

Making V:tM Characters

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(most material from tzimisce.net)

Contents

1	Introduction	4
2	Attributes	5
2.1	Physical	5
2.2	Social	5
2.3	Mental	6
3	Abilities	7
3.1	Talents	7
3.2	Skills	9
3.3	Knowledges	11
4	Backgrounds	15
5	Clan Disciplines	17
6	Discipline Descriptions	18
6.1	Animalism	18
6.2	Auspex	18
6.3	Celerity	19
6.4	Dominate	19
6.5	Fortitude	19
6.6	Obfuscate	20
6.7	Potence	20
6.8	Presence	20
6.9	Protean	20
6.10	Quietus	21
6.11	Thaumaturgy	21

7	Virtues	22
8	Paths of Enlightenment	24
8.1	Path of Humanity	24
8.2	Path of Blood	24
8.3	Path of Bones	25
8.4	Path of Caine	25
8.5	Path of Cathari	26
8.6	Path of Death and the Soul	26
8.7	Path of Ecstasy	27
8.8	Path of Evil Revelations	27
8.9	Path of the Feral Heart	28
8.10	Path of Harmony	28
8.11	Path of Honorable Accord	29
8.12	Path of Lilith	29
8.13	Path of Metamorphosis	30
8.14	Path of Night	30
8.15	Path of Nocturnal Redemption	31
8.16	Path of Paradox	31
8.17	Path of Power and the Inner Voice	32
8.18	Path of the Scorched Heart	32
8.19	Path of Self Focus	33
8.20	Path of Typhon	33
8.21	Path of the Warrior	34
A	Basic Rules	35
A.1	Checks	35
A.2	Basic Combat	35
A.2.1	Initiative	35
A.2.2	Attack	35
A.2.3	Dodge	35
A.2.4	Damage	35
A.2.5	Soaking	36
A.2.6	Health Levels	36
B	Equipment	37
B.1	Armour	37
B.2	M�el�e Weapons	38
B.3	Ranged Weapons	39
B.4	Firearms	40
B.4.1	Revolvers	40

B.4.2	Light Pistols	41
B.4.3	Heavy Pistols	42
B.4.4	The “Big Boys”	42
B.4.5	Single-Shot Pistols	43
B.4.6	Machine Pistols	43
B.4.7	Light SMG	43
B.4.8	Heavy SMG	43
B.4.9	Rifles	44
B.4.10	Assault Rifles	44
B.4.11	Battle Rifles	44
B.4.12	Pump-Action Shotguns	45
B.4.13	Automatic Shotguns	45
B.4.14	Double-Barrel Firearms	45
B.4.15	Machine Guns	46
B.4.16	Miscellaneous Weapons	46
B.5	Gun Accessories	47
B.6	Ammo	48
B.6.1	Standard Ammo	48
B.6.2	Standard Ammo Modifiers	49
B.6.3	Shotgun Ammo	50
B.6.4	Shotgun Ammo Modifiers	51
C	Tables	52
C.1	Point Allocation Chart	52
C.2	Freebie Point Chart	52
C.3	Experience Point Chart	52
C.4	Vampire Generation Chart	53
C.5	Disciplines	53

1 Introduction

This document details the process of creating a Vampire: the Masquerade character. It aims to be complete, rather than introductory, so all the necessary information available has been included. While some effort has been made to separate Camarilla information from Sabbat, this is not guaranteed.

At the most basic level, creating a character is the process of allocating dots to several areas: Attributes, Abilities, Disciplines, Backgrounds and Virtues. After this, “freebie” points may be spent to improve any of these. Freebies may also be spent or earned on Merits, Flaws and Secondary Abilities, for a more detailed character profile - using these complicates matters severely, however.

However, the first step, as with any character, is to determine the concept behind your character. Punks and mobsters mingle with financiers, lawyers and bounty hunters; beautiful Toreador stage balls and exhibitions while hideous Nosferatu steal away the unsuspecting’s secrets and Tzimisce twine heart-strings between their fingers.

Your character concept is likely to give you a strong sense of which clan is most likely to have embraced you. Don’t abandon your clan in the name of uniqueness - it teaches, protects and parties with you, while heavily affecting the attitudes others will carry towards you. The clan of your sire will also have had a heavy influence on how your Embrace was conducted: were you stalked to exhaustion like an animal, or inducted into secret ways by the sorcerors of clan Tremere? In turn, the manner of your Embrace will profoundly affect your attitudes towards both Kindred and Kine (normal mortals).

Despite the profound shift in your character’s situation, their fundamental Nature is unlikely to have changed, although their Demeanor may alter significantly. Nature refers to the inner self, whereas their Demeanor describes the face they offer to the world. These must be chosen from the ‘Personality Archetypes’ document, unless another can be agreed with the Storyteller.

Taking a little time to consider the major events and personalities which shaped your new vampire’s mortal life can pay great dividends later - for instance, a getaway driver is likely to have a few points of Streetwise and plenty of Drive Skill! Also bear in mind the era in which they grew up: modern times are characterised by World War I and II, the Cold War and the start of international terrorism, while the US didn’t even exist a few centuries ago!

Have fun!

2 Attributes

You start out with a free dot in each of these (exception on Appearance for Nosferatu, Samedi or Gargoyles, because they have 0). Most characters have 7 dots to spend in one category, 5 dots to spend in another, and 3 dots to spend in the last.

2.1 Physical

Strength - This is a measure of your physical strength.

† Poor: You can bench 40 lbs.

†† Average: You can bench press 100lbs.

††† Good: You can bench press 250lbs.

†††† Exceptional: You can bench press 400 lbs.

††††† Outstanding: You can bench press 650 lbs.

Dexterity - This is a measure of your general physical prowess.

† Poor: You are a butterfinger, so don't use a chainsaw.

†† Average: You can chew gum and walk at the same time.

††† Good: You have excellent raw athletic potential.

†††† Exceptional: You can juggle 5 knives.

††††† Outstanding: You can juggle 5 knives while blindfolded.

Stamina - A measure of general health and pain resistance.

† Poor: You are frail in constitution and may be sickly.

†† Average: You are moderately healthy.

††† Good: You are in good shape, the result of regular exercise.

†††† Exceptional: You could run a marathon.

††††† Outstanding: You are tough enough to almost survive anything.

2.2 Social

Charisma - Your aptitude for enticing and fascinating others.

† Poor: Others avoid you.

†† Average: You are likeable.

††† Good: People trust and confide in you.

†††† Exceptional: You have something which draws people to you.

††††† Outstanding: You could lead a nation.

Manipulation - This trait measures your aptitude for active self-expression, such as when you want to get someone else to do something.

† Poor: You express yourself in as few words as possible.

†† Average: Others might believe you.

††† Good: You'd make a good lawyer.

†††† Exceptional: You should run for office.

††††† Outstanding: You could sell ice to an eskimo.

Appearance - describes your appearance in terms of attractiveness and force of

presence.

† Poor: You Tend to attract the hostility of others.

†† Average: You are easily ignored, for you fit in so well with the crowd.

††† Good: You have a pleasing appearance, and people treat you well.

†††† Exceptional: You are good-looking enough to be a model and are given respect and attention because of it.

††††† Outstanding: First reactions are either that of awe, intense jealousy or complete solicitude.

2.3 Mental

Perception - indicates how aware you are of the environment around you.

† Poor: You are blind to anything but the obvious.

†† Average: You are unaware of the subtle interactions that occur around you.

††† Good: You are aware of moods and textures.

†††† Exceptional: You are constantly alert to the nuances of life.

††††† Outstanding: You can see a needle in a haystack.

Intelligence - represents your memory as well as your ability to learn and think.

