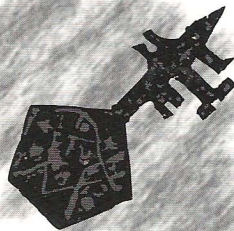


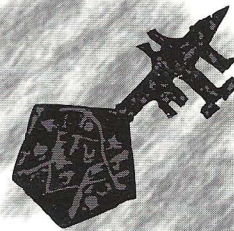
PATHOS TRAIT



Special Abilities: One Pathos Trait is sufficient to: Heal one Corpus Level of normal damage; power certain Arcanoi, as listed in *Oblivion*.

Description: As shadows of the once-living, wraiths can only hold on to the material world through the memory of their strongest passions.

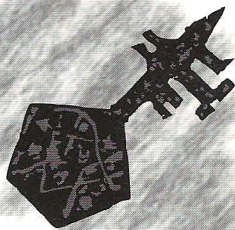
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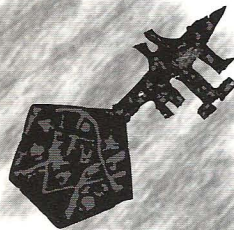
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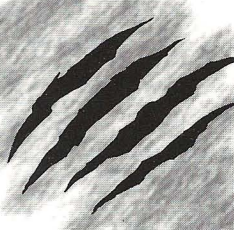
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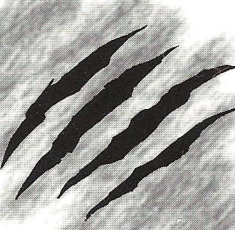
RAGE TRAIT



Special Abilities: One Rage Trait is sufficient to: Change into another form immediately; take an extra action during a challenge; make a follow-up attack on a successful attack; heal one Health Level of damage after becoming Incapacitated; power certain Gifts as listed in *Laws of the Wild*.

Description: The rage of werewolves is mighty, turning them into creatures of incredible destructive power in combat.

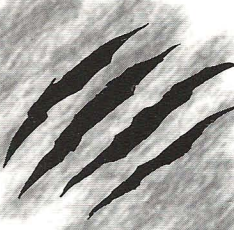
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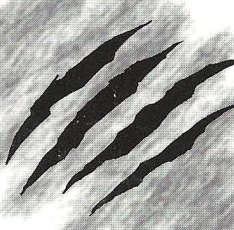
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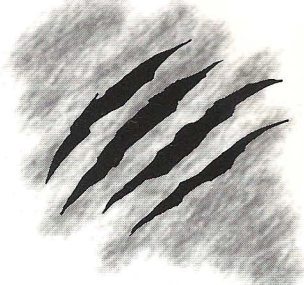
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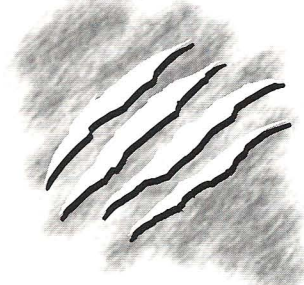
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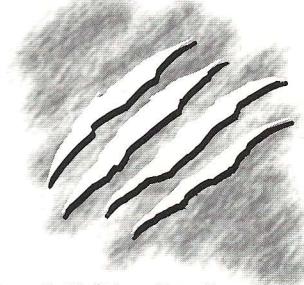
GNOSIS TRAIT



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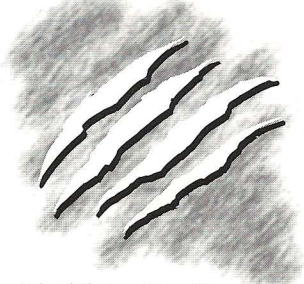
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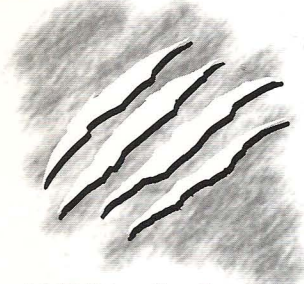
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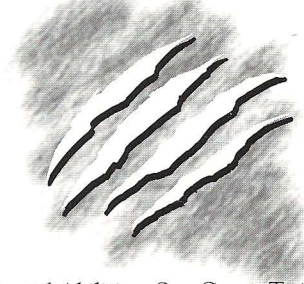
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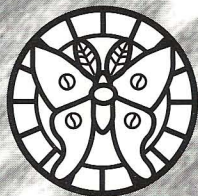
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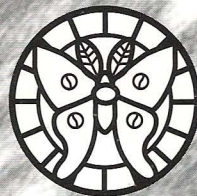
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Special Abilities: One Glamour Trait is sufficient to: Enchant a mortal for one day; add a single Bunk to a cantrip; heal one Health Level of normal chimerical damage; power certain cantrips or Birthrights, as listed in *The Shining Host*.

