

THE FIRST TRADITION:

THE MASQUERADE

Thou shalt not reveal thy true nature to those not of the Blood. Doing so shall renounce thy claims of Blood.

THE SECOND TRADITION:

THE DOMAIN

Thy domain is thy concern. All others owe thee respect while in it. None may challenge thy word in thy domain.

THE THIRD TRADITION:

THE PROGENY

Thou shalt sire another only with permission of thine elder. If thou createst another without thine elder's leave, both thou and thy progeny shall be slain.

THE FOURTH TRADITION:

THE ACCOUNTING

Those thou create are thine own childer. Until thy progeny shall be released, thou shalt command them in all things. Their sins are thine to endure.

THE FIFTH TRADITION:

HOSPITALITY

Honor one another's domain. When thou comest to a foreign city, thou shalt present thyself to the one who ruleth there. Without the word of acceptance, thou art nothing.

THE SIXTH TRADITION:

DESTRUCTION

Thou art forbidden to destroy another of thy kind. The right of destruction belongeth only to thine elder. Only the eldest among thee shall call the blood hunt.

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

Armor adds its rating to the character's soak dice pool against bashing damage, lethal damage, and aggravated damage from fangs and claws. It does not protect against fire or sunlight. However, armor also subtracts a number of dice from dice pools related to bodily coordination and agility (most Dexterity-based dice pools). This is reflected in the penalty listing. Attackers may make targeting rolls to hit unprotected portions of a defender and thus ignore the armor (Storyteller assigns difficulty penalty — typically +1 or +2).

GENERATION C

Generation	Max. Trait Rating
Third	10
Fourth	9
Fifth	8
Sixth	7
Seventh	6
Eighth	5
Ninth	5
Tenth	5
Eleventh	5
Twelfth	5
Thirteenth +	5

Max Trait Rating: This indicates the highest permanent Trait rating (except of the given generation can have. This is especially important with regard to the Blood Pool Max.)

Blood Pool Max: The maximum number of blood points a vampire may keep in her system of blood in their bodies is no greater than any other vampire's, each pint of blood is worth 10 blood points.

Blood Points/Turn: This indicates how many blood points a vampire can spend in a turn.

AURA COLORS

Condition	Aura Colors
Afraid	Orange
Aggressive	Purple
Angry	Red
Bitter	Brown
Calm	Light Blue
Compassionate	Pink
Conservative	Lavender
Depressed	Gray
Desirous or Lustful	Deep Red
Distrustful	Light Green
Envious	Dark Green
Excited	Violet
Generous	Rose
Happy	Vermilion
Hateful	Black
Idealistic	Yellow
Innocent	White
Lovestruck	Blue
Obsessed	Green
Sad	Silver
Spiritual	Gold
Suspicious	Dark Blue
Confused	Mottled, shifting colors
Diablerist	Black veins in aura
Daydreaming	Sharp flickering colors
Frenzied	Rapidly rippling colors
Psychotic	Hypnotic, swirling colors
Vampire	Appropriate color is pale
Magic Use	Myriad sparkles in aura
Werebeast	Bright, vibrant aura
Ghost	Weak, intermittent aura
Faerie	Rainbow highlights in aura

CHART

Blood Pool Max.	Blood Points/Turn
???	???
50	10
40	8
30	6
20	4
15	3
14	2
13	1
12	1
11	1
10	1

excluding Humanity/Path scores and Willpower ratings) a vampire hard to Disciplines and Attributes.

tem. Remember that elder vampires concentrate their blood—while the volume orth more than one point.

can spend in a single turn.

HIERARCHY OF SIN—HUMANITY

Humanity	Moral Guideline
10	Selfish thoughts
9	Minor selfish acts
8	Injury to another (accidental or otherwise)
7	Theft
6	Accidental violation (drinking a vessel dry out of starvation)
5	Intentional property damage
4	Impassioned violation (manslaughter, killing a vessel in frenzy)
3	Planned violation (outright murder, savored exsanguination)
2	Casual violation (thoughtless killing, feeding past satiation)
1	Utter perversion or heinous acts

BLOOD POOL CHART

Vessel	Blood Pool
Vampire	10-???
Werewolf	25
Average human	10
Child	5
Cow	5
Dog	2
Cat	1
Plasma bag	1
Rat	1/2
Bat/Bird	1/4

CLOSE COMBAT MANEUVERS TABLE

Maneuver	Traits	Accuracy	Difficulty	Damage
Bite	Dex + Brawl	+1	Normal	Str +1 (A)
Block	Dex + Brawl	Special	Normal	(R)
Claw	Dex + Brawl	Normal	Normal	Str +1 (A)
Clinch	Str + Brawl	Normal	Normal	Str (C)
Disarm	Dex + Melee	Normal	+1	Special
Dodge	Dex + Dodge	Special	Normal	(R)
Hold	Str + Brawl	Normal	Normal	(C)
Kick	Dex + Brawl	Normal	+1	Str +1
Parry	Dex + Melee	Special	Normal	(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): The maneuver inflicts aggravated damage.