† Poor: IQ 80

†† Average: IQ 100

††† Good: IQ 120

†††† Exceptional: IQ 140

††††† Outstanding: IQ 160+

Wits - Your ability to act quickly and correctly to new situations, as well as your overall sharpness of mind.

† Poor: You send money to televangelists.

†† Average: You know when to bet or fold in poker.

††† Good: You are capable of handling LA rush hours (without shooting anyone).

†††† Exceptional: You could be a stand-up comic.

††††† Outstanding: You have a supercomputer for a brain - it's **fast!**

3 Abilities

All characters start out with zero in every ability and may not raise any ability above 3 without spending freebies. Most may spend 13 dots in one category, 7 dots in another and 5 dots on the last.

3.1 Talents

Talents are what you know instinctively, without training or coaching.

Alertness - This is your basic knack for noticing things that go on around you, even when you're not actively looking for them. Alertness describes the attention you pay to the outside world, whether otherwise occupied or not. This Talent is typically paired with Perception, and is best used when sensing physical stimuli (as opposed to moods or clues).

† Novice: You're no mindless drone.

†† Practiced: Habitual eavesdropper.

††† Competent: You keep a sharp eye on your surroundings.

†††† Expert: Whether from paranoia or good sense, you are rarely caught off guard.

††††† Master: Your senses are on par with those of a wild animal.

Athletics - This Talent represents your basic athletic ability, as well as any training you might have had in sports or other rigorous activities. Athletics concerns all forms of running, jumping, throwing, swimming, sports and the like; however, it doesn't cover basic motor actions such as lifting weights, nor does it govern athletic feats covered by another Ability (such as Melee).

† Novice: You had an active childhood.

†† Practiced: High-school athlete

††† Competent: Professional athlete

†††† Expert: Top-notch in your sport

††††† Master: Olympic medalist

Brawl - The Brawl Talent represents how well you fight in tooth-and-nail situations. This Talent represents skill in unarmed combat, whether from formal martial-arts training or simply from plenty of experience - either type can make you a dangerous adversary. Effective brawlers are coordinated, resistant to pain, quick, strong and mean; the willingness to do whatever it takes to hurt your opponent wins plenty of fights.

† Novice: You were picked on as a kid.

†† Practiced: You've seen the occasional barroom tussle.

††† Competent: You've fought regularly and routinely, and generally walked away in better shape than your opponents.

†††† Expert: You could be a serious contender on a boxing circuit.

††††† Master: You can kill three men in four seconds.

Dodge - The first rule of self-preservation, this Talent covers your ability to avoid blows, missile fire or even oncoming cars. Dodge entails taking cover, ducking punches or any other methods of getting out of harm's way.

† Novice: You can reflexively duck and cover your head.
†† Practiced: You've weathered a self-defense class.
††† Competent: You can evade thrown rocks, maybe even knives.
†††† Expert: It'd take a skilled brawler to land a punch.
††††† Master: You can virtually sidestep bullets.

Empathy - You understand the emotions of others, and can sympathize with, feign sympathy for, or play on such emotions as you see fit. You are an easy hand at discerning motive, and might be able to pick up on when someone's lying to you. However, you may be so in tune with other people's feelings that your own emotions are affected.

† Novice: You lend the occasional shoulder to cry on.
†† Practiced: You can sometimes literally feel someone else's suffering.
††† Competent: You have a keen insight into other people's motivations.
†††† Expert: It's almost impossible to lie to you.
††††† Master: The human soul conceals no mysteries from you.

Expression - This is your ability to get your point across clearly, whether through conversation, poetry or even email. Characters with high Expression can phrase their opinions or beliefs in a manner that cannot be ignored (even if their opinions are misinformed or worthless). They might also be talented actors, skilled at conveying moods or feigning emotion with every gesture. Additionally, this Talent represents your ability for poetry, creative writing or other literary art forms.

† Novice: Your talent has matured past crude poetry on notebook paper.
†† Practiced: You could lead a college debate team.
††† Competent: You could be a successful writer.
†††† Expert: Your work is Pulitzer material.
††††† Master: A visionary such as yourself comes along only once in every generation.

Intimidation - Intimidation takes many forms, from outright threats and physical violence to mere force of personality. You know the right method for each occasion, and can be very... persuasive.

† Novice: Crude teenage bully
†† Practiced: Mugger
††† Competent: Drill sergeant
†††† Expert: Your air of authority cowers casual passersby.
††††† Master: You can frighten off vicious animals.

Leadership - You are an example to others and can inspire them to do what you want. Leadership has less to do with manipulating people's desires than it does with presenting yourself as the sort of person they want to follow. This Talent is usually paired with Charisma rather than Manipulation.

† Novice: Captain of your Little League team
†† Practiced: Student body president
††† Competent: An effective CEO
†††† Expert: Presidential material
††††† Master: You could be the lord and master of a nation.

Streetwise - The streets can provide a lot of information or money to those who know the language. Streetwise allows you to blend in unobtrusively with the local scene, pick up gossip, understand slang or even dabble in criminal doings.

† Novice: You know who sells drugs.

†† Practiced: You're accorded respect on the street.

††† Competent: You could head your own gang.

†††† Expert: You have little to fear in even the worst neighborhoods.

††††† Master: If you haven't heard it, it hasn't been said.

Subterfuge - You know how to conceal your own motives and project what you like. Furthermore, you can root out other people's motives, then use those motives against them. This Talent defines your talent for intrigue, secrets and double dealing; mastery of Subterfuge can make you the ultimate seducer, or a brilliant spy.

† Novice: You tell the occasional little white lie.

†† Practiced: Vampire

††† Competent: Criminal lawyer

†††† Expert: Deep-cover agent

††††† Master: You're the very last person anyone would suspect.

3.2 Skills

Skills are abilities that you have learned through training or coaching.

Animal Ken - You can understand an animal's behavior patterns. This Skill allows you to predict how an animal might react in a given situation, train a domesticated creature, or even try to calm or enrage animals.

† Novice: You can get a domesticated horse to let you pet it.

†† Practiced: You can housebreak a puppy.

††† Competent: You could train a seeing-eye dog.

†††† Expert: Circus trainer

††††† Master: You can tame wild beasts without benefit of supernatural powers.

Crafts - This Skill covers your ability to make or fix things with your hands. Crafts allows you to work in fields such as carpentry, leatherwork, weaving or even mechanical expertise such as car repair. You can even create lasting works of art with this Skill, depending on the number of successes you achieve. You must always choose a specialization in Crafts, even though you retain some skill in multiple fields.

† Novice: High-school wood shop

†† Practiced: You're starting to develop your own style.

††† Competent: You could make a living at your work.

†††† Expert: Your work might be featured in college-level textbooks for your field.

††††† Master: Your artistry is virtually without peer.

Drive - You can drive a car, and maybe other vehicles as well. This Skill does not automatically entail familiarity with complicated vehicles such as tanks or 18-wheelers, and difficulties may vary depending on your experience with individual automobiles. After all, helming a station wagon doesn't prepare you for controlling a Lotus at 100

miles per hour.

† Novice: You know how to work an automatic transmission.

†† Practiced: You can drive a stick shift.

††† Competent: Professional trucker

†††† Expert: NASCAR daredevil or tank pilot

††††† Master: You can make a Yugo do tricks out of a James Bond movie.

Etiquette - You understand the nuances of proper behavior, in both mortal society and Kindred culture. Your specialty is the culture with which you are most familiar. This Skill is used during haggling, seduction, dancing, dinner etiquette and all forms of diplomacy.

† Novice: You know when to keep your mouth shut.

†† Practiced: You've been to a black-tie event or two.

††† Competent: You know your way around even obscure silverware.

†††† Expert: Her Majesty would consider you charming.

