

<u>Ratings:</u>		<u>Degrees of Success:</u>	
○	Abysmal	1 Success	Marginal
●	Poor	2 Successes	Moderate
●●	Average	3 Successes	Complete
●●●	Good	4 Successes	Exceptional
●●●●	Exceptional	5 Successes	Phenomenal
●●●●●	Superb		
<u>Difficulties:</u>		<u>Health Levels</u>	
2	Why Bother?	Bruised	-0
3	Easy	Hurt	-1
4	Routine	Injured	-1
5	Straightforward	Wounded	-2
6	Standard	Mauled	-2
7	Challenging	Crippled	-5
8	Difficult	Incappeditated	-10
9	Very Difficult		
10	Excuse Me?		

Action	Roll	Diff.
Initiative	Wits +Alertness + Mod	4
Move	Dexterity + Mod = # of yards/turn	-
Accuracy	Dex + Ability + Mod	Varies
Damage	By Weapon or Maneuver + Mod	6
Dodge	Dex + Dodge/Dex + Athletics	6/2-8
Soak	Stamina + Bonuses	6

Complication	Difficulty	Dice
Changing Action	+1	-
Long Range	+1	-
Point Blank	4	-
Target Immobilized	-2	-
Target Dazed	-1	-
Target Moving	+1	-
Target Lying Flat	+1	-
Target Behind Pole	+2	-
Target Behind Wall	+3	-
Target Only Head Exposed	+4	-
Aiming	-	+Per. (1/Turn)
Scope	-	+2
Multiple Shots	+1/extra	-
Full Auto	+3	+10
3 Round Burst	+1	+3
Spray	5+1/yard	+10/# of Targets

Target	Accuracy	Damage
Head/Neck	-3	+4
Eyes	-5	+3
Arms/Hands	-3	-1
Chest/Torso	-1	+0
Heart	-4	+3
Vitals	-2	+3
Legs/Feet	-2	+0

Armor	Soak	Dex Penalty
Class 1 (Reinforced Clothing)	+1	-0
Class 2 (Armor T-shirt)	+2	-0
Class 3 (Armor Vest)	+3	-1
Class 4 (Flak Jacket)	+4	-1
Class 5 (Full Suit)	+6	-2

Combat Summary:

Stage One: Initiative

- Roll Wits + Alertness (Diff. 4). Lowest Initiative goes first. Higher Initiatives may interrupt during movement at any time. Ties go to highest Perception, then to highest Dexterity. Declare dice pool division if performing multiple actions.
- Declare any Rage point expenditure (Max of Dexterity).
- Declare any Magic cast (Only one Magic roll per turn).

Stage Two: Movement/Attack/Actions

- Movement (To max of Move) This may be interrupted by higher Initiatives.
- For Firearms combat, roll Dexterity + Firearms. See chart.
- For Melee (w/ weapons) combat, roll Dexterity + Melee. See chart.
- For Brawl (w/o weapons) combat, roll Dexterity + Brawl. See chart.
- Dodge: Roll Dexterity + Dodge. A character can forfeit some or all of his dice pool or actions to dodge at any time; difficulty for Melee or Brawl combat is 6, +1 per extra opponent after the first. Dodge difficulty for Firearms combat is determined by the amount of cover. Roll Dexterity + Athletics to dodge Firearms.

Stage Three: Resolution

- Roll damage, determined by weapon or combat maneuver. (Diff. 6) . Firearms add # of successes on Accuracy Roll.
- Soak damage: Roll Stamina + any modifiers (Diff. 6).

General Complications:

- Stunning: When health level damage in a single attack exceeds Stamina rating, the target is Stunned and cannot act next turn. (A Rage, Blood, or Willpower point will counter this.) Wraiths may not be Stunned.
- A botch on Initiative loses all actions that turn.
- Damage and Soak rolls cannot be botched, just failed.

Spirit Combat Summary:

Stage One: Initiative

- As above. Spirits roll Willpower for Initiative.

Stage Two: Attack/Actions

- Attack: Roll Willpower (Diff. 6) unless a Charm is being used.
- Dodge: Roll Willpower (Diff. 6) or split Willpower Dice Pool between attack and dodge.

