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 DROGENY

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

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	10
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 bashing damage, lethal damage,		

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 Destrity-based die 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 + 10 et 2).

GENERATION (

	GENERATION
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 (exc of the given generation can have. This is especially important with regat Blood Pool Max: The maximum number of blood points a vampire may keep in her syste of blood in their bodies is no greater than any other vampire's, each pint of blood is uor Blood Points/Turn: This indicates how many blood points a vampire ca

Aura Colors

Appropriate color is pale

Weak, intermittent aura

Rainbow highlights in aura

Myriad sparkles in aura

Bright, vibrant aura

Orange

AURA COLORS

Condition

Afraid

Vampire

Magic Use

Werebeast

Ghost

Faerie

Allalu	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
Нарру	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

CHART		
	Blood Pool Max.	Blood Points/Turn
	???	227
	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 and 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 Injury to another (accidental or otherwise) 6 Accidental violation (drinking a vessel dry out of starvation) Intentional property damage Impassioned violation (manslaughter, killing a vessel in frenzy) Planned violation (outright murder, savored exsanguination) Casual violation (thoughtless killing, feed-

ing past satiation)

Utter perversion or heinous acts

Vessel	Blood Pool	10.
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	

Maneuver	Traits	Accuracy	Difficulty	
Bite	Dex + Brawl	+1	Normal	
Block	Dex + Brawl	Special	Normal	
Claw	Dex + Brawl	Normal	Normal	
Clinch	Str + Brawl	Normal	Normal	
Disarm	Dex + Melee	Normal	+1	
Dodge	Dex + Dodge	Special	Normal	
Hold	Str + Brawl	Normal	Normal	
Kick	Dex + Brawl	Normal	+1	
Parry	Dex + Melee	Special	Normal	
Strike	Dex + Brawl	Normal	Normal	
Sweep	Dex + Brawl/Melee	Normal	+1	
Tackle	Str + Brawl	Normal	+1	
Weapon Strike	Dex + Melee	Normal	Normal	
(C): The maneuver (K): The maneuver	inflicts aggravated dam carries over on successi causes knockdown. reduces an opponent's a	ve turns.		
R	ANGED COMBA	T MANEUV	ERSTABI	
Maneuver	Traits	Accuracy	Difficulty	
Automatic Fire	Dex + Firearms	+10	+2	
Multiple Shots	Dex + Firearms	Special	Normal	
Strafing	Dex + Firearms	+10	+2	
3-Round Burst	Dex + Firearms	+2	+1	
Two Weapons	Dex + Firearms	Special	+1/off-har	
- this man	in the same	- 150 100 100		

CLOSE COMBAT MANEUVERS TABLE

Damage
Str +1 (A)
(R)
Str +1 (A)
Str (C)
Special
(R)
(C)
Str +1
(R)
Str
Str

Str +1 (K)

Weapon

Damage

Weapon

Weapon

Weapon

Weapon

nd Weapon

Lift

3000 lbs.

4000 lbs.

5000 lbs.

6000 lbs.

Crush a beer can 40 lbs. Break a wooden chair 100 lbs. Break down a wooden door 250 lbs. Break a 2'x4' board 400 lbs. Break open a metal fire door 650 lbs. Throw a motorcycle 800 lbs. Flip over a small car 900 lbs. Break a 3' lead pipe 1000 lbs. Q Punch through a cement wall 1200 lbs. Rip open a steel drum 1500 lbs. Punch through 1" sheet metal 2000 lbs.

Break a metal lamp post

Throw a station wagon

Throw a van

Throw a truck

Feats

Strength

13

14

FEATS OF STRENGTH

Ranged Weapons Chart						
Type	Damage	Range	Rate	Clip	Conceal	
Example						
Revolver, Lt.	4	12	3	6	P	
SW M640 (.38 Special)						
Revolver, Hvy.	6	35	2	6	J	
Colt Anaconda (.44 Magnum)						
Pistol, Lt.	4	20	4	17+1	P	
Glock 17 (9mm)						
Pistol, Hvy.	5	30	3	7+1	J	
Sig P220 (.45 ACP)					181	
Rifle	8	200	1	5+1	N	
Remington M-700 (30.06)						
SMG, Small*	4	25	3	30+1	J	
Ingram Mac-10 (9mm)						
SMG, Large*	4	50	3	32+1	T	
Uzi (9mm)						
Assault Rifle*	7	150	3	42+1	N	
Steyr-Aug (5.56mm)						
Shotgun	8	20	1	5+1	T	
Ithaca M-37 (12-Gauge)						
Shotgun, Semi-auto	8	20	3	8+1	T	
Fiachi-Law 12 (12-Gauge)						
Crossbow**	5	20	1	1	T	
Damaget 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 "Targetting," p. 209), in which case the damage is considered lethal. Ranger 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; I = 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

