

the World of Darkness

Animal Training: Composure + Animal Ken + equipment (trainer) versus Stamina + Resolve (animal); extended and contested action (the task demands a number of successes equal to the animal's Willpower; each roll represents one day of training) (p. 79)

Bypass Security System: Dexterity + Larceny + equipment; extended action (5-15 successes, depending on the complexity of the system; each roll represents a turn - three seconds - of work) (p. 74)

Carousing: Manipulation + Socialize + equipment (carouser) versus Composure + Empathy (subject); extended and contested action (the task requires a number of successes equal to double the highest Stamina among the character's acquaintances; one roll equals one hour of carrying on) (p. 85)

Catching Objects: Dexterity + Athletics; instant action if item is thrown to receiver, contested if it's thrown at receiver and Defense doesn't apply (p. 68)

Climbing: Strength + Athletics + equipment; instant or extended action (one success is required per 10 feet of height; each roll represents one minute of climbing) (p. 64)

Close Combat, Armed: Strength + Weaponry, minus target's Defense and armor; instant action. Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack (p. 152).

Close Combat, Unarmed: Strength + Brawl, minus target's Defense and armor; instant action. Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack (p. 152)

Create Art: Intelligence + Crafts + equipment; extended action (4-15+ successes; one roll equals 30 minutes of work) (p. 58)

Cutting a Deal: Manipulation + Persuasion + equipment versus Manipulation + Persuasion + equipment; extended and contested action (3-10+ successes required; each roll represents an hour of negotiation) (p. 82)

Defense: Lowest of Wits or Dexterity; reflexive action to use (p. 90)

Degeneration: Roll number of dice associated with sin performed. If roll fails, Morality drops by one. Roll new Morality trait as a dice pool. If no successes are rolled, a derangement is incurred (p. 96)

Disguise: Wits + Subterfuge + equipment (impersonator) versus Wits + Subterfuge (subject); contested action (p. 87)

Dodge: Double target's Defense (p. 156); costs action for turn Examining a Crime Scene: Wits + Investigation + equipment; extended action (3-10+ successes; one roll represents 10 minutes of activity) (p. 59)

Explosives: Dexterity + Athletics (thrown) or Intelligence + Science (triggered); instant action (p. 178)

Fast-Talk: Manipulation + Persuasion + equipment (talker) versus Composure + Empathy or Subterfuge (subject); contested action (p. 83)

Fatigue: Stamina + Resolve rolls to remain awake; reflexive action (p. 179)

Foot Chase: Stamina + Athletics + equipment versus Stamina + Athletics + equipment; extended and contested action (each roll represents one turn of running) (p. 65)

Foraging for Sustenance: Wits + Survival + equipment; extended action (five successes required; one roll represents one hour of searching) (p. 77)

Grapple: Roll Strength + Brawl - opponent's Defense for attacker to get a grip on target; roll Strength + Brawl - opponent's Strength to perform an overpowering maneuver or to break free; instant action. (p. 157)

Hacking: Intelligence + Computer + equipment versus Intelligence + Computer + equipment; extended and contested action (5-10+ successes; each success represents 30 minutes of programming) (p. 57)

Healing Wounds: Dexterity or Intelligence + Medicine + equipment; extended action (one success is required per Health point of damage suffered; each roll represents one minute of work (first aid) or one hour of work (hospital treatment) (p. 61)

Health: Stamina + Size (p. 90)

Holding Breath: Reflexive action (p. 49)

Initiative: Dexterity + Composure + a die (p. 151)
Interrogation: Wits + Intimidation + equipment (interrogator) versus Stamina + Resolve (subject); extended and contested action (the task demands a number of successes equal to the subject's Willpower; each roll represents one hour of interrogation) (p. 81)

Jumping: Strength + Athletics + equipment; instant action (p. 66)

Lifting/Moving Objects: Strength (+ Stamina); instant action (p. 47)

