



# Chronicles of Darkness

## Storyteller's Screen

fanmade

revised storytelling  
system reference



## Rolling Dice (p. 68)

Roll Attribute + Skill +/- Modifier (not to exceed +/-5)

Normal Difficulty = +/-3 Extreme Difficulty = +/-5

Once per scene may turn Fail into Dramatic Fail for Beat.

### Actions

- Instant Action = 1 turn. Usually only need 1 success.
- Reflexive Action (like defending or resisting) = 0 turn.

### Extended Actions

Roll Attribute + Skill +/- Modifier multiple times.

Maximum Rolls = Attribute + Skill +/- Modifier.

- 5 Successes Req = Reasonable for competent
- 10 Successes Req = Difficult, realistic for professionals
- 20 Successes Req = Very difficult even for very skilled

**Dramatic Failure:** Effects of Failure, plus first roll on a further attempt suffers 2-die penalty.

**Failure:** Setback. Abandon action or take a Condition. Lose accumulated successes.

**Exceptional Success:** Either reduce Req to by Skill dots, or reduce time of each further roll by 1/4, or apply Exceptional Success result to the action upon completion.

### Permutations (p. 72)

- **Rote Actions:** Reroll any unsuccessful dice once. If chance die don't reroll a dramatic failure.
- **Successive Attempts:** If time is short or tense, each subsequent attempt has cumulative -1 penalty.
- **Teamwork:** Secondary actor successes add dice to Primary Actor. Dramatic failures penalize -4 dice.

**Beats** 5 Beats = 1 XP. Gain Beats when:

- Fulfill an *Aspiration*. Replace at end of session.
- Resolve a *Condition*, per *Condition's* criteria.
- Some *Conditions* provide *Beats* for other actions.
- If *Persistent Condition* impacts life (once per chapter).
- Suffer a Dramatic Failure.
- Opt to take a Dramatic Failure instead of a Failure.
- Takes lethal damage in one of rightmost Health boxes. Vampires do not gain *Beats* from bashing.
- At the end of any game session.
- Risk a *Breaking Point*.
- *Social Maneuver* fails and worsens *Impression* level.
- Target "Goes With the Flow" on a *Social Maneuver*.
- Surrender when *Beaten Down*.

## Breaking Points (p. 73)

- Violates personal or societal moral code.
- Witnesses something traumatic.
- Victim of a supernatural attack.

Roll Resolve + Composure +/- Modifier (not to exceed +/-5)

### Modifiers

Integrity	Modifier
8-10	+2
7-6	+1
5-4	0
3-2	-1
1-2	-2

### Breaking Point Modifier

Breaking Point	Modifier
<i>Meditated since sleeping but before now</i>	+2
<i>Character is protecting himself</i>	+1
<i>Acting in accordance with Virtue</i>	+1
<i>Protecting a loved one</i>	+2
<i>Acting in accordance with Vice</i>	-1
<i>Witnessing the supernatural (nonviolent)</i>	-1
<i>Witnessing the supernatural (violent)</i>	-2
<i>Witnessing an accidental death</i>	-2
<i>Witnessing a murder</i>	-3
<i>Committing premeditated murder</i>	-5
<i>Killing in self-defense</i>	-4
<i>Killing by accident (car wreck, e.g.)</i>	-4
<i>Causing visible serious injury to a person</i>	-2
<i>Torture</i>	-3
<i>Enduring physical torture</i>	-2
<i>Enduring mental/emotional supernatural attack</i>	-2
<i>Enduring physical supernatural attack</i>	-2
<i>Witnessing a supernatural occurrence</i>	-1 to -5,

### Roll Results

**Dramatic Failure:** Lose Integrity dot, choose a Condition: Broken, Fugue, or Madness. Also, take a Beat.

**Failure:** Lose Integrity dot, choose a Condition: Guilty, Shaken, or Spooked.

**Success:** Choose a Conditions: Guilty, Shaken, or Spooked.

**Exceptional Success:** Take a Beat, regain a point of Willpower.

## Combat Summary Chart

(p. 91)

### STAGE ONE: INTENT

- The players and the Storyteller describe what their characters want out of the fight.
- Decide whether characters can surrender and 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 single die roll + Dexterity + Composure. If the character has a weapon readied, apply its Initiative Modifier.