Description: Ephemeral and intangible, Glamour is the energy of pure dreamstuff, used by faeries.

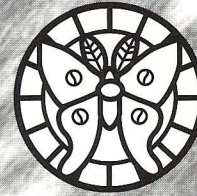
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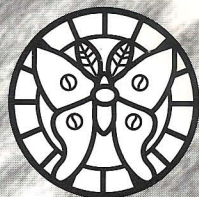
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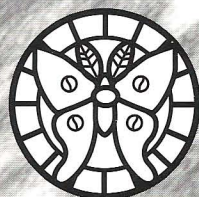
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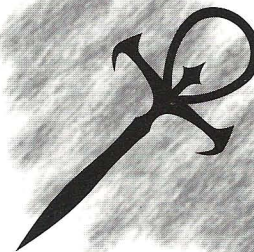
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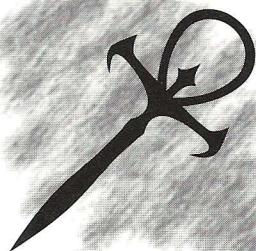
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Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in *Laws of the Night*.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

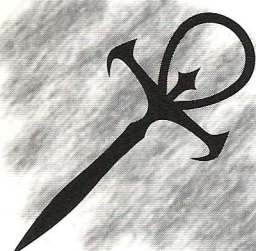
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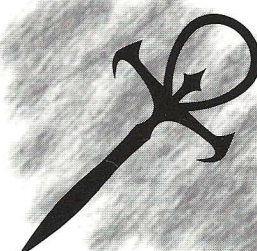
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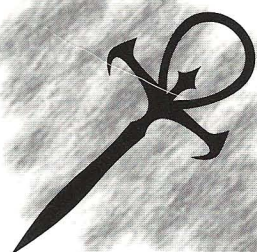
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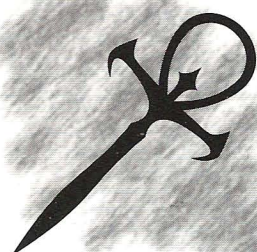
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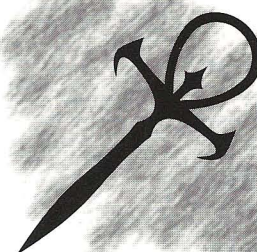
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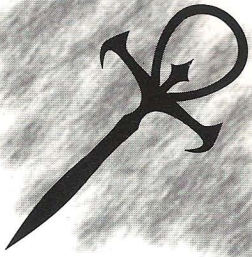
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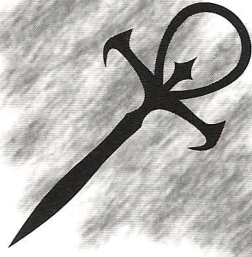
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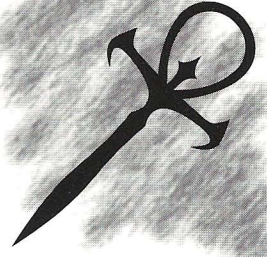
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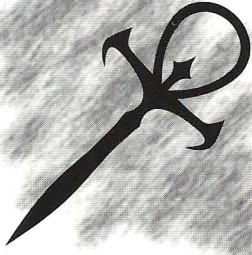
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Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special abilities.

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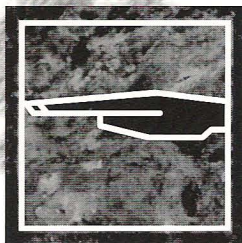
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ROCK



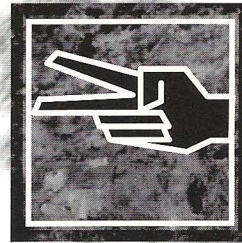
Description: Rock defeats Scissors, and loses to Paper and the Bomb.

PAPER



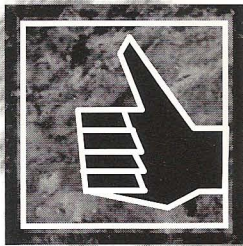
Description: Paper defeats Rock, and loses to Scissors and the Bomb.

SCISSORS



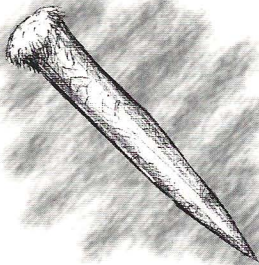
Description: Scissors defeat the Bomb and Paper, and loses to Rock.

THE BOMB



Description: The Bomb defeats Rock and Paper, and loses to Scissors.

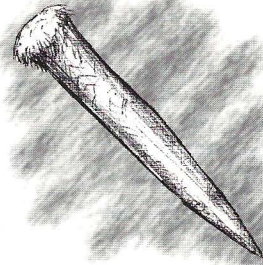
WOODEN STAKE



Bonus Traits: 2
Negative Trait: *Clumsy*
Concealability: Jacket

Special Ability: Staking: A wooden stake can pierce the heart of a vampire (thus paralyzing the creature) if the attacker successfully wins or ties two successive Simple Tests after striking.