Lock picking: Dexterity + Larceny + equipment; instant or extended action (2-12+ successes required, depending on the sophistication of the lock; one roll represents one turn - three seconds - of work) (p. 74)

the World of Darkness

Meditation: Composure + Wits + equipment; extended action (4 successes; one roll represents 30 minutes) (p. 51)

Memorizing and Remembering: Intelligence + Composure; reflexive action (p. 44)

Object's Structure: Durability + Size (p. 135)

Oratory: Presence + Persuasion + equipment versus highest Resolve + Composure of audience; contested action (p. 83)

Perception: Wits + Composure or a relevant Skill in place of Composure; reflexive action (p. 45)

Ranged Combat, Guns and Bows: Dexterity + Firearms, minus target's armor; instant action. Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack (p. 152)

Ranged Combat, Thrown Weapons: Dexterity + Athletics, minus target's Defense and armor; instant action. Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack (p. 152).

Remaining Conscious: Last Health box is filled with a slash (bashing damage), roll Stamina each turn to remain conscious (-3 wound penalty does not apply to roll); reflexive action (p. 173)

Repair Item: Dexterity + Crafts + equipment; extended action (4-10 successes; one roll equals 30 minutes of work) (p. 58)

Research: Intelligence + Academics + equipment; extended action (3-10+ successes; each roll represents 30 minutes of research) (p. 55)

Resisting Coercion: Resolve + Wits or Resolve + Stamina; reflexive action (p. 47)

Resisting Poison or Disease: Stamina + Resolve; reflexive and potentially extended and/or contested action (p. 49)

Seduction: Presence + Persuasion + equipment or Manipulation + Persuasion + equipment (seducer) versus Wits + Composure + equipment (subject); contested and/ or extended action (the extended and contested part of the task requires a number of successes equal to double the seducer's Presence or double the subject's Resolve; one roll equals 10 minutes of banter) (p. 84)

Shadowing Stealthily: Wits + Stealth + equipment (shadow) versus Wits + Composure + equipment (subject); contested action (p. 76)

Size: Base value is 5 for adult human (p. 94)

Sleight of Hand: Dexterity + Larceny + equipment versus Wits + Composure or Wits + Larceny; contested action (p. 75)

Solving Enigmas: Intelligence + Investigation + equipment; instant or extended action (3-10+ successes; one roll represents one hour of activity) (p. 60)

Speed: Strength + Dexterity + Species factor (5 for adult human, 3 for human child) (p. 95)

Surprise: Wits + Composure; reflexive action (p. 151)

Throwing: Range: Strength + Dexterity + Athletics, minus the object's Size (short range) for a non-aerodynamic object; double distances for an aerodynamic one. Accuracy: Dexterity + Athletics + equipment; instant action (p. 67)

Vehicle Control: Dexterity + Drive + Handling; instant action (p. 141)

Vehicle Pursuit: Dexterity + Drive + vehicle Handling versus Dexterity + Drive + vehicle Handling; extended and contested action (each roll represents one turn of driving) (p. 69)

Vehicle Ramming: Dexterity + Drive + Handling to hit; instant action. Vehicle's Size rating as a pool of its own, with a +1 bonus for each full 10 mph traveled to determine damage (p. 144)

Vehicle Tailing: Wits + Drive + vehicle Handling (tail) versus Wits + Composure + equipment (subject); contested action (p. 71)

Willpower: Resolve + Composure; reflexive action (p. 95). Spending Willpower adds three dice to a roll or +2 to a single Resistance trait such as Stamina, Resolve, Composure or Defense in one instance (p. 133)

Working the Black Market: Manipulation + Streetwise + equipment; extended action (2-10 success; each roll represents one day of searching the street) (p. 86)

the World of Darkness

Combat Summary Chart

This chart supersedes the one on p.154 of the **World of Darkness Rulebook**.

