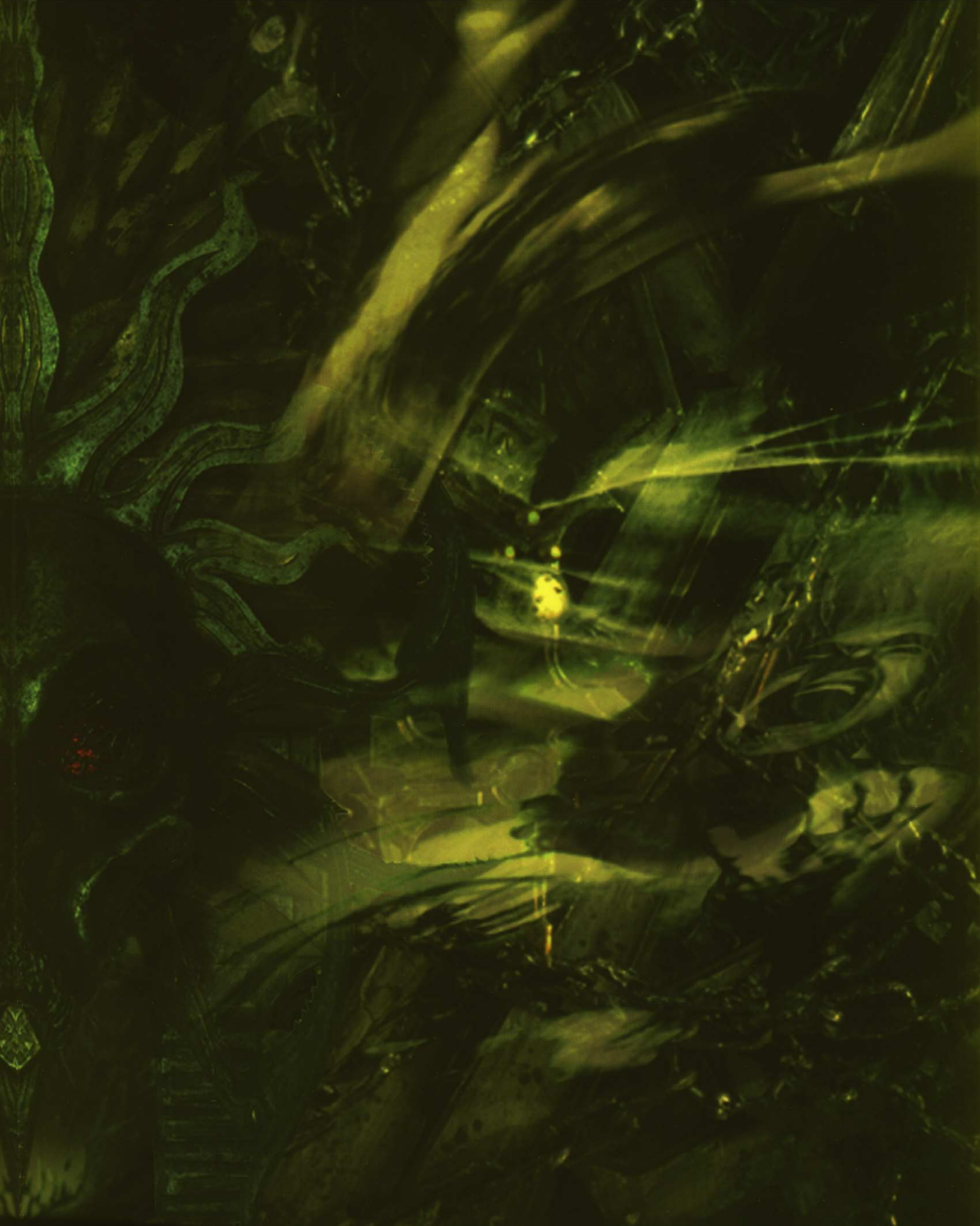




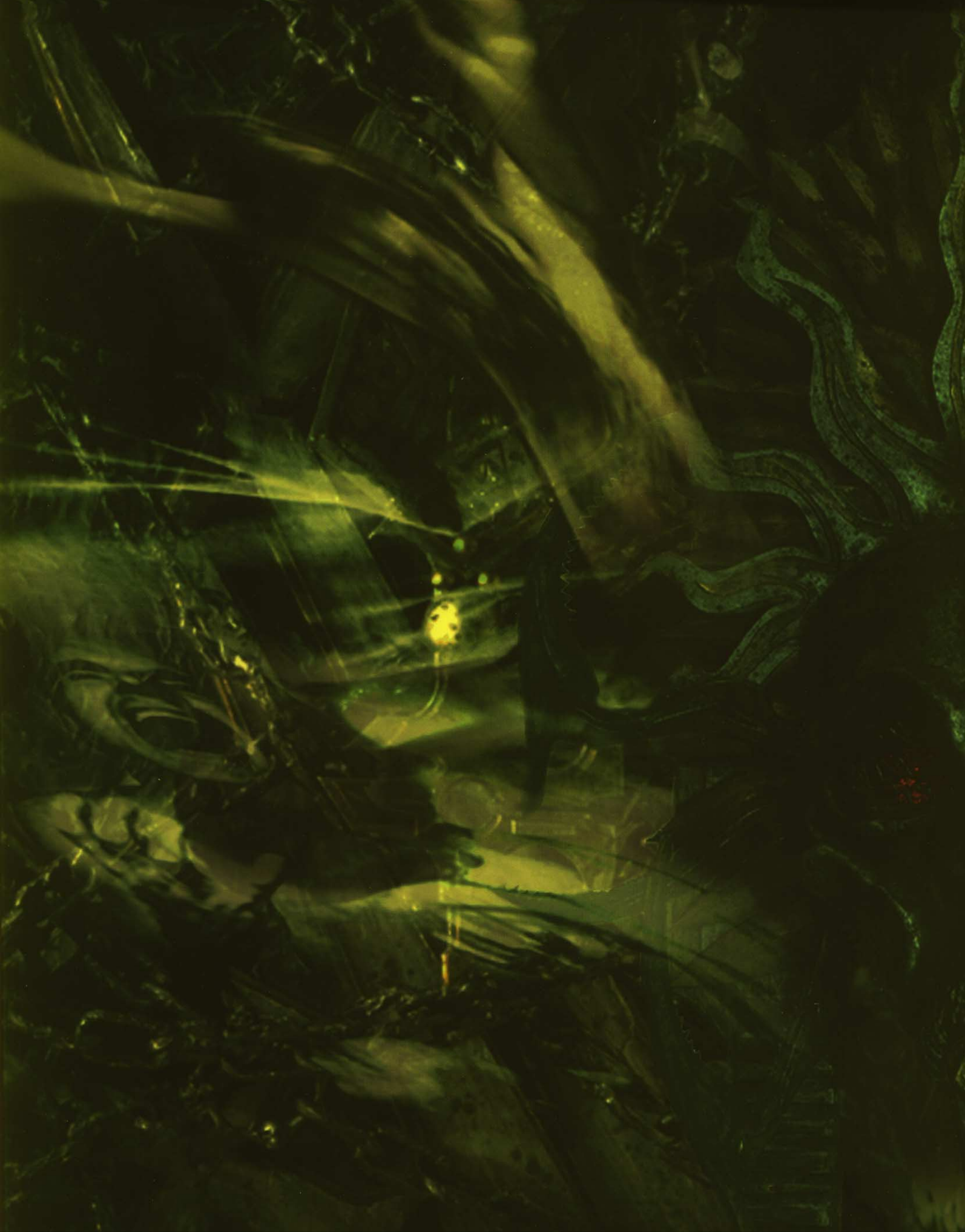
# Morraith

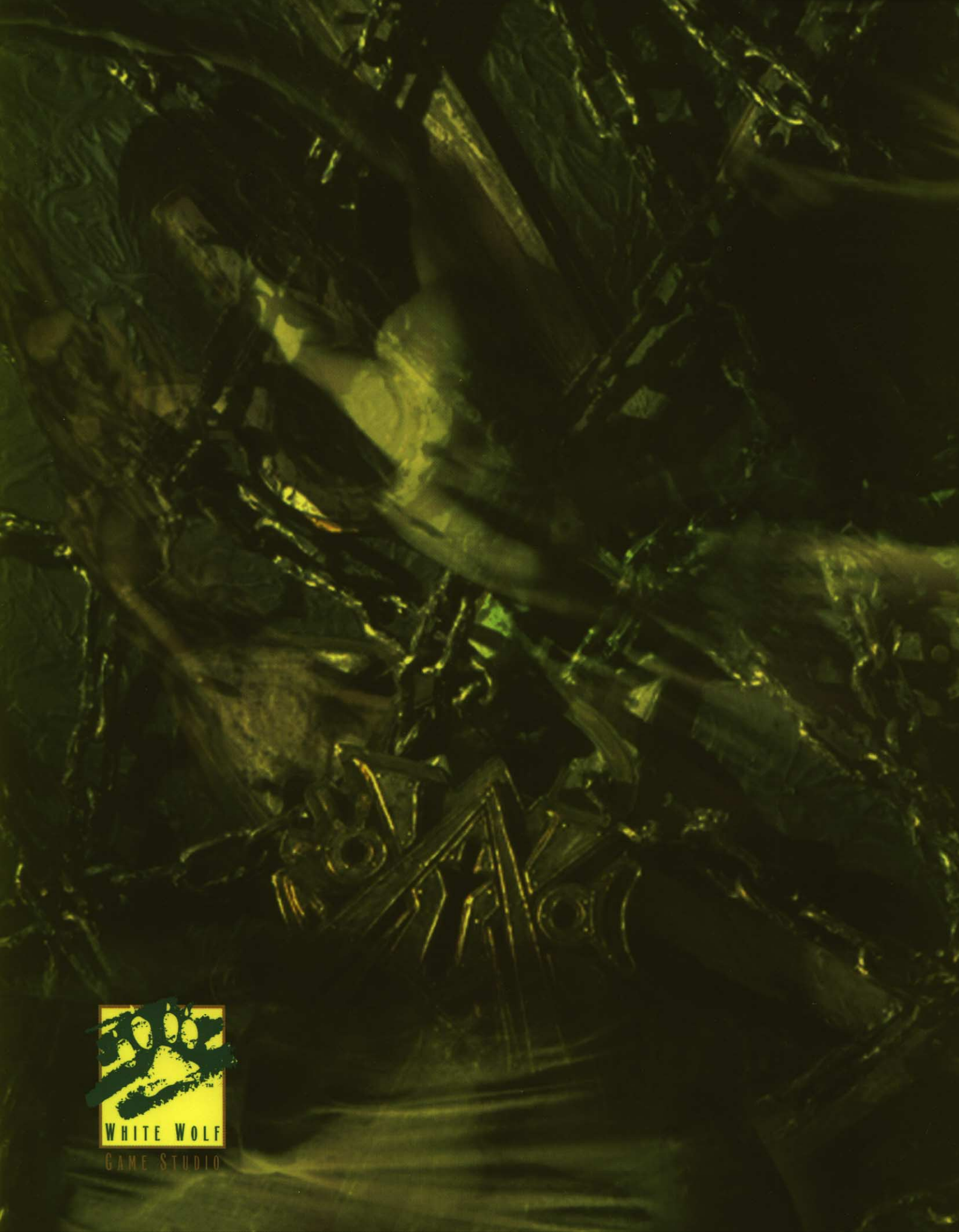
THE OBLIVION™

STORYTELLERS SCREEN









WHITE WOLF

GAME STUDIO



## Ratings

|       |             |
|-------|-------------|
| x     | Abysmal     |
| •     | Poor        |
| ••    | Average     |
| •••   | Good        |
| ••••  | Exceptional |
| ••••• | Superb      |

## Difficulties

|   |                     |
|---|---------------------|
| 3 | Easy                |
| 4 | Routine             |
| 5 | Straightforward     |
| 6 | Standard            |
| 7 | Challenging         |
| 8 | Difficult           |
| 9 | Extremely Difficult |

