the World of Darkness

Character Sheet Pad
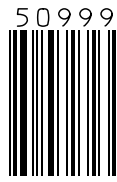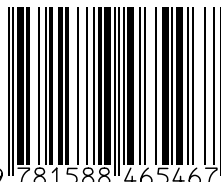
the World of Darkness

Name: _____   Concept: _____   Chronicle: _____
Age: _____   Virtue: _____   Faction: _____
Player: _____ Vice: _____   Group Name: _____

ATTRIBUTES

POWER	Intelligence ●OOOO		Strength ●OOOO		Presence ●OOOO
FINESSE	Wits ●OOOO		Dexterity ●OOOO		Manipulation ●OOOO
RESISTANCE	Resolve ●OOOO		Stamina ●OOOO		Composure ●OOOO

SKILLS

Mental
(-3 unskilled)

Academics_____OOOOO
Computer_____OOOOO
Crafts_____OOOOO
Investigation_____OOOOO
Medicine_____OOOOO
Occult_____OOOOO
Politics_____OOOOO
Science_____OOOOO

Physical
(-1 unskilled)

Athletics_____OOOOO
Brawl_____OOOOO
Drive_____OOOOO
Firearms_____OOOOO
Larceny_____OOOOO
Stealth_____OOOOO
Survival_____OOOOO
Weaponry_____OOOOO

Social
(-1 unskilled)

Animal Ken_____OOOOO
Empathy_____OOOOO
Expression_____OOOOO
Intimidation_____OOOOO
Persuasion_____OOOOO
Socialize_____OOOOO
Streetwise_____OOOOO
Subterfuge_____OOOOO

OTHER TRAITS

Merits

_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO

Size_____
Speed_____
Initiative Mod_____
Defense_____
_____
_____
_____

Health

O O O O O O O O O O O
□ □ □ □ □ □ □ □ □ □ □

Willpower

O O O O O O O O O O
□ □ □ □ □ □ □ □ □ □

Morality

10 ▓▓▓▓▓▓▓▓▓ O
9 ▓▓▓▓▓▓▓▓▓ O
8 ▓▓▓▓▓▓▓▓▓ O
7 ▓▓▓▓▓▓▓▓▓ O
6 _____ O
5 _____ O
4 _____ O
3 _____ O
2 _____ O
1 _____ O

DERANGEMENTS

Derangement: _____   Details: _____
_____
Derangement: _____   Details: _____
_____
Derangement: _____   Details: _____
_____
Derangement: _____   Details: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

WEAPONS

	Base Dice Pool	Damage Type	Special	Notes

ARMOR AND DEFENSIVE EFFECTS

	Type	Rating	Strength	Defense	Speed	Special	Notes

EQUIPMENT

	Base Mod.	Base dice Pool	Notes

FLAWS

Flaw: _____ Effect: _____

Flaw: _____ Effect: _____

Flaw: _____ Effect: _____

EXPERIENCE

Spent on: _____

_____

_____

ALLIES, CONTACTS, RETAINERS, STATUS, TITLES, DUTIES, ETC.

	Type	Dice Pool	Description

RITUALS, SPELLS, ETC.

	Type	Dice Pool	Description

SUPERNATURAL INFLUENCES AND EFFECTS

	Type	Description

Melee Weapons Chart

Type	Damage	Size	Cost	Special
Sap	1 (B)	1	•	Knockout (p. 168)
Brass Knuckles	1 (B)	n/a	•	Brawl*
Club	2 (B)	2	n/a	
Mace (metal)	3 (B)	2	••	
Knife	1 (L)	1	•	
Rapier	1 (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	
Spear***	2 (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 these 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," 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 +1 Defense bonus when fighting unarmed targets due to this weapon's superior reach, allowing him to keep a greater distance from a foe.

Armor 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					
Leather (hard)	1/0	2	-1	0	•
Chainmail	2/1	3	-2	-2	••
Plate	3/2	4	-2	-3	••••

* 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.