Stage One: Intent

- The players and the Storyteller describe what their characters want out of the fight.
- Decide whether characters can surrender and can become Beaten Down.

Stage Two: Initiative

- If the attacker springs an ambush or otherwise strikes when the defender isn't able to counter, the defender rolls Wits + Composure contested by the attacker's Dexterity + Stealth. If the defender fails, she doesn't act on the first turn of combat and cannot apply Defense against attacks.
- Everyone rolls Initiative: the result of a die roll + Dexterity + Composure. If the character has a weapon readied, apply its Initiative Modifier.

Stage Three: Attack

- **Unarmed Combat:** Strength + Brawl vs. Defense
- **Melee Combat:** Strength + Weaponry vs. Defense
- **Ranged Combat:** Dexterity + Firearms
- **Thrown Weapons:** Dexterity + Athletics vs. Defense

A character's Defense is normally subtracted from any attack dice pools where it applies. If she chooses to Dodge, the defender rolls her Defense as a dice pool against each attack. Each success reduces the attacker's *successes* by one. If the attacker is reduced to zero successes, the attack does nothing. If the attacker has successes remaining, add any weapon modifier to the number of successes to determine how many points of Health the target loses. All weapons deal lethal damage.

Stage Four: 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 rating
- Auto fire Long Burst: 20 or so bullets, no target limit pending Storyteller approval. A +3 bonus is applied to each attack roll; -1 per roll for each target after the first
- Auto fire 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 after the first
- Auto fire 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"
- Cover: Subtract Durability from damage; if Durability is greater than weapon modifier, attack has no effect
- Dodge: Double Defense, roll as a dice pool with each success subtracting one from the attacker's successes
- Drawing a Weapon: Requires instant action 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 auto fire); -4 if grappling
- 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, but Defense does apply
- Willpower: Add three dice or +2 to a Resistance trait (Stamina, Resolve, or Composure) in one roll or instance

the World of Darkness

Melee Weapons Chart

| Type | Damage | Initiative | Strength | Size | Availability | Special |
|----------------|--------|------------|----------|------|--------------|------------------------|
| Sap | 0 | -1 | 1 | 1 | • | Stun |
| Brass Knuckles | 0 | 0 | 1 | 1 | • | Uses Brawl to attack |
| Baton | 1 | -1 | 2 | 2 | | n/a |
| Crowbar | 2 | -2 | 2 | 2 | • | |
| Tire Iron | 1 | -3 | 2 | 2 | •• | +1 Defense |
| Chain | 1 | -3 | 2 | 2 | • | Grapple |
| Shield (small) | 0 | -2 | 2 | 2 | •• | Concealed |
| Shield (large) | 2 | -4 | 3 | 3 | •• | Concealed |
| Knife | 0 | -1 | 1 | 1 | • | |
| Rapier | 1 | -2 | 1 | 2 | •• | Armor piercing 1 |
| Machete | 2 | -2 | 2 | 2 | •• | |
| Hatchet | 1 | -2 | 1 | 1 | • | |
| Fire Ax | 3 | -4 | 3 | 3 | •• | 9-again, two-handed |
| Chainsaw | 5 | -6 | 4 | 3 | ••• | 9-again, two-handed |
| Stake* | 0 | -4 | 1 | 1 | | n/a |
| Spear** | 2 | -2 | 2 | 4 | • | +1 Defense, two-handed |

Type: A weapon's type is a general classification that can apply to anything your character picks up. A metal club might be an antique mace, a metal baseball bat, or a hammer, while a hatchet might be a meat cleaver or an antique hand-ax.

Damage: Indicates the number of bonus successes added to a successful attack. Weapons always deal lethal damage.

Initiative: The penalty taken to Initiative when wielding the weapon. If using more than one weapon, take the higher penalty and increase by 1.

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 a hand; 2 = Can be hidden in a coat; 3+ = cannot be hidden.