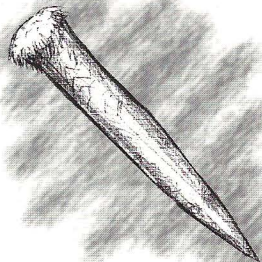
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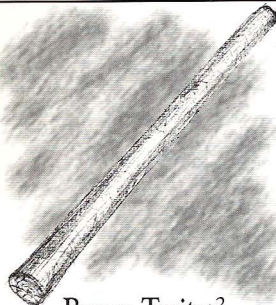
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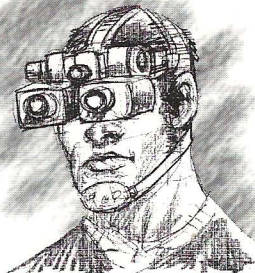
STAFF



Bonus Traits: 3
Negative Trait: *Heavy*
Concealability: None

Description: The traditional quarterstaff is six to eight feet long, blunt-ended and as thick as the wielder's fist. Quarterstaves are excellent for defense and for holding an opponent at bay.

NIGHT VISION GOGGLES

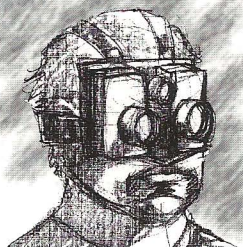


Negative Trait: *Oblivious*

Special Ability: Night vision goggles negate the penalty for fighting in partial darkness, but since they rely on existing light, they are of no help in total darkness.

Description: The information processed by the goggles is rarely of a quality approaching normal vision, the wearer may have some difficulty picking out individual targets.

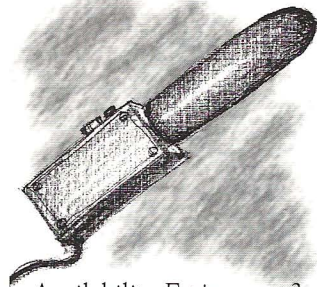
INFRARED GOGGLES



Negative Trait: *Oblivious*

Special Ability: Infrared goggles negate all darkness penalties, even in total darkness, as long as the target gives off heat. Vampires don't radiate heat, but if the wearer is aware that the vampire is there — a vampire will show up when standing against a much hotter or colder background temperature. Infrared goggles cannot necessarily pick out walls or other features that may be the same temperature as the air.

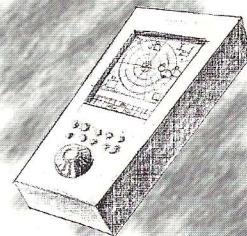
DIRECTIONAL MICROPHONE



Availability: *Espionage* x 3,
Police x 3 or *Underworld* x 3

Special Ability: Using a directional microphone allows a character to overhear a conversation in another room or up to 20 feet away. For ease of play, it's usually best to let the player actually move to the location of the conversation.

MOTION DETECTOR



Special Ability: The phased motion detector allows the user one chance to test against a creature using a supernatural power of concealment. Thus, a user could test against a vampire using the *Obscure* Discipline, or a Garou using the Gift of *Blissful Ignorance*.

Description: This small hand-held unit senses the motion and activity of physical objects or creatures within about 10 feet of the holder. This information is displayed on a small screen, allowing the holder to notice otherwise hidden individuals as long as they are moving.

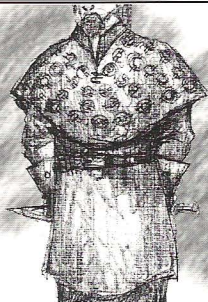
KIRLIAN CAMERA



Special Ability: A Kirlian camera's photographs reveal the aura of the subject, allowing the photographer to determine whether the target is a supernatural creature, if she possesses the proper *Lore Ability*.

Description: A Kirlian camera can actually photograph wraiths, although the pictures are often fuzzy or indistinct. Kirlian cameras can also capture the auras of individuals on film, which may give clues as to the supernatural nature of a creature.

LEATHER ARMOR



Health Levels:1

Description: Hardened leather armor, or significant layers of soft leather, can be worn over most vital parts of the body to absorb some blows.

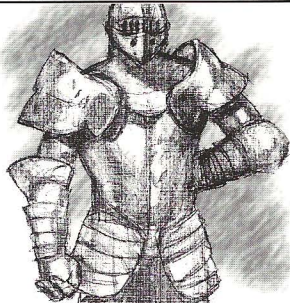
CHAIN MAIL



Health Levels:2
Negative Trait:*Heavy*

Description: Most forms of medium-weight metal armor fall into this category, including scale and brigandine.