††††† Master: If the right people came to dinner, you could end wars or start them.

Firearms - Executing a mortal with a sword starts investigations. Clawing someone to ribbons shakes the edges of the Masquerade. So Cainites adapt, and many have devoted their energies to learning how to kill with guns. This Skill represents familiarity with a range of firearms, from holdout pistols to heavy machine guns. Of course, this Skill doesn't include heavy artillery such as mortars or tank guns. However, someone skilled in Firearms can clean, repair, recognize and, of course, accurately fire most forms of small arms. This Skill is also used to unjam guns.

† Novice: You had a BB gun as a kid.

†† Practiced: You while away the occasional hour at the gun club.

††† Competent: You've survived a firefight or two.

†††† Expert: You could pick off people for a living.

††††† Master: You've been practicing since the debut of the Winchester.

Melee - As the Kindred maxim runs, Guns mean nothing to a lifeless heart. A blade is often worth far more, as is the skill to use it properly. Melee covers your ability to use hand-to-hand weapons of all forms, from swords and clubs to esoteric martial-arts paraphernalia such as sai or nunchaku. And, of course, there is always the utility of the wooden stake....

† Novice: You know the right way to hold a knife.

†† Practiced: You may have been in the occasional street fight.

††† Competent: You could make a college fencing team.

†††† Expert: You could keep order in the prince's court.

††††† Master: Your enemies would rather face a SWAT team than your blade.

Performance - The Performance Skill governs your ability to perform artistic endeavors such as singing, dancing, acting or playing a musical instrument. You are almost certainly specialized in one field, although true virtuosos may be talented in many forms of performance. This Skill represents not only technical know-how, but the ability to work an audience and enrapture them with your show.

† Novice: You could sing in the church choir.

†† Practiced: You could get a leading part in a college production.
††† Competent: You're in demand at the local clubs.
†††† Expert: You have the talent to be a national sensation.
††††† Master: You are a virtuoso without peer.

Security - This Skill entails familiarity with the tools and techniques for picking locks, deactivating car or burglar alarms, hot-wiring automobiles or even safecracking, as well as countless forms of breaking and entering. Security is useful not only for theft, but also for setting up 'the unbeatable system' or deducing where a thief broke in.

† Novice: You can pick a simple lock.
†† Practiced: You can hot-wire a car.
††† Competent: You can bypass or disable house alarms.
†††† Expert: You can crack a safe.
††††† Master: You could get a bomb out of - or into - the Pentagon.

Stealth - This Skill is the ability to avoid being detected, whether you're hiding or moving at the time. Stealth is often tested against someone else's Perception. This Ability is, for obvious reasons, highly useful in stalking prey.

† Novice: You can hide in a darkened room.
†† Practiced: You can shadow someone from streetlight to streetlight.
††† Competent: You have little difficulty finding prey from evening to evening.
†††† Expert: You can move quietly over dry leaves.
††††† Master: Nosferatu elder

Survival - Although vampires have little to fear from starvation and exposure, the wilderness can still be dangerous to a Cainite. This Skill allows you to find shelter, navigate your way to civilization, track prey and possibly even avoid werewolves (although this last is exceedingly difficult).

† Novice: You can survive a five-mile hike.
†† Practiced: You 'roughed it' on a regular basis.
††† Competent: You know poisonous mushrooms from edible ones.
†††† Expert: You could live for months in the wilderness of your choice.
††††† Master: You could get dropped naked into the Andes and do all right for yourself.

3.3 Knowledges

Knowledges involve application of the mind, not the body. If you don't have any dots in a knowledge, you cannot even attempt a roll (you can't hold a conversation in Spanish on wits alone).

Academics - This catchall Knowledge covers the character's erudition in the 'humanities': literature, history, art, philosophy and other 'liberal' sciences. A character with dots in Academics is generally well-rounded in these fields, and at high levels may be considered an expert in one or more areas of study. Not only can this Knowledge impress at salons and other Elysium functions, but it can also offer valuable clues to certain past and future movements in the Jyhad.

† Student: You're aware that 1066 is something more than a Beverly Hills area code.

†† College: You can quote from the classics, identify major cultural movements, and expound on the difference between Ming and Moghul.
††† Masters: You could get a paper published in a scholarly journal.
†††† Doctorate: Professor emeritus
††††† Scholar: Scholars worldwide acknowledge you as one of the foremost experts of your time.

Computer - This Knowledge represents the ability to operate and program computers, as well as the savvy to keep up with the latest technology.

† Student: Point and click.
†† College: You can process data with relative ease.
††† Masters: You can design software.
†††† Doctorate: You can make a very comfortable living as a consultant.
††††† Scholar: You're on the bleeding edge.

Finance - You know the ins and outs of commerce, from evaluating an item's relative worth to keeping up with currency exchange rates. This Knowledge can be invaluable when brokering items, running numbers or playing the stock market. Sufficiently high levels in Finance allow you to raise your standards of living to a very comfortable level.

† Student: You've taken a few business classes.
†† College: You have some practical experience and can keep your books fairly neat.
††† Masters: You'd make a fine stockbroker.
†††† Doctorate: Corporations follow your financial lead.
††††† Scholar: You could turn a \$20 bill into a fortune.

Investigation - You've learned to notice details others might overlook, and might make an admirable detective. This Knowledge represents not only a good eye for detail, but also an ability to do research and follow leads.

† Student: You've read your share of Agatha Christie.
†† College: Police officer
††† Masters: Private detective
†††† Doctorate: Federal agent
††††† Scholar: Sherlock Holmes

Law - With all the lawyers and lawmakers out there, this Knowledge can prove very useful. Law can be useful for filing suit, avoiding lawsuits or getting out of jail. What's more, even the Kindred keep their own laws, and more than one vampire has saved his own unlife by deftly exploiting a loophole in one of the Traditions.

† Student: You've watched your share of courtroom dramas.
†† College: You're either studying for or just passed the bar exam.
††† Masters: Ambulance chaser
†††† Doctorate: Major public figures have your number - just in case.
††††† Scholar: You could find the loopholes in the Devil's contract.

Linguistics - You begin play with the native language of your choice for free, but if you want to speak any other languages, whether modern or ancient, Linguistics is a must. This Ability allows you to understand additional languages, but at high levels also offers

a more general understanding of linguistic structure. Linguistics may allow you to recognize accents or decipher word puzzles.

- † Student: One extra language
- †† College: Two extra languages
- ††† Masters: Four extra languages
- †††† Doctorate: Eight extra languages
- ††††† Scholar: 16 extra languages

Medicine - You have an understanding of how the human body, and to a lesser extent the vampiric body, works. This Ability entails knowledge of medicines, ailments, first-aid procedures, and diagnosis or treatment of disease. Medicine is of great use to those Kindred with an interest in repairing, damaging or reworking the human body.

- † Student: You've taken a CPR course.
- †† College: Premed or paramedic
- ††† Masters: General practitioner
- †††† Doctorate: You can perform transplants.
- ††††† Scholar: You are respected by the world's medical community as a modern-day Æsculapius.

Occult - You are knowledgeable in occult areas such as mysticism, curses, magic, folklore and particularly vampire lore. Unlike most other Knowledges, Occult does not imply a command of hard, factual information; much of what you know may well be rumor, myth, speculation or hearsay. However, the secrets to be learned in this field are worth centuries of sifting legend from fact. High levels of Occult imply a deep understanding of vampire lore, as well as a good grounding in other aspects of the occult; at the very least, you can discern what is patently false.

- † Student: You've paged through the New Age section of a Waldenbooks.
- †† College: There seems to be some unsettling truth to some of the rumors you've heard.
- ††† Masters: You've heard a lot and actually seen a little for yourself.
- †††† Doctorate: You can recognize blatantly false sources and make educated guesses about the rest.
- ††††† Scholar: You know most of the basic truths about the hidden world.