Availability: The cost in Resources dots or level of Social Merit needed to acquire the weapon.

Concealed: A character who wields a shield but doesn't use it to attack can add its Size to his Defense, and uses its Size as a concealment modifier against ranged attacks.

Grapple: Add the chain's weapon bonus to your dice pool when grappling.

Stun: Double the weapon bonus for purposes of the Stun Tilt (p. 212).

Two-handed: This weapon requires two hands. It can be used one-handed, but doing so increases the Strength requirement by 1.

* A stake must target the heart (-3 penalty to attack rolls) and must deal at least 5 damage in one attack.

** The reach of a spear gives a +1 Defense bonus against opponents who are unarmed or wield weapons of Size 1.

Armor Chart

| Type | Rating | Strength | Defense | Speed | Availability | Coverage |
|-----------------------------|--------|----------|---------|-------|--------------|-------------------|
| Modern Reinforced clothing* | 1/0 | 1 | 0 | 0 | • | Torso, arms, legs |
| Kevlar vest* | 1/3 | 1 | 0 | 0 | • | Torso |
| Flak Jacket | 2/4 | 1 | -1 | 0 | •• | Torso, arms |
| Full Riot Gear | 3/5 | 2 | -2 | -1 | ••• | Torso, arms, legs |
| Archaic Leather (hard) | 2/0 | 2 | -1 | 0 | • | Torso, arms |
| Chainmail | 3/1 | 3 | -2 | -2 | •• | Torso, arms |
| Plate | 4/2 | 3 | -2 | -3 | •••• | Torso, arms, legs |

Rating: Armor provides protection against normal attacks and Firearms attacks. The number before the slash is for general armor, while the number after the slash is for ballistic armor.

Strength: If your character's Strength is lower than that required for her armor, reduce her Brawl and Weaponry dice pools by 1.

Defense: The penalty imposed on your character's Defense when wearing the armor.

Speed: The penalty to your character's Speed for the armor worn.

Availability: The cost in Resources dots or level of Social Merit needed to acquire the armor.

Coverage: The areas of a character protected by the armor. Unless an attacker targets a specific unarmored location ("Specified Targets", above), the armor's protection applies. Wearing a helmet increases the armor's coverage to include a character's head.

* This armor is concealed, either as normal clothing (e.g. biker leathers) or being worn under a jacket or baggy shirt. Attackers have no idea the target is wearing armor until after they land a successful hit.

the World of Darkness

Ranged Weapons Chart

| Type | Dmg | Ranges | Clip | Initiative | Str | Size | Availability |
|---|-----|-------------|------|------------|-----|------|--------------|
| Revolver, lt <i>SW M640 (.38 Special)</i> | 1 | 20/40/80 | 6 | 0 | 2 | 1 | •• |
| Revolver, hvy <i>SW M29 (.44 Magnum)</i> | 2 | 35/70/140 | 6 | -2 | 3 | 1 | •• |
| Pistol, lt <i>Glock 17 (9mm)</i> | 1 | 20/40/80 | 17 | +1 | 0 | 2 | ••• |
| Pistol, hvy Colt M1911A1 (.45 ACP) | 2 | 30/60/120 | 7 | +1 | -2 | 3 | ••• |
| SMG, small* <i>Ingram Mac-10 (9mm)</i> | 1 | 25/50/100 | 30 | +1 | -2 | 2 | ••• |
| SMG, large* <i>HK MP-5 (9mm)</i> | 2 | 50/100/200 | 30 | +1 | -3 | 3 | ••• |
| Rifle <i>Remington M-700 (30.06)</i> | 4 | 200/400/800 | 5 | +1 | -5 | 2 | •• |
| Assault Rifle* <i>Stry-Aug (5.56mm)</i> | 3 | 150/300/600 | 42 | +1 | -3 | 3 | ••• |
| Shotgun** <i>Remington M870 (12-gauge)</i> | 3 | 20/40/80 | 5 | +1 | -4 | 3 | •• |
| Crossbow*** | 2 | 40/80/160 | 1 | -5 | 3 | 3 | ••• |

Damage: Indicates the number of bonus successes added to a successful attack. Firearms deal lethal damage against ordinary people. The type of damage may vary against supernatural opponents.