PLATE MAIL



Health Levels:3

Negative Traits:*Heavy, Clumsy*

Description: Plate mail armor (overlapping metal plates with chain reinforcement) is the sort of armor people envision when they think of traditional knights in the Middle Ages.

BALLISTIC VEST



Health Levels:2

Negative Traits:*Heavy*

Description: Woven from tough fibers, a ballistic vest is designed primarily to stop fragmentation, although it's also useful in stopping light handgun rounds.

REINFORCED VEST

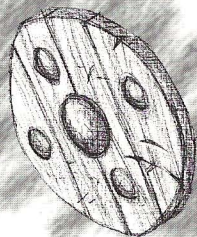


Health Levels:3

Negative Traits:*Heavy, Clumsy*

Description: For dangerous assignments, soldiers or police officers sometimes use a ballistic vest with special ceramic plates inserted in the chest and back. Though it makes moving difficult, this type of vest offers protection against small arms of many kinds, up to light rifles.

SMALL SHIELD



Bonus Traits:1 (when used to bash)
Negative Trait:*Heavy*

Special Ability: Against *Melee* weapons, missile weapons or thrown weapons (but not firearms), the shield forces the attacker to make a Simple Test; the attacker must win or tie to actually strike the user of the shield.

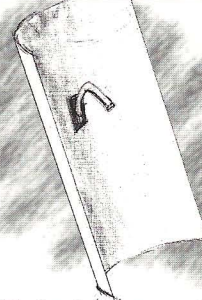
LARGE SHIELD



Bonus Traits:1 (when used to bash)
Negative Traits:*Heavy, Clumsy*

Special Ability: An attacker must win (not tie) a Simple Test in order to strike a character protected by a large shield in *Melee* combat. Thrown or missile weapons (but not firearms) can also be blocked with large shields.

RIOT SHIELD

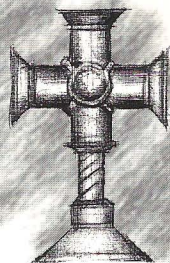


Bonus Traits:1 (when used to bash)
Negative Traits:*Heavy, Clumsy*

Special Ability: Attackers must win a Simple Test in order to actually strike a character using a riot shield.

Description: Riot shields are transparent, so that the user can see through the shield itself. Riot shields protect against guns, *Melee* weapons, thrown weapons and even fists.

HOLY SYMBOL



Special Ability: A character must use a holy symbol to focus the powers of True Faith, unless he has the Merit: *Symbol Independence*.

Description: A holy symbol is a necessity for focusing True Faith. Holy symbols take various forms depending on the Faith of the wielder, from ornate crucifixes to elaborate prayer wheels to colorful dream-catchers.

HOLY WATER



Special Ability: Holy water blessed by an individual with *True Faith* x5 inflicts aggravated wounds upon vampires.

Description: Properly blessed and consecrated holy water can purify and wash away taint, and it also serves as a potent weapon against the unliving. Some faiths use incense or wafers with similar capabilities.

PISTOL



Bonus Traits:2
Negative Trait:*Loud*
Concealability:*Pocket*

Description: This category includes small- and medium-caliber handguns, such as flintlocks, derringers, police revolvers, Saturday Night Specials, 9mm, .22 or .357 automatics.

PISTOL



Bonus Traits:2
Negative Trait:*Loud*
Concealability:*Pocket*

Description: This category includes small- and medium-caliber handguns, such as flintlocks, derringers, police revolvers, Saturday Night Specials, 9mm, .22 or .357 automatics.

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Bonus Traits:2
Negative Trait:*Loud*
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Description: This category includes small- and medium-caliber handguns, such as flintlocks, derringers, police revolvers, Saturday Night Specials, 9mm, .22 or .357 automatics.

HEAVY PISTOL



Bonus Traits:2
Negative Traits:*Loud, Heavy*
Concealability:*Jacket*

Special Ability: *High-Caliber:* Heavy pistols allow a Simple Test on a successful hit. A win or tie on this test indicates that the shot inflicts an extra Health Level of damage.

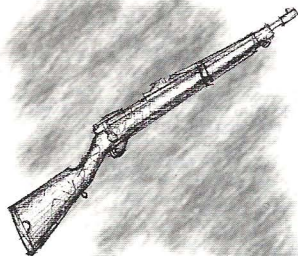
HEAVY PISTOL



Bonus Traits:2
Negative Traits:*Loud, Heavy*
Concealability:*Jacket*

Special Ability: *High-Caliber:* Heavy pistols allow a Simple Test on a successful hit. A win or tie on this test indicates that the shot inflicts an extra Health Level of damage.

