

Close Combat		Social Conflict (general, loose rules)		Cover, During Ranged Fights	
Unarmed	Strength+Brawl	Stare-down	Resolve+Intimidation	No cover	-2 Dice
One-handed Melee	Dexterity+Melee	Convincing	Manipulation+Persuasion	Concealment	-1 Dice
Two-handed Melee	Strength+Melee	Impressing authority	Composure+Etiquette	Hard Cover	0 Dice
Dodge, when defending	Dexterity+Athletics	Rap battle	Wits+Performance	Waist High Cover	+1 Dice
Using a gun in CQC	Strength+Firearms, -2 for large guns	Undermining, indirectly	Manipulation+Etiquette	Complete Cover	+2 Dice
<b>Crippling Injuries (d10 + Agg when impaired)</b>		<b>Social Combat Damage</b>		<b>Weapon Damage Types</b>	
1-6	Stunned: Spend 1 willpower or lose turn	Alone with opponent	+0 Damage	Improvised	+0 Damage
7,8	Head Trauma: Physical -1, Mental -2	Coterie Present	+1 Damage	Light impact	+1 Damage
9	Broken limb: -3 when using limb	Allied/Valued NPCs Present	+2 Damage	Light piercing, gunshot	+2 Damage
10	Blinded: -3 rolls requiring sight	Authority, Powerful Kindred	+3 Damage	Heavy impact	+3 Damage
11	Severe wound: -2 all rolls, +1 all damage	The Prince	+4 Damage	Medium piercing, gunshot	+3 Damage
12	Crippled: Lose a limb	<b>Ranged</b>		Heavy gunshot	+4 Damage
13+	Torpor or death	Firefight	Composure+Firearms	Massive impact	+4 Damage
<b>Grappling</b>		Sniping	Resolve+Firearms	Wooden Stake (heart)	Damage Success +5 = Paralysis
Initiate Grapple	Strength+Brawl	Quick-draw	Dexterity+Firearms		
Resist Grapple	Strength+Brawl	Defending From Ranged	Dexterity+Athletics		
Bite	Strength+Brawl	Throwing Anything	Dexterity+Athletics		



By sharkykrunk

[cheatography.com/sharkykrunk/](https://cheatography.com/sharkykrunk/)

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