Politics - You are familiar with the politics of the moment, including the people in charge and how they got there. This Knowledge can aid you in dealing with or influencing mortal politicians, or even offer some insight into the local Cainite power structure.

- † Student: Activist
- †† College: Political science major
- ††† Masters: Campaign manager or talk-radio host
- †††† Doctorate: Senator
- ††††† Scholar: You could choose the next President of the United States.

Science - You have at least a basic understanding of most of the physical sciences, such as chemistry, biology, physics and geology. This Knowledge can be put to all forms of practical use.

- † Student: You know most of the high-school basics.

†† College: You're familiar with the major theories.

††† Masters: You could teach high-school science.

†††† Doctorate: You're fully capable of advancing the knowledge in your field.

††††† Scholar: Your Nobel Prize is waiting for you.

4 Backgrounds

Unless you are Sabbat, you will have 5 background points. The Sabbat strongly discourages its members from retaining any kind of background.

Allies

- † One ally of moderate influence and power
- †† Two allies, both of them of moderate power
- ††† Three allies, one of them quite influential
- †††† Four allies, one of them very influential
- ††††† Five allies, one of them extremely influential

Contacts

- † One major contact
- †† Two major contacts
- ††† Three major contacts
- †††† Four major contacts
- ††††† Five major contacts

Fame

- † You are known by a select subculture of society in the city: among the elite.
- †† Your face is recognized by a majority of the populace: local celebrity.
- ††† You are fairly famous regionally: your name and face are known by many.
- †††† You are quite renowned nationally: everybody know something about you.
- ††††† You are an internationally famous individual - a movie star, politician, or performer.

Generation

- † Twelfth generation: 11 Blood Pool, can spend 1 Blood Point a turn.
- †† Eleventh Generation: 12 Blood Pool, can spend 1 Blood Point a turn.
- ††† Tenth Generation: 13 Blood Pool, can spend 1 Blood Point a turn.
- †††† Ninth Generation: 14 Blood Pool, can spend 2 Blood Points a turn.
- ††††† Eighth Generation: 15 Blood Pool, can spend 3 Blood Points a turn.

Herd

- † 3 vessels
- †† 7 vessels
- ††† 15 vessels
- †††† 30 vessels
- ††††† 60 vessels

Influence

- † Moderately influential: a factor in city politics.
- †† Well-connected: a factor in state politics.
- ††† Position of influence: a factor in regional politics.
- †††† Broad personal power: a factor in national politics.

††††† vastly influential: a factor in Global politics.

Mentor

† Mentor is an ancilla/ductus/pack priest, and of little influence.

†† Mentor is an elder/prominent priest and is well respected.

††† Mentor is a member of the primogen/bishop.

†††† Mentor is a prince/archbishop and has much power over the city.

††††† Mentor is a Justicar/Inconnu/Cardinal/Priscus and is extraordinarily powerful.

Resources

† Small savings: You have an apartment and perhaps a motorcycle. If liquidated, you would have \$1000 in cash. Allowance of \$500 a month.

†† Middle class: you have an apartment or condominium. If liquidated you would have \$8000 in cash. Allowance of \$1200 a month.

††† Large savings: You own a house (or at least have some equity). If liquidated you would have \$50,000 in cash. Allowance of \$3,000 a month.

†††† Well off: You own a very large house, or perhaps a dilapidated mansion. If liquidated you would have \$500,000 in cash. Allowance of \$9,000 a month.

††††† Fantastically rich: you are easily a millionaire many times over. If liquidated, you would have at least \$5,000,000 in cash. Allowance of \$30,000 a month.

Retainers (Ghouls)

† One retainer.

†† Two retainers.

††† Three retainers.

†††† Four retainers.

††††† Five retainers.

Status

† Known: a neonate, Priest or pack leader.

†† Respected: an ancilla, Templar or paladin.

††† High Status: an elder, Bishop.

†††† Powerful: a member of the primogen, Archbishop.

††††† Luminary: a prince, Cardinal or Priscus.

5 Clan Disciplines

Sabbat receive 4 dots of disciplines, while others receive 3. Note that Caitiff and Panders may pick any disciplines (as adjudicated by the ST), using modified experience charts, and hence have no clan disciplines.

Camarilla

Brujah - Celerity, Potence, Presence
Gangrel - Animalism, Fortitude, Protean
Malkavian - Auspex, Dementation, Obfuscate
Nosferatu - Animalism, Obfuscate, Potence
Toreador - Auspex, Celerity, Presence
Tremere - Auspex, Dominate, Thaumaturgy
Ventrue - Dominate, Fortitude, Presence

Sabbat

Assamite antitribu - Celerity, Obfuscate, Quietus
Brujah antitribu - Celerity, Potence, Presence
Setites - Obfuscate, Presence, Serpents
Country Gangrel Antitribu - Animalism, Fortitude, Protean
City Gangrel Antitribu - Celerity, Obfuscate, Protean
Lasombra - Dominate, Obtenebration, Potence
Malkavian antitribu - Auspex, Dementation, Obfuscate
Nosferatu antitribu - Animalism, Obfuscate, Potence
Ravnos antitribu - Animalism, Chimerstry, Fortitude
Salubri antitribu - Auspex, Fortitude, Valeren
Toreador antitribu - Auspex, Celerity, Presence
Tzimisce - Animalism, Auspex, Vicissitude
Ventrue antitribu - Dominate, Fortitude, Presence

Independent

Assamite - Celerity, Obfuscate, Quietus
Blood Brothers - Fortitude, Potence, Sanguinus
Giovanni - Dominate, Necromancy, Potence
Harbingers of Skulls - Auspex, Fortitude, Necromancy
Kiasyd - Dominate, Mytherceria, Obtenebration
Ravnos - Animalism, Chimerstry, Fortitude
Serpents of the Light - Obfuscate, Presence, Serpents

6 Discipline Descriptions

6.1 Animalism

Animalism allows empathy with and power over the animal world, as well as the animal within, and embodies the Beast which lurks within the soul of every Cainite. Those with Animalism can understand and soothe the passions of animals and control the actions of such creatures by touching the heart of the beast within them all. Vampires without either this Discipline or the skill of Animal Ken can seem offensive to animals, or beasts are distinctly uncomfortable around the undead and will do all they can to move away.

1. Sweet Whispers: Establishes telepathic contact with an animal. Can give it simple commands, in the form of a request, it is considered “a favor” not control over the animal. Range to establish contact is eye contact.
2. The Beckoning: Summons any species of animal that is in the area, for example cats, rats etc. If there are none of the desired subject within range, you get none, and have to start over with a different species. They are under no obligation to heed your commands once they have arrived.
3. Song of Serenity: Can be used on animals or humans, calms “the beast within” basically depriving them of the will to fight or resist. Can’t be used on other vampires (? may be able to calm frenzy)
4. Sharing of Spirits: Vampire’s spirit enters into an animal, allowing you to control actions, see through its eyes etc. The vampire’s own body becomes unconscious and motionless.
5. Drawing out the Beast: User can induce a berserker rage in man or animal, or induce frenzy in another vampire. Of course, they may attempt to resist.

6.2 Auspex

Auspex allows one a glimpse into the unseen. Whether a mere accentuation of the everyday flavours of sensory perception, a flickering of the spirit world or a gate onto the Astral Plane, Auspex provides information in spades.