Electrocution Details

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)

Fire Details

Size of Fire	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

Poisons and Toxins

Poison/Toxin	Toxicity
Ammonia (inhalation)	3
Bleach (ingestion)	4
Cyanide (ingestion or inhalation)	7
Drug/Alcohol Abuse (ingestion, inhalation, injection)	5
Salmonella (ingestion)	2
Venom (injection or ingestion)	3 to 8

Ranged Weapons Chart

Type	Damage	Ranges	Clip	Strength	Size	Cost	Example
Revolver, Lt.	2	20/40/80	6	2	1	••	SW M640 (.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)
Rifle†	5	200/400/800	5+1	2	3	••	Remington M-700 (30.06)
SMG, Small*	2	25/50/100	30	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)
Shotgun†	4***	20/40/80	5+1	3	2	••	Remington M870 (12-Gauge)
Crossbow**†	3	40/80/160	1	3	2	••	

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)

Attribute Use Chart

Use	Mental	Physical	Social
Power	Intelligence	Strength	Presence
Finesse	Wits	Dexterity	Manipulation
Resistance	Resolve	Stamina	Composure

Instant Action Results

Dramatic Failure	A single chance roll is made and a 1 results
Failure	No successes achieved on the roll
Success	One or more successes achieved on the roll
Exceptional success	Five or more successes achieved on the roll

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

Concealment Details

Barely concealed: -1 (Example: crouching behind an office chair)
Partially concealed: -2 (hiding behind the hood of a car, but with upper body exposed)
Substantially concealed: -3 (crouching fully behind a car, or poking up out of a foxhole)
Completely covered: Completely protected by an intervening barrier (all shots hit the cover automatically)

Modifier Bonuses and Penalties

Bonus	Degree of Challenge
+1	A helping hand
+2	A walk in the park
+3	Nothing to it
+4	Easy as pie
+5	You can do it in your sleep

Penalty	Degree of Challenge
-1	A minor obstacle
-2	A hard time
-3	A trying task
-4	It's demanding
-5	Sorely tested

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 a maneuver.

• 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.

• 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.

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 more

Challenge	Target Number
Simple/Relaxed	5
Involved/Trying	10
Elaborate/Demanding	15
Ornate/Daunting	20
Intricate/Epic	25

Firearms Summary

Type of Shot	Roll	Modifier Bonus
Single	Dexterity + Firearms	—
Autofire (short burst)	Dexterity + Firearms	+1†
Autofire (medium burst)*	Dexterity + Firearms	+2†*
Autofire (long burst)*	Dexterity + Firearms	+3†*

* -1 penalty for each target when more than one is fired at. Separate dice pools are rolled against each target in the attack. Modifiers for each target's range, armor and/or concealment apply to individual dice pools.

† Die bonuses for using autofire are in addition to the equipment bonuses offered by guns themselves. Thus, a gun with 3 Damage that's used to fire a short burst grants a total of four bonus dice.

Object Durability

Durability Rating	Material
1	Wood, hard plastic, thick glass
2	Stone, aluminum
3	Steel, iron
+1	per reinforced layer

Feats of Strength Chart

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	Lift a small car	900 lbs.
8	Lift a motorcycle	1000 lbs.
9	Overturn a small car	1200 lbs.
10	Overturn a mid-sized car	1500 lbs.
11	Overturn a full-sized car	2000 lbs.
12	Overturn a wrecking ball	3000 lbs.
13	Overturn a station wagon	4000 lbs.
14	Overturn a van	5000 lbs.
15	Overturn a truck	6000 lbs.

Manifestation Modifiers

Location	Modifier
Graveyard	+3
Battlefield	+3
Church	+2
Hospital	+2
Historic building (100+ years old)	+2
Old building (50-100 years old)	+1
Handmade structure (wooden bridge, shed)	+1
Parking lot	-1
Modern commercial building (grocery store, mall)	-1
Modern industrial building	-2
Modern laboratory	-3

Morality

Morality	Sin
10	Selfish thoughts. (Roll five dice.)
9	Minor selfish act (withholding charity). (Roll five dice.)
8	Injury to another (accidental or otherwise). (Roll four dice.)
7	Petty theft (shoplifting). (Roll four dice.)
6	Grand theft (burglary). (Roll three dice.)
5	Intentional, mass property damage (arson). (Roll three dice.)
4	Impassioned crime (manslaughter). (Roll three dice.)
3	Planned crime (murder). (Roll two dice.)
2	Casual/callous crime (serial murder). (Roll two dice.)
1	Utter perversion, heinous act (mass murder). (Roll two dice.)

