

Character Sheet Pad



THE CARTHIAN MOVEMENT

Name:		Gonces	st:			Player:	
Virtue:	Vice:		Chronicle:			Coterie:	
			Mibutes				
Power	Intelligence	•0000	Strength	•0000		Presence	•0000
Finesse	Wits	•0000	Dexterity	•0000		Manipulation	•0000
Resistance	Resolve	•0000	Stamina	•0000		Composure	•0000
Skills			É	Ther To	raits		
Quental			Querits 6	00000	000	Health	
(-3 unskilled) Academics	00000		c	00000			
Computer	00000		c	00000		Willpow	01.
Crafts	00000	· \	C	00000			000
Investigation	00000		/ /	00000			
Medicine	00000			00000		Vitae	
Occult	00000			00000		guae	
Politics	00000			00000			
Science	00000			00000			
			Flaws		1-1	Blood Pol	ency
Physical					0	000000	000
(-1 unskilled)						20	_
Athletics	00000				10	Humanit	0
Brawl Drive	00000				9		0
Firearms	00000	Di	isciplines		8		0
	00000			00000	7		0
LarcenyStealth	00000			00000	6		0
Survival	00000			00000	5		o
Weaponry	00000			00000	4		o
	00000			00000	3		0
Social		-		00000	2		o
(-1 unskilled)				00000	1		0
Animal Ken	00000					8	
Empathy	00000	Size				Equipme	ent
Expression	00000	Defense_					
Intimidation	00000	Initiative	Mod				
Persuasion	00000						
Socialize	00000				7		
Streetwise	00000	-	ce		1000		<u> </u>
Subterfuge	00000	Armor			4		

THE CIRCLE OF THE CRONE

Name:		Gonce	pt:			Player:	
Virtue:	Vice:		Chronicle:			Golerie:	
			Allributes				1.4
Power	Intelligence	•0000	Strength	•000	0	Presence	•0000
Finesse	Witz	•0000	Dexterity	•000	0	Manipulation	•0000
Resistance	Resolve	●0000	Stamina	•000	0	Composure	•0000
Skills	i i	in the second se	E	Wher T	raits		
mental			Quests			Health	
				00000	000	00000	
(-3 unskilled) Academics	00000			00000			
Computer	00000			00000		Willpow	000
Crafts	00000	. (00000	0.0	00000	
Investigation	00000	\rightarrow		00000			
Medicine	00000			00000		Vitae	
Occult	00000			00000		yyae	
Politics	00000			00000			
Science	00000			00000			
			Flaws	7-2		Blood Po	Tency
Physical					C	000000	000
(-1 unskilled)		PAPA				21	+ 1
Athletics	00000	SOLD BY			10	Humani	9
Brawl Drive	00000				9		0
Firearms	00000	20	isciplines		8		0
Larceny	00000			_00000	7		0
Stealth	00000			00000	6		0
Survival	00000			00000	5_		o
Weaponry	00000	10-340	4 1 / 6	00000	4		O
	00000			00000	3	4.0	0
Social				_00000	2		0
(-1 unskilled)				00000	1		0
Animal Ken	00000					b	
Empathy	00000	Size				Equipm	ent
Expression	00000	Defense_	IX			F 6 0 1	
Intimidation	00000	Initiative	Mod				
Persuasion	00000			55.7	127		
Socialize	00000	Speed_				3	
Streetwise	00000	Experien	ce				
Subterfuge	00000	Armor_					

Attributes $5/4/3 \bullet \text{Skills } 11/7/4 (+3 \text{ Specialties}) \bullet \text{Clan } (+1 \text{ bonus Attribute}; \text{ see p. } 92) \bullet \text{Covenant} \bullet \text{Blood Potency } 1 \text{ (May be increased with Merit points)} \bullet \text{Disciplines.} 3 \text{ (Two dots must be in-clan)} \bullet \text{Merits } 7 \bullet \text{ (Buying the fifth dot in Attributes, Skills or Merits costs two points)} \bullet \text{Health} = \text{Stamina} + \text{Size} \bullet \text{Willpower} = \text{Resolve} + \text{Composure} \bullet \text{Size} = 5 \text{ for adult human-sized Kindred} \bullet \text{Defense} = \text{Lowest of Dexterity or Wits} \bullet \text{Initiative Mod} = \text{Dexterity} + \text{Composure} \bullet \text{Speed} = \text{Strength} + \text{Dexterity} + \text{Starting Humanity} = 7 \bullet \text{Vitae} = \text{d} 10 \text{ roll}$

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Name:		Gonce	al:		Player:	
Virtue:	Vice:		Chronicle:		Goterie:	
		9	Allribates			
Power	Intelligence	•0000	Strength	•0000	Presence	•0000
	Wits	•0000	Dexterity	•0000	Manipulation	•0000
	Resolve	•0000	Stamina	•0000	Composure	•0000
Skills	الروح	in the second	É	ther Train	ts	
Mental	<u> </u>		merits (Health	
O Nen al				0000	000000	
(-3 unskilled)			_	0000		
Academics	00000		0	0000	WOO -	
Computer	00000	·(o	0000	Willpow	
Investigation	00000		o	0000		000
Medicine	00000		o	0000		
Occult Occul	00000		o	0000	Vitae	
Politics	00000	· ·	o	0000		
Science Science	00000		o	0000		
	00000		Flaws		Blood Po	tency
Physical			o raws		0000000	
(-1 unskilled)					600	
Athletics	00000				Humani	4
Braw1	00000				0	0
Drive	00000	\mathscr{D}	isciplines			0
Firearms	00000			8		0
Larceny	00000			00000 7		0
Stealth	00000			0000		O
Survival	00000			00000 5		0
Weaponry	00000			00000 4		0
Social		1		00000		_0
				00000		0
(-1 unskilled)				00000		0
Animal Ken	00000	C.				-
Empathy	00000	Size		DU THE	Egaipmi	en/
Expression	00000	Defense_				
Intimidation	00000	Initiative	: Mod	2 1/2		
Persuasion	00000	Speed			A LIVE	
Socialize	00000	Experien	ce			
Streetwise_	00000	-			W.S.	, (A)
Subterfuge	00000	Armor_		The state of the s		

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Name:		Gonce p.	<i>t:</i>			Player:	
Virtue:	Vice:		Chronicle:			Goterie:	
		%	Hribates		4		يقيدا
Power	Intelligence	•0000	Strength	•000	00	Presence	•0000
Finesse	Wits	•0000	Desterity	•000	00	Manipulation	•0000
Resistance	Resolve	•0000	Stamina	•000	00	Gomposure	•0000
Skills	14		č	Ther U	rails		
mental			Merits			Health	
A VINCE		<u> </u>	1	00000	000	000000	
(-3 unskilled) Academics	00000			00000			
Computer	00000			00000		w.00.	
Crafts	00000	•(///		00000		Willpou	
Investigation	00000		3	00000	0 (00000	
Medicine Medicine	00000		1.	00000			
Occult	00000		3	00000		Tital	
Politics	00000			00000			
Science	00000			00000			
Physical (-1 unskilled)			Flaws			Blood Po	
Athletics	00000		3			Humanil	4
Braw1	00000				10		0
Drive	00000	2	sciplines		9		0
Firearms	00000				8		0
Larceny	00000			_00000	7		0
Stealth	00000			_00000	6_		0
Survival	00000			_00000	5_		O
Weaponry	00000			_00000	4_		o
Social				_00000	3_		O
Occial			2	_00000	2_		0
(-1 unskilled)			/ 3	_00000	1_		O
Animal Ken	00000	0:	·SX			p	4
Empathy	00000	Size				Eguipm	en/
Expression	00000	Defense_					
Intimidation	00000	Initiative	Mod				
Persuasion	00000	Speed					
Socialize	00000	•			- 1		
Streetwise	00000	Experienc	L .	The state of			
Subterfuge	00000	Armor	The state of the s	A.A.	4	C 1771	

The Lancea Sanctum

Name:		Goncep	<u>s/:</u>			Player:	
Virtue:	Vice:		Chronicle:			Goterie:	
		9	Attributes				
Power	Intelligence	•0000	Strength	•0000		Presence	•0000
	Wits	●0000	Dexterity	•0000		Manipulation	. •0000
	Resolve	●0000	Stamina	•0000		Composure	•0000
Skills	i.	in the second	E	Ther Tr	ails		
mental			Querits 1			Health	
				00000	000	00000	
(-3 unskilled) Academics	00000		c	00000			
	00000		c	00000	1	Villpou	
ComputerCrafts	00000	·(/_/	c	00000			
Investigation	00000		c	00000		0000	
Medicine Medicine	00000		c	00000			
Occult	00000		c	00000		Vilae	
Politics	00000			00000			
Science Science	00000		c	00000			
	00000		Flaws		23	lood Po	Tence
Physical			o raws			00000	
(-1 unskilled)			18, 58			20 =	
Athletics	00000				10	Humani	
Braw1	00000				10		0
Drive	00000	D)	isciplines		9		0
Firearms	00000			00000	8		0
Larceny	00000			00000	7		0
Stealth	00000			00000	6		0
Survival	00000	-		00000	5		0
Weaponry	00000			00000	4		0
Social				00000	3		o
				00000	2		o
(-1 unskilled)				00000			o
Animal Ken	00000	Size				Equipm	ent
Empathy Expression	00000	5 - 5 - 5 - 5 - 5 - 5 - 5 - 5 - 5 - 5 -		V		Jayun	en
Expression Intimidation	00000	Defense_		5 1 1			
Persuasion	00000	Initiative	Mod				
Socialize Socialize	00000	Speed				Sold to	
Streetwise Streetwise	00000	Experience	ce				
Land and the land of the land	00000	Armor_				A 7 5 7 1	
Subterfuge	00000	VIIUOI		- 1 m			

