 Specialities)	Up to 15 pts. (no Flaws)

Hiearchy of Sin: Humanity

Humanity	Moral Guideline
10	Selfish thoughts
9	Minor selfish acts
8	Injury to another (accidental or otherwise)
7	Theft
6	Accidental violation (drinking a vessel dry out of starvation)
5	Intentional property damage
4	Impassioned violation (manslaughter, killing a vessel in a frenzy)
3	Planned violation (outright murder, savored exsanguination)
2	Casual violation (thoughtless killing, feeding past satiation)

Hiearchy of Sin: Humanity (cont)

1	Utter perversion or heinous acts

Bearing

Humanity/Path Rating	Bearing Modifier
10	-2 difficulty
9-8	-1 difficulty
7-4	no modifier
3-2	+1 difficulty
1	+2 difficulty

Generally, a vampire's bearing has little or no direct effect on her nightly activities - it's only a vague impression. Very high or low morality ratings impose a bonus or penalty to specific rolls associated with the character's bearing-for Humanity, the bearing modifier affects Social rolls for appearing normal and winning sympathy. These modifiers can affect rolls used for Disciplines, where relevant. Paths of Enlightenment have their own bearings, which are listed with each Path description.

Degrees of Success

Botch	Total Failure (The gun doesn't just miss, it jams)
0	Failure (missing a punch)
1	Marginal (getting a broken refrigerator to keep running until the repairman arrives)
2	Moderate (making a handicraft that's ugly but useful)
3	Complete (fixing something so that it's good as new)

Degrees of Success (cont)

4	Exceptional (increasing your car's efficiency in the process of repairing it)
5+	Phenomenal (creating a masterwork)

Whenever one or more of the dice comes up as a 10, that counts as a complete success.

Whenever one of the dice comes up as a 1, it cancels out a success.

If none of your dice comes up a success, and one or more dice are dice showing 1, the roll is a botch.

Targeting

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

Melee Weapons

Weapon	Damage	Conceal
Sap+	Str +1	P
Club+	Str +2	T
Knife	Str +1	J
Sword	Str +2	T
Axe	Str +3	N

Melee Weapons (cont)

Stake?	Str +1	T

P = Can be carried in the pocket

J = Can be hidden in a jacket

T = Can be hidden in a trenchcoat

N = Cannot be concealed on the person at all

+ 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 though the heart. The attacker must target the heart (difficulty 9) and score three damage successes.

Fire and Burns

Soak Difficulty	Heat of Fire
3	Heat of a candle (first-degree burns)
5	Heat of a torch (second-degree burns)
7	Heat of a Bunsen burner (third-degree burns)
8	Heat of an electrical fire
9	Heat of a chemical fire
10	Molten metal
Health Levels/Turn	Size of Fire
One	Torch; a part of the body is exposed to flame
Two	Bonfire; half of the body is exposed to flame
Three	Raging inferno; entire body is engulfed in flame

Soaking Sunlight

Soak Difficulty	Intensity of Light
3	Faint light coming through a closed curtain; heavy cloud cover; twilight.
5	Fully protected by heavy clothes, sunglasses, gloves, and a wide-brimmed hat.
7	Indirect light coming through a window or light curtains.
9	Outside on a cloudy day; hit by one ray of direct light; catching the sun's reflection in a mirror.
10	Direct rays from an unobscured sun.
Health Levels/Turn	Exposure
One	Small part of body exposed-a hand or part of the face.
Two	Large part of body exposed-a leg, an arm, or the whole head.
Three	Fifty percent or more of the body exposed-wearing thin clothing.

Aura Signifiers

Condition	Color
Afraid	Orange
Aggressive	Purple
Angry	Red
Bitter	Brown
Calm	Light Blue
Compassionate	Pink
Conservative	Lavender
Depressed	Gray
Desirous or Lustful	Deep Red
Distrustful	Light Green
Envious	Dark Green
Excited	Violet
Generous	Rose
Happy	Vermilion
Hateful	Black
Idealistic	Yellow
Innocent	White
Lovestruck	Blue
Obsessed	Green
Sad	Silver
Spiritual	Gold
Suspicious	Dark Blue
Diablerist	Black veins in aura
Anxious	Aura appears scrambled like static or white noise
Confused	Mottled, shifting colors
Daydreaming	Sharp, flickering colors
Frenzied	Rapidly rippling colors
Psychotic	Hypnotic, swirling colors

