

| <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 | Incapacitated | -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

1. **What do you want to do and how do you want to do it?**
2. **Do you know enough to do what you want?** Check Spheres
3. **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).
4. **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.
5. **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 | |
| Wurm-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 |

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