THE CARTHIAN MOVEMENT

Name:		Concep	al:		Player:
Virtue:	Vice:		Chronicle:		Golerie:
The state of the s	The state of the s				<i>popere</i>
		· 9	Hributes		
Power	Intelligence	•0000	Strength	●0000	Presence •0000
Finesse	Wits	●0000	Dexterity	•0000	Manipulation •0000
Resistance	Resolve	•0000	Stamina	•0000	Вотрозиге •0000
Skills			É	Ther Tra	ids
Mental			merits		Health
				00000	0000000000
(-3 unskilled) Academics	00000			00000	
Computer	00000			00000	Willpower
Crafts	00000	.(//		00000	
Investigation	00000	\		00000	
Medicine	00000			00000	
Occult	00000	- 1		00000	Vitae
Politics	00000			00000	
Science	00000			00000	
			Flaws		Blood Potency
Physical			o caus		000000000
(-1 unskilled)				-/4	20
Athletics	00000				Hamanity
Braw1	00000				10 O
Drive	00000	\mathcal{D}_{i}	isciplines		9 0
Firearms	00000				8 0
Larceny	00000			00000	7 0
Stealth	00000			00000	60
Survival	00000			00000	5O
Weaponry	00000			00000	40
Social				00000	3O
				00000	2O
(-1 unskilled)				00000	10
Animal Ken	00000	C.			1/18
Empathy	00000	Size			Equipment
Expression	00000	Defense_			
Intimidation	00000	Initiative	Mod		
Persuasion	00000	Speed			
Socialize	00000	Experience			
Streetwise Subterfuge	00000	Armor			
Subterture	00000	Armor			

THE CIRCLE OF THE CRONE

Name:		Goncej	al:		Player:	
Virtue:	Vice:		Chronicle:		Goterie:	
		9	Altributes			
Power	Intelligence	•0000	Strength	•0000	Presence	•0000
Finesse	Wits	•0000	Dexterity	•0000	Manipulation	. •0000
Resistance	Resolve	•0000	Stamina	•0000	Gomposure	•0000
Skills	14	Service Servic	É	ther Traits		
Mental			Querits		Health	
			1	00000	00000	
(-3 unskilled)			<u> </u>			
Academics	00000			00000	WOO.	
ComputerCrafts	00000	·(00000	Willpou	
	00000			00000	00000	
Investigation Medicine	00000			00000		
Occult	00000			00000	Vilae	and a
Politics Politics	00000	· · · · · · · · · · · · · · · · · · ·		00000		
Science	00000			00000		
	00000		Flaws		Blood Pi	Lence
Physical		A5-A	o caus		000000	
(-1 unskilled)						
Athletics	00000				Humani	14
Braw1	00000			10	0	0
Drive	00000	12 2	isciplines	9		0
Firearms	00000			8		0
Larceny	00000			7		0
Stealth	00000			00000 6_		0
Survival	00000			00000 5_		0
Weaponry	00000		1000/1000	00000 4_		0
Social	V	4		00000 3_		0
		Way)		00000 2_		0
(-1 unskilled)				00000 1_		O
Animal Ken	00000	Sign			De la	
Empathy	00000	Size			Equipm	en
Expression	00000	Defense_				
Intimidation	00000	Initiative	: Mod			
PersuasionSocialize	00000	Speed		List The		
Streetwise Streetwise	00000	Experien	ce			
Subterfuge	00000	Armor				

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Name:		Conc	cept:			Player:	
Virtue:	Vice:		Chronicle:			Goterie:	
			Altributes				Service Control of the Control of th
Power	Intelligence	•0000	Strength	•000	00	Presence	•0000
Finesse	Witz	•0000	Dexterity	•000	00	Manipulation	• • • • • • • • • • • • • • • • • • • •
Resistance	Resolve	•0000	Stamina	•000	00	Gomposuse	●0000
Skills	i i	Section 1	8	Ther t	raits		
Quental			Querits	1		Health	1
			O COOLLY	00000	000	00000	
(-3 unskilled)				00000			
Academics	00000			00000		MOO	
Computer	00000	·(00000		Willpou	
Crafts	00000			00000	00	00000	000
Investigation	00000			00000			
Medicine	00000			00000		Tital	
Occult	00000			00000			
Politics	00000	$\uparrow A$		00000			
Science	00000		Flaws			Blood Po	Joseph.
Physical			o caws			000000	
(-1 unskilled)			1000			000000	0000
Athletics	00000					Humani	ty
Brawl	00000	7			10		0
Drive	00000	9	Disciplines		9		0
Firearms	00000	~	rscriptines		8		0
Larceny	00000			_00000	7		0
Stealth	00000			_00000	6_		O
Survival	00000			_00000	5_		0
Weaponry	00000			_00000	4_	-//	0
				_00000	3		0
Social				_00000	2_		0
(-1 unskilled)		<u> </u>		_00000			o
Animal Ken	00000					No	
Empathy	00000	Size				Eguipm	en/
Expression	00000	Defense					
Intimidation	00000	Initiativ	ve Mod	-	17/		
Persuasion	00000	Speed_					
Socialize	00000	•					
Streetwise	00000		nce				
Subterfuge	00000	Armor					

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Name:		Gonce	at:		Player:	
Virtue:	Vice:		Chronicle:		Goterie:	
			Altributes			
Power	Intelligence	•0000	Strength	•0000	Presence	•0000
Finesse	Wits	•0000	Dexterity	•0000	Manipulation	•0000
	Resolve	•0000	Stamina	•0000	Gomposure	•0000
Skills		S. S.	Ot.	her Trails		
Mental			merits		Health	
				000 000	000000	
(-3 unskilled) Academics			00	000 🗆 🗆		
	00000		00	000	w.00.	
ComputerCrafts	00000	· (/_//*	00	000	Willpow	
Investigation	00000		00	000	000000	
Medicine	00000		00	000		
Occult	00000		00	000	Vilae	
Politics	00000	- \	00	000		
Science Science	00000		00	000		
	00000		Flaws		Blood Pol	ency
Physical			o caus		000000	
(-1 unskilled)						
Athletics	00000				Humanit	1
Braw1	00000	\		10		0
Drive	00000	2	isciplines	9		0
Firearms	00000			8		0
Larceny	00000			7		0
Stealth	00000	3 1		0000 6_		0
Survival	00000			0000 5_		_0
Weaponry	00000			0000 4_		0
Social				0000 3		0
Oocial				2_		0
(-1 unskilled)				0000 1_		0
Animal Ken	00000	C.			(d)	-
Empathy	00000	Size			Equipme	n/
Expression	00000	Defense_	9			1
Intimidation	00000	Initiative	: Mod			
Persuasion	00000	Speed				
Socialize Standard	00000	Experien	ce /			
Streetwise	00000				- 1	
Subterfuge	00000	Armor_	I HAVE		1. 1/1	

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Name:		Gonce	al:		Player	
Virtue:	Vice:		Chronicle:		. Ooterie	
y mae.	pue.				Ø vjern	
		· · · · · · · · · · · · · · · · · · ·	Mribules			
Power	Intelligence	•0000	Strength	•0000	Presence	•0000
Finesse	Witz	•0000	Dexterity	•0000	Manipulat	ion •0000
Resistance	Resolve	●0000	Stamina	•0000	Gomposure	•0000
Skills	la la		É	Wher Tre	ails	
Quental			Querits		Heat	7/
O Nen al				00000	- 1 / 1 / 1 / · ·	
(-3 unskilled)				00000 F		
Academics	00000			00000		
Computer	00000		\	00000	Willpo	rwer
Crafts	00000		· // /	00000	000000	0000
Investigation	00000			00000		
Medicine	00000			00000	Vital	2
Occult	00000			00000		
Politics	00000		C	00000		
Science	00000		do		Blood 9	7
Physical			Flaws			
		2//	4 23		000000	0000
(-1 unskilled) Athletics	00000				Haman	et le
Braw1	00000	\ <u>\</u>			10	0
Drive	00000	9	isciplines		9	0
Firearms	00000	2	iscipkines		8	0
Larceny	00000		6000	00000	7	0
Stealth	00000			00000	6	0
Survival	00000			00000	5	o
Weaponry	00000			00000	4	o
	00000			00000	3	0
Social		-		00000	2	0
(-1 unskilled)				00000		0
Animal Ken	00000			00000		
Empathy	00000	Size			Equips	ment
Expression	00000	Defense				
Intimidation	00000	Initiative	Mod			7-1/1/1/4
Persuasion	00000		TYIOU	750	4/12 20/2000/000	1
Socialize	00000	Speed				
Streetwise	00000	Experience	ce	THE PARTY	5 /8/11	
Subterfuge	00000	Armor				

THE CARTHIAN MOVEMENT

Name:		Conce	st:			Player:	
Virtue:	Vice:		Chronicle:			Goterie:	
		9	Attributes				in the second
Power	Intelligence	•0000	Strength	•000	00	Presence	•0000
Finesse	Wits	•0000	Desterity	•000	00	Manipulatio	» •0000
Resistance	Resolve	•0000	Stamina	●000	00	Gomposure	•0000
Skills			É	Wher V	rails		
mental			Querits			Healt	t
				00000	000	000000	
(-3 unskilled) Academics	20000			00000			
	00000			00000		Willpoo	
ComputerCrafts	00000	·(///=_		00000			
Investigation	00000			00000	00		
Medicine	00000			00000			
Occult	00000			00000		Vilae	
Politics Politics	00000			00000			
the first transfer to the second seco	00000			00000			
Science	00000		Flaws			Blood Pi	atomes.
Physical			o laws			000000	
(-1 unskilled)						70	1
Athletics	00000			1		Haman	4
Braw1	00000				10	- 6	0
Drive	00000	\mathscr{L}	isciplines		9		0
Firearms	00000			00000	8		0
Larceny	00000			00000	7		0
Stealth	00000			00000	6_		o
Survival	00000	-		00000	5_		0
Weaponry	00000	_		00000	4_		o
Social			A 10 March 1973	00000	3_		O
Oocial				00000	2_	1	0
(-1 unskilled)				00000	1		0
Animal Ken	00000	C:				P	-
Empathy	00000	Size				Equipm	en/
Expression	00000	Defense_					
Intimidation	00000	Initiative	Mod				
Persuasion	00000						
Socialize	00000						
Streetwise	00000		ce				
Subterfuge	00000	Armor					