Ranges: The listed numbers a short/medium/long ranges in yards. Attacks at medium range suffer a -1 penalty. Attacks at long range suffer a -2 penalty.

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

Initiative: The penalty taken to Initiative when wielding the gun.

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 fired one-handed; 2 = Must be fired two-handed and can be hidden in a coat; 3 = Can be fired two-handed but not hidden on one's person

Availability: The cost in Resources dots or level of Social Merit needed to acquire the weapon. * The weapon is capable of auto fire, including short bursts, medium bursts, and long bursts. ** Attack rolls gain the 9-again quality *** Crossbows take three turns to reload between shots. A crossbow can be used to deliver a stake through the heart (-3 penalty to attack rolls; must deal at least 5 damage in one attack)

the World of Darkness

Personal Tilts

| Tilt | Effects |
|--------------|--|
| Arm Wrack | One arm: Drop anything held, suffer off-hand penalties for most rolls. Both arms: Chance die on rolls requiring manual dexterity, -3 to other Physical actions. |
| Beaten Down | Cannot take violent action in combat without spending Willpower. |
| Blinded | One eye: -3 to vision-related rolls. Both eyes: -5 to vision-related rolls, lose all Defense. |
| Deafened | One ear: -3 Perception rolls. Both ears: Chance die on Perception rolls, -2 to combat rolls. |
| Drugged | -2 Speed, -3 to combat rolls (including Defense and Perception). Ignore wound penalties. |
| Immobilized | No combat actions. Can't move or apply Defense. |
| Insane | +1 to combat rolls, act after everyone else, -3 to Social rolls, can't spend Willpower. |
| Insensate | No combat actions. Can move and apply Defense. Taking damage ends the Tilt. |
| Knocked Down | Lose action this turn (if still to take), knocked prone. Can apply Defense, attack from ground at -2. |
| Leg Wrack | One leg: half Speed, -2 penalty on Physical rolls for movement. Both legs: Knocked Down, give up action to move at Speed 1, movement-based Physical rolls reduced to chance die. |
| Poisoned | Moderate: 1 point of bashing damage per turn. Grave: 1 point of lethal damage per turn. |
| Sick | Moderate: -1 to all actions. Penalty increases by 1 for every two turns. Grave: As moderate, but also inflicts 1 point of bashing damage per turn. |
| Stunned | Lose next action. Half Defense until you next act. |

Environmental Tilts

| Tilt | Effects |
|--------------|---|
| Blizzard | -1 penalty to visual Perception and ranged attack rolls, increased by 1 per 10 yards. -1 penalty to Physical rolls per 4 inches of snow. |
| Earthquake | Penalty to Dexterity rolls depending on severity. Take 1 to 3 lethal damage per turn, Stamina + Athletics downgrades to bashing. |
| Extreme Cold | Bashing damage doesn't heal. -1 penalty to all rolls, increasing by 1 per hour. At -5, further hours deal one point of lethal damage. |
| Extreme Heat | Bashing damage doesn't heal. -1 penalty to all rolls, increasing by 1 per hour. At -5, further hours deal one point of lethal damage. |
| Flooded | -2 to Physical dice pools per foot of flooding. Once water is over head, character must swim or hold breath. |
| Heavy Rain | -3 to aural and visual Perception rolls. |
| Heavy Winds | -3 modifier to aural Perception rolls. Winds rated between 1 and 5, severity acts as penalty to Physical rolls and deals that much bashing damage per turn, Dexterity + Athletics to avoid. |
| Ice | -2 Speed, -2 to Physical actions. Can move at normal speed but -4 Physical actions. Dramatic Failure causes Knocked Down; Drive rolls are at -5 and half Acceleration. |