1. Heightened Senses: All senses become sharper and deeper. While extremely useful - and even pleasurable, in the right circumstances - entrancement or an unpleasant surprise (such as gunfire nearby) can make this a hazardous power to use constantly.
2. Aura Perception: All beings are surrounded by an invisible nimbus of colour, which reveals a great deal to the educated eye. Different colours indicate moods, while the intensity and activity present give insight into the more long-term state of the mind - such as undeath, or psychosis. Black veins always appear to haunt the aura of the diablerist, who would be wise to learn Obfuscate, and fast.
3. The Spirit’s Touch: Every touch of the conscious against the inanimate leaves a mark, an ethereal wisp of spirit. Using this power allows one to discover certain information about the previous handler and perhaps what happened with the object at the time.
4. Telepathy: Detect the surface thoughts of other people or vampires.
5. Psychic Projection: Astral projection, the spirit travels freely while the body remains unconscious.

6.3 Celerity

This Discipline explains the superior quickness of vampires. A rating in Celerity allows a vampire to move extremely quickly in times of stress and take multiple actions in a single turn. While anyone can decide to split their Dice Pool during a single turn, a character with Celerity can perform extra actions without penalty.

One extra action is allowed per point of Celerity, and the vampire may use his/her entire dice pool for each one. One Blood Point must be spent every turn that the character uses Celerity, even if he does not take all the actions allowed. For instance, if a vampire has a Celerity rating of 4, and wishes to take three actions in a single turn, he will need to spend a blood point.

At the Storyteller's discretion, enhanced speed may be of use for other things, such as running or dodging. Be aware, however, that even 6x normal speed (5 points of Celerity) is barely fast enough for a motorway let alone catching a bullet. And try to ignore the momentum equation.

6.4 Dominate

This Discipline reflects the mystical ability of vampires to influence the minds and actions of others. Dominate is an aspect of the power of the mind and the will. It affects the judgment and mental functioning of the target, not the emotions. Dominate always requires eye contact with the subject in order for it to be employed, and this is why it is referred to as The Piercing Gaze.

1. Command of the Weared Mind: Allows user to issue a one word command that will be obeyed instantly (target rolls to resist).
2. Mesmerize: Plant a posthypnotic suggestion in a subject's mind, along with a trigger that will cause them to take the suggested action when that trigger occurs.
3. The Forgetful Mind: Create or remove memories from the subject. Removing them is slightly more difficult, as it is not actually removed, just locked away, and will eventually resurface.
4. Conditioning: Condition a specific individual so that they can no longer resist your domination. This is done over a period of weeks or months, determined by storyteller. After that, they will automatically be susceptible to your domination effects.
5. Possession: Allows one to possess and control another person's body. Cannot be used on other Kindred.

6.5 Fortitude

Fortitude represents some Kindred's ability to simply shrug off massive amounts of damage. Even damage from fire and fang may be resisted, albeit briefly. Fortitude is added to your Stamina when making Soak rolls for normal damage, while your Fortitude alone is used to soak aggravated damage. Additionally, each point of Fortitude extends the amount of sunshine the vampire can endure before going up in smoke.

6.6 Obfuscate

Kindred with this Discipline excel at hiding among and away from crowds. Rather than crude invisibility, it functions much more nearly like an 'ignore me' sign. Auspex may be used to see past this veil of anonymity.

1. Cloak of Shadows: Given even the tiniest bit of shade, you may step behind it and vanish. It will not work on those watching you at the time, however, and you must stay perfectly still.
2. Unseen Presence: You can make yourself vanish, as above, but they will even forget you were there.
3. Mask of the Thousand Faces: This allows one to change one's appearance, People simply think you look like somebody else, though your appearance is, in fact, unaltered.
4. Vanish from Mind's Eye: This allows one to vanish, even in plain sight. They may also forget they saw you at all.
5. Cloak the Gathering: This allows the level one power to be extended to others. Should anyone break the cover, only they will be seen, but if the caster breaks, all will be exposed.

6.7 Potence

This Discipline defines the superior strength that vampires possess. This additional physical might allows great feats to be accomplished, far beyond what a normal mortal would be able to perform. Potence allows vampires to jump and leap greater distances, lift greater weights, and inflict greater harm upon objects and individuals when they are struck.

6.8 Presence

A vampire with the Presence Discipline is exceptionally attractive and appealing to others. People want to be around the vampire, to bask in the intoxicating energy he sheds.

1. Awe: People are fascinated by and drawn to you.
2. Dread Gaze: By baring your teeth and hissing, you may drive mortals into a terrified state in which they attempt to flee, cower in fear, etc.
3. Entrancement: You can persuade someone to help you. They will not knowingly endanger themselves, they are not dominated, they simply wish to help you.
4. Summon: A person the user knows or has at least met once, can be called from near or far. Should your roll succeed (Charisma + Subterfuge), over the target's willpower, they will not resist.
5. Majesty: A palpable aura of power is mantled on your shoulders, forcing all in your presence to deference. Even the thought of doing you harm requires great effort on their part.

6.9 Protean

This Discipline allows a vampire to transform either her entire body or part of her body into something inhuman. The vampire can thus grow claws, turn into a bat, meld into

the earth or transform into mist.

1. Gleam of the Red Eyes: You see perfectly in darkness.
2. Wolf Claws: Claws extend from one's fingers, and can cause aggravated damage.
3. Earth Meld: You can sink into the ground, thereby protecting yourself from sunlight.
4. Shadow of the Beast: One can transform into either a wolf or a bat.
5. Form of Mist: One's form becomes mist.

6.10 Quietus

The Assamites, stalkers of nightstalkers, assassins without peer, developed this discipline. Using it, even the mightiest may fall in but a round or two.

1. Silence of Death: With this power the vampire creates a zone of silence around them in a 20' radius. Any sound that originates outside the silence is unaffected.
2. Weakness: With the touch of a hand and the expenditure of a blood point, you may reduce a foe's stamina by 1 point. You must succeed with your Willpower vs. their Stamina + Fortitude.
3. Disease: Reduces Dexterity or Strength of target. Willpower vs. Willpower
4. Blood Agony: Any weapon you coat with your blood becomes bane. For every blood point you expend, one strike may be made which causes a level of aggravated damage.
5. Taste of Death: The vampire spits blood at his foe, doing aggravated damage. It does 2 dice of aggravated damage per blood point expended. Spitting range is Potence + Strength x 10'.

6.11 Thaumaturgy

Few Kindred are able to practice the rigorous discipline of Thaumaturgy. This is the practice of blood magic, and is largely the province of the Tremere Clan, who created it and guard its secrets jealously.

1. Taste for Blood: Allows user to determine how much blood is left in a Kindred or mortal, how recently a Kindred has fed, and the approximate generation of a vampire. Target must be touched.
2. Blood Rage: When touching another Kindred, you can force them to burn a point of blood, whether or not they want to. Of course, they still have the benefit of the blood point they have used, and Celerity is usually a favourite...
3. Blood of Potency: Allows user to distill the blood in their veins, effectively lowering their generation by one.
4. Theft of Vitae: This allows the user to drain the blood pools of others into one's own system from a distance. This requires an Intelligence + Medicine difficult 6. The number of successes determines the number of blood points obtained.
5. Cauldron of Blood: User is able to cause other's blood to boil. This will kill humans and causes aggravated damage (not to mention loss of blood) to vampires.

Besides these powers, Thaumaturgists may learn various Paths and Rituals which grant additional might.

7 Virtues

You get one free dot in each virtue plus 7 to spend, unless you are Sabbat in which case you receive 5.

If a character is on a path of enlightenment that requires a change in virtues (Conviction instead of Conscience and/or Instinct instead of Self-Control) you do not get the free dot in that virtue, but you do get a free dot in any virtue not changed from its normal, default, state (Conscience, Self-Control and Courage are defaults).

