

Initiative	Health levels (cont)	Attack	Melee Weapons Chart (cont)
Roll initiative (Dex + Wits) (or add 6 to the initiative rating). Everyone declares their actions. The character with the highest initiative performs her action first. Actions can be delayed to any time later in the order of initiative	Wounded - 2 Suffers significant damage and may not run (though they may still walk). At this level, a character may only move or attack. he always loses dice when moving and attacking in the same turn.	Close combat: Dex + Brawl (unarmed) or Dex + Melee (armed) Ranged Combat: Dex + Firearms (Guns) or Dex + Athletics (thrown weapons)	Stake? Strenght +1 T + Denotes a blunt object. Blunt objects inflict bashing damage unless targeted at the head (see Targeting, p274). Headshots inflict lethal damage.
Health levels		Difficulties	? May paralyze a vampire if driven though the heart. The attacker must target the heart (difficulty 9) and score three damage successes.
Health Dice Movement Pool penalty Penalty		level Note	
Bruised 0 Only bruised, no dice pool penalties due to damage	Mauled - 2 Badly injured and may only hobble about (3 meters per turn)	3 Trivial (scanning a small crowd for a familiar face)	
Hurt -1 Superficially hurt, suffers no movement hindrance	Crippled - 5 Catastrophically injured and may only crawl (1 meter per turn)	4 easy (following a trail of blood)	
Injured -1 Suffers minor injuries and movement is mildly inhibited (halve maximum movement speed)	Incapacitated Incapable of movement and is likely unconscious. Incapacitated vampires with no blood on their bodies enter torpor.	5 Straightforward (seducing some one who's already "in the mood")	
	Torpor Enters a deathlike trance. He may do nothing, not even spend blood, until a period of time has passed.	6 Standart (firing a gun)	
	Final Death Character is killed permanently.	7 Challenging (locating where those agonized whispers are coming from)	
		8 Difficult (convincing a cop that this isn't your cocaine)	
		9 Extremely difficult (walking a tightrope)	
		Melee Weapons Chart	Targeting
		Weapon Damage Conceal	Target Difficulty Damage size
		Sap+ Strenght +1 P	Medium +1 No (limb, briefcase)
		Club+ Strenght +2 T	Small +2 +1 (hand, head, cellphone)
		Knife Strenght +1 J	Precise +3 +2 (eye, heart, rock)
		Sword Strenght +2 T	
		Axe Strenght +3 N	
		Armor Chart	
		Class Armor Rating Penalty	
		Class One (reinforced clothing) 1 0	
		Class Two (armor T-shirt) 2 1	
		Class Three (kevlar vest) 3 1	
		Class Four (flak jacket) 4 2	
		Class Five (full riot gear) 5 3	

Ranged Combat Maneuvers table

Maneuver	Traits	Accuracy
Automatic Fire	Dex + Firearms	+10
Multiple Shots	Dex + Firearms	Special
Strafing	Dex + Firearms	+10
3 - round burst	Dex + Firearms	+2
Two weapons	Dex + Firearms	Normal

Blood pools

Vessel	Blood Pool
Vampire	10+
Werewolf	20
Average human	10
Child	5
Cow	5
Dog	2
Cat	1
Plasma bag	1
Bird	1/2
Bat/Rat	1/4

Close combat maneuvers table

Maneuver	Traits	Accuracy	Difficulty	Damage
Bite	Dex + Brawl	+1	Normal	Str + 1 (A)
Block	Dex + Brawl	Special	Normal	None (R)

Close combat maneuvers table (cont)

Maneuver	Traits	Accuracy	Difficulty	Damage
Clinch	Str +	Normal	Normal	Str + 1 (A)
Disarm	Dex +	Normal	+1	Special
Dodge	Dex +	Special	Normal	None (R)
Hold	Str +	Normal	Normal	None (C)
Hold	Dex + Brawl	Normal	+1	Str + 1
Parry	Dex + Melee	Special	Normal	None (R)
Strike	Dex + Brawl	Normal	Normal	Str
Sweep	Dex + Brawl/-Melee	Normal	+1	Str (K)
Tackle	Str + Brawl	Normal	+1	Str + 1 (K)
Weapon strike	Dex + Melee	Normal	Normal	Weapon

A - Aggravated
C - maneuver carries over on successive turns
K - causes knockdown
R - reduces an opponent's attack successes