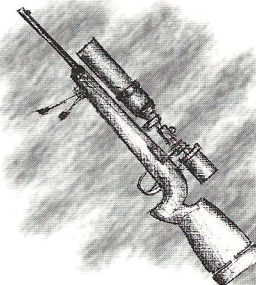
RIFLE



Bonus Traits:3
Negative Trait:*Loud*
Concealability:*None*

Description: Favored by outdoorsmen and snipers, a rifle has excellent range and often uses longer rounds that inflict more damage than a pistol's bullets.

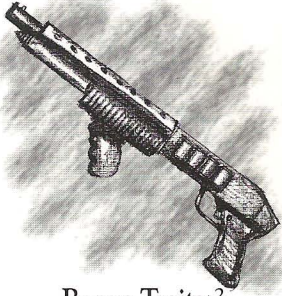
SNIPER RIFLE



Bonus Traits:3
Negative Trait:*Loud*
Concealability:*None*

Special Ability: *High-Caliber:* Make a simple test for an additional level of damage. Also, most sniper rifles will have a suppressor and a high-magnification scope (treat the same as a laser sight). The shooter must spend one action to reload the chamber of the weapon before firing again after each attack.

SHOTGUN



Bonus Traits:3
Negative Trait:*Loud*
Concealability:*Trenchcoat*

Special Abilities: *Spray:* The shotgun can affect up to three targets if they are standing within a pace of one another and are at least 20 feet from the shooter. The shotgun must be loaded with pellets to get this effect. *Mass-Trauma:* A shotgun fired at a single target within two feet inflicts two Health Levels of damage, whether using shot or slugs.

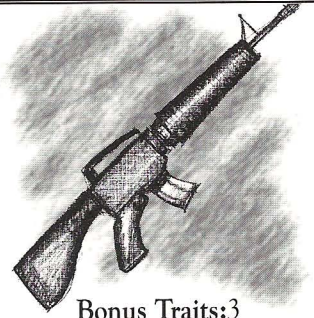
SUBMACHINE GUN



Bonus Traits:2
Negative Trait:*Loud*
Concealability:*Jacket*

Special Abilities: *Spray:* The submachine gun can affect up to five targets if they are standing within three paces of one another and are at least 10 feet from the shooter. *Fully Automatic:* The submachine gun inflicts two Health Levels of damage if its user fires its entire clip at a target within five feet.

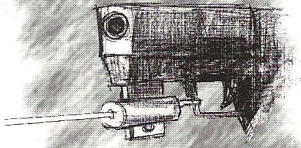
ASSAULT RIFLE



Bonus Traits:3
Negative Trait:*Loud*
Concealability:*None*

Special Abilities: *Spray:* An assault rifle can be used to hit up to five targets within three paces of one another at a distance of 10 feet or more. *Fully Automatic:* Emptying the clip of an assault rifle into a target within five feet inflicts two Health Levels of damage.

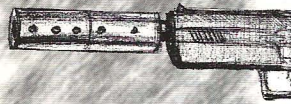
LASER SIGHT



Special Ability: A laser sight grants one additional Bonus Trait to any firearm other than a shotgun, as long as the shooter spends a full turn aiming.

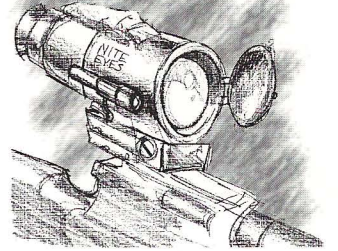
Description: A laser sight improves the accuracy of a weapon by highlighting the target with a small pinpoint of reflected light. The sniper can easily line up a more accurate shot, given proper time spent aligning the sight.

SUPPRESSER



Special Ability: A suppresser removes the *Loud* Negative Trait from a properly fitted firearm. Suppressers can be had for pistols and sniper rifles. Using a suppresser lowers the accuracy and velocity of the bullets, so any weapon fitted with a suppresser loses one of its Bonus Traits. **Description:** The suppresser lowers the firing sound to a dull thud and gets rid of most of the muzzle flare. Completely "silencing" a pistol is impossible without using special refits.

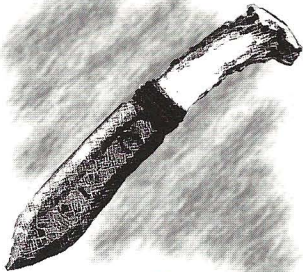
STARLIGHT SCOPE



Special Ability: When fitted to a rifle, sniper rifle or assault rifle, a starlight scope can be used to negate the penalty Traits from partial darkness. However, the shooter must take a full turn to aim the weapon in order to gain this benefit.

Description: An active light enhancement assembly powered by a small battery allows the starlight scope to show a clearer monochromatic picture of a target at night.

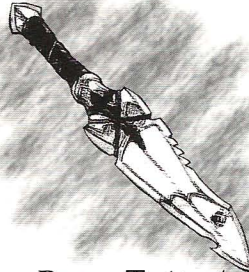
KLAIVE



Bonus Traits:3
Fetish Trait Cost:3
Gnosis:6

Description: Klaives, the ritual daggers of the Garou, are rare weapons. A klaive's bite is deep and always causes aggravated wounds.