Conscience is a trait of self-awareness which enables you to evaluate your own conduct. (Alternate - Conviction)

† Uncaring
†† Normal
††† Ethical
†††† Righteous
††††† Remorseful

Self-Control is used to resist temptation, frenzy, etc. (Alternate - Instinct)

† Unstable
†† Normal
††† Temperate
†††† Hardened
††††† Total self-mastery

Courage is a quality of the mind that enables you to stand up in the face of opposition, hardship or danger.

† Timid
†† Normal
††† Bold
†††† Resolute
††††† Heroic

Humanity (starts at Conscience+Self-Control) is a measure of how much of your character's mortal nature remains despite the curse of vampirism.

- Monstrous

† Horrific
†† Bestial
††† Cold
†††† Unfeeling
††††† Distant
†††††† Removed
††††††† Normal
†††††††† Caring
††††††††† Compassionate
†††††††††† Saintly

Effects of Humanity

1 - How human the person appears.

- 2 - During the day a vampire may not roll more dice than she or he has humanity.
- 3 - Humanity affects Virtue when you attempt to resist frenzy, you may not roll more dice than you have Humanity.
- 4 - The length of time spent in torpor is also directly affected by the Humanity rating.

Some vampires have accepted the beast within, and therefore are devoid of humanity (actually their scores are 3), and possess a different set of virtues. These kindred follow what is known as a Path of Enlightenment, detailed in the next section.

Willpower (starts at Courage) measures how capable a character is at overcoming the urges and desires that may tempt him or her.

- † Spineless
- †† Weak
- ††† Unassertive
- †††† Diffident
- ††††† Certain
- †††††† Confident
- ††††††† Determined
- †††††††† Controlled
- ††††††††† Iron-willed
- †††††††††† Unshakable

Using Willpower

- 1 - A Willpower point can be used to give you one automatic success in an action. Only one point may be used this way per turn.
- 2 - You can use a point to resist doing something on instinct (IE running from sunlight, fire.)
- 3 - A Willpower point can be spent to temporarily offset a derangement.

8 Paths of Enlightenment

All characters follow the Path of Humanity by default.

8.1 Path of Humanity

Rating	Minimum wrong doing for sin
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)
2	Casual violence (thoughtless killing, feeding past satiation)
1	Utter perversion or heinous acts

From “Vampire: the Masquerade” pg. 221

Virtues: Conscience & Self-Control

Common Abilities: N/A

Preferred Disciplines: N/A

8.2 Path of Blood

Rating	Minimum wrong doing for sin
10	Killing a mortal for sustenance
9	Breaking a word of honor to a clanmate
8	Refusing to offer a non-Assamite a chance to convert
7	Failing to destroy an unrepentant Kindred outside the clan
6	Succumbing to Frenzy
5	Failing to pursue the lore of Khayyin
4	Failing to pursue lesser blood
3	Refusal to aid a more advanced member of the Path
2	Failing to take an opportunity to lower one’s generation
1	Acting against another Assamite

From “Vampire: the Masquerade” pg. 289

Virtues: Conviction & Self-Control

Common Abilities: Brawl, Melee, Dodge, Intimidation & Occult

Preferred Disciplines: Quietus, Obfuscate & Celerity; some Thaumaturgy as well.

8.3 Path of Bones

Rating	Minimum wrong doing for sin
10	Showing a fear of death
9	Failing to study an occurrence of death
8	Accidental killing
7	Postponing feeding when hungry
6	Succumbing to a frenzy
5	Refusing to kill when an opportunity presents itself
4	Making a decision based on emotions rather than logic
3	Inconveniencing oneself for another's benefit
2	Needlessly preventing death
1	Actively preventing death

Virtues: Conviction & Self-Control

Common Abilities: Medicine, Occult & Science

Preferred Disciplines: Necromancy & Auspex

8.4 Path of Caine

Rating	Minimum wrong doing for sin
10	Failing to engage in research or study each night, regardless of the circumstances.
9	Failing to instruct other vampires in the Path of Caine.
8	Befriending or co-existing with mortals.
7	Showing disrespect to other students of Caine.
6	Failing to ride the wave in frenzy.
5	Succumbing to Rotschreck.
4	Failing to diablerise a "humane" vampire.
3	Failing to regularly test the limits of abilities and Disciplines.
2	Failing to pursue lore about vampirism when the opportunity is available.
1	Denying vampiric needs (by refusing to feed, showing compassion or failing to learn about one's vampiric abilities)

From "Guide to the Sabbat" pg. 129

Virtues: Conviction & Instinct

Common Abilities: Primarily Knowledges - Occult & Various Lores.

Noddists are expected to develop the vampiric form: Survival, Melee & Athletics.

Additionally, those who would take part in debates: Expression, Subterfuge & Leadership.

Preferred Disciplines: Auspex & Presence.

Physical form: Celerity, Fortitude & Potence.

Many conform only to the disciplines listed in the Book of Nod.

8.5 Path of Cathari

Rating	Minimum wrong doing for sin
10	Exercising restraint.
9	Showing trust.
8	Failing to pass the Curse to the passionately wicked or virtuous.
7	Failing to ride the wave in frenzy.
6	Acting against another Albigensian.
5	Impassioned killing.
4	Sacrificing gratification for someone else's convenience.
3	Refraining from indulgence.
2	Arbitrary killing.
1	Encouraging others to exercise restraint.

From "Guide to the Sabbat" pg. 132

Virtues: Conviction & Instinct

Common Abilities: Social Abilities like Subterfuge & Streetwise. Some take Finance & Bureaucracy. Some take Occult & Academics.

Preferred Disciplines: Animalism, Dominate & Presence

8.6 Path of Death and the Soul

Rating	Minimum wrong doing for sin
10	Attachment to the material world.
9	Showing a fear of Final Death.
8	Being guided by emotions.
7	Succumbing to frenzy.
6	Failing to kill when useful.
5	Failing to pursue enlightenment.
4	Showing an aversion to death.
3	Showing compassion.
2	Killing without studying the death afterwards.
1	Needlessly preventing death.

From "Guide to the Sabbat" pg. 134

Virtues: Conviction & Self-Control

Common Abilities: Occult, Academics, Research, Medicine & other Intellectual pursuits

Preferred Disciplines: Auspex, Fortitude, Necromancy & Thaumaturgy

8.7 Path of Ecstasy

Rating	Minimum wrong doing for sin
10	Allowing someone innocent to survive
9	Not wallowing in absolute luxury
8	Allowing someone ugly to survive
7	Allowing an infector of impurity (i.e. priest, nun, etc.) to live without good reason.
6	Rejecting wealth unnecessarily
5	Not attempting to corrupt an innocent.
4	Not taking at least one drug regularly.
3	Restraining your natural impulses unnecessarily.
2	Failing to accept a gift.
1	Destroying something of beauty.

From “Clanbook Setites”

Virtues: Conscience & Self-Control

Common Abilities: N/A

Preferred Disciplines: N/A

8.8 Path of Evil Revelations

Rating	Minimum wrong doing for sin
10	Maintaining any semblance of goodness or honor.
9	Missing a nightly devotion.
8	Helping others when not to your advantage.
7	Passing up an opportunity to acquire temporal power.
6	Following your own interests.
5	Not working with other followers of your master.
4	Failing to take an opportunity to fulfil your master’s goals.
3	Providing infernal secrets to non-converts.
2	Failing to corrupt or destroy other vampires.
1	Disobeying your infernal masters.