## Degree of Success

|                 |             |
|-----------------|-------------|
| One Success     | Marginal    |
| Two Successes   | Moderate    |
| Three Successes | Complete    |
| Four Successes  | Exceptional |
| Five Successes  | Phenomenal  |

## Mortal Health Levels

|               |                     |
|---------------|---------------------|
| Bruised       | No effect           |
| Hurt          | -1                  |
| Injured       | -1                  |
| Wounded       | -2                  |
| Mauled        | -2                  |
| Crippled      | -5                  |
| Incapacitated | Incapable of Action |

## Mortal Death

| Health Level  | Time           |
|---------------|----------------|
| Bruised       | One day        |
| Hurt          | Three days     |
| Injured       | One week       |
| Wounded       | One month      |
| Mauled        | Three months   |
| Crippled      | Three Months * |
| Incapacitated | Perhaps never  |

\*Not only do mortals have to heal this Health Level, but they lose one point from one of their Physical Attributes as well (Storyteller discretion). Mortals who reach Incapacitated heal at the Storyteller's discretion; some enter comas for the rest of their lives; others make miraculous recoveries.

## Combat Summary Chart

### Stage One: Initiative

- Roll Wits + Alertness (difficulty 4). The winner declares her action *last* (after she has heard everyone else's actions) and performs it *first*.
- Declare Dice Pool division if performing multiple actions.

### Stage Two: Attack

- For firearms combat, roll Dexterity + Firearms.
- For melee (with weapons) combat, roll Dexterity + Melee.
- For hand-to-hand (without weapons) combat, roll Dexterity + Brawl.
- Dodge: roll Dexterity + Dodge. A character can forfeit some or all of his Dice Pool to dodge at any time; each success subtracts one from the opponent's successes.

### Stage Three: Resolution

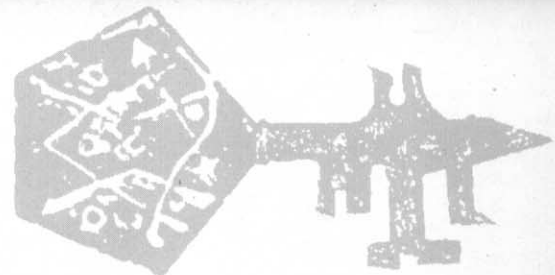
- Roll damage, determined by weapon or maneuver (difficulty 6).
- Soak damage: roll Stamina (difficulty 6).

#### General Complications

- **Changing Actions:** The difficulty increases by + 1.
- **Immobilization:** The difficulty to hit an immobilized target is decreased by - 2.
- **Stunning:** When Corpus damage exceeds Stamina rating, the target is stunned and cannot act next turn.

## Brawling Chart

| Maneuver                 | Roll         | Difficulty | Damage       | Actions |
|--------------------------|--------------|------------|--------------|---------|
| Block                    | Dex + Brawl  | 6          | none         | Special |
| Body Slam                | Dex + Brawl  | 7          | Special      | 1       |
| Grapple                  | Dex + Brawl  | 6          | Strength     | 1       |
| Kick                     | Dex + Brawl  | 7          | Strength + 1 | 1       |
| Punch                    | Dex + Brawl  | 6          | Strength     | 1       |
| <b>Special Maneuvers</b> |              |            |              |         |
| Evasive Act.             | Wits + Dodge | 6          | none         | 1       |
| Leaping Rake             | Dex + Brawl  | 8          | Strength + 2 | 2       |
| Taunt                    | Manip + Expr | Opp.       | Wits + 4     | none 1  |



## Melee Weapons Table

| Weapon     | Difficulty | Damage       | Conceal |
|------------|------------|--------------|---------|
| Sap        | 4          | Strength     | P       |
| Club       | 4          | Strength + 1 | T       |
| Knife      | 4          | Strength + 1 | J       |
| Foil       | 5          | Strength + 3 | T       |
| Saber      | 6          | Strength + 4 | T       |
| Broadsword | 6          | Strength + 5 | N       |