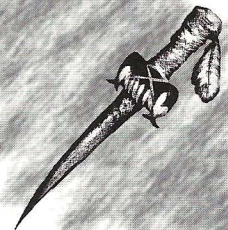
GRAND KLAIVE



Bonus Traits: 4
Fetish Trait Cost: 5
Gnosis: 7
Negative Trait: *Heavy*
(human form only)

Description: A Grand Klaive is large, usually as long as a broadsword. Not only is a Grand Klaive usually made of silver, but it is also correspondingly deadly. A Grand Klaive always causes aggravated wounds.

FANG DAGGER



Bonus Traits:3
Fetish Trait Cost:3
Gnosis:6 **Negative Trait:***Short*

Special Ability: After a character wielding a Fang Dagger has won a combat challenge, he may then activate the dagger. If the activation is successful, the damage inflicted is doubled (no more than four Health Levels of damage in one blow), as the fang "bites" deeper into the wound.

HATCHET



Bonus Traits:2

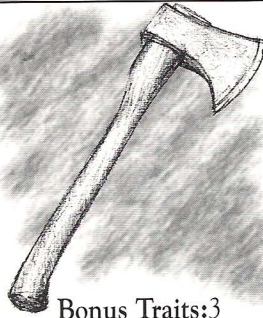
Negative Trait:Heavy

Concealability:Trenchcoat

Special Ability: *Destroy Shield:* Hatchets render shields useless after three blows.

Description: A hatchet is a must for decapitating fallen opponents, and it also helps when breaking through locked doors.

AX



Bonus Traits:3

Negative Trait:Heavy

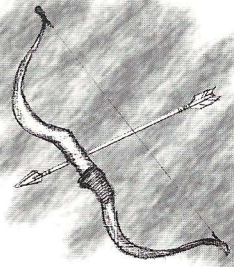
Clumsy for wood-chopping axes

Concealability:None

Special Ability: *Destroy Shield:* Axes render shields useless after three blows.

Description: A long ax carries significant force behind its blows, but is generally heavy and unwieldy.

SHORT BOW



Bonus Traits:3

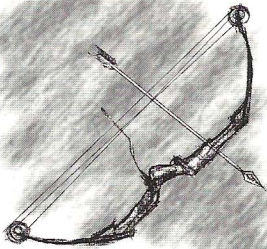
Negative Trait:Fragile

Concealability:Trenchcoat

Special Abilities: *Armor-Piercing:* Chain armor does not protect against arrows.

Staking: Arrows can be used to stake a vampire, with two successful (win only, no ties) Simple Tests after hitting.

COMPOUND BOW



Bonus Traits:5

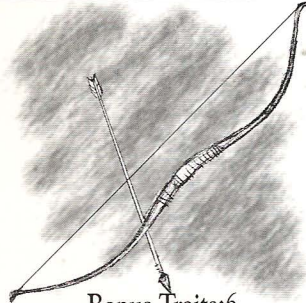
Negative Trait:Fragile, Heavy

Concealability:Trenchcoat

Required Ability:Archery

Special Abilities: *Armor-Piercing:* Chain armor does not protect against arrows. *Staking:* Arrows can be used to stake a vampire, with two successful (win only, no ties) Simple Tests after hitting. *Destroy Shield:* A single hit will render a shield useless.

LONGBOW



Bonus Traits:6

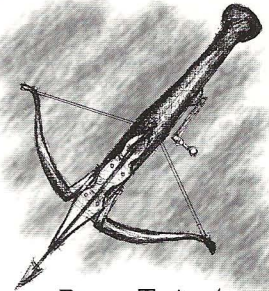
Negative Traits:Fragile, Clumsy, Heavy

Concealability:None

Required Ability:Archery

Special Abilities: *Armor-Piercing:* Chain armor does not protect against arrows. *Staking:* Arrows can be used to stake a vampire, with two successful (win only, no ties) Simple Tests after hitting. *Destroy Shield:* One good shot from a longbow will render a shield useless.

CROSSBOW



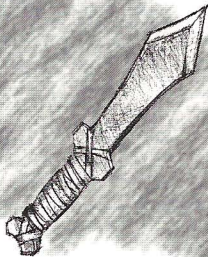
Bonus Traits:4

Negative Traits:Heavy, Slow

Concealability:Trenchcoat

Special Abilities: *Armor-Piercing:* Chain armor does not protect against bolts. *Staking:* Bolts can be used to stake a vampire, with two successful (win only, no ties) Simple Tests after hitting. *Destroy Shield:* A heavy crossbow can render a shield useless in one shot.

