





LORE OF THE CLANS



Aura Colors

Condition	Aura Colors
Afraid	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
Happy	Vermilion
Hateful	Black
Idealistic	Yellow
Innocent	White
Lovestruck	Blue
Obsessed	Green
Sad	Silver
Spiritual	Gold
Suspicious	Dark Blue
Anxious	Auras appear scrambled like static or white noise
Confused	Mottled, shifting colors
Diablerist	Black veins in aura
Daydreaming	Sharp flickering colors
Frenzied	Rapidly rippling colors
Psychotic	Hypnotic, swirling colors
Vampire	Aura colors are pale
Ghoul	Pale blotches in the aura
Magic Use	Myriad sparkles in aura
Werebeast	Bright, vibrant aura
Ghost	Weak, intermittent aura
Faerie	Rainbow highlights in aura

Health Levels

Health Level	Dice Pool Penalty	Movement Penalty
Bruised	0	Character is only bruised and suffers no dice pool penalties due to damage.
Hurt	-1	Character is superficially hurt and suffers no movement hindrance.
Injured	-1	Character suffers minor injuries and movement is mildly inhibited (halve maximum running speed).
Wounded	-2	Character suffers significant damage and may not run (though he may still walk). At this level, a character may only move or attack; he always loses dice when moving and attacking in the same turn.
Mauled	-2	Character is badly injured and may only hobble about (three yards or meters/turn).
Crippled	-5	Character is catastrophically injured and may only crawl (one yard or meter/turn).
Incapacitated	—	Character is incapable of movement and is likely unconscious. Incapacitated vampires with no blood in their bodies enter torpor.
Torpor	—	Character enters a deathlike trance. He may do nothing, not even spend blood, until a certain period of time has passed.
Final Death	—	Character dies again, this time forever.

Combat Summary Chart

Stage One: Initiative

- Roll initiative (or add 6 to the initiative rating). 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.

Generation Traits

Generation	Max. Trait Rating	Blood Pool Max	Blood Points /Turn
Third	10	???	???
Fourth	9	50	10
Fifth	8	40	8
Sixth	7	30	6
Seventh	6	20	4
Eighth	5	15	3
Ninth	5	14	2
Tenth	5	13	1
Eleventh	5	12	1
Twelfth	5	11	1
Thirteenth +	5	10	1

Max Trait Rating: This indicates the highest permanent Trait rating (excluding Humanity/Path ratings and Willpower ratings) a vampire of the given Generation can have. This is especially important with regard to Disciplines and Attributes.

Blood Pool Max: The maximum number of blood points a vampire may keep in her system. Remember that elder vampires concentrate their blood — while the *volume* of blood in their bodies is no greater than any other vampire's, each pint of blood is worth more than one point.

Blood Points/Turn: This indicates how many blood points a vampire can spend in a single turn.

Difficulties

Three	Trivial (scanning a small crowd for a familiar face)
Four	Easy (following a trail of blood)
Five	Straightforward (seducing someone who's already "in the mood")
Six	Standard (firing a gun)
Seven	Challenging (locating where those agonized whispers are coming from)
Eight	Difficult (convincing a cop that this isn't your cocaine)
Nine	Extremely difficult (walking a tightrope)

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	Complete (fixing something so that it's good as new)
Four	Exceptional (increasing your car's efficiency in the process of repairing it)
Five or More	Phenomenal (creating a masterwork)

Frenzy Difficulties

Provocation	Difficulty
Smell of blood (when hungry)	3 (or higher in extreme cases)
Sight of blood (when hungry)	4 (or higher in extreme cases)
Being harassed	4
Life-threatening situation	4
Malicious taunts	4
Physical provocation	6
Taste of blood (when hungry)	6 (or higher in extreme cases)
Loved one in danger	7
Outright public humiliation	8

Rötschreck Difficulties

Provocation	Difficulty
Lighting a cigarette	3
Sight of a torch	5
Bonfire	6
Obscured sunlight	7
Being burned	7
Direct sunlight	8
Trapped in burning building	9

Soaking Sunlight

Soak Difficulty	Intensity of Light
3	Faint light coming through a closed curtain; heavy cloud cover; twilight
5	Fully protected by heavy clothes, sunglasses, gloves, and a wide-brimmed hat
7	Indirect light coming through a window or light curtains
9	Outside on a cloudy day; hit by one ray of direct light; catching the sun's reflection in a mirror
10	Direct rays from an unobscured sun

Health Levels/Turn	Exposure
One	Small part of body exposed — a hand or part of the face
Two	Large part of body exposed — a leg, an arm, or the whole head
Three	Fifty percent or more of the body exposed — wearing thin clothing

Close Combat Maneuvers Table

Maneuver	Traits	Accuracy	Difficulty	Damage
Bite	Dex + Brawl	+1	Normal	Str +1 (A)
Block	Dex + Brawl	Special	Normal	None (R)
Claw	Dex + Brawl	Normal	Normal	Str +1 (A)
Clinch	Str + Brawl	Normal	Normal	Str (C)
Disarm	Dex + Melee	Normal	+1	Special
Dodge	Dex + Athletics	Special	Normal	None (R)
Hold	Str + Brawl	Normal	Normal	None (C)
Kick	Dex + Brawl	Normal	+1	Str +1
Parry	Dex + Melee	Special	Normal	None (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

(A): The maneuver inflicts aggravated damage.

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

(K): The maneuver causes knockdown.

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

Ranged Combat Maneuvers Table

Maneuver	Traits	Accuracy	Difficulty	Damage
Automatic Fire	Dex + Firearms	+10	+2	Special
Multiple Shots	Dex + Firearms	Special	Normal	Weapon
Strafing	Dex + Firearms	+10	+2	Special
3-Round Burst	Dex + Firearms	+2	+1	Weapon
Two Weapons	Dex + Firearms	Normal	+1/off-hand	Weapon

Fire and Burns

Soak Difficulty	Heat of Fire
3	Heat of a candle (first-degree burns)
5	Heat of a torch (second-degree burns)
7	Heat of a Bunsen burner (third-degree burns)
8	Heat of an electrical fire
9	Heat of a chemical fire
10	Molten metal

Health Levels/Turn	Size of Fire
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 engulfed in flame

Hierarchy of Sin: Humanity

Humanity	Moral Guideline
10	Selfish thoughts
9	Minor selfish acts
8	Injury to another (accidental or otherwise)
7	Theft
6	Accidental violation (drinking a vessel dry out of starvation)
5	Intentional property damage
4	Impassioned violation (manslaughter, killing a vessel in frenzy)
3	Planned violation (outright murder, savored exsanguination)
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1	Utter perversion or heinous acts

Bearing

A vampire's morality has a direct impact on her bearing — a feeling the Kindred unconsciously projects. The greater the vampire's Humanity or Path rating, the stronger this tendency is. For example, vampires on Humanity have a bearing of normalcy; the humane connection that such vampires hold keeps them from seeming strange and terrifying to mortals.

Generally, a vampire's bearing has little or no direct effect on her nightly activities — it's only a vague impression. Very high or low morality ratings impose a bonus or penalty to specific rolls associated with the character's bearing — for Humanity, the bearing modifier affects Social rolls for appearing normal and winning sympathy. These modifiers can affect rolls used for Disciplines, where relevant. Paths of Enlightenment have their own bearings, which are listed with each Path description.

Humanity/ Path Rating	Bearing Modifier
10	-2 difficulty
9-8	-1 difficulty
7-4	no modifier
3-2	+1 difficulty
1	+2 difficulty



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