MELEE WEADONS CHART Weapon Damage Conceal

San+ Strength +1 P Club+ Strength +2 Knife Strength +1 Sword Strength +2 Ave Strength +3 N Stake* Strength +1 + 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. Difficulty Slum neighborhood/The Rack 4 Lower-income/bohemian 5 Downtown business district 6 Warehouse district 6 Suburb Heavily patrolled area

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) Extremely difficult (repairing a wrecked en-Nine

gine 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 pro-

cess of repairing it)

Five or More Successes Phenomenal (creating a

masterwork)

Trait New Ability New Path (Nextonarcy or Thaumangy) 7 New Discipline 10 Attribute Current rating x 4 Ability Current rating x 5* Other Discipline Current rating x 5* Other Discipline Current rating x 6 Other Discipline Current rating x 7 Virtue Current rating x 2 Virtue Cattriff ave and condition of the side of the side of the side of all discovered and and and and and and and and and an		Experience Co	OSTS		HEALTH CH	ART	
New Ability New Discipline Attribute Attribute Attribute Activity Clan Discipline Current rating x 4 Ability Current rating x 5 Coher Discipline Current rating x 7* Soxorday Path (Neconancy or Thaumanagy) Current rating x 2 Virtue Current rating x 2* Will-power "Cattriff have no clan-based Disciplines is the current rating g 2* Will-power "Cattriff have no clan-based Disciplines is the current rating g 2* Will-power "Cattriff have no clan-based Disciplines is the current rating g 2* Will-power "Cattriff have no clan-based Disciplines is the current rating g 2* Will-power "Cattriff have no clan-based Disciplines is the current rating g 2* Will-power "Cattriff have no clan-based Disciplines is the current rating g 2* Will-power "Cattriff have no clan-based Disciplines is the current rating g 2* Will-power "Cattriff have no clan-based Disciplines is the current rating g 2* Will-power "Cattriff have no clan-based Disciplines is the current rating g 2* Wounded -2 Character is angivening and movement of the same and a blessing of being Clanles." **Increasing a Virtue through experience does not increase Traits based on that Virtue (Humanity, Will-power). **Boak Difficulty	Trait	30000 • California (1000000000000000000000000000000000000		Health Level	Dice Pool Penalty	Movem	ent Penalty
New Discipline 10 10 10 10 10 10 10 1	New Ability		3	Bruised			
Attribute current rating x 4 Ability current rating x 4 Ability current rating x 5 Chan Discipline current rating x 5* Seconday Path (Neconomy or Thammang) Current rating x 7* Seconday Path (Neconomy or Thammang) Current rating x 2** Humanity Current rating x 4 Current rating x 5* Charcter is nanother in middly inhibited (habe and individual and manyonly hobbels about three walks) Mauled -2 Character is hadly injured and and and and and and and and and an	New Path (Necroman	ncy or Thaumaturgy)	7			bit and su	fers no dice pool
Ability current rating x 2 Clan Discipline		di,	10			penalties	due to damage.
Ability current rating x 2 current rating x 5 chher Discipline current rating x 5 checkage plan (Necromory of Tharmanagy) current rating x 7 country tyrrue current rating x 2 current rating x 3 current rating x 4 current rating x 5 for all Disciplines. This is both a current and is likely walk. FIRE Soak Difficulty Heat of a candle (first-degree burns) Heat of a sheer burner (hird-degree burns) Heat of a candle (first-degree burns) Roak Difficulty Moleren metal Heath Levels/Turn Raging inferno; entire body is exposed to flame Troch a part of the body is exposed to flame Troch a part of the body is exposed to flame Final Death Final Death Final Death Final Death Character is nadivinjuned and may not current rating x 6 for all blood points current and is likely unconscious. He may do nothing except spend like tunech leave to the may do nothing except spend like tunech leave to the may do nothing except spend like tunech leave to the may do nothing not exposed to flame Troch a part of the body is exposed to flame Final Death Final Death Character is nadivinjuned and may not current rating x 16 for a condition has passed to the may do nothing except spend like tunech leave to the may do nothing not except spend like tunech leave to the may do nothing except spend	Attribute		current rating x 4	Hurt	-1		