THE CIRCLE OF THE CRONE

Name:		Gonce	pt:			Player:	
Virtue:	Vice:		Chronicle:			Goterie:	
		3	Altributes				2.2
Power	Intelligence		Strength	•00	00	Presence	•0000
	Witz	●0000	Dexterity	•000	00	Manipulation	•0000
	Resolve	•0000	Stamina	•00	00	Gomposuse	●0000
Skills		- San	Ö	ther i	Traits		
mental			Querits /			Health	
				0000	000	00000	
(-3 unskilled)			0	0000			
Academics	00000		o	0000		WOO -	
Computer	00000	·(o	0000		Willpow	
Crafts	00000			0000	00	00000	000
Investigation	00000			0000			
Medicine	00000		0	0000		Vilae	45
Occult	00000		0	0000			
Politics	00000		0	0000			
Science	00000		de			Blood Po	_
Q/	1/6		Flaws	- 74			
Physical		15	75	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	C	000000	000
(-1 unskilled)		PAPA				20	+
Athletics	00000	6198			10	Hamani	Continues and Co
Braw1	00000				10	- 100 m	0
Drive	00000		isciplines		9		0
Firearms	00000			00000	8		0
Larceny	00000			00000	7		0
Stealth	00000			00000	6_		_0
Survival	00000			00000	5_		0
Weaponry	00000			00000	4_		0
Social	V.	47.4		00000	3_		0
Oocial				00000	2_		0
(-1 unskilled)				00000	1_		0
Animal Ken	00000					P	
Empathy	00000	Size				Equipm	en
Expression	00000	Defense_				1	170/2017
Intimidation	00000	Initiative	Mod		10		
Persuasion	00000						1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Socialize	00000	Speed_				3	
Streetwise	00000	Experien	ce				- 1 A
Subterfuge	00000	Armor_). \		4/		

Attributes $5/4/3 \bullet \text{Skills } 11/7/4 (+3 \text{ Specialties}) \bullet \text{Clan } (+1 \text{ bonus Attribute}; \text{ see p. }92) \bullet \text{Covenant} \bullet \text{Blood Potency } 1 \text{ (May be increased with Merit points)} \bullet \text{Disciplines} 3 \text{ (Two dots must be in-clan)} \bullet \text{Merits } 7 \bullet \text{(Buying the fifth dot in Attributes, Skills or Merits costs two points)} \bullet \text{Health} = \text{Stamina} + \text{Size} \bullet \text{Willpower} = \text{Resolve} + \text{Composure} \bullet \text{Size} = 5 \text{ for adult human-sized Kindred} \bullet \text{Defense} = \text{Lowest of Dexterity or Wits} \bullet \text{Initiative Mod} = \text{Dexterity} + \text{Composure} \bullet \text{Speed} = \text{Strength} + \text{Dexterity} + 5 \bullet \text{Starting Humanity} = 7 \bullet \text{Vitae} = \text{d} 10 \text{ roll}$

THE DROY DRACUL

Concept: Player: Name: Goterie: Virtue: Vice: Tribules Intelligence •0000 Strength •0000 Presence •0000 Wits ●0000 Dexterity **00000** Manipulation ●0000 Resolve 00000 Stamina 00000 Composure •0000 Skills Other braits merits Mental Health 00000 00000000000 (-3 unskilled) 00000 Academics 00000 00000 Computer 00000 00000 Crafts 00000 000000000 00000 Investigation 00000 00000 Medicine 00000 00000 Occult 00000 00000 **Politics** 00000 00000 Science 00000 Blood Potency Flaws Physical (-1 unskilled) 0000000000 Humanity Athletics 00000 10 O Braw1 00000 Disciplines 9 O Drive 00000 8 O Firearms 00000 00000 7 0 Larceny 00000 00000 0 Stealth 00000 00000 Surviva1 O 00000 00000 00000 0 Weaponry 00000 00000 Social 00000 00000 (-1 unskilled) 00000 Animal Ken 00000 Equipment Size Empathy 00000 Expression Defense 00000 Intimidation 00000 Initiative Mod Persuasion 00000 Speed_ Socialize 00000 Experience Streetwise 00000

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Armor

00000

Subterfuge

MEKHET The Invictus

Name:		Gone	ept:			Player:	
Virtue:	Vice:		Chronicle:			Goterie:	
			Attributes				· · · · · · · · · · · · · · · · · · ·
Power	Intelligence	•0000	Strength	•000	0	Presence	•0000
Finesse	Wits	•0000	Desterity	•000	0	Manipulation	. •0000
Resistance	Resolve	•0000	Stamina	•000	0	Composure	•0000
Skills			E C	Wher T	raits		
			2 5	(70 At	1
Mental			Queits			Health	i
(-3 unskilled)				00000	000	00000	0000
Academics	00000			00000			
Computer	00000			00000		Willpou	Der
Crafts	00000		2-14-2	00000	00	00000	
Investigation	00000	\ 	1 /22	00000			
Medicine	00000			00000		Vilae	
Occult	00000	-		00000			
Politics	00000			00000			
Science	00000			30000			
			Flaws			Blood Pi	Tency
Physical		300			C	000000	0000
(-1 unskilled)						20 -	/-
Athletics	00000				10	Hamani	9
Brawl_	00000				10		0
Drive	00000	L	isciplines		9		0
Firearms	00000			00000	8		0
Larceny	00000			00000	7		0
Stealth	00000			00000	6_		0
Survival	00000			00000	5_		0
Weaponry	00000	in .		00000	4_	V 3 1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0
Social				00000	3_		0
				00000	2		0
(-1 unskilled) Animal Ken		\ - \-		00000	1_		o
Empathy	00000	Size				Course	ent
Expression	00000	Defense		TABLE?			
Intimidation	00000				7		
Persuasion	A STATE OF THE STA	Initiativ	e iVlod				
Socialize	00000	Speed_					1
Streetwise Streetwise	00000	Experien	nce	1000			1/1 1/2
Subterfuge	00000	Armor_		To the state of		170	

The Lancea Sanctum

Name:		Gonce	al:		Player:	
Virtue:	Vice:		Chronicle:		Goterie:	
		9	Allributes			
Power	Intelligence		Strength	•0000	Presence	•0000
	Wits	●0000	Dexterity	•0000	Manipulation	» •0000
	Resolve	•0000	Stamina	•0000	Composure	•0000
Skills			0	ther Train	its	
210			Querits 1		Healt	<u> </u>
Quental				2000		
(-3 unskilled)			_		000000	0000
Academics	00000			0000		لالالالالا
Computer	00000			0000	Willpoi	Der
Crafts	00000		- Y - Y - Y - X - X - X - X - X - X - X	0000	0000000	000
Investigation	00000			0000		
Medicine	00000	- \		0000	Vitae	
Occult	00000	- //		0000		
Politics	00000			0000		
Science	00000	1/1		0000		
			Flaws		Blood Pi	Tency
Physical					0000000	0000
(-1 unskilled)					20	
Athletics	00000				Human	4
Brawl	00000		7		10	U
Drive	00000	2	isciplines		9	0
Firearms	00000				8	0
Larceny	00000			0000		0
Stealth	00000	2		0000	6	O
Survival	00000		o	0000	5	O
Weaponry	00000			0000	4	o
Social				0000	3	O
Oocial				0000	2	O
(-1 unskilled)		\ <u></u>		0000		O
Animal Ken	00000	C.			9	4
Empathy	00000	Size			Equipm	en/
Expression	00000	Defense_				
Intimidation	00000	Initiative	Mod			
Persuasion	00000	Speed		17		
Socialize	00000	A.,	_			
Streetwise	00000	Experience	CC_			1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Subterfuge	00000	Armor				

THE CARTHIAN MOVEMENT

Name:		Gono	ept:			Player:	
Virtue:	Vice:		Chronicle:			Goterie:	
			Attributes				is the second
Power	Intelligence	•0000	Strength	•000	00	Presence	•0000
Finesse	Witz	•0000	Dexterity	•000	00	Manipulation	•0000
Resistance	Resolve	•0000	Stamina	•000	00	Composure	•0000
Skills			É	Ther O	rails		
Quental			Querits			Health	
		900		00000	000	00000	
(-3 unskilled) Academics	00000			00000			
Computer	00000	1		00000		Willpou	
Crafts	00000			00000			
	00000			00000	0(00000	000
Investigation Medicine	00000			00000			
	00000			00000		Tital	
Occult	00000			00000			
Politics	00000			00000			
Science	00000		Flaws			Blood Po	10-01
Physical			o laws			000000	
(-1 unskilled)					14 50	20	
Athletics	00000					Humani	4
Braw1	00000				10		0
Drive	00000	\mathcal{L}	isciplines	3	9		0
Firearms	00000				8		0
Larceny	00000			00000	7		0
Stealth	00000			00000	6_		o
Surviva1	00000			00000	5_		o
Weaponry	00000	/ 3 3 1 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4		00000	4		o
		· -		00000	3		O
Social				00000	2		o
(-1 unskilled)			the second of th	00000	1		0
Animal Ken	00000					Ø	
Empathy	00000	Size				Egaipm	en
Expression	00000	Defense					
Intimidation	00000	Initiativ	re Mod				
Persuasion	00000				1		
Socialize	00000	•					
Streetwise	00000		nce				1
Subterfuge	00000	Armor_					

THE CIRCLE OF THE CRONE

Name:		Gonce	pl:		Player:	
Virtue:	Vice:		Chronicle:		Goterie:	
Tiput.			Allribates		p treue.	Blistanton J. 2
	04.00		anna anna ann ann an an an an an an an a			
Power	Intelligence	•0000	Strength	•0000	Presence	•0000
Finesse	Wits	•0000	Dexterity	•0000	Manipulation	•0000
	Resolve	•0000	Stamina	•0000	Composure	•0000
Skills			011	ter Trail	1	
Mental			Querits (Health	
	Section 1			000 00	000000	
(-3 unskilled)				000 ∏F		
Academics	00000	à à ···		000	MAR	
Computer	00000			000	Willpow	
Crafts	00000		000	000 0	000000	000
Investigation	00000		000	000		
Medicine	00000		000	000	Vilae	
Occult	00000		000	000		
Politics	00000		000	000 [
Science	00000		Ch C		Blood Po	_
Physical			Flaws			
		15			0000000	000
(-1 unskilled) Athletics	2222	Aral			Humani	
Brawl	00000	S () B		10	Vicerration	0
Drive	00000			9		0
Firearms	00000		isciplines	8		0
· · · · · · · · · · · · · · · · · · ·	00000		00	000 7		0
Larceny	00000		00	000 6		0
Stealth_	00000			000		_0
Survival	00000			000 J 000 4		0
Weaponry	00000			000 3	A G E	0
Social			00	000 2		0
(-1 unskilled) Animal Ken	00000			000 1_	P	<u> </u>
Empathy	00000	Size			Equipme	ent
Expression	00000	Defense_	THE STATE OF THE S			
Intimidation	00000	Initiative	Mod			7/1/2
Persuasion	00000		. IVIOU			-
Socialize	00000	Speed_		H / July		
Streetwise	00000	Experien	ce			
Subterfuge	00000	Armor				