### STAGE THREE: ATTACK

- **Unarmed Combat:** Strength + Brawl - opponent's Defense
- **Melee Combat:** Strength + Weaponry - opponent's Defense
- **Ranged Combat:** Dexterity + Firearms
- **Thrown Weapons:** Dexterity + Athletics - opponent's Defense

A character's Defense is normally subtracted from any attack dice pools where it applies. If she chooses to Dodge, the defender rolls *double* 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: DESCRIPTION

The Storyteller describes the attack and wounds 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.
- Autofire Long Burst: 20 or so bullets, no target limit pending Storyteller approval. A +3 applies to each attack roll; -1 per roll for each target after the first.
- Autofire Medium Burst: 10 or so bullets at one to three targets, with a +2 to each attack roll; -1 per roll for each target after the first.
- Autofire Short Burst: Three bullets at a single target with a +1 to the roll.
- Charge: Move at twice Speed and attack with Brawl or Weaponry in one action; lose Defense.
- Concealment: Barely -1; partially -2; substantially -3; fully, see "Cover."
- Cover: Subtract Durability from damage; if Durability is greater than the weapon modifier, the 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 1 as a penalty to fire back (so, no modifier, -1, or -2).
- Offhand Attack: -2 to attack roll.
- Prone Target: -2 to hit in ranged combat; +2 to hit within close-combat distance.
- Pulling Blow: Target gains 1 Defense; the attack can't deal more than chosen maximum damage.
- 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); -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 to a roll or +2 to a Resistance trait (Stamina, Resolve, or Composure) in one roll or instance.



## Conditions (p. 75)

Resolve a Condition = Beat. If Condition has a natural time limit and then fades away, no Beat is taken.

*Persistent* Conditions can only be resolved with specific and impressive effort.

*Lingering* Conditions fade if no longer relevant.

Condition	Effects	(p. 288)
Amnesia ( <i>persistent</i> )	Missing memory. <b>Res:</b> Something problematic arises.	
Blind (opt <i>pers</i> )	Any rolls = chance die. -3 using another sense. + Blinded Tilt. <b>Res:</b> Immediate danger heightened.	
Broken	-2 to all Social and Resolve rolls, -5 to use Intimidation. <b>Res:</b> Back down or fail a roll due to Condition, regain or lose another dot of Integrity, exceptional success on a breaking point.	
Bonded	+2 on any rolls to influence or persuade bonded animal. Animal may add your Animal Ken to any rolls to resist coercion or fear when in your presence, or to any one die roll. <b>Res:</b> Animal dies.	
Connected	+2 to all rolls relating to connected group. Can shed Condition for one-time +3 bonus to influence or otherwise work with the group. <b>Res:</b> Condition shed, bridge burned.	
Crippled ( <i>persistent</i> )	No use of legs. Speed trait = 1. Wheelchair Speed = Strength (or 3 for Electric). <b>Res:</b> Healed injury; or danger / severe inhibition due to the disability.	
Deprived (opt <i>pers</i> )	Suffers from an addiction, unable to focus without. Remove one die from Stamina, Resolve, and Composure dice pools. <b>Res:</b> Indulge in the deprived Vice, therapy.	
Embarrassing Secret	If the secret gets out, the Condition becomes the Notoriety Condition. <b>Res:</b> The secret gets out.	
Fugue ( <i>persistent</i> )	Prone to blackouts and lost time due to trauma. When circumstances are similar to the traumatic cause: roll Resolve + Composure. Failure = Storyteller control for scene, will seek to avoid and get away. <b>Res:</b> Suffer the effects of the Condition. Regain or lose another dot of Integrity, or achieve an exceptional success on a breaking point.	
Guilty	-2 to any Resolve or Composure rolls to defend against Subterfuge, Empathy, or Intimidation rolls. <b>Res:</b> Makes restitution; confesses to crimes.	
Informed	After research. Make non-combat roll related to the topic: if failed = now a single success; if success = now an exceptional success. <b>Res:</b> Use the Condition for its benefit.	
Inspired	Roll Action pertaining to inspiration: gain Willpower point, Exceptional Success on three successes instead of five. <b>Res:</b> Use the Condition for its benefit.	
Leveraged (" <i>name</i> ")	Blackmailed, tricked, leveraged. May have multiple. <b>Res:</b> Shed the Condition any time you don't rolling to resist that leveraging character's requests; or turn the tables on the person.	
Lost	Navigation = Successful Wits + Streetwise action (in the city) or Wits + Survival action (in the wilderness). <b>Res:</b> Abandoning the goal, successfully navigating.	
Madness ( <i>persistent</i> )	Supernaturally caused madness. Once per chapter, storyteller can apply pool (10 - the character's Integrity) as a negative to any Mental or Social roll. <b>Res:</b> Character fails roll because of Condition, regains or loses another dot of Integrity, or achieves an exceptional success on a breaking point.	
Mute ( <i>persistent</i> )	Illness, injury, or supernatural powers can inflict temporarily, resolved when voice regained. <b>Res:</b> Immediate danger heightened.	
Notoriety	True or not: -2 on any Social rolls against those that know. Must open one extra Door if his target knows of his notoriety. <b>Res:</b> Story is debunked or character's name is cleared.	
Obsession	9-again quality on all rolls abiding by the obsession, exploring that emotion, or pursuing the object of the obsession. When not, you lose the 9-again quality. <b>Res:</b> Fulfilling the obsession, therapy.	
Shaken	Any action where the fear might hinder: may opt to fail the roll (before rolled). This Condition can be imposed by a successful degeneration roll. <b>Res:</b> Fail a roll, as noted.	
Spooked	Seen something supernatural, captivated. <b>Res:</b> Shed Condition when fear and fascination causes to do something that hinders the group or complicates things.	
Steadfast	When you've failed a roll, instead treat the action as single success. If chance die roll a single die instead. <b>Res:</b> Use the Condition, as noted.	
Swooned (" <i>name</i> ")	May have multiple. -2 to rolls that adversely affect object of affection. Object of affection gains +2 on Social rolls against, the impression level (in social maneuvering) is one higher (maximum of perfect). <b>Res:</b> Put in danger by or for object; opt to fail a roll to resist a social action by the object.	

