







DEMON

storytellers
companion



WHITE WOLF
GAME STUDIO

TYPES OF ACTIONS

Action	Example	Description
<i>Simple</i>	Throwing a punch, dodging a bullet	A one-shot chance of success or failure; success is determined by a single roll. The Storyteller determines the difficulty and the traits that form the dice pool. Automatic success is possible.
<i>Extended</i>	Mountain climbing, tracking in woods	Task stretches over a period of time and each stage renews the chance for failure or success. You make several rolls with the goal of collecting a stated number of successes. This procedure increases the chance that you might botch.
<i>Resisted</i>	Picking a pocket or disarming someone	Action pits two characters against each other. Each player rolls versus a common difficulty number, or one based on the opponent's traits. The two compare successes, and the difference between those determines the degree of success.
<i>Extended</i>	Tailing someone evasive, wrestling	Using the resisted-action rule, the players roll repeatedly in order to acquire successes. The first to reach the total set by the Storyteller wins.

COMBAT SUMMARY

Stage One: Initiative

- Everyone rolls initiative. Declare actions in descending numerical order, including multiple actions, activation of powers or Willpower use. The character with the highest initiative attempts her action first. You may yield your turn until later in the initiative queue. With a successful Willpower roll or the expenditure of a Willpower point, your character can defend against an attack in exchange for her normal action. This defensive action takes place at the same time as the attack, no matter when your established initiative falls.

Stage Two: Attack

- Unarmed close combat, roll Dexterity + Brawl.
- Armed close combat, roll Dexterity + Melee.
- Ranged combat (guns), roll Dexterity + Firearms.
- Ranged combat (thrown weapons), roll Dexterity + Athletics.

Stage Three: Resolution

- You determine the damage inflicted by attacks, based on weapon type or maneuver, adding any extra dice gained from successes on the attack roll to the damage dice pool.
- Targets may attempt to soak damage, if possible.
- The Storyteller describes the attack and wounding in narrative terms.

DIFFICULTIES

- 3 Easy — running on flat pavement
- 4 Routine — finding a number in the phone book
- 5 Straightforward — telling a little white lie to a stranger
- 6 Standard — firing a gun, highway driving, tracking
- 7 Challenging — driving in city traffic
- 8 Difficult — driving in a car chase
- 9 Extremely difficult — maneuvering a U-turn at 60 mph

DEGREES OF SUCCESS

One Success	Marginal — good enough for now
Two Successes	Moderate — you did okay
Three Successes	Complete — task accomplished perfectly
Four Successes	Exceptional — you earn a bonus
Five+ Successes	Phenomenal — nobody does it better

MELEE WEAPONS

Weapon	Damage	Conceal
Sap	Str +1	P
Club	Str +2	T
Knife	Str +1	J
Sword	Str +2	T
Small Ax	Str +2	T
Large Ax	Str +3	N

Weapon: Your character may use many other items as weapons (meat cleaver, pencil, razor, chair). Apply the listing above that approximates the weapon used.

Concealment: P = Can be hidden in pocket; J = Can be hidden in jacket; T = Can be hidden in trench coat; N = Cannot be concealed at all.

ARMOR

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

TARGETING

Target Size	Difficulty	Damage
Medium (leg, arm, briefcase)	+1	No modifier
Small (hand, head, weapon)	+2	+1
Precise (eye, heart, padlock)	+3	+2

CLOSE—COMBAT MANEUVERS

Maneuver	Traits	Accuracy	Difficulty	Damage
Block	Dex + Brawl	Special	Normal	(R)
Clinch	Str + Brawl	Normal	Normal	Str (C)
Disarm	Dex + Brawl/ 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

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

(K): The maneuver causes a knockdown.

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

RANGED—COMBAT MANEUVERS

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

HOLDING BREATH

Stamina	Holding Breath
1	30 seconds
2	One minute
3	Two minutes
4	Four minutes
5	Eight minutes

FREEBIE POINTS

Trait	Cost
Attribute	5 per dot
Ability	2 per dot
Lore	7 per dot
Background	1 per dot
Faith	6 per dot
Virtue	2 per dot
Willpower	1 per dot

RANGED WEAPONS

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)
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	30+1	T	HK MP-5 (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)

Damage: Indicates the damage dice pool.

Range: This number represents the practical shot range in yards (difficulty 6). Your character may fire at twice this distance, but attacks are considered long range (difficulty 8).

Rate: The maximum number of bullets or three-round bursts a gun can fire in a single turn. This rate does not apply to full-auto or strafing 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 hidden in pocket; J = Can be hidden in jacket; T = Can be hidden in trench coat; N = Cannot be concealed at all.