THE ORDO DRACUL

Name:		Gonce	sal-			Dly ai	
	300	Donce	Chronicle:			Player: Goterie:	
Virtue:	Vice:			E.C. L.		Øolerie:	protection and the second
		· · · · · ·	Allribules				
Power	Intelligence	•0000	Strength	•0000		Presence	•0000
Finesse	Witz	•0000	Dexterity	•0000		Manipulation	•0000
Resistance	Resolve	•0000	Stamina	•0000		Gomposuse	•0000
Skills	4	S. S.	8	Wher Tr	ails	- 4.57	
mental			merits	<u> </u>		Health	
Mental							
(-3 unskilled)		444		_) () (
Academics	00000			00000			
Computer	00000		N/K	00000		Willpow	eı
Crafts	00000			00000	00	000000	000
Investigation	00000			00000			
Medicine	00000		7	00000		Vitae	
Occult	00000	- N		00000			
Politics	00000			00000			
Science	00000					B/ 000	
Q/1.15			Flaws			Blood Pol	
Physical					C	000000	000
(-1 unskilled) Athletics						Humanit	
Brawl	00000			•	10	Markany	0
Drive	00000				9		0
Firearms	00000	2	isciplines		8		0
· · · · · · · · · · · · · · · · · · ·	00000			_00000	7		0
LarcenyStealth	00000	<u> </u>	6	_00000	6		0
Survival	00000			00000	5_		o l
	00000	1.		00000	4		o -
Weaponry	00000		12 - 1 (1 · 1) (1	00000	3		0
Social		-		_00000	2	2000	_o
(-1 unskilled)		- /		00000	1		_o
Animal Ken	00000			_00000			
Empathy	00000	Size				Egaipme	ent
Expression	00000	Defense_					
Intimidation	00000	Initiative	Mod				
Persuasion	00000		IVIOU		*		
Socialize	00000	Speed_					
Streetwise	00000	Experien	ce				
Subterfuge	00000	Armor_					
		26 E-26 C 2 E-2 C 2					

The Invictus

Name:		Gonce	al:		Player:	
Virtue:	Vice:		Chronicle:		Goterie:	
7 mac			Allribates		p of erre.	1.2
	CT 1-00		III III III III III III III III III II			
Power	Intelligence	•0000	Strength	•0000	Presence	•0000
Finesse	Wits	•0000	Dexterity	•0000	Manipulation	•0000
Resistance	Resolve	•0000	Stamina	●0000	Вотрозиче	•0000
Skills		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	011	ter Trails		
Quental			Querits (Health	
		-5000		000 00	000000	
(-3 unskilled)				000		
Academics	00000	A A		000	MOD -	
Computer	00000		000	000	Willpow	
Crafts	00000		000	000	000000	000
Investigation	00000		000	000		
Medicine	00000		000	000	Vilae	*
Occult	00000		000	000		
Politics	00000		000	000		
Science	00000		of 1		Blood Por	
Physical			Flaws		0000000	
(-1 unskilled)						
Athletics	00000		8		Hamani	4
Braw1	00000			- 10		0
Drive	00000	9	isciplines	9		0
Firearms	00000		iscipicines	8		0
Larceny	00000	- <u> </u>		000 7		0
Stealth	00000			000		0
Surviva1	00000			000 5_		_0
Weaponry	00000	/ 3		000 4		0
The state of the s				000 3		0
Social				000 2		0
(-1 unskilled) Animal Ken	00000			000 1_		O
Empathy	00000	Size			Equipme	ent
Expression	00000	Defense_				
Intimidation	00000	Initiative	Mod			14
Persuasion	00000		DOIVE			(3)
Socialize	00000	Speed_				
Streetwise	00000	Experien	ce			19/10
Subterfuge	00000	Armor				

The Lancea Sanctum

Name:		Gonce	pt:			Player:	
Virtue:	Vice:		Chronicle:			Goterie:	
		· · · · · · · · · · · · · · · · · · ·	Allribates				
Power	Intelligence	•0000	Strength	•0000	φ_i	esence	•0000
Finesse	Witz	•0000	Dexterity	•0000	- In	ianipulation	•0000
Resistance	Resolve	•0000	Samina	•0000	Go.	mposure	•0000
Skills	14	S	É	Wher Tr	ails		
Mental			ments			Health	
Ovenal				00000		• 10 / 10 miles	
(-3 unskilled)				00000			
Academics	00000	à à		00000		 -	
Computer	00000			00000	TY.	llpow	eı
Crafts	00000		- V - V - V - V - V - V - V - V - V - V	00000	0000	0000	000
Investigation	00000		- V \ /	00000			
Medicine	00000			00000		Vilae	
Occult	00000			00000			
Politics	00000			00000			
Science	00000	TA			700		
0/			Flaws		Dle	rod Pal	ency
Physical					000	0000	000
(-1 unskilled)					2		
Athletics	00000		John Minn		10	umani	
Braw1	00000						0
Drive	00000		isciplines		9		0
Firearms	00000			00000	8		0
Larceny	00000			00000	7		0
Stealth	00000	3		00000	6		0
Survival	00000	- 3		00000	5		0
Weaponry	00000	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		00000	4		o
Social				00000	3		o
				00000	2		o
(-1 unskilled) Animal Ken	00000			00000	1		o
Empathy	00000	Size			3	quipme	ent
Expression	00000	Defense					
Intimidation	00000		M				- /// /
Persuasion	00000	Initiative	: IVIOd			WOON	
Socialize Socialize	00000	Speed_					* * * * * *
Streetwise	00000	Experien	ce				
Subterfuge	00000	Armor					

THE CARTHIAN MOVEMENT

Name:		Goncep	al:			Player	
Virtue:	Vice:		Chronicle:			Goterie:	
		9	Attributes				Estate to the second
Power	Intelligence	•0000	Strength	•000	00	Presence	•0000
Finesse	Witz	•0000	Dexterity	•000	00	Manipulati	on •0000
Resistance	Resolve	•0000	Stamina	•000	00	Composure	•0000
Skills	2		É	Wher t	Traits		
Quental (-3 unskilled)			_	00000	000	Heat	
Academics	00000	T		00000			
Computer	00000		N/	00000		Willpo	Wer
Crafts	00000	\ <u>\</u>	1 1/	00000	00	00000	0000
Investigation	00000		//	00000			
Medicine	00000	. W.		00000		Tital	
Occult	00000			00000			
Politics	00000			00000			
Science	00000		GEO.			Blood F	
Physical			Flaws			14 / 15 E 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	NAME OF TAXABLE PARTY.
					C	000000	0000
(-1 unskilled) Athletics	00000					Haman	
Braw1	00000				10		0
Drive	00000	\mathscr{D}	isciplines		9		0
Firearms	00000				8		0
Larceny	00000			00000	7		0
Stealth	00000			00000	6_		O
Survival	00000			00000	5_		O
Weaponry	00000			00000	4_		o
Social				00000	3_2		0
(-1 unskilled) Animal Ken	00000		16	00000	1	5	o
Empathy	00000	Size				Equipm	nent
Expression	00000	Defense_					
Intimidation	00000	Initiative	Mod		1	4 /5	1-1/1\ A
Persuasion	00000		IVIOU				
Socialize	00000	Speed			1 - 1 -		
Streetwise	00000	Experience	ce		101		
Subterfuge	00000	Armor					

THE CIRCLE OF THE CRONE

Name:	-717	Gonce				Player:	
Virtue:	Vice:		Chronicle:			Goterie:	
			Altributes			1	
	Intelligence	•0000	Strength	•00	00	Presence	•0000
Finesse	Witz	•0000	Dexterity	•000	00	Manipulation	•0000
	Resolve	•0000	Stamina	•000	00	Composure	•0000
Skills	14	- Section 1	É	Ther i	Traits		
mental			Querits			Health	
				00000	000	00000	
(-3 unskilled)			_	00000			
Academics	00000			00000		M100 -	
Computer	00000	·(00000		Willpou	
Crafts	00000			00000	00	00000	000
Investigation	00000			00000			
Medicine	00000			00000		Vilae	
Occult	00000			00000			
Politics	00000			00000			
Science	00000		Flaws			Blood Po	1000
Physical		1 AF A	o laws			000000	
(-1 unskilled)							
Athletics	00000		VA			Humani	9
Braw1	00000				10		0
Drive	00000	2	isciplines		9		0
Firearms	00000				8		0
Larceny	00000			00000	7		0
Stealth	00000			00000	6_		_0
Survival	00000			00000	5_		0
Weaponry	00000			00000	4_		0
	V. P. V.	4 4		00000	3_		o
Social				00000	2_	THE PARTY OF THE P	0
(-1 unskilled)			1 1 20	00000	1_		O
Animal Ken	00000			A. I.		Ø	
Empathy	00000	Size			AR	Equipm	en
Expression	00000	Defense_	INVEST			F. 60	
Intimidation	00000	Initiative	Mod		10		
Persuasion	00000			357		1-1-31-	1
Socialize	00000	Speed_					
Streetwise	00000	Experien	ce				
Subterfuge	00000	Armor					

Pentrue THE PROP DRACUL

		P				
Name:		Goncej			Player:	
Virtue:	Vice:		Chronicle:		Goterie:	
et .		9	Hributes			
	Intelligence	•0000	Strength	●0000	Presence	•0000
Finesse	Wats	•0000	Dexterity	●0000	Manipulation	•0000
	Resolve	•0000	Samina	•0000	Composure	•0000
Skills			Oth	er Traits		
Quental	/ A		merits (Si Light Menti	Health	
Mental					/ • • • • • • • • • • • • • • • • •	
(-3 unskilled)	100000		000	<u> </u>	000000	0000
Academics	00000		000			الالالال
Computer	00000		000		Willpou	er
Crafts	00000		000	0	000000	
Investigation	00000		000	00		
Medicine	00000	-	000	00	Vilae	
Occult	00000		000	00	yuae	
Politics	00000		000	00		
Science	00000		000	30 1		
			Flaws		Blood Po	tency
Physical					000000	
(-1 unskilled)					20 -	_
Athletics	00000				Humani	4
Brawl	00000	7		- 10		0
Drive	00000	\mathscr{D}	isciplines	9		0
Firearms	00000			8		0
Larceny	00000		000			0
Stealth	00000		000	6		O
Survival	00000		000			0
Weaponry	00000	/ 35 /	000			0
			000	THE RESERVE OF THE PERSON OF T		0
Social			000	000	2 <i>f</i> /27//	0
(-1 unskilled)			000	100	A All	o
Animal Ken	00000		300		No.	
Empathy	00000	Size			Equipm	ent
Expression	00000	Defense_				
ntimidation	00000		M			
Persuasion		Initiative	: IVIOd			- / _ / :
Socialize	00000	Speed				
Streetwise	00000	Experien	ce			
Subterfuge	00000	Armor		T ACI		1167/
SURTETIMOR	00000	/ 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1				