## Armor

| Class                                  | Armor Rating | Penalty |
|--|--------------|---------|
| Class One (reinforced clothing)        | 1            | 0       |
| Class Two (relic chain mail shirt)     | 2            | 0       |
| Class Three (soulsteel breastplate)    | 3            | 1       |
| Class Four (full suit of relic Kevlar) | 4            | 2       |
| Class Five (Stygian steel plate mail)  | 6            | 3       |

## Firefight Complications

| Complication            | Difficulty              | Dice |
|-------------------------|-------------------------|------|
| Changing action         | + 1                     | —    |
| Immobilization          | - 2                     | —    |
| Long range              | + 1                     | —    |
| Point-blank             | 4                       | —    |
| Lying flat              | + 1                     | —    |
| Behind pole             | + 2                     | —    |
| Behind wall             | + 3                     | —    |
| Only head exposed       | + 4                     | —    |
| Movement                | + 1                     | —    |
| Aiming                  | — + Perception (1/turn) | —    |
| Scope                   | —                       | + 2  |
| Specific area of target | + 2                     | —    |
| Multiple shots          | + 1/extra shot          | —    |
| Full-auto               | + 3                     | + 10 |
| Three-round burst       | + 1                     | + 3  |
| Spray                   | 5 + 1/yard              | + 10 |

## Harrowings

### Targeted Harrowings

The escape roll for all Targeted Harrowings is Willpower (diff. 9).

**Loss of Willpower** — A Passion or Fetter is the Quarry. If the wraith succeeds, he returns to a Fetter and keeps his last Willpower point. If he fails, he rolls the Quarry Trait's rating (diff. 8) and every non-success reduces the Trait's rating by one. On a botch, he loses the targeted Trait (falling into another Harrowing) and must make a Willpower vs. Angst roll (diff. 6) or lose a point of Permanent Corpus.

**Loss of Temporary Corpus** — The wraith herself is the Quarry. If she succeeds she returns to a Fetter (or the Tempest) and gains Temporary Corpus equal to her Stamina rating. If she fails, she loses a point of Permanent Corpus. If she botches, she falls into another Temporary Corpus Harrowing.

**Loss of a Fetter** — The Fetter is the Quarry. If the wraith succeeds the Fetter is Resolved and he snaps back to another Fetter (or the Tempest). If he fails, he loses the targeted Fetter and must roll the rating of another Fetter (diff. 5). Each failure on this roll reduces the new target's rating by one. In case of a botch, he rolls Willpower vs. Angst (diff. 6), and if he fails he loses one point of Permanent Corpus.

**Loss of a Passion** — The Passion is the Quarry. If the wraith succeeds, she keeps the one point Passion and snaps back to a Fetter (or the Tempest). If she fails, she loses the targeted Passion and must roll the rating of another Passion (diff. 5). Each failure on this roll reduces the new target's rating by one. In case of a botch, he rolls Willpower vs. Angst (diff. 6), and if he fails he loses one point of Permanent Corpus.

### Destruction Harrowings

The escape roll for all of these is Willpower vs. Angst (diff. 6).

**Loss of Willpower** — If the wraith succeeds, she snaps back to a Fetter (or the Tempest) with one Willpower point. If she fails, she is dragged into the Void. If she botches, she becomes a Spectre.

**Loss of Last Passion** — If the wraith succeeds, he snaps back to a Fetter (or the Tempest) with one point in his last Passion. If he fails, he is dragged into the Void. If he botches, he becomes a Spectre.

**Loss of All Permanent Corpus** — If the wraith succeeds, she snaps back to a Fetter (or the Tempest) with one Permanent and one Temporary Corpus. If she fails, she is dragged into the Void. If she botches, she becomes a Spectre (usually a Nephwrack).

### The Catharsis Roll

The Shadow makes a control roll by spending one temporary Angst point and rolling a number of dice equal to its Angst. The Psyche may resist with a Willpower roll, adding Eidolon dice if appropriate. Both rolls are at a diff. of 6. The Shadow stays in control for an entire scene, at which time it returns control to the Psyche.