the World of Darkness

| Service | Availability | Die Bonus |
|--|--------------|-----------|
| <i>Academics</i> | | |
| Historical specialist consulting | ••• | +3 |
| Research assistance from grad students | •• | +2 |
| Translation of a dead language | ••• | +2 |
| <i>Computer</i> | | |
| Custom phone application | ••• | +2 |
| Digital image enhancement | •• | +3 |
| Graphic design/forgery | •• | +2 |
| <i>Crafts</i> | | |
| Antiquities restoration | ••• | +2 |
| Auto repair | •• | +3 |
| Custom equipment modifications | ••• | +2 |
| <i>Investigation</i> | | |
| Consultation on evidence | ••• | +3 |
| Investigative photography | ••• | +2 |
| Private investigation/background check | •• | +2 |
| <i>Medicine</i> | | |
| Black market surgeon | •••• | +3 |
| Expert medical witness | •••• | +2 |
| Rush plastic surgery | •••• | +2 |
| <i>Ocult</i> | | |
| Esoteric consultant/sage | •••• | +3 |
| Exorcist | ••• | +2 |
| Protective amulets or wards | •••• | +1 |
| <i>Politics</i> | | |
| Campaign assistant | ••• | +3 |
| Cutting red tape (read: bribe) | ••• | +2 |
| Spin doctor | ••• | +2 |
| <i>Science</i> | | |
| Fact-checking | •• | +3 |
| Falsifying research/coverup | ••• | +2 |
| Lab access | •• | +2 |
| <i>Athletics</i> | | |
| Meditative assistance | ••• | +2 |
| Personal trainer | ••• | +3 |
| Throwing an athletic competition | •••• | +4 |
| <i>Brawl</i> | | |
| Arrange underground boxing ring | ••• | +2 |
| Bodyguard service | ••• | +3 |
| Self-defense classes | • | +1 |
| <i>Drive</i> | | |
| Chauffer | •• | +2 |
| Stunt performance/mock crash | ••• | +3 |
| Tour bus rental | •••• | +2 |

| | | |
|------------------------------------|-------------|----------|
| <i>Firearms</i> | | |
| Antique gun repair | ••• | +2 |
| Cover fire from gangs | ••• | +3 |
| Procuring smuggled military arms | •••• | +2 |
| <i>Larceny</i> | | |
| Breaking and entering | ••• | +2 |
| Security consulting | ••• | +2 |
| Stealing a protected relic | •••• | +3 |
| <i>Stealth</i> | | |
| Strategic distraction | ••• | +3 |
| Tailing a suspect | ••• | +2 |
| Targeted vandalism | •• | +2 |
| <i>Survival</i> | | |
| Field dress and preserve an animal | ••• | +1 |
| Trail guide | •• | +3 |
| Weatherproof a shelter | •• | +2 |
| <i>Weaponry</i> | | |
| Properly forged sword | ••• | +2 |
| Identify wound from obscure weapon | ••• | +2 |
| Training in archaic warfare | ••• | +2 |
| <i>Animal Ken</i> | | |
| Buy a trained animal | ••• | +2 |
| Identify animal droppings | •• | +1 |
| Rule out natural causes of death | ••• | +2 |
| <i>Empathy</i> | | |
| “Good cop” interrogator | ••• | +2 |
| Neutral arbitrator | ••• | +2 |
| Therapy session | •• | +1 |
| <i>Expression</i> | | |
| Document forgery | ••• | +3 |
| Ghostwriting | •• | +2 |
| Motivational speech | ••• | +1 |
| <i>Intimidation</i> | | |
| Anti-interrogation training | •••• | +3 |
| “Bad cop” interrogator | ••• | +2 |
| Deprogramming therapy | ••• | +2 |
| <i>Persuasion</i> | | |
| Defense attorney | ••• | +3 |
| Hostage negotiator | •••• | +3 |
| Pickup artist | ••• | +2 |
| <i>Socialize</i> | | |
| Catering | ••• or •••• | +1 or +2 |
| Elocution consulting | ••• | +1 |
| Escort | ••• | +2 |
| <i>Streetwise</i> | | |
| Arrange a rave or block party | ••• | +2 |
| Black market access | •• | +2 |
| Find crash space | •• | +1 |
| Smuggling contraband | ••• | +1 |
| <i>Subterfuge</i> | | |
| Amateur Actor/Actress | •• | +2 |
| Con artistry | ••• | +2 |
| Gambling ringer | ••• | +2 |