Pentrue The Invictus

Name:		Goncep	<i>t:</i>			Player:		
Virtue:	Vice:	1. 200	Chronicle:			Goterie:		
p in ite		94	Hribates			p viene.		
Power	Intelligence	•0000	Strength	•0000	o 9	Dresence	•0000	i
Finesse	Wits	•0000	Desterity	•0000		Manipulation	. •0000	
		•0000	Stamina					
	Resolve	•0000		•0000		Somposure	●0000	
Skills	A Secretaria		8	Ther V	rails	···		
Quental			Merits			Health		
				00000	0000	0000		
(-3 unskilled)				00000				
Academics	00000		7 2 2/2	00000		1/00		
Computer	00000			00000	1/0	Villpou	Der	
Crafts	00000	_//	2	00000	000	0000	000	
nvestigation	00000							
Medicine	00000			00000		Vilae		
Occult	00000	-		00000				
Politics	00000		7	00000				
Science	00000			00000	20			
Physical			Flaws			lood Po		
			12-X			00000		
(-1 unskilled) Athletics	00000				0	Hamani	1.	
Brawl	00000				10	arracia	0	
Drive	00000				9		O	
Carrier I had been been been been been been been bee	00000	Di	sciplines		8		o	
Firearms	00000			_00000	7		0	
Larceny	00000			_00000				
Stealth	00000			_00000	6	10 6	0	
Survival	00000	. 3		_00000	3		0	
Weaponry	00000			_00000	4	21.60	0	
Social				_00000	3		0	
				00000	2	1000	o	
(-1 unskilled)				_00000	1		0	
Animal Ken	00000	C:				Ø	4	
Empathy	00000	Size				Squipm	en/	
Expression	00000	Defense_	9					
ntimidation	00000	Initiative	Mod					
Persuasion	00000				1			
Socialize	00000	Speed						
Streetwise	00000	Experienc	e					
Subterfuge	00000	Armor		A THE STATE OF THE				

Pentrue The Lancea Sanctum

Name:		Gonce pl	!:			Player:	
Virtue:	Vice:		Chronicle:			Goterie:	
		- A	Hribates				
Power	Intelligence	•0000	Strength	•000	00	Presence	•0000
Finesse	Wits	•0000	Dexterity	•000	00	Manipulation	•0000
Resistance	Resolve	•0000	Stamina	•000	00	Composure	•0000
Skills	14		8	Ther C	raits		
Quental			Merits	/ · · · · · · · · · · · · · · · · · · ·	Na. J. V.	Health	
O Nen al		· ·	, cery	00000	000	00000	
(-3 unskilled)				00000			
Academics	00000			00000		MAR	
Computer	00000			00000		Willpow	
Crafts	00000			00000	00	00000	000
Investigation	00000			00000			
Medicine	00000			00000		Vitae	
Occult	00000	<u> </u>		00000			
Politics	00000			00000			
Science	00000		Flaws			Blood Por	1
Physical		4	1 laws			000000	
(-1 unskilled)							
Athletics	00000			10.0		Humanil	4
Braw1	00000				10		0
Drive	00000	Di	sciplines		9		0
Firearms	00000				8		0
Larceny	00000			_00000	7		0
Stealth_	00000			_00000	6_		o
Survival	00000			_00000	5_		o
Weaponry	00000			_00000	4_		o
				00000	3		0
Social			2	_00000	2_		0
(-1 unskilled)				_00000	1_	B. M.	o
Animal Ken	00000	0:				p	4
Empathy	00000	Size				Egaipme	en/
Expression	00000	Defense_				BYZA	
Intimidation	00000	Initiative	Mod				
Persuasion	00000	Speed			4		
Socialize	00000	-					
Streetwise	00000	Experience	e				1 100 /
Subterfuge	00000	Armor		- T			

Combat Summary Chart

Stage One: Initiative

• Everyone rolls Initiative: The result of a die roll + Dexterity + Composure. The character with the highest Initiative performs her action first. Or you may yield your character's action until later in the Initiative queue or intro the next turn.

Stage Two: Attack

- Unarmed close combat: Strength + Brawl, target's Defense and armor
- Armed close combat: Strength + Weaponry, target's Defense and armor
- Ranged combat (guns and bows): Dexterity + Firearms, target's armor
- Ranged combat (thrown weapons): Dexterity + Athletics, target's Defense and armor

Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Roll your remaining pool. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack.

The Storyteller describes the attack and wound in narrative terms.

Possible Modifiers

- Aiming: +1 per turn to a +3 maximum
- All-Out Attack: +2 with Brawl or Weaponry attack; lose Defense
- Armor Piercing: Ignores amount of target's armor equal to item's own rating
- Autofire Long Burst: 20 or so bullets at as many targets as the shooter wants, pending Storyteller approval. A +3 bonus is applied to each attack roll; -1 per roll for each target if there's more than one
- Autofire Medium Burst: 10 or so bullets at one to three targets, with a +2 bonus to each attack roll; -1 per roll for each target if there's more than one
- Autofire Short Burst: Three bullets at a single target with a +1 bonus to the roll
- Concealment: Barely -1; partially -2; substantially -3; fully, see "Cover"
- Dodge: Double target's Defense
- Drawing a Weapon: Requires one action (one turn) without a Merit, and could negate Defense
- Firing from Concealment: Shooter's own concealment quality (-1, -2 or -3) reduced by one as a penalty to fire back (so, no modifier, -1 or -2)
- Offhand Attack: –2 penalty
- Prone Target: -2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance
- Range: -2 at medium range, -4 at long range
- Shooting into Close Combat: –2 per combatant avoided in a single shot (not applicable to autofire)
- Specified Target: Torso –1, leg or arm –2, head –3, hand –4, eye –5
- Surprised or Immobilized Target: Defense doesn't apply
- Touching a Target: Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, Defense does apply
- Willpower: Add three dice or +2 to a Resistance trait (Stamina, Resolve, Composure or Defense) in one roll or instance

- Grappling Summary
 Roll Strength + Brawl opponent's Defense for attacker to get a grip on target.
- Target's next action can be dedicated to breaking free. Roll Strength + Brawl – attacker's Strength. Any successes indicate breaking free.

Or, the target can attempt to apply an overpowering maneuver to the attacker, participating in the grapple rather than trying to break free. Roll Strength + Brawl - attacker's Strength. Any successes allow for a maneuver (see below).

- If the attacker's grip on the target persists, and he is free to do so, the attacker can try to apply an overpowering maneuver to the victim. Roll the attacker's Strength + Brawl – opponent's Strength. Any successes allow a maneuver (see below).
- Possible maneuvers. Choose one:

Render opponent prone

Damage opponent

Immobilize opponent

Draw weapon

Attack with drawn weapon

Turn a drawn weapon

Disarm opponent

Use opponent as protection from ranged attacks

Attempting to break free is always an option instead of performing an overpowering maneuver.

Melee Weapons Shart					
Туре	Damage	Size	Cost	Special	
Sap	1 (B)	1	•	Knockout (p. 168)	
Brass Knuckles	1 (B)	n/a	•	Brawl*	
Club (wood)	2 (B)	2	n/a		
Mace (metal)	3 (B)	2	••		
Knife	1 (L)	1	•		
Rapier	2 (L)	2	••	Armor piercing 1 (p. 167)	
Sword	3 (L)	2	••		
Katana	3 (L)	2	•••	Durability +1**	
Greatsword†	4 (L)	3	•••		
Small Ax	2 (L)	1	•		
Large Ax†	3 (L)	3	••	9 again (p. 134)	
Great Ax†	5 (L)	4	•••	9 again (p. 134)	
Stake***	1 (L)	1	n/a		
Speart	3 (L)	4	•	+1 Defense****	

Type: Your character may use many other types of weapons (meat cleavers, halberds, hammers). Use the traits from the above lists that best approximate those weapons. See p. 136 for determining the traits of improvised weapons. Note that improvised weapons automatically suffer a -1 penalty.

Damage: The number of bonus dice added to dice pools when using the weapon. The type of damage inflicted is also indicated: aggravated (A), lethal (L) or bashing (B).

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3+ = Cannot be hidden. Size is also used to indicate the minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a –1 penalty on attack rolls.

Cost: The minimum dots in the Resources Merit usually required to purchase the weapon. The "n/a" entry indicates that the item can be created rather than purchased.

- This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a greatsword one-handed without penalty, for example.
- This weapon uses the Brawl Skill instead of Weaponry.
- ** Katanas are well-crafted swords. They do not break easily. See "Targeting" Items," WoD p. 138.
- *** The attacker must target the heart (-4 penalty) and do a minimum of three points of damage in a single attack.
- ** The spear-wielder gains a+1 Defense bonus when fighting unarmed targets due to his weapon's superior reach, allowing him to keep a greater. distance from a foe.

Extended.	Actions
Pace of Activity	Time per Roll
Quick	1 turn (3 seconds)
Short	10 minutes
Long	30 minutes
Lengthy	1 hour
Consuming	1 day
Exhausting	1 week or month
Challenge	Target Number
Simple/Relaxed	5
Involved/Trying	10
Elaborate/Demanding	15
Ornate/Daunting	20
Intricate/Epic	25

		A	anged	Weapons	Charl		
Туре	Damage	Ranges	Clip	Strength	Size	Cost	Example
Revolver, Lt.	2	20/40/80	6	2	1	••	SWM640 (.38 Special)
Revolver, Hvy.	3	35/70/140	6	3	1	••	SW M29 (.44 Magnum)
Pistol, Lt.	2	20/40/80	17+1	2	1	•••	Glock 17 (9mm)
Pistol, Hvy.	3	30/60/120	7+1	3	1	•••	Colt M1911A1(.45 ACP)
Riflet	5	200/400/800	5+1	2	3	••	Remington M-700 (30.06)
SMG, Small*	2	25/50/100	30+1	2	1	•••	Ingram Mac-10 (9mm)
SMG, Large*†	3	50/100/200	30+1	3	2	•••	HK MP-5 (9mm)
Assault Rifle*†	4	150/300/600	42+1	3	3	•••	Steyr-Aug (5.56mm)
Shotgunt	4***	20/40/80	5+1	3	2	••	Remington M870 (12-Gauge)
Crossbow**†	3	40/80/160	1	3	3	•••	

Damage: Indicates the number of bonus dice added to your dice pool for using the weapon. Firearms deliver lethal damage against ordinary people. The type of damage may vary against supernatural enemies such as vampires, which suffer only bashing damage from conventional firearms.