From “The Storytellers Handbook to the Sabbat” pg. 50

Virtues: Conviction & Instinct

Common Abilities: Occult, Subterfuge, Etiquette, Intimidation, Empathy, Brawl, Melee & Dodge

Preferred Disciplines: Auspex, Presence & (Dark) Thaumaturgy

8.9 Path of the Feral Heart

Rating	Minimum wrong doing for sin
10	Hunting with means other than vampiric powers.
9	Engaging in politics.
8	Remaining in the presence of fire or sunlight, except to kill an enemy.
7	Acting in an overly cruel manner.
6	Failing to hunt when hungry.
5	Failing to support your pack.
4	Killing without need.
3	Failing to follow one's instincts.
2	Killing a creature other than for survival.
1	Refusing to kill to survive.

From "Guide to the Sabbat" pg. 138

Virtues: Conviction & Instinct

Common Abilities: Survival, Brawl, Dodge, Animal Ken, Empathy & Intimidation

Preferred Disciplines: Animalism, Fortitude, Protean, Obfuscate & Celerity

8.10 Path of Harmony

Rating	Minimum wrong doing for sin
10	Failing to spend at least two hours per night communing alone with nature.
9	Killing an animal for any reason other than survival.
8	Failing to hunt and drink blood whenever hungry (less than maximum blood points) and time permits.
7	Acting in an overly cruel manner.
6	Refusing to ride the wave as long as it is not detrimental to your own survival.
5	Killing a mortal for any reason other than survival.
4	Failing to provide safety for your loved ones and comrades.
3	Allowing yourself to act too human or too bestial.
2	Feeling guilty about doing something you needed to do.
1	Refusing to kill when it is important for your survival.

From "The Players Guide to the Sabbat" pg. 95

Virtues: Conscience & Instinct

Common Abilities: N/A

Preferred Disciplines: N/A

8.11 Path of Honorable Accord

Rating	Minimum wrong doing for sin
10	Failing to uphold the precepts of your group.
9	Failing to show hospitality to your allies.
8	Associating with the dishonourable.
7	Failing to participate in your group's rites.
6	Disobeying your leader.
5	Failing to protect your allies.
4	Placing personal concerns over duty.
3	Showing cowardice.
2	Killing without reason.
1	Breaking your word or oath; failing to honour an agreement.

From "Guide to the Sabbat" pg.140

Virtues: Conscience & Self-Control

Common Abilities: Melee, Brawl, Dodge, Leadership, Expression, Investigation & Law

Preferred Disciplines: Fortitude, Potence & Presence

8.12 Path of Lilith

Rating	Minimum wrong doing for sin
10	Feeding immediately when hungry.
9	Pursuing temporal wealth or power.
8	Not correcting the errors of others regarding Caine and Lilith.
7	Feeling remorse for bringing pain to someone.
6	Failing to participate in a Bahari ritual.
5	Fearing death.
4	Killing a living or unliving being.
3	Not seeking out the teachings of Lilith.
2	Failing to dispense pain and anguish.
1	Shunning pain.

From "Guide to the Sabbat" pg.143

Virtues: Conviction & Instincts

Common Abilities: Torture, Occult, Various Lores, Academics, Research, Science & Linguistics

Preferred Disciplines: Animalism, Celerity, Fortitude & Obfuscate

8.13 Path of Metamorphosis

Rating	Minimum wrong doing for sin
10	Postponing feeding when hungry
9	Indulging in pleasure
8	Imploring another for knowledge
7	Sharing knowledge with another
6	Refusing to kill when knowledge may be gained for it
5	Failing to ride out a frenzy
4	Considering the needs of others
3	Failure to experiment, even at risk to oneself
2	Neglecting to alter one's own body
1	Exhibiting compassion for others

From "Vampire: the Masquerade" pg. 293

Virtues: Conviction & Instinct

Common Abilities: Occult, Medicine, Science, Philosophy, Theology & Lore

Preferred Disciplines: Vicissitude, Thaumaturgy & Auspex

8.14 Path of Night

Rating	Minimum wrong doing for sin
10	Killing a mortal for food
9	Acting in the interests of another
8	Failing to be innovative in one's depredations
7	Asking aid of another
6	Accidental killing
5	Bowing to another Kindred's will
4	Intentional or impassioned killing
3	Aiding another
2	Accepting the superiority of another
1	Repenting one's behaviour

From "Vampire: the Masquerade" pg. 292

Virtues: Conviction & Instinct

Common Abilities: Brawl, Intimidation, Melee & Medicine

Preferred Disciplines: Obtenebration & Potence

8.15 Path of Nocturnal Redemption

Rating	Minimum wrong doing for sin
10	Pursuing any goals other than redemption.
9	Refusing to pursue information about the Curse when there is great risk, or putting temporal concerns before enlightenment.
8	Resisting the Divine Tide.
7	Refusing to learn from those with greater understanding, or killing a mortal who has been touched by the Almighty without first offering him the Embrace.
6	Foregoing the opportunity to show others the Path, or not seeking information on the Curse when there is moderate risk.
5	Refusing to give or take confession.
4	Not spending at least some time in meditation or prayer each night.
3	Not seeking to understand the Curse when there is little or no risk.
2	Not exploring the Divine Tide, or breaking the secrecy of the confessional.
1	Refusing to acknowledge the need for redemption.

From “Montreal by Night”

Virtues: N/A

Common Abilities: N/A

Preferred Disciplines: N/A

8.16 Path of Paradox

Rating	Minimum wrong doing for sin
10	Embracing a woman
9	Embracing outside the jati
8	Destroying another Shilmulo
7	Killing a mortal for sustenance
6	Failing to destroy another vampire
5	Killing a mortal for reasons other than survival
4	Failure to aid another’s svadharma
3	Allowing one’s sect affairs to precede one’s dharma
2	Becoming blood bound
1	Embracing needlessly or out of personal desire

From “Vampire: Masquerade” pg. 294

Virtues: Conviction & Self-Control

Common Abilities: Alertness, Empathy, Subterfuge, Stealth & Investigation

Preferred Disciplines: Chimerstry, Fortitude & Auspex

8.17 Path of Power and the Inner Voice

Rating	Minimum wrong doing for sin
10	Denying responsibility for your actions.
9	Treating your underlings poorly.
8	Failing to respect your superiors.
7	Helping others when it is not to your advantage.
6	Accepting defeat.
5	Failing to kill when it is in your interests.
4	Submitting to the error of others.
3	Not using the most effective tolls for control.
2	Not punishing failure.
1	Turning down an opportunity for power.

From "Guide to the Sabbat" pg. 145

Virtues: Conviction & Instinct

Common Abilities: Leadership, Intimidation, Politics, Subterfuge, Brawl/Melee,

Meditation & Empathy

Preferred Disciplines: Dominate & Presence

8.18 Path of the Scorched Heart

Rating	Minimum wrong doing for sin
10	Revealing any secrets.
9	Failure to kill those closest to you when necessary.
8	Failure to use another Kindred's weaknesses against him.
7	Being completely honest about anything when dealing with Kindred.
6	Failure to overcome own fears and weaknesses.
5	Failure to destroy evil; harming innocents for any reason.
4	Feeling any emotion; feeding on good people.
3	Expressing any emotion; showing any weakness.
2	Feeling strong emotions; failure to kill for the greater good or for survival.
1	Expressing strong emotions.

From "Dirty Secrets of the Black Hand" pg. 67

Virtues: N/A

Common Abilities: N/A

Preferred Disciplines: N/A

8.19 Path of Self Focus

Rating	Minimum wrong doing for sin
10	Any foolish behavior.
9	Laziness of mind, spirit, or body.
8	Depending upon others; failure to treat anyone as you would be treated yourself .
7	Lying; fighting the Beast when you should not; not fighting the Beast when you should.
6	Any evil behavior.
5	Manipulating others for personal gain; being greedy or egotistical.
4	Stealing; failure to practice your focus.
3	Improper use of combat.
2	Disbelief in a higher and greater existence; disrespectful of others.
1	Failure to keep your word; fighting dishonorably.