When the Shadow is dominant, it can gain Angst through its Shadow Passions, utilize any of the Psyche's Arcanoi, and use Thorns. It cannot help the Psyche to regain Pathos, nor can it refuel the Pathos of the Psyche. The Shadow cannot expend Willpower, nor can it reduce the character's Pathos below 1.

During Catharsis, the Shadow can choose to "cut off" a Psyche from his senses. This effect can only be resisted with Eidolon dice.

## Relic Firearms Chart

| Type                       | Difficulty | Damage | Range | Rate | Clip | Concealment | Pathos Use |
|----------------------------|------------|--------|-------|------|------|-------------|------------|
| Revolver, Lt.              | 6          | 4      | 12    | 3    | 6    | P           | 1          |
| Revolver, Hvy.             | 7          | 6      | 35    | 2    | 6    | J           | 1          |
| Pistol, Lt.                | 7          | 4      | 20    | 4    | 17+1 | P           | 1          |
| Pistol, Hvy.               | 8          | 5      | 30    | 3    | 7+1  | J           | 1          |
| Rifle                      | 8          | 8      | 200   | 1    | 5+1  | N           | 2          |
| SMG, Small*                | 7          | 4      | 25    | 3    | 30+1 | J           | 2          |
| SMG, Large*                | 6          | 4      | 50    | 3    | 32+1 | T           | 3          |
| Assault Rifle*             | 7          | 7      | 150   | 3    | 42+1 | N           | 2          |
| Shotgun                    | 6          | 8      | 20    | 1    | 5+1  | T           | 3          |
| Shotgun, Semi-auto         | 7          | 8      | 20    | 3    | 8+1  | T           | 3          |
| <b>ARCHAIC FIREARMS</b>    |            |        |       |      |      |             |            |
| Crossbow**                 | 7          | 5      | 20    | 1    | 1    | T           | 0          |
| Matchlock Pistol (1400s)   | 8          | 5      | 20    | 1    | N/A  | J           | 1          |
| Matchlock Rifle (1400s)    | 8          | 5      | 40    | 1    | N/A  | N           | 2          |
| Wheellock Pistol (1500s)   | 8          | 5      | 20    | 1    | N/A  | J           | 1          |
| Wheellock Rifle (1500s)    | 8          | 5      | 40    | 1    | N/A  | N           | 2          |
| Flintlock Pistol (1600s)   | 8          | 5      | 20    | 1    | N/A  | J           | 1          |
| Flintlock Rifle (1600s)    | 8          | 5      | 40    | 1    | N/A  | N           | 2          |
| Dueling Pistol (1770)      | 7          | 5      | 25    | 1    | N/A  | J           | 1          |
| "Brown Bess" Rifle (1700s) | 7          | 5      | 40    | 1    | N/A  | N           | 2          |
| Percussion Pistol (1800s)  | 7          | 5      | 20    | 1    | N/A  | J           | 1          |
| Percussion Rifle (1800s)   | 7          | 5      | 40    | 1    | N/A  | N           | 2          |

Range: This is the practical range of the gun in yards. A character may fire on a target at up to double the listed range; however, this is considered a long-range shot.

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

Clip: The number of bullets that can be held in one clip or in the barrel. The + 1 indicates a bullet can be held in the chamber, making the gun ready to fire.

Concealment: P = can be hidden in a pocket; J = can be hidden inside a jacket; T = can be hidden inside a trenchcoat; N = cannot be hidden on one's person at all.

Pathos: The Pathos cost for a weapon of this sort to be usable. The investment of the Pathos cost in the weapon will activate it for the duration of the scene. Note that ammunition must be obtained above and beyond the Pathos cost for these weapons.

\* indicates the gun is capable of three-round bursts, full-auto fire and sprays.

\*\* The crossbow, unlike a firearm, does not add attack successes to the damage Dice Pool. Additionally, a crossbow takes five turns to reload.

\*\*\* These archaic weapons must be reloaded meticulously or they will misfire. Roll Dexterity + Firearms, difficulty 6, to reload. If you achieve more than 5 successes, you may get two shots off in one round. If you botch, the weapon misfires and may damage you.