Ranges: The numbers are short/medium/long ranges in yards. Attacks at medium and long range suffer a –2 and –4 penalty, respectively.

Clip: The number of shells a gun can hold — a "+1" indicates a bullet can be held in the chamber, ready to fire.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a –1 penalty on attack rolls.

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3 = Cannot be hidden on one's person Cost: The minimum dots in the Resources Merit usually required to purchase the weapon.

- † This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a shotgun one-handed without penalty, for example.
- * Indicates that the weapon is capable of autofire (short bursts, medium bursts and long bursts see p. 160.)
- ** Crossbows require three turns to reload. A character may use a crossbow to attempt to stake a creature with a targeted shot (-4 penalty and a minimum of three points of damage must be inflicted in a single attack).
 *** 9 again (see p. 134)

	Armon	Chart			
Class	Rating	Strength	Defense	Speed	Cost
Modern					
Reinforced/thick clothing	1/0	1	0	0	n/a
Kevlar vest* (thin)	1/2	1	0	0	•
Flak jacket*	2/3	1	-1	0	••
Full riot gear*	3/4	2	-2	-1	•••
Archaic					.3
Leather (hard)	1/0	2	-1	0	•
Chainmail	2/1	3	-2	-2	
Plate	3/2	4	-2	-3	••••
* This type of armor is hullet	nroof				- 4

* This type of armor is bulletproof.

Rating: Armor provides two kinds of protection: against general attacks and against Firearms attacks. The number before the slash is armor rating for most kinds of attacks (for close combat and thrown ranged attacks, whether bashing, lethal or perhaps aggravated). The second number is for Firearms attacks — guns and bows. Bulletproof armor (kevlar vest, flak jacket and full riot gear) also downgrades damage done in Firearms attacks from lethal to bashing.

Strength: Armor is often heavy and cumbersome. If your character does not have sufficient Strength to wear it, she cannot perform at peak efficiency. If your character's Strength is lower than that required for armor worn, her Brawl and Weaponry attacks suffer a –1 penalty.

Defense: The penalty imposed on your character's Defense trait for the armor worn.

Speed: The penalty imposed on your character's Speed trait for the armor worn.

Cost: The minimum dots in the Resources Merit usually required to purchase,

the armor.

Fire Damage for Vampines

g we Damage for yas	npires
Size of Fire	Damage
Small fire (example: torch)	1 point
Large fire (example: bonfire)	2 points
Inferno (example: burning house, blast furna	ce) 3 or more points
Heat of Fire	Damage
Feeble fire	No modifier
(example: red-hot coals, candle flame)	
Normal combustion	+1 point
(example: wood fire, red-hot stove)	
Hot fire	+2 points
(example: gasoline fire, Bunsen burner)	
Very hot fire	+3 points
(example: molten metal, welding torch)	

	Fire Damage for Size of Fire	mortals	1
	Size of Fire	Damage	1000
	Torch	1	100
	Bonfire	2	
	Inferno	3	Salta be
	Heat of Fire	Damage Modifier	- 128 E.
	Candle (first-degree burns)		
	Torch (second-degree burns)	+1	2
	Bunsen burner (third-degree burns)	+2	
e List	Chemical fire/molten metal	+3	100

Explosives Chart						
Туре	Throwing Modifier	Blast Area	Damage	Size	Cost	Example
Incendiary*	-1	2	2	1	n/a	Molotov Cocktail
Concussion**	+2	3	4	1	•••	Concussion Grenadet
Shredding	+2	3	4	1	•••	Shrapnel Grenadet
Single Destructive	+1	4	4+	1	•••	Stick of Dynamite
High Explosive***	n/a	20+	6+	1-3	••••	Plastique

Blast Area: The diameter in yards in which an explosion occurs.

Throwing Modifier: The attack-roll bonus to throw an explosive at a chosen target. Explosive marked "n/a" cannot normally be thrown.

Cost: The minimum dots in the Resources Merit usually required to purchase the explosive. The "n/a" entry indicates that the item can be created rather than purchased.

- * Incendiary devices ignite the target (see "Fire"). Damage delivered by the explosion is bashing, while damage caused by the fire is lethal.
- ** Concussion explosives deliver bashing damage and knock the target down (see "Knockdown," WoD p. 168).
- *** Timed or triggered bombs that hold a variable amount of dynamite, plastique or other explosive cause damage to surrounding structures and ignite flammable materials, which complicates damage. The figures listed are suggestions only.

Explosives that are aerodynamic when thrown.

Electrocation Dama,	şe
Source	Damage
Minor; wall socket	4 (B)
Major; protective fence	6 (B)
Severe; junction box	8 (B)
Fatal; main line feed/subway rail	10 (B)

Poisons	
Poison/Toxin	Toxicity
Ammonia (inhalation)	3
Bleach (ingestion)	4
Cyanide (ingestion or inhalation)	7
Drug/Alcohol Abuse	3 to 7
(ingestion, inhalation, injection)	
Salmonella (ingestion)	2
Venom (injection or ingestion)	3 to 8

Sample Objects

Baseball Bat: Durability 1 (reinforced to 2), Size 2, Structure 4, Damage 2

Board, 2"x4": Durability 1, Size 3, Structure 4, Damage 1

Cabinet, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Chair, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Coffin: Durability 1, Size 6, Structure 7, Damage 1

Crate, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Door, Bank Vault: Durability 3 (reinforced to 10), Size 8, Structure 18, Damage 8

Door, Wooden (Exterior): Durability 2, Size 5, Structure 7, Damage 2

Door, Wooden (Interior): Durability 1, Size 5, Structure 6, Damage 1

Door, Metal (Security): Durability 3, Size 5, Structure 8, Damage 3

Fence, Chain-link: Durability 2, Size 4, Structure 6, Damage 2

Fence, Steel: Durability 3, Size 6, Structure 9, Damage 3

Lamppost, Steel: Durability 3, Size 8, Structure 11, Damage 3

Manhole Cover: Durability 3, Size 3, Structure 6, Damage 3

Steel Bars: Durability 3, Size 2, Structure 5, Damage 2

Tempered Steel: Durability 3, Size 2 (variable), Structure 5, Damage 2

Window: Durability 1, Size 3 (on average), Structure 4, Damage 1

Damage: Indicates how dangerous the item is when used as a weapon or to do harm. Damage is the lower of the item's Durability or Size. This rating is added to attack rolls in bonus dice to inflict harm. If the weapon is improvised, it suffers a -1 penalty.

Sunlight Dam	age
Intensity or Exposure	Health Points/Turn
Faint, filtered sunlight	1 point
(Example: light through heavy,	•
closed drapes; cloud cover; twilight)	
Filtered or weak sunlight	2 points
(Example: light through thin drapes;	144
outside on cloudy day; daylight throug	rh
a window; reflection of sun in a mirror	·)
Direct cuplight	3 points

outside on cloudy day; daylight through a window; reflection of sun in a mirror)	
Direct sunlight	3 points
Exposure	Damage
Small part of body exposed (Example: one hand; part of the face; wearing heavy clothes, sunglasses, gloves and a broad-brimmed hat or balaklava)	+0 points
Large part of body exposed (Example: a leg; an arm; whole head)	+1 point
Much of body exposed (Example: whole torso;	+2 points

	Feats of Frength	
Strength	Feat	Lift
1	Lift a chair	40 lbs.
2	Lift a large dog	100 lbs.
3	Lift a public mailbox	250 lbs.
4	Lift a wooden crate	400 lbs.
5	Lift a coffin	650 lbs.
6	Lift a refrigerator	800 lbs.
7	Overturn a small car	900 lbs.
8	Lift a motorcycle	1000 lbs.
9	Overturn a mid-sized car	1200 lbs.
10	Lift a large tree trunk	1500 lbs.
_11	Overturn a full-sized car	2000 lbs.
12	Lift a wrecking ball	3000 lbs.
13	Overturn a station wagon	4000 lbs.
14	Overturn a van	5000 lbs.
- 15	Overturn a truck	6000 lbs.

	EFFECTS OF BLOOD POTENCY					
Blood Potency	Attribute/Skill/Discipline Maximum	Max Vitae/Max Vitae per Turn	Vampir			
11	5	10/1	Animal			
2	5	11/1	Animal			
3	5	12/1	Human			
4	5	13/2	Human			
5	5	14/2	Human			
6	6	15/3	Human			
7	7	20/5	Vampir			
8	8	30/7	Vampir			
9	9	50/10	Vampir			
10	10	100/15	Vampir			

wearing thin clothing)

100 M	NEW YORK
Anger Frenzy Diggiculties & O	Modiciers
Harassed by a panhandler	2 successes
Idiot scrapes your new car	2 successes
Insulted in public	3 successes
Hours of frustration and delay	3 successes
Reviled by someone you dislike	5 successes
Betrayed by a partner in a deal	5 successes
Shot by a mugger	5 successes
Loved one in danger	5 successes
Betrayed by someone you love	7 successes
Lose everything you own	7 successes
Loved one slain	10 successes
Reviled and humiliated by someone you love	10 successes
Provocation aligns with your Virtue or Vice	±2 dice
Provocation attacks your Virtue or Vice	±2 dice
Hungry	−1 die
Starving	−2 dice
b .	
Fear Frenzy Diggiculties & T	nodiciers
Lighting a cigarette	1 success
Sight of a torch	2 successes
Flashbulb in the face	3 successes
Bonfire	4 successes
Burning building	5 successes
Obscured sunlight	7 successes
Direct sunlight	10 successes
Fire/sunlight at a safe distance	+2 dice
Surprised by fire/light	−1 die
Surrounded by fire/light,	−1 die
but not immediately harmed	
Burned by fire/sunlight	−3 dice
Hunger Frenzy Diggicult.	ies

& Thodiques

Sight or smell of blood (when hungry)	2 successes
First taste of blood (when hungry)	3 successes
Sight or smell of blood (when starving)	4 successes
First taste of blood (when starving)	5 successes
Has tasted vampire blood before	−1 die
Hungry	−1 die
Starving	-2 dice
Adjetalitawannite blood	2 dicabula

AURA SIGNIFIERS

Condition	Color
Afraid	Orange
Aggressive	Purple
Angry	Bright Red
Bitter	Brown
Calm	Light Blue
Compassionate	Pink
Conservative	Lavender
Depressed	Gray
Desirous/Lustful	Deep Red
Distrustful	Light Green
Envious	Dark Green
Excited	Violet
Generous	Rose
Нарру	Vermilion
Hateful	Black
Idealistic	Yellow
Innocent	White
Lovestruck	Bright Blue
Obsessed	Bright Green
Sad	Silver
Spiritual	Gold
Suspicious	Dark Blue
Confused	Mottled, shifting colors
Daydreaming	Sharp, flickering colors
Diablerist	Black veins in aura
Dominated/Controlled	Weak, muted aura
Frenzied	Rapidly rippling colors
Psychotic	Hypnotic, swirling colors
Vampire	Aura colors are pale
Shapeshifter	Intensely vibrant aura
Ghost	Splotchy, intermittent aura
Magic Use	Myriad sparkles in aura

Suggested Modifiers

pattern.