the World of Darkness

Attribute Use Chart

| Use | Mental | Physical |
|-------------------|--------------|-----------|
| Power | Intelligence | Strength |
| Finesse | Wits | Dexterity |
| Resistance | Resolve | Stamina |

Instant Action Results

| Social | Instant Action Results |
|--------------|---|
| Presence | Dramatic Failure 1 result on a single chance roll |
| Manipulation | Failure No successes achieved on roll |
| Composure | Success 1+ successes achieved on roll |
| | Exceptional success 5+ successes achieved on roll |

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 |

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

| Str. | Feat | Lift |
|------|---------------------------|--------|
| 1 | Lift a chair | 20 kg |
| 2 | Lift a large dog | 50 kg |
| 3 | Lift a large mailbox | 125 kg |
| 4 | Lift a wooden crate | 200 kg |
| 5 | Lift a coffin | 325 kg |
| 6 | Lift a refrigerator | 400 kg |
| 7 | Overturn small car | 450 kg |
| 8 | Lift a motorcycle | 500 kg |
| 9 | Overturn a mid-sized car | 600 kg |
| 10 | Lift a large tree trunk | 750 kg |
| 11 | Overturn a full-sized car | 1 t |
| 12 | Lift a wrecking ball | 1,5 t |
| 13 | Overturn a station wagon | 2 t |
| 14 | Overturn a van | 2,5 t |
| 15 | Overturn a track | 3 t |

Experience Costs

| Trait | Cost |
|-----------------|---------------|
| Attribute | New dots x 5 |
| Skill | New dots x 3 |
| Skill Specialty | 3 points |
| Merit | New dots x 2 |
| Morality | New dots x 3. |
| Willpower | 8 points |

Fire Details

| Size of Fire | Damage |
|--------------|--------|
| Torch | 1 |
| Bonfire | 2 |
| Inferno | 3 |

| Heat of Fire | Modifier |
|--------------------------|----------|
| Candle (1 degree burns) | — |
| Torch (2 deg.) | +1 |
| Bunsen burner (3 deg.) | +2 |
| Chem. fire / molt. metal | +3 |

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 | 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 |

Manifestation Modifiers

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

Poisons and Toxins

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

Extended Actions

| Pace of Activity | Time per Roll |
|------------------|-----------------|
| Quick | 1 turn (3 sec) |
| 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/ | 15 |
| Demanding | |
| Ornate/Daunting | 20 |
| Intricate/Epic | 25 |

Morality

| Mor. | Sin | Cost |
|------|--|------|
| 10 | Selfish thoughts. | 5 D. |
| 9 | Minor selfish act (withholding charity). | 5 D. |
| 8 | Injury to another (accidental or not). | 4 D. |
| 7 | Petty theft (shoplifting). | 4 D. |
| 6 | Grand theft (burglary). | 3 D. |
| 5 | Intentional, mass property damage (arson). | 3 D. |
| 4 | Impassioned crime (manslaughter). | 3 D. |
| 3 | Planned crime (murder). | 2 D. |
| 2 | Casual/callous crime (serial murder). | 2 D. |
| 1 | Utter perversion, heinous act (mass murder). | 2 D. |