## Dodging

| Difficulty | Terrain  |
|------------|--|
| 2          | By moving back half a step, the character is back under full cover.                          |
| 4          | Full cover within diving distance (one yard)   |
| 6          | Full cover within running distance (three yards)   |
| 7          | Partial cover within running distance (three yards)  |
| 8          | Flat and featureless, no cover (the character dives to the ground and imitates a small rock) |

## Cover Difficulties

| Cover             | Difficulty |
|-------------------|------------|
| Lying flat        | + 1        |
| Behind pole       | + 2        |
| Behind wall       | + 3        |
| Only head exposed | + 4        |



## Fog Ratings

### Willpower % of Population Reaction

- 1 10% **Catatonic Fear:** Terrified into paralysis, mortals in this category will, at best, be able to grope about for a hiding place. Rational thoughts and complex actions are completely out of the question.
- 2 20% **Panic:** Blind flight is the immediate response of this segment of the population to the presence of a wraith.
- 3 18% **Disbelief:** This response is the classic over-rationalization; someone in this category who sees a ghost will put it down to anything *but* the presence of the supernatural.
- 4 15% **Berserk:** A purely animalistic reaction, the berserk response causes mortals to throw whatever's handy at the intruding wraith, smash things and otherwise take out their fear by causing blind destruction.
- 5 13% **Terror:** The mortal is afraid, but retains some self-control. She will quickly try to put as much distance as possible between herself and the wraith, but she won't run out the front door screaming, "Ghosts!"
- 6 10% **Conciliatory:** The mortal is afraid, but is collected enough to attempt to bargain.
- 7 7% **Controlled Fear:** While still afraid, a mortal in this category will still act rationally: refusing to go down to the basement by herself, putting her haunted house up for sale immediately, etc.
- 8 5% **Curiosity:** Members of this category are more fascinated than afraid, though they may run immediately for their camcorders or the psychic hotline. Wraiths are likely to find their attentions overwhelming.
- 9 1.5% **Righteous Anger:** More stubborn than death, this type of mortal will stand her ground against even the most sadistic Haunter. These mortals refuse to fear wraiths, seeing them as opponents instead of supernatural agents.
- 10 0.5% **No Reaction/Blasé:** This sort of mortal has no particular reaction to the presence of the Restless at all. Perhaps he's had a near-death experience, he might think the wraiths are messengers from his departed Uncle Harry or maybe he's just not too bright. Either way, he doesn't regard ghosts as anything special.

## Shroud Rating

|   |    |
|---|----|
| A shopping mall on a sunny spring day           | 10 |
| A clean subway station in the afternoon         | 9  |
| A well-cared for home with no violent history   | 8  |
| A crowded, dim club playing Top 40              | 7  |
| A country crossroads on a moonless night        | 6  |
| Old mansion where brutal murders were committed | 5  |
| Deserted cemetery at midnight on a full moon    | 4  |

## Falling Damage

| Distance (in feet) | Injury              |
|--------------------|---------------------|
| 5-9                | One Corpus Level    |
| 10-19              | Two Corpus Levels   |
| 20-29              | Three Corpus Levels |
| 30-39              | Four Corpus Levels  |
| 40-49              | Five Corpus Levels  |
| 50-59              | Six Corpus Levels   |
| 60-69              | Seven Corpus Levels |

...and so on, to a maximum of 10 Corpus Levels.

## Fire Damage

| Difficulty | Heat of Fire                                 |
|------------|--|
| Three      | Heat of a candle (first-degree burns)        |
| Five       | Heat of a torch (second-degree burns)        |
| Seven      | Heat of a Bunsen burner (third-degree burns) |
| Nine       | Heat of a chemical fire                      |
| Ten        | Heat of molten steel                         |
| Wounds     | Size of Fire                                 |
| One        | Torch; a part of the body is burned          |
| Two        | Bonfire; half of the body is burned          |
| Three      | Raging inferno; entire body burned           |

## Maelstroms

| Maelstrom Level | Damage per turn of contact |
|-----------------|----------------------------|
| One             | Four dice                  |
| Two             | Six dice                   |
| Three           | Eight dice                 |
| Four            | 12 dice                    |
| Five            | 14 dice                    |