THROWING KNIFE



Bonus Traits:1

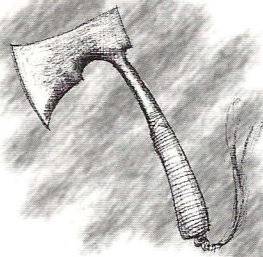
Negative Trait:Clumsy

Concealability:Pocket

Required Ability:Throwing

Description: Built with a specially balanced blade and handle, a throwing knife is effective at short ranges, primarily as a surprise weapon. However, throwing knives, like most thrown weapons, are difficult to aim.

THROWING HATCHET



Bonus Traits:2

Negative Trait:Clumsy

Concealability:Jacket

Required Ability:Throwing

Description: Most hatchets are not designed for throwing, however, modern composite-steel hatchets are specially designed for balance and ease of hurling. Like knives, hatchets are difficult to throw accurately.

MOLOTOV COCKTAIL



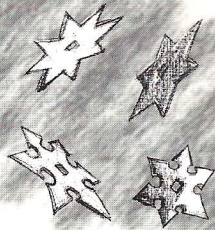
Bonus Traits:2

Negative Trait:Fragile

Concealability:Jacket

Special Ability: *Incendiary:* Molotov cocktails inflict fire damage. *Spray:* A Molotov cocktail splashes when it strikes, and it automatically tests to hit anyone within a pace of the designated target, whether friend or foe.

SHURIKEN



Bonus Traits:1

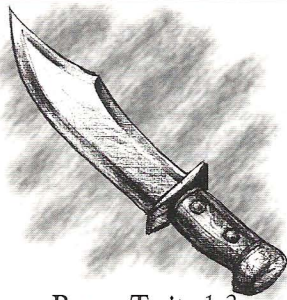
Negative Trait:*Clumsy*

Concealability:Pocket

Required Ability:*Throwing*

Description: The standard "Japanese ninja star" typically comes in the form of a six- or eight-pointed star. They are usually thrown in rapid succession, as individual stars inflict little damage.

KNIFE/DAGGER



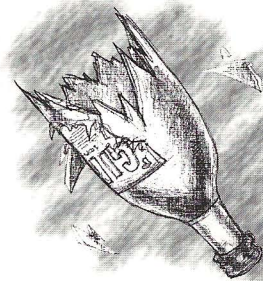
Bonus Traits:1-2

Negative Trait:*Short*

Concealability:Sleeve

Description: With a six- to 12-inch-long blade, either single- or double-edged, a knife is a common and easily concealable weapon. Small knives include stiletos, pocket knives or eating daggers; larger ones would be Bowies, hunting knives or fighting daggers.

BROKEN BOTTLE



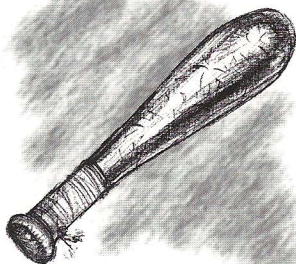
Bonus Traits:1

Negative Trait:*Fragile*

Concealability:Pocket

Description: Most common in bar brawls and similar altercations, a shattered glass bottle is a simple improvised weapon.

CLUB



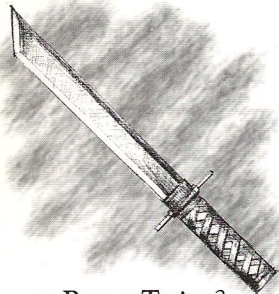
Bonus Traits:2

Negative Trait:*Clumsy*

Concealability:Jacket

Description: Clubs include anything from chair legs, to tree limbs, to the truncheons used by the local police. Nunchaku and other bludgeoning martial arts weapons also fall into this category.

SHORT SWORD



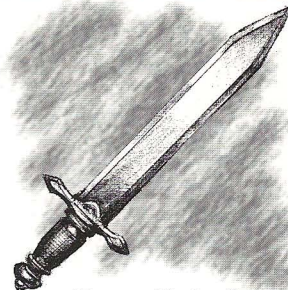
Bonus Traits:2

Negative Trait:*Short*

Concealability:Jacket

Special Ability: *Speed:* In close combat against any weapon with the Negative Traits of *Slow*, *Clumsy* or *Heavy*, the user gains the option to pre-empt the opponent's attacks and strike first in any turn, as long as he has the *Melee* Ability.

BROADSWORD



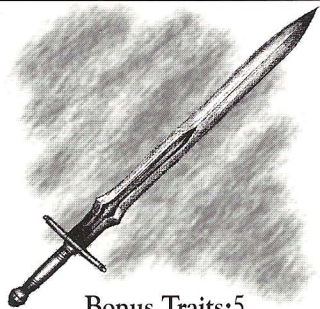
Bonus Traits:3

Negative Trait:*Heavy*

Concealability:Trenchcoat

Description: A typical broadsword has a two-and-a-half- to three-and-a-half-foot-long blade, is single- or double-edged and is made of tempered steel. A true broadsword is a heavy chopping weapon with a chisel-like edge made for penetrating metal armor.