Clan Discipline Other Discipline Control Discipline Courrent rating x 7* Seconday Path (Necromory or Thaumanapy) Virtue Current rating x 2* Willpower "Catiff have no clan-based Disciplines, just as they have no clan-based Disciplines, just as they have no clan-based Disciplines, just as they have no clan-based 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 a candle (first-degree burns) Heat of a chemical fire Health Levels/Turn Book Difficulty Three Soak Difficulty Three Soak Difficulty All Disciplines is the body is exposed to flame Bonfire, half of the body is exposed to flame Bonfire, half of the body is exposed to flame Three Soak Difficulty Three Soak Difficulty Three Soak Difficulty Three Soak Difficulty Disciplines Final Death Incapacitated Injured -1 Character is minor injuries and novement is not injurie and novement is must can demand and many not not the max still will inhibited (halve maximum numing epoch). Mauled -2 Character is bull injured on the May but have a care on the max still will be maximum numing epoch. Crippled -5 Clancter is caustrophic-cally injured and many on the max still inhibited in the max of the body is exposed to flame Bonfire, half of the body is exposed to flame Bonfire, half of the body is exposed to flame Bonfire, half of the body is exposed to flame Bonfire, half of the body is exposed to flame Bonfire, half of the body is exposed to flame Bonfire, half of the body is exposed to flame Bonfire, half of the body is exposed to flame Bonfire, half of the body is exposed to flame Bonfire, half of the body is exposed to flame Bonfire, half of the body is exposed to flame Bonfire, half of the body is exposed to flame Three Final Death Vehicle	Ability						
Other Discipline Secondary Path (Necromarcy or Thaumanagy) Current rating x 7* Secondary Path (Necromarcy or Thaumanagy) Current rating x 2** Humanity Current rating x 2* Willpower Current rating x 2 Willpower Carrent rating x 2 Wounded -2 Character is dully injured and anyonly beble about (three yandylum). Crippled -5 Character is dully injured and mayonly beble about (three yandylum). Crippled -5 Character is dully injured and mayonly beble about (three yandylum). Crippled -5 Character is dully injured and mayonly beble about (three yandylum). Crippled -5 Character is dully injured and mayonly beble about (three yandylum). Crippled -5 Character is dully injured and mayonly beble about (three yandylum). Crippled -5 Character is dully injured and mayonly beble about (three yandylum). Crippled -5 Character is dully injured and mayonly beble about (three yandylum). Crippled -5 Character is dully injured and mayonly beble about (three yandylum). Crippled -5 Cippled -5 Character is dully injured and mayonly b	Clan Discipline						
Secondary Path (Necromarcy or Thaumanapy) Virtue				Injured	-1		
Virtue Current rating x 2** Humanity current rating x 2 2** Willpower current rating x 2 Current rating x 2 Willpower **Cattiff 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 a candle (first-degree burns) Heat of a candle (first-degree burns) Heat of a bunsen burner (third-degree burns) Heat of a chemical fire 9 Heat of a bunsen burner (third-degree burns) Health Levels/Turn Two Bondificulty* Soak Difficulty* Intensity of Light **Soak Difficulty** Torch, a part of the body is exposed to flame Three Raging infemo; entire body is engulfed in flame **SUNLIGHT** Soak Difficulty* Intensity of Light Tark (modern) of the body is exposed to flame Final Death Character disa again, this time forever. **Torpor** Torpor** Torpor** Torpor** Torpor** Torpor** **Character is badly injured and may notive inthree yard/furn). **Torpor** Torpor** Tor			0	1			
Humanity Current rating x 2 Willpower Current rating x 2 Current rating x 2 Current rating x 6 Catiff 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). ** Increasing a Virtue through experience does not increase Traits based on that Virtue (Humanity, Willpower). ** Increasing a Virtue through experience does not increase Traits based on that Virtue (Humanity, Willpower). ** Increasing a Virtue through experience does not increase Traits based on that Virtue (Humanity, Willpower). ** There is a fell of fire and increase Traits based on that Virtue (Humanity, Willpower). ** Increasing a Virtue through experience does not increase Traits based on that Virtue (Humanity, Willpower). ** Increasing a Virtue through experience does not increase Traits based on that Virtue (Humanity, Willpower). ** Crippled		,		1			
