

Close Combat

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|-----------------------|--------------------------------------|
| Unarmed | Strength+Brawl |
| One-handed Melee | Dexterity+Melee |
| Two-handed Melee | Strength+Melee |
| Dodge, when defending | Dexterity+Athletics |
| Using a gun in CQC | Strength+Firearms, -2 for large guns |

Crippling Injuries (d10 + Agg when impaired)

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|-----|---|
| 1-6 | Stunned: Spend 1 willpower or lose turn |
| 7,8 | Head Trauma: Physical -1, Mental -2 |
| 9 | Broken limb: -3 when using limb |
| 10 | Blinded: -3 rolls requiring sight |
| 11 | Severe wound: -2 all rolls, +1 all damage |
| 12 | Crippled: Lose a limb |
| 13+ | Torpor or death |

Grappling

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|------------------|----------------|
| Initiate Grapple | Strength+Brawl |
| Resist Grapple | Strength+Brawl |
| Bite | Strength+Brawl |

Social Conflict (general, loose rules)

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|-------------------------|-------------------------|
| Stare-down | Resolve+Intimidation |
| Convincing | Manipulation+Persuasion |
| Impressing authority | Composure+Etiquette |
| Rap battle | Wits+Performance |
| Undermining, indirectly | Manipulation+Etiquette |
| Seduction | Appearance+Persuasion |

Social Combat Damage

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|-----------------------------|-----------|
| Alone with opponent | +0 Damage |
| Coterie Present | +1 Damage |
| Allied/Valued NPCs Present | +2 Damage |
| Authority, Powerful Kindred | +3 Damage |
| The Prince | +4 Damage |

Ranged

| | |
|-----------------------|---------------------|
| Firefight | Composure+Firearms |
| Sniping | Resolve+Firearms |
| Quick-draw | Dexterity+Firearms |
| Defending From Ranged | Dexterity+Athletics |
| Throwing Anything | Dexterity+Athletics |

Cover, During Ranged Fights

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|------------------|---------|
| No cover | -2 Dice |
| Concealment | -1 Dice |
| Hard Cover | 0 Dice |
| Waist High Cover | +1 Dice |
| Complete Cover | +2 Dice |

Weapon Damage Types

| | |
|--------------------------|-------------------------------|
| Improvised | +0 Damage |
| Light impact | +1 Damage |
| Light piercing, gunshot | +2 Damage |
| Heavy impact | +3 Damage |
| Medium piercing, gunshot | +3 Damage |
| Heavy gunshot | +4 Damage |
| Massive impact | +4 Damage |
| Wooden Stake (heart) | Damage Success +5 = Paralysis |



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