(C): The maneuver carries over on successive turns.

(K): The maneuver causes knockdown.

(R): The maneuver reduces an opponent's attack successes.

RANGED COMBAT MANEUVERS TABLE

Maneuver	Traits	Accuracy	Difficulty	Damage
Automatic Fire	Dex + Firearms	+10	+2	Weapon
Multiple Shots	Dex + Firearms	Special	Normal	Weapon
Strafing	Dex + Firearms	+10	+2	Weapon
3-Round Burst	Dex + Firearms	+2	+1	Weapon
Two Weapons	Dex + Firearms	Special	+1/off-hand	Weapon

FEATS OF STRENGTH

Strength	Feats	Lift
1	Crush a beer can	40 lbs.
2	Break a wooden chair	100 lbs.
3	Break down a wooden door	250 lbs.
4	Break a 2'x4' board	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' 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 station wagon	4000 lbs.
14	Throw a van	5000 lbs.
15	Throw a truck	6000 lbs.

RANGED WEAPONS CHART

Type	Damage	Range	Rate	Clip	Conceal
Example					
Revolver, Lt. SW M640 (.38 Special)	4	12	3	6	P
Revolver, Hvy. Colt Anaconda (.44 Magnum)	6	35	2	6	J
Pistol, Lt. Glock 17 (9mm)	4	20	4	17+1	P
Pistol, Hvy. Sig P220 (.45 ACP)	5	30	3	7+1	J
Rifle Remington M-700 (30.06)	8	200	1	5+1	N
SMG, Small* Ingram Mac-10 (9mm)	4	25	3	30+1	J
SMG, Large* Uzi (9mm)	4	50	3	32+1	T
Assault Rifle* Steyr-Aug (5.56mm)	7	150	3	42+1	N
Shotgun Ithaca M-37 (12-Gauge)	8	20	1	5+1	T
Shotgun, Semi-auto Fiachi-Law 12 (12-Gauge)	8	20	3	8+1	T
Crossbow**	5	20	1	1	T

Damage: Indicates the damage dice pool. Versus mortals, firearms are considered lethal damage. Versus vampires, firearms are considered bashing damage unless the head is targeted (see "Targeting," p. 209), in which case the damage is considered lethal.

Range: This is the practical shot range in yards. Weapons may be fired at twice this distance, but the attacks are considered long range (difficulty 8).

Rate: The maximum number of bullets or three-round bursts the gun can fire in a single turn. This rate does not apply to full-auto or spray attacks.

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

Concealment: P = Can be carried in the pocket; J = Can be hidden in a jacket; T = Can be hidden in a trenchcoat; N = Cannot be concealed on the person at all.

*Indicates the weapon is capable of three-round bursts, full-auto and sprays.

**The crossbow is included for characters who wish to try staking an opponent. Crossbows require five turns to reload. Unless the crossbow is aimed at the head or heart, it inflicts bashing damage on Kindred. It inflicts lethal damage versus mortals.

COMBAT SUMMARY CHART

Stage One: Initiative

- Roll initiative. 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.
- Declare any multiple actions, reducing dice pools accordingly. Declare Discipline activation and Willpower expenditure.

Stage Two: Attack

- For unarmed close-combat attacks, roll Dexterity + Brawl.
- For armed close-combat attacks, roll Dexterity + Melee.
- For ranged combat, roll Dexterity + Firearms (guns) or Dexterity + Athletics (thrown weapons).
- A character can abort to a defensive action (block, dodge, parry) at any time before her action is performed, as long as you make a successful Willpower roll (or a Willpower point is spent).

Stage Three: Resolution

- Determine total damage effect (weapon type or maneuver), adding any extra dice gained from successes on the attack roll.
- Targets may attempt to soak damage, if possible.