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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) 6 Heat of a fall part of a chemical fire 9 Heat of an electrical fire 10 Molten metal 10 Molten metal 10 Molten metal 10 Molten metal 11 Intensity of Light 1 Intensity of Light 1 Intensity of Light 2 SUNLIGHT Soak Difficulty Intensity of Light 1 Intensity of Light coming through a closed curtain; heavy cloud cover; twilight 5 Fully protected by heavy clothes, sunglasses, gloves and a wide-brimmed hat light curtains 10 Indirect light coming through a window or light curtains 10 Direct rays from an unobscured sun Legens and an intensity of Light exposed to flame 10 Direct rays from an unobscured sun Legens and an intensity of Light exposed to flame fall for the body is exposed for flame fall for the body is exposed for flame fall for the body is exposed for flame fall for the body fall fall for the body is exposed for flame fall for the body fall fall for the body fall fall for the body fall fall fall for the body fall fall fall fall fall	The state of the s	ve no clan-based Disciplin					
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							
Crippled Safe Speed Character is caratrophically unconscious. He may do nothing, not even spend blood points. Incapacitated				Mauled	-2	Characte	r is badly injured
FIRE Soak Difficulty Heat of Fire Heat of a candle (first-degree burns) Heat of a busner burner (third-degree burns) Heat of an electrical fire Heat of an electrical fire Health Levels/Turn One Torch, a part of the body is exposed to flame Three Raging inferno; entire body is exposed to flame Three Raging inferno; entire body is exposed to flame Three Soak Difficulty Faint light coming through a closed curtain; heavy cloud cover; twilight Faint light coming through a window or light curtains Torch Indirect light coming through a window or light curtains Indirect light canding through a window or light curtains Torch Indirect light coming through a window or light curtains Torch Indirect light coming through a window or light curtains Tank (WWII) 30 40 3 Tank (WWII) 30 40 40 3 Tank (WWII) 30 40	** Increasin	ng a Virtue through experie	nce does not increase Traits				
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FIRE Soak Difficulty Heat of a candle (first-degree burns) Heat of a broch (second-degree burns) Heat of a chemical fire Molten metal Health Levels/Turn 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 exposed to flame Faint light coming through a closed curtain; heavy cloud cover; twilight Fully protected by heavy clothes, sunglasses, gloves and a wide-brimmed har Fully protected by heavy clothes, sunglasses, gloves and a wide-brimmed har Indirect light coming through a window or light curtains Journal of the body is replection in a mirror Do Custide on a cloudy day; hit by one ray of direct light; catching the sun's reflection in a mirror Cone Ball part of body exposed — a hand or part of the face Two Large part of body exposed — a leg, an arm of the whole head Three Fifty percent or more of the body ex- Fifty percent or more of the body ex- Incapacitated Character is incapable of northing except spend blood, north a cliskly unconscious. He may do northing except spend blood points. Incapacitated vampires with no blood incheir bodies enter torpor. Torpor Character incapable of northing except spend blood points. Incapacitated vampires with no blood incheir bodies enter torpor. Torpor Character are death-cated vampires with no blood in their bodies enter torpor. Torpor Awa Speed Maneuver 6-Wheel Truck 60 90 90 3 Tank (modern) 60 100 4 Tank (wWIII) 30 40 5 Sedan 70 120 5 Minivan 70 120 5 Miniv				Crippled	-5		
Soak Difficulty Heat of Fire Heat of a candle (first-degree burns)	FIRE		E SHEED ON				
Heat of a candle (first-degree burns) Heat of a corch (second-degree burns) Heat of a Bunner burner (third-degree burns) Heat of an electrical fire Heat of an electrical fire Heath Levels/Turn One Torch, a part of the body is exposed to flame Three Raging inferno; entire body is engulfed in flame Torch a part of the body is exposed to flame Three Sunk Difficulty Intensity of Light Faint light coming through a closed curtain; heavy cloud cover; twilight Faint light coming through a window or light curtains Indirect light coming through a window or light curtains Pourside on a cloudy day; hit by one ray of direct light; eaching the sun's reflection in a mirror One Small part of body exposed — a leg, an arm of the whole head Three Fifty percent or more of the body ex- Fifty percent or more of the body ex- Fifty percent or more of the body ex- SUNLY 70 115 6	Soak Difficulty	Heat of Fire		Incapacitated			
Heat of a bursch (second-degree burns)		The Action of the Control of the Con	degree hurns)				
Heat of a Bunsen burner (third-degree burns)				1		unconscie	ous. He may do
Heat of an electrical fire Heat of a chemical fire	7			1			
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