Melee Weapons Chart

Type	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	
Spear†	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," 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.

Armor 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					
Leather (hard)	1/0	2	-1	0	•
Chainmail	2/1	3	-2	-2	••
Plate	3/2	4	-2	-3	••••

* 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.

Electrocution

Source
Minor; wall socket
Major; protective fence
Severe; junction box
Fatal; main line feed/
subway rail

Fire D…

Size of Fire	Damage
Torch	1
Bonfire	2
Inferno	3

Heat of Fire

Candle (first-degree burn…
Torch (second-degree bur…
Bunsen burner
(third-degree burns)
Chemical fire/molten met…

Poisons an…

Poison/Toxin
Ammonia (inhalation)
Bleach (ingestion)
Cyanide (ingestion or inhala…
Drug/Alcohol Abuse
(ingestion, inhalation, inje…
Salmonella (ingestion)
Venom (injection or inges…

Use
Power
Finesse
Resistance

Ranged Weapons Chart

Type	Damage	Ranges	Clip	Strength	Size	Cost	Example
Revolver, Lt.	2	20/40/80	6	2	1	••	SW M640 (.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)
Rifle†	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)
Shotgun†	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)

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Details

Damage
4 (B)
6 (B)
8 (B)
10 (B)

etails
e

	Damage Modifier
(s)	—
(rns)	+1
	+2
tal	+3

d Toxins

	Toxicity
	3
	4
(ation)	7
	3 to 7
(ction)	
	2
(stion)	3 to 8

Attribute Use Chart

Mental	Physical	Social
Intelligence	Strength	Presence
Wits	Dexterity	Manipulation
Resolve	Stamina	Composure

Instant Action Results

Dramatic Failure	A single chance roll is made and a 1 results
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Success	One or more successes achieved on the roll
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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, minus target's Defense and armor
• Armed close combat: Strength + Weaponry, minus target's Defense and armor
• Ranged combat (guns and bows): Dexterity + Firearms, minus target's armor
• Ranged combat (thrown weapons): Dexterity + Athletics, minus 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

Concealment Details

Barely concealed: -1 (Example: crouching behind an office chair)
Partially concealed: -2 (hiding behind the hood of a car, but with upper body exposed)
Substantially concealed: -3 (crouching fully behind a car, or poking up out of a foxhole)
Completely covered: Completely protected by an intervening barrier (all shots hit the cover automatically)

Modifer Bonuses and Penalties

Bonus	Degree of Challenge
+1	A helping hand
+2	A walk in the park
+3	Nothing to it
+4	Easy as pie
+5	You can do it in your sleep

Penalty	Degree of Challenge
-1	A minor obstacle
-2	A hard time
-3	A trying task
-4	It's demanding
-5	Sorely tested

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.
• 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.
• 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.

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

Feats of Strength Chart

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.

Firearms Summary

Type of Shot	Roll	Modifier Bonus
Single	Dexterity + Firearms	—
Autofire (short burst)	Dexterity + Firearms	+1†
Autofire (medium burst)*	Dexterity + Firearms	+2†
Autofire (long burst)*	Dexterity + Firearms	+3†

* -1 penalty for each target when more than one is fired at. Separate dice pools are rolled against each target in the attack. Modifiers for each target's range, armor and/or concealment apply to individual dice pools.

† Dice bonuses for using autofire are in addition to the equipment bonuses offered by guns themselves. Thus, a gun with 3 Damage that's used to fire a short burst grants a total of four bonus dice.

Object Durability

Durability Rating	Material
1	Wood, hard plastic, thick glass
2	Stone, aluminum
3	Steel, iron
+1	per reinforced layer

Manifestation Modifiers

Location	Modifier
Graveyard	+3
Battlefield	+3
Church	+2
Hospital	+2
Historic building (100+ years old)	+2
Old building (50-100 years old)	+1
Handmade structure (wooden bridge, shed)	+1
Parking lot	-1
Modern commercial building (grocery store, mall)	-1
Modern industrial building	-2
Modern laboratory	-3