DIFFICULTIES

Three	Easy (installing software on a Macintosh)
Four	Routine (changing a tire)
Five	Straightforward (seducing someone who's already "in the mood")
Six	Standard (firing a gun)
Seven	Challenging (replacing a car's sound system)
Eight	Difficult (rebuilding a wrecked engine block)
Nine	Extremely difficult (repairing a wrecked engine block without parts)

DEGREES OF SUCCESS

One Success	Marginal (getting a broken refrigerator to keep running until the repairman arrives)
Two Successes	Moderate (making a handicraft that's ugly but useful)
Three Successes	Complete (fixing something so that it's good as new)
Four Successes	Exceptional (increasing your car's efficiency in the process of repairing it)
Five or More Successes	Phenomenal (creating a masterpiece)

MELEE WEAPONS CHART

Weapon	Damage	Conceal
Sap+	Strength +1	P
Club+	Strength +2	T
Knife	Strength +1	J
Sword	Strength +2	T
Axe	Strength +3	N
Stake*	Strength +1	T

+ Denotes a blunt object. Blunt objects inflict bashing damage unless targeted at the head (see "Targeting," p. 209). If so, they inflict lethal damage.

*May paralyze a vampire if driven through the heart. The attacker must target the heart (difficulty 9) and score three damage successes.

HUNTING

For each hour the vampire spends searching for human prey, allow the player to make a Perception roll against a difficulty based on the area in which the vampire hunts.

Area	Difficulty
Slum neighborhood/The Rack	4
Lower-income/bohemian	5
Downtown business district	6
Warehouse district	6
Suburb	7
Heavily patrolled area	8

EXPERIENCE COSTS

Trait	Cost
New Ability	3
New Path (Necromancy or Thaumaturgy)	7
New Discipline	10
Attribute	current rating x 4
Ability	current rating x 2
Clan Discipline	current rating x 5*
Other Discipline	current rating x 7*
Secondary Path (Necromancy or Thaumaturgy)	current rating x 4
Virtue	current rating x 2**
Humanity	current rating x 2
Willpower	current rating

* Caitiff have no clan-based Disciplines, just as they have no clan. For them, the cost of raising Disciplines is the current rating x 6 for all Disciplines. This is both a curse and a blessing of being Clanless.

** Increasing a Virtue through experience does not increase Traits based on that Virtue (Humanity, Willpower).

FIRE

Soak Difficulty	Heat of Fire
3	Heat of a candle (first-degree burns)
5	Heat of a torch (second-degree burns)
7	Heat of a Bunsen burner (third-degree burns)
8	Heat of an electrical fire
9	Heat of a chemical fire
10	Molten metal
Health Levels/Turn	Size of Fire
One	Torch; a part of the body is exposed to flame
Two	Bonfire; half of the body is exposed to flame
Three	Raging inferno; entire body is engulfed in flame

SUNLIGHT

Soak Difficulty	Intensity of Light
3	Faint light coming through a closed curtain; heavy cloud cover; twilight
5	Fully protected by heavy clothes, sunglasses, gloves and a wide-brimmed hat
7	Indirect light coming through a window or light curtains
9	Outside on a cloudy day; hit by one ray of direct light; catching the sun's reflection in a mirror
10	Direct rays from an unobscured sun
Health Levels/Turn	Exposure
One	Small part of body exposed — a hand or part of the face
Two	Large part of body exposed — a leg, an arm or the whole head
Three	Fifty percent or more of the body exposed — wearing thin clothing

HEALTH CHART

Health Level	Dice Pool Penalty	Movement Penalty
Bruised		Character is only bruised a bit and suffers no dice pool penalties due to damage.
Hurt	-1	Character is superficially hurt and suffers no movement hindrance.
Injured	-1	Character suffers minor injuries and movement is mildly inhibited (halve maximum running speed).
Wounded	-2	Character suffers significant damage and may not run (though he may still walk).
Mauled	-2	Character is badly injured and may only hobble about (three yards/turn).
Crippled	-5	Character is catastrophically injured and may only crawl (one yard/turn).
Incapacitated		Character is incapable of movement and is likely unconscious. He may do nothing except spend blood points. Incapacitated vampires with no blood in their bodies enter torpor.
Torpor		Character enters a death-like trance. He may do nothing, not even spend blood, until a certain period of time has passed.
Final Death		Character dies again, this time forever.

Vehicle	Safe Speed	Max Speed	Maneuver
6-Wheel Truck	60	90	3
Tank (modern)	60	100	4
Tank (WWII)	30	40	3
Bus	60	100	3
18-Wheeler	70	110	4
Sedan	70	120	5
Minivan	70	120	6
Compact	70	130	6
Sporty Compact	100	140	7
Sport Coupe	110	150	8
Sports Car	110	160	8
Exotic Car	130	190+	9
Luxury Sedan	85	155	7
Midsize	75	125	6
SUV	70	115	6
Formula One Racer	140	240	10