

V:tM Reference

Basics:

Roll Stat + Skill in d10's, TN 2 – 10

The Rule of One; All 1's deduct from successes, if no successes and at least one 1 the roll is botched

Automatic successes, if dice pool equals TN the character may count the roll as one success, this rule may not be applied to combat or stressful or dramatic situations.

Trying again, if a failed roll can be tried again it is +1 TN

Extended actions, the GM may assign a requirement of more than one success, that makes the roll an extended action and it can be made over several actions or turns. A botch removes all accumulated successes

Resisted actions, aggregate successes are reduced by opponents aggregate successes (aggregated after applying the rule of one).

Teamwork, two or more characters can sometimes work together. They roll separately and cumulate total successes together.

Complications:

Climbing, Dex + Athletics – move X'/ success. X depends on the difficulty of the climb easy=15, normal=10, hard=5
(note: claws and bone spurs modify climbing TNs by -2)

Driving, Dex + Drive or Wit + Drive – Maximum dice pool depends on the vehicle, eg. Truck=3, Sedan=5, Compact=6.
difficulties are normal=6, heavy rain=7, heavy traffic=7, difficult maneuvers=+2

Encumbrance – +1 TN to all actions for every [25lbs /Str + Potence] carried, after the first

Hunting, Per – found and subdued/ seduced/etc prey for d10 blood points in one hour. Botch introduces a complication, entered the hunting grounds of another kindred, killed a vessel or possibly contracted a disease. Difficulties depend on the area eg. the Rack(slums)=4, Suburbs=7
(If the kindred has [7 – SC] blood they must check for frenzy, failure indicates they gorge until full)
(Fame reduces the TN by -1/ dot, Herd adds dice to the roll)

Standing Jumping, Str(3) – 2' x Successes + 2' x Potence vertically by 4' x Successes + 4' x Potence horizontally per success

Running Jump, Str + Athletics(3) – as above

Evaluate a Jump, Per + Athletics(6) – to determine exactly how many successes are required to make a given jump

Lifting and Breaking – The feats on the table show Str + Potence, add Will(9) Successes to this score

Pursuit, Dex + Athletics or Dex + Drive – A chase Starts with the leader(s) having a free success for every 2yds ahead they begin (per 10yds in vehicles). Each participant rolls and adds successes to separate totals (its not an opposed roll).
After each round a Per(6) roll is made to keep on the targets tail +1 TN for every success the opponent has

Shadowing, Dex + Stealth(6) or Dex + Drive(6) – Opposed by Per + Alertness(6), shadowee must gain MORE successes to spot
Sneaking, Dex + Stealth(6) – as above

Awakening, Per + Auspex(8) – to awaken during the day. Then roll Road(8) to act each turn, if 5 successes autopass until scene end. Failure means the kindred falls back into slumber, but may roll Per + Auspex(8) again the following round

Tracking, Per + Survival – The TN is increased by successes gained on a Wit + Survival(6) roll made by the prey. Difficulty depends on the type of detail as well as the terrain and weather, eg. Speed and gait, weight, number in a group, etc

Fast-talk, Man + Subterfuge(6) – opposed by will(6)

Interrogation, Man + Empathy(6) - opposed by will(6)

Violent or Threatening Interrogation, Man + Intimidation(6) - opposed by will(6)

Oration, Cha + Leadership(6) – TN modified by the crowd and -1 with a prepared speech (Int + Expression(7))

Seduction, Meeting - App + Subterfuge(Wit + 3), successes above the first add to Chatting

Seduction, Chatting – Wit + Subterfuge(Int + 3), successes above the first add to Intimating

Seduction, Intimating – Cha + Empathy(Per + 3), success probably leads to an private location and some blood points

Useful rolls:

Flawless conduct throughout a formal dinner – Dex + Ettiquote(8)

Find an emergency shelter from the sun – Wit + Survival(7)

Distract someone while palming an object – Dex + Subterfuge(per + alertness)

Perform a ritual over several days, even through the daytime – Sta + Occult(9)

Board up a door securely and in record time – Wit + Craft(7)

Find information in a library (without knowing the exact books) – get 15 successes rolling Wit + Occult(8) each hour

Its not the message of the song, its how its sung which gets the girls – App + Performance(6)

To remain motionless for up to an hour – Sta + Stealth(7)

To distract the guard dogs so you can slip past – Man + AnimalKen(8)

Veil a threat to a rival without upsetting the status quo of Elysium – Man + Intimidation(8)

Was that a veiled threat? - Per + Intimidation(5)

Keep the car beside the truck so your pals can board it – get 5 successes rolling Dex + Drive(6) vs Wit + Drive(6)

What's the story behind that new mob in town? Takes all night, more successes for more detail – Cha + Streetwise(8)

Who's story will the prince believe? - Man + Expression(6) vs Man + Expression(6)

Convince the secretary you are a tax official and need to see the accounts – Man + Finance(8)

You speak both languages, but can you translate the text without losing the details and nuances? - Int + Linguistics(8)

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Combat Basics:

Description – the GM summarises the scene

Declaration – all characters declare what actions, including multiple actions they are taking and spend blood points

Initiative – $d10 + \text{Dex} + \text{Wits}$ – wound penalties

Initiative may not always be rolled for everyone eg. characters on full defense

Actions – highest roll first, each person performs their first stated action, then each person does the next etc.