Stage Three: Resolution

- Damage: Roll Rage (Diff. 6). One level of Aggravated damage per success (Garou may soak this with a Gnosis roll (Diff. 6). One Power Point per success is lost if the target is another Spirit.
- Spirits cannot soak damage.

Casting Magic

- What do you want to do and how do you want to do it?**
- Do you know enough to do what you want?** Check Spheres
- Are you successful?** Roll Arete
Coincidental: Diff. = Highest Sphere +3.
Vulgar, without witnesses: Diff. = Highest Sphere +4.
Vulgar, with witnesses: Diff. = Highest Sphere +5.
Add or Subtract modifiers (Max +/- 3).
- If so, or if not, what happens?**
Botches:
Coincidental: 1 Paradox per dot in highest sphere.
Vulgar, without witnesses: 1 Paradox per dot in highest sphere, + 1 for botching.
Vulgar, with witnesses: 2 Paradox per dot in highest sphere, + 2 for botching.
- Determine Effect.** Deal with what happened.

Willpower	% of Population	Reaction
1	10%	Catatonic Fear
2	20%	Panic
3	18%	Disbelief
4	15%	Berserk
5	13%	Terror
6	10%	Conciliatory
7	7%	Controlled Fear
8	5%	Curiosity
9	1.5%	Bloodlust
10	0.5%	No Reaction/Blasé

Mists		
Banality	Length of Coma	Memory
1	1 Hour	Total Recall
2	6 Hours	Startling Clarity
3	12 Hours	Clear Memory
4	1 Day	Slightly Confused
5	3 Days	Uncertainty
6	1 Week	Haze
7	2 Weeks	Flashbacks
8	1 Month	Dreamlike Quality
9	4 Months	Distant Dreams
10	1 Year	Complete Blank

Gauntlet/Shroud	Typical Area
10	Technocracy Construct/Shopping mall, Noon
9	Science Lab/Subway stop, Afternoon
8	Inner City/Old Victorian House, Evening
7	Most Places/Dimly lit Goth Club, Bright night
6	Rural Countryside/Shadowy road, Dark night
5	Deep Wilderness/Deserted cemetery, Midnight
4	Typical Caern or Node
3	Powerful Caern or Node
2	Greatest Caerns or Nodes

Stepping Sideways	
Successes	Shift Time
Botch	“Caught”
0	Failure, Try again in an hour
1	5 Minutes
2	30 Seconds
3+	Instantly

Falling Damage	
Distance (in feet)	Injury
5	1 Health Level
10	2 Health Levels
20	3 Health Levels
30	4 Health Levels
40	5 Health Levels
50	6 Health Levels
60	7 Health Levels
70	8 Health Levels
80	9 Health Levels
90	10 Health Levels

Difficulty to Soak	Heat of Fire
3	Heat of a candle (1 st degree burn)
5	Heat of a torch (2 nd degree burn)
7	Heat of a Blowtorch (3 rd degree burn)
9	Heat of a chemical fire
10	Heat of molten metal
Wounds	Size of Fire
1 Health Level	Torch; part of body burned
2 Health Levels	Bonfire; half of body burned
3 Health Levels	Raging Inferno; all of body burned

Feats of Strength		
Dice Pool	Feats	Lift
1	Crush a beer can	40 lbs.
2	Break a chair	100 lbs.
3	Break down a wooden door	250 lbs.
4	Break a 2x4	400 lbs.
5	Break open a metal fire door	650 lbs.
6	Throw a motorcycle	800 lbs.
7	Flip over a small car	900 lbs.
8	Break a 3 inch lead pipe	1000 lbs.
9	Punch through a cement wall	1200 lbs.
10	Rip open a steel drum	1500 lbs.
11	Punch through 1” sheet metal	2000 lbs.
12	Break a metal lamp post	3000 lbs.
13	Throw a car	4000 lbs.
14	Throw a van	5000 lbs.
15	Throw a truck	6000 lbs.

