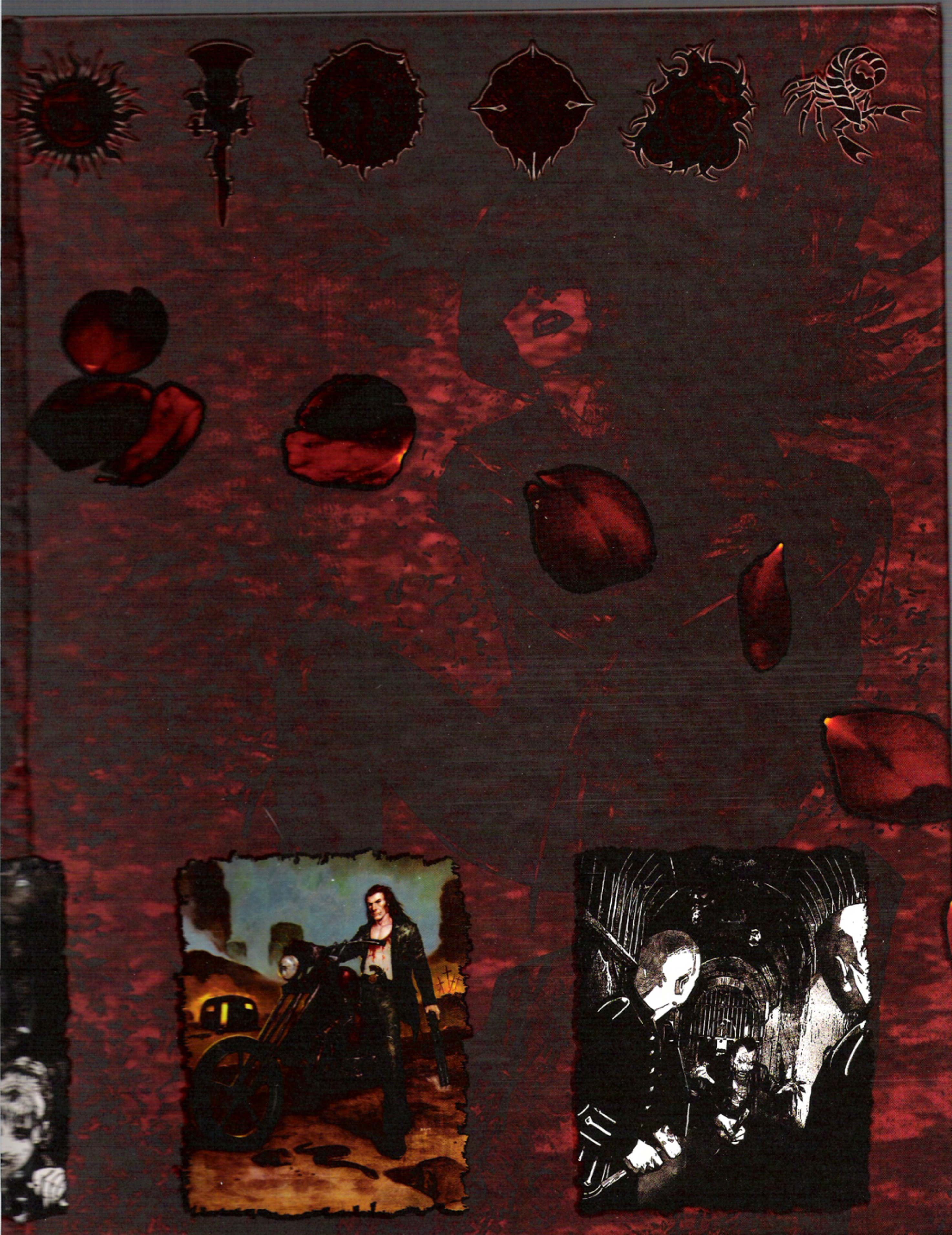


Vampire

THE REQUIEM

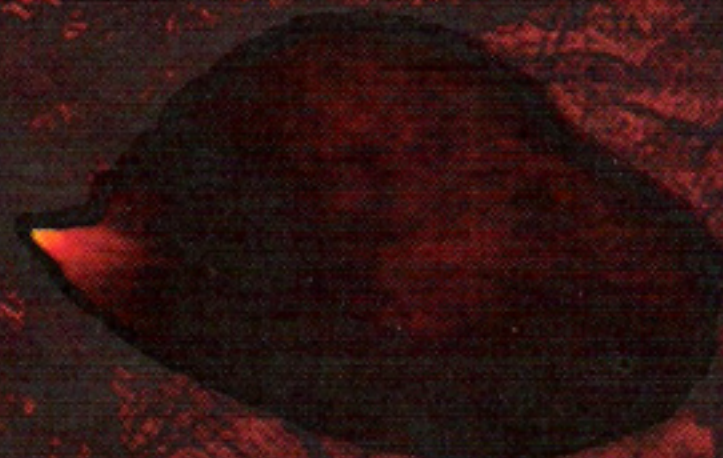


Storyteller's Screen





VII



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 into 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 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 Axt	3 (L)	3	••	9 again (p. 134)
Great Axt	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," *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

Ranged Weapons Chart

Type	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)
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)

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.

Fire Damage for Vampires

Size of Fire	Damage
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	
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

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

Explosives Chart

Type	Throwing Modifier	Blast Area	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 Grenade†
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. 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," 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.

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.

Electrocution Damage

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 (ingestion, inhalation, injection)	3 to 7
Salmonella (ingestion)	2
Venom (injection or ingestion)	3 to 8

Sunlight Damage

Intensity or Exposure	Health Points/Turn
Faint, filtered sunlight (Example: light through heavy, closed drapes; cloud cover; twilight)	1 point
Filtered or weak sunlight (Example: light through thin drapes; outside on cloudy day; daylight through a window; reflection of sun in a mirror)	2 points
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; wearing thin clothing)	+2 points

Feats of Strength

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	Vampires can
1	5	10/1	Animals +
2	5	11/1	Animals +
3	5	12/1	Humans
4	5	13/2	Humans
5	5	14/2	Humans
6	6	15/3	Humans
7	7	20/5	Vampires
8	8	30/7	Vampires
9	9	50/10	Vampires
10	10	100/15	Vampires

Anger Frenzy Difficulties & Modifiers

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 Difficulties & Modifiers

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, but not immediately harmed	-1 die
Burned by fire/sunlight	-3 dice

Hunger Frenzy Difficulties & Modifiers

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
Addicted to vampire blood	-2 dice

EXPERIENCE COSTS

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 Dragon. See VtR p. 149 for more information in increasing Coils of the Dragon.

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
Happy	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	Spotty, intermittent aura
Magic Use	Myriad sparkles in aura

Suggested Modifiers

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 pattern.

HUMANITY AND SINS

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

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