GREATSWORD



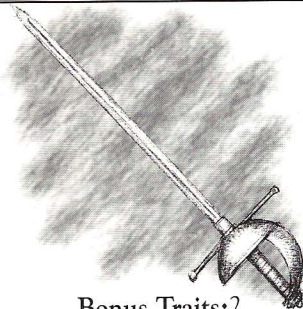
Bonus Traits:5

Negative Traits:*Heavy*, *Slow*, *Clumsy*

Concealability:None

Description: The six- to seven-foot-long blades of the late Middle Ages are designed to chop through heavy armor, pike squares and human flesh. A greatsword requires two hands to use, and it is a slow and awkward weapon that does great damage.

FENCING BLADE



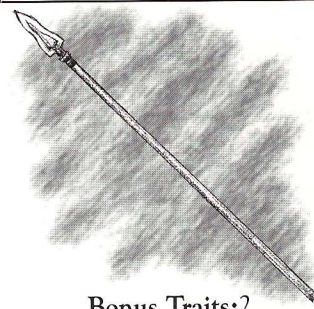
Bonus Traits:2

Negative Trait:*Fragile*

Concealability:Trenchcoat

Special Ability: *Speed:* In close combat against any weapon with the Negative Traits of *Slow*, *Clumsy* or *Heavy*, the fencer gains the option to pre-empt the opponent's attacks and strike first in any turn, as long as he has the *Melee* Ability.

SPEAR

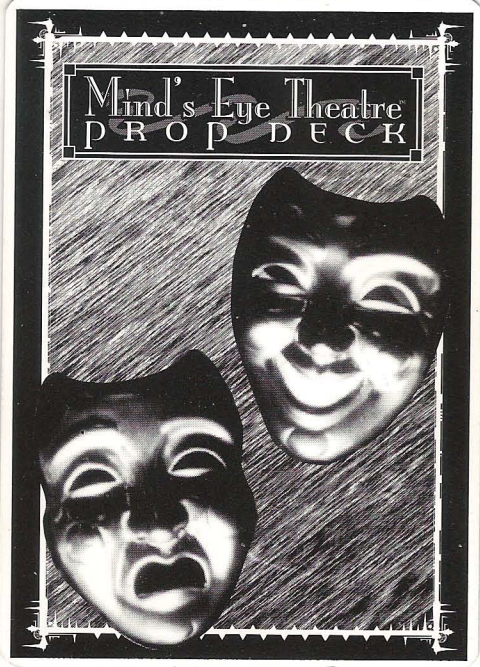


Bonus Traits:2

Negative Trait:*Clumsy*

Concealability:None

Special Ability: *Staking:* A spear can be used to stake a vampire through the heart, if the attacker wins or ties on two Simple Tests after attacking. Spears require two hands for fully effective use.



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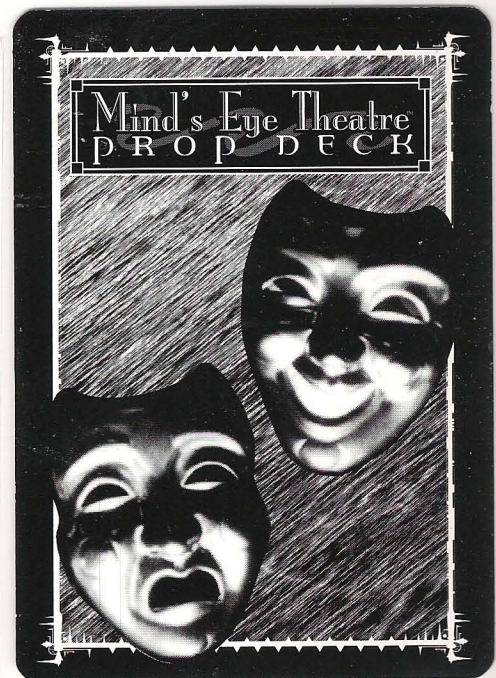


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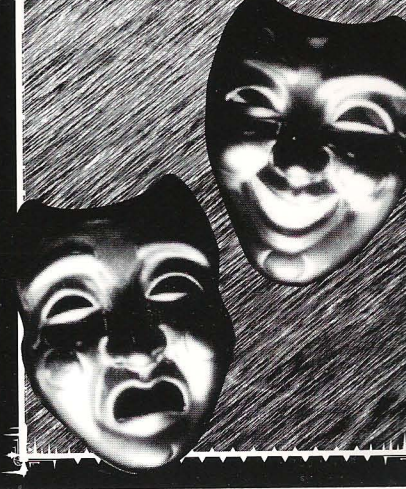
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