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

FALLING DAMAGE

Feet	Save Roll	Difficulty	Damage Dice
10	Dex + Athletics	7	2 (bashing)
20	Dex + Athletics	8	5 (bashing)
30	Dex + Athletics	9	10 (bashing)
40	None	—	10 (lethal)
50	None	—	10 (lethal)
60	None	—	10 (lethal)

FIRE DAMAGE

Health Levels/Turn	Size of Fire
One	Clothing or hair on fire; body part exposed to torch or similar small fire
Two	Bonfire; half the body exposed to extensive flames
Three	Inferno; entire body engulfed in raging fire

HEALING TIMES FOR BASHING DAMAGE

Health Level	Recovery Time
Bruised to Wounded	One hour each
Mauled	Three hours
Crippled	Six hours
Incapacitated	12 hours

HEALING TIMES FOR LETHAL DAMAGE

Health Level	Recovery Time
Bruised	One day
Hurt	Three days
Injured	One week
Wounded	One month
Mauled	Two months
Crippled	Three months
Incapacitated	Five months

FEATS OF STRENGTH

Strength	Feat	Lift
1	Break a window	40 lbs.
2	Break a wooden chair	100 lbs.
3	Break open a wooden crate	250 lbs.
4	Break a 2" x 4" board	400 lbs.
5	Bend open steel chain links	650 lbs.
6	Break a steel fence	800 lbs.
7	Overturn a small car	900 lbs.
8	Bend steel bars	1000 lbs.
9	Break through a cement wall	1200 lbs.
10	Tear free steel rivets	1500 lbs.
11	Bend 1" sheet metal	2000 lbs.
12	Break a metal lamp post	3000 lbs.
13	Overturn a station wagon	4000 lbs.
14	Overturn a van	5000 lbs.
15	Overturn a truck	6000 lbs.

EXPERIENCE COSTS

Trait	Cost
New Ability	3
New Lore	7 (10 if from a House other than the character's)
Attribute	current rating x 4
Ability	current rating x 2
Lore	current rating x 5
Background	current rating x 3
Virtue	current rating x 2*
Willpower	current rating
Faith	current rating x 7
Torment	10**

*Increasing a Virtue does not increase Willpower after character creation.

**This decreases the character's permanent Torment by one point.

HEALTH CHART

Health Level	Dice-Pool Penalty
Bruised	—
Hurt	-1
Injured	-1
Wounded	-2
Mauled	-2
Crippled	-5
Incapacitated	—
Dead	—

Movement Penalty

Slightly contused; your character suffers no movement or dice-pool penalties.

Superficially hurt; your character suffers no movement penalties.

Your character's movement is impaired slightly (halve maximum running speed).

Significantly hurt; your character may not run, though he may still walk or jog.

Badly hurt; your character may hobble no more than three yards per turn.

Extremely hurt; your character may crawl no more than one yard per turn.

Direly hurt; possibly unconscious; your character may do nothing, take no actions, and only certain reflexives such as soak may be attempted if he's unconscious.

The end of the road for mortals. Demons, though, may not have to throw in the towel just yet....

ELECTRICITY DAMAGE

Health Levels/Turn	Electrical Source
One	Minor; wall socket
Two	Major; vehicle battery
Three	Severe; junction box
Four	Fatal; main feed line

COVER

Cover Type	Difficulty Increase
Light (lying prone, behind streetlight)	+1
Good (behind car)	+2
Superior (around a corner)	+3

URBAN ANIMAL TRAITS

Type	Attributes	Abilities
Rat	Strength 1, Dexterity 3, Stamina 1	Athletics 2, Stealth 1, Survival 2
Cat	Strength 1, Dexterity 4, Stamina 1	Athletics 3, Stealth 4, Survival 1
Dog	Strength 2, Dexterity 3, Stamina 2	Athletics 4, Stealth 1, Survival 2
Bird (small)	Strength 1, Dexterity 5, Stamina 1	Athletics 4

RURAL ANIMAL TRAITS

Type	Attributes	Abilities
Bull	Strength 7, Dexterity 3, Stamina 6	Survival 1
Horse	Strength 5, Dexterity 3, Stamina 5	Athletics 4
Deer	Strength 2, Dexterity 4, Stamina 3	Athletics 3, Stealth 1, Survival 2
Bird (large)	Strength 1, Dexterity 3, Stamina 2	Athletics 4, Survival 2

EXOTIC ANIMAL TRAITS

Type	Attributes	Abilities
Bear	Strength 8, Dexterity 3, Stamina 8	Athletics 2, Survival 3
Wolf	Strength 3, Dexterity 4, Stamina 4	Athletics 3, Survival 3
Panther	Strength 3, Dexterity 5, Stamina 4	Athletics 3, Stealth 4, Survival 2

HIERARCHY OF SINS

Permanent Torment	Sins
10	There is no sin. You're already damned. Why not do whatever you want?
9	Casual violation of others: murder for no reason, thoughtless cruelty and torture, near-mindless savagery.
8	Premeditated violation of others: plotted murder or assassination, systematic destruction of another, long-sought revenge.
7	Sins of passion: murder in a fit of rage, giving in to feelings of hate, anger, jealousy or irrational prejudice, encouraging the same in others. Destroying particularly inspirational or meaningful objects. Doing personal harm through addiction or other self-destructive patterns of behavior.
6	Destruction of the works or Inflicting intentional emotional harm through cruelty or neglect.
5	Accidental violations: Doing harm to others through carelessness, negligence or thoughtlessness. Neglecting duties or responsibilities. Betraying another's trust.
4	Theft from or deception of others without just cause. Breaking your sworn word.
3	Doing harm (physical, emotional, or spiritual) to a mortal for any reason other than self-defense or the greater good.
2	Doing harm to any mortal creature for any reason other than self-defense or the greater good (a disrespect for the order of Creation). Permitting any lesser sin in your presence without at least trying to prevent it.
1	Any act of cruelty, selfishness or thoughtlessness. Allowing any such act in your presence without trying to prevent it. An unwillingness to sacrifice for the greater good.