## Improvised Conditions (p. 75)

Modifier between +2 and -2 dice to a certain type of action, or to any action taken with a certain motivation. Can also consist solely of roleplayed effects.

Can also allow exceptional success on three successes instead of five, or be set to resolve on a specific failed roll.

Can invent Conditions to offer Beats for roleplaying significant behavior, or for some mechanical effect such as a lingering penalty.

## Social Maneuvering (p. 81)

- **Goals:** State what character wants from target
- **Scope:** *Doors* Lower of Resolve or Composure
- **Impressions:** Determines interval.
- **Opening Doors:** Each interval roll a Skill.

### Roll Results

**Dramatic Failure:** Social Maneuver fails utterly.

**Failure:** Cumulative -1 penalty on further rolls.

May worsen Impression by one (-1), if so take a Beat.

**Success:** One (1) *Door* opens.

**Exceptional Success:** Two (2) *Doors* open.

If the goal...	Doors
Would be a breaking point	+2 <i>Doors</i>
Would prevent resolving Aspiration	+1 <i>Door</i>
Would act in opposition to Virtue	+1 <i>Door</i>
Includes offer (with clear path/reasoning) to help target achieve an Aspiration.	-1 <i>Door</i>
*if above Aspiration presents an opportunity and you pull out of offer:	Close 2 open <i>Doors</i>
Impression	Interval
Perfect *	One Turn
Excellent **	One Hour
Good ***	One Day
Average	One Week
Hostile ****	Cannot Roll

\* Same as Excellent but also requires Leverage or Vice

\*\* Requires roll to influence situation

\*\*\* No roll if First Impression, roll if attempted later

\*\*\*\* From tense First Impressions or Threatening pitches, require Manipulating the impression or Forcing *Doors*.

Modify Impression If...	Impression
Offer tempts target's Vice	Up One
Target agrees to Soft Leverage (gift/bribe)	Up One
Roll to Open <i>Door</i> fails (opt.), take a beat	Down One

## Resolution

If target is a Player Character than Player chooses:

- **Go With the Flow:** Does requested, take a beat.
- **Offer Alternative:** Beneficial Alternative and a Condition for target agreed upon by Players.

## Successive Efforts

If previous maneuver...	Doors
Was Successful	-1 <i>Door</i>
Was Failed or used Hard Leverage	+2 <i>Doors</i>

## Investigation System (p. 77)

- **Scope:** One (1) to five (5) clues.
- **Determine Clue:** Work with players.
- **Interval:** Based on type of Activity.
- **Pool:** Attribute + Skill +/- Modifier.  
Cumulative -1 each time same Dice Pool used.
- **Uncover Clue:** Roll Pool as Instant Action

### Roll Results

**Dramatic Failure:** Negative Condition, 1 Clue Tainted.

**Failure:** Find a Clue with the Incomplete tag.

**Success:** Uncover a Clue with one (1) base Element.

**Exceptional Success:** Uncover a Clue with two (2) base Elements, create a Condition to benefit search.

Suggested Modifiers	Modifier
Crime scene over a day old	-1
Crime scene over a week old	-3
Crime scene over a year old	-5
Tenacious questioning	+1
Thorough canvassing	+2
Personal grudge	-2
Relevant superstition	+/- 1 to 3
Too emotionally invested	-2
Unrestricted access to the scene	+2
Someone tampered with the evidence	-1 to -5
Crime aligns with investigator's Virtue	+1
Crime aligns with investigator's Vice	-2
Lone investigator	-1
Rushed for time	-1 to -3

## Clue Elements

**Base:** One (1) Element.

**Exceptional Success:** One additional Element.

**Established by Specialist:** One additional Element. **Specialist** = Skill of 4 or Specialty, once (x1) per Skill per Investigation.

**(Opt) Spend Elements:** +1 to relevant dice pool. Only spend Elements from one (1) Clue at a time, or Clues equal to Investigation Skill.

## Clue Tags

**Incomplete:** Clue's Elements may only be spent on dice pools to uncover more Clues.

**Tainted (cumulative):** Ignore first success on Actions pertaining to investigation. Elements spent give -1 instead of +1.













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