Morality

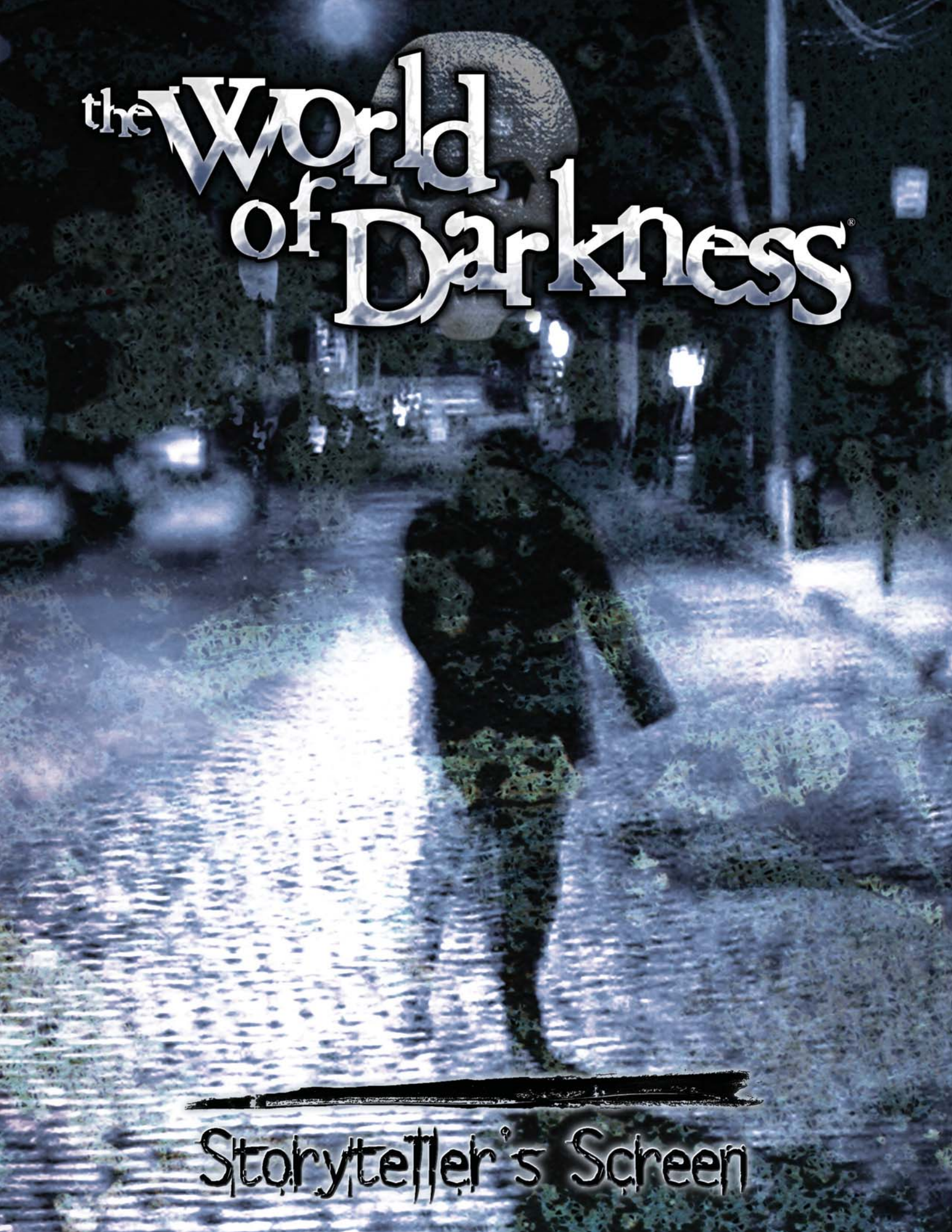| Morality	Sin
10	Selfish thoughts. (Roll five dice.)
9	Minor selfish act (withholding charity). (Roll five dice.)
8	Injury to another (accidental or otherwise). (Roll four dice.)
7	Petty theft (shoplifting). (Roll four dice.)
6	Grand theft (burglary). (Roll three dice.)
5	Intentional, mass property damage (arson). (Roll three dice.)
4	Impassioned crime (manslaughter). (Roll three dice.)
3	Planned crime (murder). (Roll two dice.)
2	Casual/callous crime (serial murder). (Roll two dice.)
1	Utter perversion, heinous act (mass murder). (Roll two dice.)

the **World**
of **Darkness**

Storyteller's Screen

the World of Darkness

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