Movement – Each character may move up to half their base move of 7yds walking or 12yds + Dex running during an action

Resolution – the GM summarises the rounds activity with a narration of the players actions (this might be ongoing throughout)

Multiple Actions:

In the declaration phase characters decide how many actions they want to take, and what those actions are.

Celerity is then applied so that some of those actions are without penalty.

Finally the multiple action penalty is applied to the remaining actions.

Example: Jeff has Celerity 2 active and wants to take 5 actions. He takes any two actions he wishes at full pool, then splits the dice between the other three. The first action he performs has -3 dice from the roll, the second -4, the third -5

Damage:

Damage is rolled by weapon type, melee, brawl and thrown weapons add Potence to the result, all weapons add successes after the first to the basic damage dice pool for the weapon

Bashing – All non-lethal damage, for vampires this includes most firearms. Soaked with Stamina + Fortitude + Armour vampires then apply half the remainder rounding up onto the end of the damage track

Lethal – All lethal damage, for mortals this includes werewolf claws and vampire teeth. Vampires, Ghouls, etc soak with Stamina + Fortitude + Armour. Mortals soak with Armour only. The remainder is added to the end of the damage track

Aggravated, Werewolf claws, Vampire teeth, etc – Not applicable to mortals. Vampires soak with Fortitude + Armour. The remainder is added to the front of the damage track.

Aggravated, Sun and Fire – Not applicable to mortals. Vampires soak with Fortitude only. The remainder is added to the front of the damage track.

Crossover rule – Werewolf Glaives count as non-magical knives when used against vampires, and non-magical silver knives when used against werewolves by vampires

Combat Manoeuvres:

note: fixed target number(TN) values are used for convenience, where you read a 5 it means TN-1, 7 is TN+1, etc

note: all damage rolls are rolled as $\text{Str} + \text{Potence} + \text{Successes} + \text{the modifier}$

Abort to Dodge, Will(6) or spend a willpower to abort to a defensive action

Ambush and Surprise - one single action which can not be split is made by the ambushers before combat begins

Blind fighting - +2 TN, ranged attacks can not be made if blind. Heightened senses and auspex negates this in part

Flanking attacks - +1 dice to the attack pool

Rear attacks - +2 dice to the attack pool

Targeting – limb=+1 TN, Head=+2 TN and +1 damage dice, heart=+3 TN and +2 damage dice

Block and Parry – Successes add to armour (changed from the base rules). If an unarmed defender blocks an attack with a melee weapon, the attacker is permitted a free immediate additional attack to represent the likelihood that the attack would damage the defender, although martial arts masters and lucky defenders will defend consistently. This damage is viewed as a direct attack on the defending limb, note: a severed limb will be five wounds maximum, a broken one four wounds maximum.

Dodge – Successes reduce the attacks successes

Clinch and Hold – If the attack is successful the attacker must decide either to hold or immediately roll damage, a bite attack may not be performed at this stage. Then in subsequent rounds, initiative is rolled as normal and each participant may act.

No attack rolls are made, on the attacker's turn she may either continue to hold or roll damage. On the defender's turn she may attempt to break free with a $\text{Str} + \text{Brawl}$ roll (does Potence apply?). If damage was applied by the attacker the defender may also choose to apply damage instead of breaking free. The defender may not hold, they must break free first

Bite – Anyone may bite a target while in a clinch, but must roll $\text{Str} + \text{Brawl}(5)$ to do so. A vampire may attack with a bite attack directly by lunging at a target rolling $\text{Dex} + \text{brawl}(7)$. In a parry their head would be the weapon, and the parry would be TN6 so sensible kindred avoid this. A bite may either cause +1 damage or a vampire may engage in a kiss and drink 3 blood from the victim. In a kiss, if the target is not willpower 9 or supernatural they are rendered helpless and may not act.

Disarm – A disarm attempt between two swordsmen causes no damage to either participant and is an opposed $\text{Dex} + \text{melee}(7)$ vs $\text{Dex} + \text{melee}(6)$ roll. To knock a weapon out of a target's hand by force the roll is $\text{Dex} + \text{melee}/\text{brawl}(7)$, the target does not oppose this attack. The attacker rolls damage as normal, however this damage is not soaked nor is it applied to the target. If the damage total is more than the target's $\text{Str} + \text{Potence}$ the weapon is dropped. A botch means the attacker drops her weapon

Punches, Kicks and Claw attacks – A punch is TN 6, a kick is +X TN and causes +X damage and a Claw is TN 6 and causes +1 damage. Protean and Werebeast claws cause aggravated wounds, Bone spurs cause lethal wounds.

Melee Range – There are four ranges, clinch (using the clinch rules). Close, Medium and Long. A knife wielder or brawler

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must fight at close range, a swordsman, machette or baseball bat wielder must fight at Medium range and a Spearman at long range. Each attacker must manoeuvre to this range when they attack or suffer penalties to damage. The manoeuvre cost is one dice per range moved taken from the attack roll. The damage penalty is two dice per range required taken from the damage pool.