Drowning/Suffocation	
Stamina	Holding Breath
1	30 seconds
2	1 minute
3	2 minutes
4	4 minutes
5	8 minutes
6	15 minutes
7	20 minutes
8	30 minutes

Healing Times	
Health Level of Damage	Time to Heal
Bruised	1 day
Hurt	3 days
Injured	1 week
Wounded	1 month
Mauled	3 months
Crippled	3 months
Incapacitated	3 months
Supernatural	
Vampire (Normal)	1 BP
Vampire (Aggravated)	5 BP + 1 day
Werewolf (Normal)	1 turn
Werewolf (Aggravated)	1 day
Wraith (Normal)	1 Pathos or Slumber
Wraith (Aggravated)	3 Pathos + Slumber

Vampire Discipline	Werewolf Rank	Mage Sphere	Wraith Arcanos	Changeling Art
1	1 (Cliath)	1	1	1
2	2 (Fostern)	2	2	2
3	3 (Adren)	3	3	3
4	4 (Athro)	4	4	4
5	5 (Elder)	5	5	5
6+	6+ (Elder)			

Aura		
Condition	Aura Color	
Afraid	Orange	
Aggressive	Purple	
Angry	Red	
Bitter	Brown	
Calm	Light Blue	
Compassionate	Pink	
Confused	Mottled, Shifting	
Conservative	Lavender	
Daydreaming	Sharp, Flickering	
Depressed	Gray	
Desirous or Lustful	Deep Red	
Diabolist	Black Veins	
Distrustful	Light Green	
Enraged	Crimson	
Envious	Dark Green	
Excited	Violet	
Frenzied	Rapidly Rippling	
Generous	Rose	
Happy	Vermilion	
Hateful	Black	
Idealistic	Yellow	
Innocent	White	
Love	Blue	
Magic Use	Myriad Sparkles	
Obsessed	Green	
Psychotic	Hypnotic Swirling	
Sad	Silver	
Spiritual	Gold	
Suspicious	Dark Blue	
Wyrn-Tainted	Sickly Green	
Vampire	Pale Colors	
Werewolf	Bright, Vibrant Colors	
Mage	Myriad Sparkles in Aura	
Wraith	Weak, Intermittent Aura	
Changeling	Rainbow Highlights	

Repair		
Job	Difficulty	# of Successes
Simple mechanical repair	4	3
Soldering job	5	2
Electronic malfunction	5	5
Fitting in new part	6	10
Repair stalled car	6	5
Tough auto repair	7	10
System overhaul	8	20
Technical glitch	9	2

Trait	Freebie Cost (per dot)	Experience Cost
Ability	2	CRx2
Arcanos	5	CRx3
Arete	4	CRx8
Art	5	CRx4
Attribute	5	CRx4
Backgrounds	1	-
Caitiff Discipline	7	CRx6
Clan Discipline	7	CRx5
Corpus	-	CR
Fetters	1	-
Gift	7	LGx3
Glamour	3	CRx2
Gnosis	2	CRx2
Humanity	1	CRx2
New Ability	2	3
New Arcanos	5	7
New Art	5	7
New Discipline	7	10
New Psychic Power	-	14
New Realm	3	5
New Sorcery Path	-	7
New Sphere	7	10
New Thaumaturgy	-	7
Other Discipline	7	CRx7
Other Gift	7	LGx5
Other Sphere	7	CRx8
Passions	5	-
Pathos	1 per 2	CRx2
Psychic Power	7/14 for 2 nd	CRx7
Quintessence	1 per 4	-
Rage	1	CR
Realm	3	CRx3
Sorcery Paths	7	CRx7
Sorcery Rituals	3	
Thaumaturgy Path	-	CRx4
Tradition Sphere	7	CRx7
True Faith	7	-
Virtue	2	CRx2
Willpower	2	CR

Experience Point Awards	
Chapter	
1 point	Automatic
1 point	Acting
1 point	Concept
1 point	Heroism
1 point	Humor
1 point	Learning Curve
Story	
1 point	Campaign
1 point	Danger
1 point	Success
1 point	Wisdom

The Storyteller System Cheat Sheets were designed by Jim Brashears
E-Mail: ravnos2@pcisys.net Web Page: www.pcisys.net/~ravnos2
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Combat

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