The number of dice added to or removed from the dice pool is determined by the amount of information the character wishes to discern.

Modifier Situation +2 Power is turned on a vampire with whom the user has a blood tie (see VtR p. 162) The shade (such as pale, bright or weak), but not the color of the aura. -1 The primary shade and color. -2 Color patterns, including information revealing the nature of the creature. -3 Subtle shifts in the mixtures of color and



GAME STUDIO

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Experience C	OSTS
Trait	Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3 points
Clan or Bloodline Discipline	New dots x 5
Other Discipline*	New dots x 7
Theban Sorcery or Crúac Ritual	Ritual level x 2
Merit	New dots x 2
Blood Potency	New dots x 8
Humanity	New dots x 3
Willpower	8 points
* Includes Coils of the Dragor	n. See VtR p. 149
for more information in increa	asing Coils of the
Dragon.	

! "	HUMANITY AND S INS	
Humanity	Threshold Sin	Dice Rolled
10	Selfish thoughts	Roll 5 dice
	(e.g., hurting someone's feelings)	
9	Minor selfish acts	Roll 5 dice
	(e.g., cheating on taxes)	
8	Injury to another, accidental or	Roll 4 dice
	otherwise (e.g., physical conflict)	
7	Petty theft (e.g., shoplifting)	Roll 4 dice
6	Grand theft (e.g., burglary)	Roll 3 dice
5	Intentional mass-property	Roll 3 dice
	damage (e.g., arson)	
4	Impassioned crime	Roll 3 dice
	(e.g., manslaughter)	
3	Planned crime (e.g., murder)	Roll 2 dice
2	Casual/callous crime	Roll 2 dice
E A	(e.g., torture, serial murder)	
1	Utter perversion, heinous acts	Roll 2 dice
	(e.g., combined rape, torture	
Market Market	and murder; mass murder)	

Combat Summary Chart

• Everyone rolls Initiative: The result of a die roll + Dexterity + Composure. The character with the highest Initiative performs her action first. Or you may yield your character's action until later in the Initiative queue or intro the next turn.

Stage Two: Attack

• Unarmed close combat: Strength + Brawl, - target's Defense and armor

 Armed close combat: Strength + Weaponry, – target's Defense and armor • Ranged combat (guns and bows): Dexterity + Firearms, – target's armor

• Ranged combat (thrown weapons): Dexterity + Athletics, – target's Defense

Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Roll your remaining pool. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack.

The Storyteller describes the attack and wound in narrative terms.

Possible Modifiers

Aiming: +1 per turn to a +3 maximum

• All-Out Attack: +2 with Brawl or Weaponry attack; lose Defense • Armor Piercing: Ignores amount of target's armor equal to item's own rating

 Autofire Long Burst: 20 or so bullets at as many targets as the shooter wants, pending Storyteller approval. A +3 bonus is applied to each attack roll; -1

per roll for each target if there's more than one Autofire Medium Burst: 10 or so bullets at one to three targets, with a +2 bonus

to each attack roll; -1 per roll for each target if there's more than one Autofire Short Burst: Three bullets at a single target with a +1 bonus to the roll Concealment: Barely –1; partially –2; substantially –3; fully, see "Cover"

• **Dodge**: Double target's Defense Drawing a Weapon: Requires one action (one turn) without a Merit, and could negate Defense

 Firing from Concealment: Shooter's own concealment quality (-1, -2 or -3) reduced by one as a penalty to fire back (so, no modifier, -1 or -2)

 Offhand Attack: –2 penalty • Prone Target: -2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance

• Range: -2 at medium range, -4 at long range • Shooting into Close Combat: -2 per combatant avoided in a single shot (not applicable to autofire)

• Specified Target: Torso –1, leg or arm –2, head –3, hand –4, eye –5

• Surprised or Immobilized Target: Defense doesn't apply Touching a Target: Dexterity + Brawl or Dexterity + Weaponry; armor may

or may not apply, Defense does apply • Willpower: Add three dice or +2 to a Resistance trait (Stamina, Resolve Composure or Defense) in one roll or instance

Grappling Summary

 Roll Strength + Brawl – opponent's Defense for attacker to get a grip on target.

Target's next action can be dedicated to breaking free. Roll Strength + Brawl – attacker's Strength. Any successes indicate breaking free.

Or, the target can attempt to apply an overpowering maneuver to the attacker, participating in the grapple rather than trying to break free. Roll Strength + Brawl – attacker's Strength. Any successes allow for a maneuver (see below).

• If the attacker's grip on the target persists, and he is free to do so, the attacker can try to apply an overpowering maneuver to the victim. Roll the attacker's Strength + Brawl – opponent's Strength. Any successes allow a maneuver (see below).

Possible maneuvers. Choose one:

Render opponent prone

Damage opponent

Immobilize opponent

Draw weapon

Attack with drawn weapor

Turn a drawn weapon Disarm opponent

Use opponent as protection from ranged attacks

Attempting to break free is always an option instead of performing an overpowering maneuver

1 (B) Knockout (p. 168) Brass Knuckles Club (wood) 2 (B) Mace (metal) 3 (B) 2 •• Armor piercing 1 (p. 167) 3 (L) ••• Durability +1** Greatsword† 4 (L) Small Ax Large Axt 3 •• 9 again (p. 134) Great Ax† ••• 9 again (p. 134) Stake*** 1 (L) +1 Defense****

Type: Your character may use many other types of weapons (meat cleavers, halberds, hammers). Use the traits from the above lists that best approximate those weapons. See p. 136 for determining the traits of improvised weapons. Note that improvised weapons automatically suffer

Damage: The number of bonus dice added to dice pools when using the weapon. The type of damage inflicted is also indicated: aggravated (A), lethal (L) or bashing (B).

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3+ = Cannot be hidden. Size is also used to indicate the minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a –1 penalty on attack rolls.

Cost: The minimum dots in the Resources Merit usually required to purchase the weapon. The "n/a" entry indicates that the item can be created rather than purchased.

This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a greatsword one-handed without penalty, for example.

This weapon uses the Brawl Skill instead of Weaponry.

* Katanas are well-crafted swords. They do not break easily. See "Targeting Items," **WoD** p. 138. *** The attacker must target the heart (-4 penalty) and do a minimum of

three points of damage in a single attack. **** The spear-wielder gains a+1 Defense bonus when fighting unarmed

targets due to his weapon's superior reach, allowing him to keep a greater distance from a foe.

> Pace of Activity Time per Roll Quick 1 turn (3 seconds) Short 10 minutes Long 30 minutes Lengthy 1 hour Consumina 1 dav Exhausting 1 week or month Challenge **Target Number** Simple/Relaxed Involved/Trying Elaborate/Demanding 15 Ornate/Daunting

Intricate/Epic

Ranged Weapons Chart Revolver, Lt. SWM640 (.38 Special) Pistol, Lt. 17+1 2 Glock 17 (9mm) Pistol, Hvv. Colt M1911A1(.45 ACP) Riflet Remington M-700 (30.06) SMG, Small* 2 Ingram Mac-10 (9mm) SMG, Large*† 3 30+1 Assault Rifle*† 4 150/300/600 42+1 Steyr-Aug (5.56mm) Shotgun† Remington M870 (12-Gauge)

Damage: Indicates the number of bonus dice added to your dice pool for using the weapon. Firearms deliver lethal damage against ordinary people. The type of damage may vary against supernatural enemies such as: vampires, which suffer only bashing damage from conventional firearms.

Ranges: The numbers are short/medium/long ranges in yards. Attacks at medium and long range suffer a –2 and 🗟 –4 penalty, respectively

Clip: The number of shells a gun can hold — a "+1" indicates a bullet can be held in the chamber, ready to fire. Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3 = Cannot be hidden on one's person Cost: The minimum dots in the Resources Merit usually required to purchase the weapon.

† This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a shotgun one-handed without penalty, for example.

* Indicates that the weapon is capable of autofire (short bursts, medium bursts and long bursts — see p. 160.) ** Crossbows require three turns to reload. A character may use a crossbow to attempt to stake a creature with a targeted shot (-4 penalty and a minimum of three points of damage must be inflicted in a single attack).

2,1		400	Control of the Contro	A STATE OF THE PARTY OF THE PAR	2 (L. 1) Yellow
Armor Chart					
ass	Rating	Strength	Defense	Speed	Cost
odern					71
Reinforced/thick clothing	1/0	1	0	0	n/a
Kevlar vest* (thin)	1/2	1	0	0	•
Flak jacket*	2/3	1	-1	0	••
Full riot gear*	3/4	2	-2	-1	•••
chaic					u.
Leather (hard)	1/0	2	-1	0	•
Chainmail	2/1	3	-2	-2	••
Dista	2/2	4	2	7	/

This type of armor is bulletproof.

Rating: Armor provides two kinds of protection: against general attacks and against Firearms attacks. The number before the slash is armor rating for most kinds of attacks (for close combat and thrown ranged attacks, whether bashing, lethal or perhaps aggravated). The second number is for Firearms attacks — guns and bows. Bulletproof armor (kevlar vest, flak jacket and full riot gear) also downgrades damage done in Firearms attacks from lethal

Strength: Armor is often heavy and cumbersome. If your character does not have sufficient Strength to wear it, she cannot perform at peak efficiency. If your character's Strength is lower than that required for armor worn, her Brawl and Weaponry attacks suffer a –1 penalty.