Aura Signifiers (cont)

Mortal	Weak aura
Vampire	Aura colors are pale
Shapes-hifter	Intensely vibrant aura
Ghost	Splotchy, intermittent aura
Mage	Myriad sparkles in aura
Sleepw-alker	Muted aura with faint glimmers

Armor Chart

Class	Armor Rating	Penalty
Class One (reinf-orced clothing)	1	0
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

Health Levels

Health	Dice Pool Penalty	Description
Bruised	0	Only somewhat bruised.
Hurt	-1	Superficially hurt.
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).
Crippled	-5	Catastrophicaly injured and may only crawl (1 meter per turn).
Incapa-citated	None	Incapable of movement, likely unconscious. Incapaci-tated vampires with no blood in their bodies enter torpor.
Torpor	None	Enters a deathlike trance. He may do nothing, not even spend blood, until a period of time has passed.
Final Death	None	Character is killed permanently.

Blood Pools

Vessel	Blood Pool
Vampire	10+
Werewolf	20
Average Human	10
Child	5
Cow	5
Dog	2
Cat	1
Plasma Bag	1
Bird	1/2
Bat/Rat	1/4

Diablerie

Commiting Diablerie: To commit diablerie, the diablerist must take blood directly and immediately from the victim; the blood may not be stored and used later and only one diablerist may commit the act on a given victim.

Once a vampire's body has been drained of all blood, the diablerist's makes an extended Strength roll (Diff. 9). Each success inflicts one automatic health level on the victim (the victim cannot soak, and damage is considered aggravated). When all the victim's health levels have been drained, the body begins to decay immedi-ately.

A vampire committing diablerie is vulnerable to attack, all attacks against a vampire attempting diablerie are made versus a difficulty of 2

Rewards: Upon completion of diablerie, the diablerist is overwhelmed by euphoria, and a Self-Control/Instincts roll is necessary (Diff. 10 - Humanity/Path) to avoid losing control.

Diablerie (cont)

The true benefit of diablerie becomes evident if the diablerist feeds on the vitae of a vampire of lower Generation (e.g., 9th gen. diablerizing 7th gen.). The diablerist literally steals the power and potency of the victim's own blood, and thus permanently lowers her own Generation by one. All benefits of the lowered Generation: a larger and more potent blood pool, the ability to Dominate more Kindred and, in some cases, the ability to increase Traits above 5 — are bestowed.

If the victim was of far greater power (5 or more Gen. levels) than the diablerist, the ST may rule that the predator lowers her Gen by more than one step. It would not be unreasonable for a 12th gen. neonate who drank the blood of a 3000-year-old 5th gen. to advance 3 or more Generations. Drinking the vitae of elder vampires can temporarily increase the diablerist's Discipline levels by 1, 2, or more. These increased powers last for a single scene, unless the ST decides otherwise.

Blood Bonds

First drink: The drinker begins to experience intermittent but strong feelings about the vampire. She may dream of him, or find herself "coincidentally" frequenting places where he might show up. There is no mechanical effect at this stage, but it should be roleplayed.

Blood Bonds (cont)

Second drink: The drinker's feelings grow strong enough to influence their behavior but not yet enslaved. She may act as she pleases, but might have to make a Willpower roll to take actions directly harmful to the vampire. The vampire's influence is such that he can persuade or command her with little effort (Social rolls against the thrall are at -1 difficulty)

Third drink: Full-scale blood bond. A regnant may use the Dominate Discipline on a thrall, even without the benefit of eye contact. Additionally, should the thrall try to resist the Dominate (or similar mental control power) for some reason, the difficulty of such resistance is increased by two. Naturally, a higher-Generation vampire still cannot use Dominate on a lower-Gene-ration thrall.

Resisting the Bond: It's possible, though difficult, for a vampire to temporarily resist a blood bond. Doing so requires the player to make a Willpower roll (difficulty is typically 8, but can be modified based on the regnant's treatment and the thrall's Nature) and accumulate a number of successes equal to the number of times the thrall has partaken of the regnant's blood, to a maximum of difficulty 9. The thrall must then spend a Willpower point. Upon doing so, the bond is negated for a variable amount of time..