Multiple Opponents – For each opponent after the first the outnumbered target suffers +1 TN to all attack and defense rolls

Sweep – The attacker tries to sweep the legs from under the target using legs with Dex + brawl(7). A chain or polearm can be used instead with Dex + Melee(6). If successful the defender must pass a Dex + Athletics(8) roll or fall prone.

Tackle – A running tackle is Dex + Brawl(7) causing +1 damage. Both participants suffer +1 TN to all their actions in the following round, this effect may be cancelled by spending an action steadying. Both participants must then also pass Dex + Athletics(7) or additionally fall prone.

Throwing - Dex + Athletics, As a rule of thumb; Range for a 3lb object = (Str + Potence) x 5yds. +2lbs means -5yds

Using the Off-hand - +1 TN

Ranged Manoeuvres:

note: these manoeuvres are only possible if the attacker has reasonable experience

Aim – For each action spent aiming gain +1 dice. Maximum dice Perception + Auspex.

Automatic Fire – The weapon unloads its entire clip, this action takes the entire round for the weapon and the attacker must spend this time continuing to fire, however multiple actions may be used for other things. At the end of the round after all initiative actions are complete the attacker rolls Dex + Firearms + 10 dice. TN is 8 due to recoil, this can be reduced to 7 with Potence 3+ and some mechanical aids. Using this pool the attack must be split between all targets who have passed through the target area. This is simple if the attacker just wants to cover a zone, but if the attacker wants to track a specific moving target they must strike all targets who the defender passes, including obstacles. When covering a zone decide on the number of compass points (1¼ degrees and the number of storeys (10' high) and treat each one as a separate target then subdivide each of those pools by the targets within each zone. Unlike taking multiple actions automatic fire does not lose dice due to the actions taken as it is all a single action.

3-Round Burst – Gain +2 dice and +1 TN due to recoil, expend 3 shots from the weapon

Multiple shots – As multiple actions, but limited to the fire rate of the weapon

Range – Up to double the listed range is at +2TN. All attacks made within 2m are at -2TN

Reloading – Inserting a clip, speedloader(revolvers) takes one action. Loading a single shot into a clip or speedloader also take one action, but that action can be split as much as desired and is TN4.

Two-guns – A multiple action with one gun suffering the off-hand penalty

Cover – A target behind cover makes the shot more difficult. If the target is prone the TN is +1, behind a wall +2 and if they only expose their head or small area +3 TN.

Duck and Cover – An attacker may choose to shoot from cover, then duck back behind it. In that moment of brief exposure however they are not capable of shooting as accurately as they normally would. When someone returns fire the attack gains some cover benefit in return. Shooting from prone +0 TN to shoot, +1 TN cover bonus to be shot at. Shooting from behind a wall either +1 TN to shoot and +2 cover bonus to be shot at or, +2 TN to shoot and +3 cover bonus to be shot at.

Further Complications:

Target is Blind – or you are striking from hidden. Gain +2 dice

You are Blind - +2TN to all actions, reduced by Heightened senses and auspex. Ranged attacks are not permitted

Dazed – If the target, after soak has been rolled, suffers more damage than their STA (+2 for supernaturals), they are dazed. A dazed character loses their next action as they must spend it recovering.

Immobilised – If a target is immobilised but still struggling, the attacker gains +2 dice pool to hit. If they are not struggling the attack hits automatically.

Knockdown – If a target is struck by a manoeuvre or action which might knock them over they must pass a Dex + Athletics(6) roll to bounce back to their feet or regain their footing. This roll is reflexive and made as a free action. If they fail they fall prone, and it will take an action to stand back up. If they botch or the attack is particularly powerful they may suffer an automatic health level of damage which can not be soaked at the GM's discretion.

Staking – A wooden stake driven through the heart is said to be the bane of a vampire. To target the heart in combat the attacker must attack with Dex + Melee(9) roll, this may be dodged or parried at normal target number. If the strike is successful the stake is driven into the chest, but the wound the target suffers must be at least 3 after soaking in order to stake them. A staked vampire may not move or spend blood, but may use auspex and is aware of their surroundings. This form of paralysis is a cruel torture for any kindred.

Healing (vampires & ghouls) – Vampires heal only by spending blood. One blood may be spent in the initiative phase to heal a normal wound (bashing or lethal). Aggravated damage can only be healed on or after the night following and costs 5 blood per wound rank, only one wound can be healed in this manner each night. Additionally at any time a vampire may spend a willpower point and 5 blood to heal one aggravated wound.

Healing (mortals) – Mortals recover from wounds by slow regeneration. Bashing damage up to wounded takes an hour to heal per rank, maimed takes 3 hours, crippled 6 and incapacitated 12. Remember if bashed beyond incapacitated the wounds are lethal and that bashing is added to the end of the wound track. Lethal damage is marked on a mortals character sheet with an X (just like aggravated damage is marked for supernaturals). It takes 1 day to heal the bruised wound rank, 3 for hurt, a week for injured, a month for wounded, 2 months for maimed, 3 for crippled and 5 for incapacitated.