Defense: The penalty imposed on your character's Defense trait for the armor worn. Speed: The penalty imposed on your character's Speed trait for the armor worn. Cost: The minimum dots in the Resources Merit usually required to purchase Fire Damage for Vampires

Size of Fire Small fire (example: torch) 1 point Large fire (example: bonfire) 2 points Inferno (example: burning house, blast furnace) 3 or more points Heat of Fire Damage Feeble fire No modifier (example: red-hot coals, candle flame) Normal combustion +1 point (example: wood fire, red-hot stove) Hot fire +2 points (example: gasoline fire, Bunsen burner) Very hot fire +3 points (example: molten metal, welding torch)

Fire Damage for	Mortals
Fire Damage gor	Damage
Torch	1
Bonfire	2
Inferno	3
Heat of Fire	Damage Modifier
Candle (first-degree burns)	
Torch (second-degree burns)	+1
Bunsen burner (third-degree burns)	+2
Chemical fire/molten metal	+3

<u>_</u>						
Туре	Throwing Modifier	Blast Area	osives Sh Damage	Size	Cost	Example
Incendiary*	-1	2	2	1	n/a	Molotov Cocktail
Concussion**	+2	3	4	1	•••	Concussion Grenade
Shredding	+2	3	4	1	•••	Shrapnel Grenadet
Single Destructive	+1	4	4+	1	•••	Stick of Dynamite
High Explosive***	n/a	20+	6+	1-3	••••	Plastique

Throwing Modifier: The attack-roll bonus to throw an explosive at a chosen target. Explosives marked "n/a" cannot normally be thrown.

Cost: The minimum dots in the Resources Merit usually required to purchase the explosive. The "n/a" entry indicates that the item can be created rather than purchased.

* Incendiary devices ignite the target (see "Fire"). Damage delivered by the explosion is bashing, while damage caused by the fire is lethal.

** Concussion explosives deliver bashing damage and knock the target down (see "Knockdown," *** Timed or triggered bombs that hold a variable amount of dynamite, plastique or other

explosive cause damage to surrounding structures and ignite flammable materials, which complicates damage. The figures listed are suggestions only.

Explosives that are aerodynamic when thrown.

Sanlight Damage
Intensity or Exposure Health Points/Turn Sample Objects Baseball Bat: Durability 1 (reinforced to 2), Size 2, Structure 4, Damage 2 Faint, filtered sunlight Board, 2"x4": Durability 1, Size 3, Structure 4, Damage 1 (Example: light through heavy, Cabinet, Wooden: Durability 1, Size 4, Structure 5, Damage 1 closed drapes; cloud cover; twilight) Chair, Wooden: Durability 1, Size 4, Structure 5, Damage 1 filtered or weak sunlight 2 points Coffin: Durability 1, Size 6, Structure 7, Damage 1 (Example: light through thin drapes; Crate, Wooden: Durability 1, Size 4, Structure 5, Damage 1 outside on cloudy day; daylight through Door, Bank Vault: Durability 3 (reinforced to 10), Size 8, Structure 18, Damage 8 a window; reflection of sun in a mirror)

Direct sunlight

Much of body exposed

(Example: whole torso;

wearing thin clothing)

EFFECTS OF BLOOD POTENCY

13/2

15/3

30/7

50/10

Blood Potency Attribute/Skill/Discipline Maximum Max Vitae/Max Vitae per Turn Vampires can feed from...

Door, Wooden (Interior): Durability 1, Size 5, Structure 6, Damage 1 Exposure Small part of body exposed Door, Metal (Security): Durability 3, Size 5, Structure 8, Damage 3 (Example: one hand; part of the face; Fence, Chain-link: Durability 2, Size 4, Structure 6, Damage 2 wearing heavy clothes, sunglasses, gloves Fence, Steel: Durability 3, Size 6, Structure 9, Damage 3 and a broad-brimmed hat or balaklava) Lamppost, Steel: Durability 3, Size 8, Structure 11, Damage 3 Large part of body exposed Manhole Cover: Durability 3, Size 3, Structure 6, Damage 3 (Example: a leg; an arm; whole head)

Steel Bars: Durability 3, Size 2, Structure 5, Damage 2 **Tempered Steel:** Durability 3, Size 2 (variable), Structure 5, Damage 2

Door, Wooden (Exterior): Durability 2, Size 5, Structure 7, Damage 2

Window: Durability 1, Size 3 (on average), Structure 4, Damage 1

Feats of Strength

Lift a public mailbox

Overturn a small car

Overturn a mid-sized car 1200 lbs.

Lift a large tree trunk 1500 lbs.

Overturn a full-sized car 2000 lbs.

Lift a wrecking ball 3000 lbs.

Overturn a station wagon 4000 lbs.

Lift a wooden crate

Lift a refrigerator

Lift a motorcycle

Overturn a van

Overturn a truck

Lift a chair

Lift a coffin

Lift a large dog

Strenath

12

Damage: Indicates how dangerous the item is when used as a weapon or to do harm. Damage is the lower of the item's Durability or Size. This rating is added to attack rolls in bonus dice to inflict harm. If the weapon is improvised, it suffers a –1 penalty.

Lift

40 lbs.

100 lbs.

250 lbs.

400 lbs.

650 lbs.

800 lbs.

1000 lbs.

5000 lbs.

6000 lbs.

900 lbs.

Electrocation Damage Minor; wall socket 6 (B) Major; protective fence Severe; junction box Fatal; main line feed/subway rail

Poisons	
Poison/Toxin	Toxicity
Ammonia (inhalation)	3
Bleach (ingestion)	4
Cyanide (ingestion or inhalation)	7
Drug/Alcohol Abuse	3 to 7
(ingestion, inhalation, injection)	
Salmonella (ingestion)	2
Venom (injection or ingestion)	3 to 8

3 points

+0 points

+1 point

+2 points

Animals +

Animals +

Humans

Humans

Humans

Humans

Vampires

Vampires

Vampires

Vampires

Damage

Sight of a torch Flashbulb in the face Bonfire Burning building Obscured sunlight Direct sunlight Surprised by fire/light Surrounded by fire/light Burned by fire/sunlight

> Hunger Frenzy Diggiculties & Thodixiers Sight or smell of blood (when hungry) First taste of blood (when hungry)

Sight or smell of blood (when starving) First taste of blood (when starving) Has tasted vampire blood before

Harassed by a panhandler	2 successes
Idiot scrapes your new car	2 successes
Insulted in public	3 successes
Hours of frustration and delay	3 successes
Reviled by someone you dislike	5 successes
Betrayed by a partner in a deal	5 successes
Shot by a mugger	5 successes
Loved one in danger	5 successes
Betrayed by someone you love	7 successes
Lose everything you own	7 successes
Loved one slain	10 successes
Reviled and humiliated by someone you love	10 successes
Provocation aligns with your Virtue or Vice	±2 dice
Provocation attacks your Virtue or Vice	±2 dice
Hungry	−1 die
Starving	−2 dice
Fear Frenzy Diggiculties & F	nodiciers
Lighting a cigarette	1 success
Sight of a torch	2

Fire/sunlight at a safe distance but not immediately harmed

-3 dice

3 successes 4 successes 5 successes −1 die −1 die −2 dice Starving

Attribute

Skill Specialty

Blood Potency

Humanity

Willpower

Other Discipline*

Clan or Bloodline Discipline

Theban Sorcery or Crúac Ritual

EXPERIENCE COSTS

* Includes Coils of the Dragon. See VtR p. 149

for more information in increasing Coils of the

New dots x

New dots x 3

New dots x 5

New dots x

Ritual level x

New dots x 2

New dots x 8

New dots x

8 points

	3 saccesses	N .	Compassionate	PINK	
	5 successes	7	Conservative	Lavender	
	5 successes	e e	Depressed	Gray	
		N.	Desirous/Lustful	Deep Red	
	5 successes		Distrustful	Light Green	
	7 successes	1	Envious	Dark Green	
	7 successes	8	Excited	Violet	
	•	8	Generous	Rose	
	10 successes	Ÿ.	Нарру	Vermilion	
ou love	10 successes)	Hateful	Black	
or Vice	±2 dice		Idealistic	Yellow	
	14		Innocent	White	
/ice	±2 dice	4	Lovestruck	Bright Blue	
	−1 die	1	Obsessed	Bright Green	
	−2 dice	9	Sad	Silver	
	2 dicc	¥.	Spiritual	Gold	
		3	Suspicious	Dark Blue	
6. 7	2 0	Á	Confused	Mottled, shifting colors	
60	nodiciers	3	Daydreaming	Sharp, flickering colors	
	1 success	À	Diablerist	Black veins in aura	
			Dominated/Controlled	Weak, muted aura	
	2 successes	Ŋ.	Frenzied	Rapidly rippling colors	
	3 successes		Psychotic	Hypnotic, swirling color	
	4 successes		Vampire	Aura colors are pale	
		Ž.	Shapeshifter	Intensely vibrant aura	
	5 successes	2	Ghost	Splotchy, intermittent a	
	7 successes	A	Magic Use	Myriad sparkles in aura	
	10 successes		Suggested Modifiers		
	+2 dice	Į,		dded to or removed from	
–1 die		V	dice pool is determined by the amount of informat the character wishes to discern.		
	−1 die	Ň	Modifier Situation		

Compassionate

Power is turned on a vampire with whom the user has a blood tie (see VtR p. 162) The shade (such as pale, bright or weak), but not

Aura Signifiers

Orange

Purple

Bright Red

Light Blue

the color of the aura. The primary shade and color.

Color patterns, including information revealing the nature of the creature.

Subtle shifts in the mixtures of color and

HUMANITY AND SINS Threshold Sin Dice Rolled Selfish thoughts Roll 5 dice (e.g., hurting someone's feelings) Roll 5 dice Minor selfish acts (e.g., cheating on taxes) Roll 4 dice Injury to another, accidental or otherwise (e.g., physical conflict) Petty theft (e.g., shoplifting) Roll 4 dice Roll 3 dice Grand theft (e.g., burglary) Intentional mass-property Roll 3 dice

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damage (e.g., arson) Impassioned crime

Roll 3 dice (e.g., manslaughter) Planned crime (e.g., murder) Roll 2 dice Casual/callous crime Roll 2 dice (e.g., torture, serial murder) Roll 2 dice Utter perversion, heinous acts

(e.g., combined rape, torture

and murder; mass murder)