From “Dirty Secrets of the Black Hand” pg. 69

Virtues: N/A

Common Abilities: N/A

Preferred Disciplines: N/A

8.20 Path of Typhon

Rating	Minimum wrong doing for sin
10	Pursuing one’s own indulgences instead of another
9	Refusing to aid another follower of the Path
8	Failing to destroy a vampire in Golconda
7	Failing to observe Setite religious ritual
6	Failing to undermine the current social order in favor of the Setites
5	Failing to do whatever is necessary to corrupt another
4	Failing to pursue arcane knowledge
3	Obstruction another Setites efforts
2	Failing to take advantage of another’s weakness
1	Refusing to aid Set’s resurrection

From “Vampire: the Masquerade” pg. 295

Virtues: Conviction & Self-Control

Common Abilities: Empathy, Intimidation, Streetwise, Subterfuge, Performance, Academics, Investigation & Politics

Preferred Disciplines: Serpentis, Presence & Obfuscate

8.21 Path of the Warrior

Rating	Minimum wrong doing for sin
10	Not subjecting yourself to the most painful tortures.
9	Failing any test set you, physical or mental.
8	Not developing your body to its fullest potential.
7	Spending Blood Points to heal your wounds the same night they are inflicted.
6	Not developing your Disciplines to their fullest potential
5	Killing swiftly and mercifully.
4	Showing any sign of pain.
3	Not exercising every night.
2	Thinking too long before acting.
1	Refusing a physical challenge

From "Clanbook: Setites"

Virtues: Conscience & Self-Control

Common Abilities: N/A

Preferred Disciplines: N/A

A Basic Rules

A.1 Checks

To make a check, roll a number of d10's according to the sum of the abilities you are using - for example, Manipulation (3 dots) + Empathy (1 dot) provides four dice. A roll is a 'success' if it's at least equal to the difficulty, with ratings from 1 to 9, but you lose one success for every 'botch' (1) you roll. The whole check is botched if you get no successes and one or more botches. One success is generally enough, but more is better and frequently provides better results. For example, a single success on Aura Perception (Auspex) only tells you whether the target is a vampire or not!

A.2 Basic Combat

This is a basic summary of the WoD combat rules. As always, the books are authoritative.

A.2.1 Initiative

In this stage characters roll the dice to see the order in which they will take their actions and to state which actions they will take. Characters make an initiative roll using their Wits + Alertness stats against a difficulty of 4. The character with the most successes acts first.

Example: Contessa wants to attack Skunk. Contessa's Wits are 2 and her Alertness 3, so she will roll 5 dice for init. Skunk will roll 5 dice as well. Contessa rolls three successes against the difficulty of 4, and Skunk rolls one. Contessa wins, and goes first. Both characters should declare their actions now. Contessa will shoot Skunk, and Skunk will dodge.

A.2.2 Attack

Roll your Dex plus your Firearms, M el e or Brawl skill as appropriate against the difficulty of your weapon. Example: Contessa tries to shoot Skunk. Contessa's Dex is 2 and her firearms 3, so she rolls 5 dice. Contessa uses a Glock-17, with a difficulty of 7 for that weapon, and gets 3 successes.

A.2.3 Dodge

Roll Dex + Dodge with a difficulty of 6 plus one for every opponent after the first.

Example: Skunk has opted to dodge. His Dex is 3 and his dodge is 2. Therefore he rolls 5 dice with the standard difficulty of a 6 for dodge. Skunk gets 2 successes, which are subtracted from Contessa's attack successes. Therefore, Contessa gets one net success for the shot, enough to hit.

A.2.4 Damage

Each weapon or attack allows the wielder to roll a certain number of dice in order to cause damage (difficulty of 6). Each success means the target loses one health level. Additionally, each net attack success (including the first) made with a firearm adds one

die of damage. Melee and brawling successes do not add to the damage. However, each point of potency a character possesses adds one automatic success to melee and brawling damage.

Example: Contessa rolled one success to hit Skunk, so she now rolls Damage dice. Her pistol, a Glock-17, does a Damage of 4, plus she gets to roll one extra die for her Success roll, making a total of 5 dice. She rolls against the standard damage difficulty of 6 and beats it on 3 dice. This represents three health levels lost for Skunk, but he still gets to try and soak some of the damage.

A.2.5 Soaking

A character who has been damaged by a weapon can make a roll to see how much damage he “soaks up” due to his natural hardiness. The character rolls Stamina + Fortitude with a difficulty of 6. Every success reduces the damage by one. Damage and soak rolls are the only rolls in WoD that cannot be botched.

Example: Skunk was hit for 3 health levels of Damage. But he gets to soak. His Stamina is 2, and he has no Fortitude, having relied on Obfuscate until now. Skunk rolls the dice and picks up one success. He ‘soaks’ one level of damage, therefore he takes two health levels of damage.

A.2.6 Health Levels

Health levels are a measure of how hale and hearty a character is. There are various levels of injury, and each applies a different penalty to the person who has been injured. A character who is hurt (-1), would have one less die to roll on all his or her rolls, while a character who is crippled (-5) would have five less dice to roll. If that leaves the player with no dice to roll, then the character cannot take that action.

Bruised: No action penalties.

Hurt: Mildly hurt, movement not hindered.(-1)

Injured: Minor Injuries, little hindrance to movement.(-1)

Wounded: Cannot run, but can still walk (-2)

Mauled: Badly injured, can only hobble about (-2)

Crippled: Severely injured, can only crawl (-5)

Incapacitated: Completely incapable of movement.

If a mortal reaches a health level beyond Incapacitated, they are dead.

B Equipment

Some of the material here may be incomplete or inaccurate.

B.1 Armour

Class	Armour Rating	Penalty
1: Reinforced Clothing	1	0
2: Armour T-Shirt	2	1
3: Vest	3	2
4: Flak Jacket	4	3
5: Full Suit	6	4

B.2 Mêlée Weapons

Weapon	Init	Acc	Dam	Conc	Notes
Baton	+1	+0	+1	J	
Cestus	+0	+0	+1	P	
Chain	+0	+0	+1	J	Reach
Cinquenda	+1	+0	+2	T	
Club	+1	+0	+1	T	+1 dam if spiked
Dagger	+1	+0	+1	J	
Garrotte	-3	+0	+3	P	2H; See below
Stake	+0	+0	+2	T	
Stiletto	+1	+0	+1	J	See below
Switchblade	+2	+0	+1	P	
Battle Axe	+0	+1	+4	T	
Flail	+0	+1	+2	T	
Hand Axe	+0	+0	+2	J	
Lance	+0	+0	+4	N	Reach; Mounted only
Mace	+0	+1	+4	N	
Polearm	+0	+0	+2	N	Reach; 2H
Spear	+0	+0	+2	N	Reach; Throwable
Staff	+0	+1	+2	N	2H, Reach
Bastard Sword	+0	+0	+4	T	
Broadsword	-1	+1	+3	T	
Butterfly Sword	+1	+0	+2	T	
Falchion	+1	+1	+3	T	
Katana	+1	+1	+3	T	
Long Sword	+0	+0	+3	T	
Rapier	+1	+1	+2	T	
Scimitar	+1	+1	+2	T	
Short Sword	+0	+0	+2	T	
Two-Handed Sword	+0	+1	+5	T	2H
Wakizashi	+1	+0	+2	T	
Bagh Nakh	+1	+0	+1	P	“Tiger’s Claws”
Balisong	+2	+0	+1	J	“Butterfly Knife”
Bayonet	+0	+0	+2	J	Reach
Kama	+0	+1	+2	J	
Kris	+2	+1	+2	J	
Naginata	+0	+0	+3	N	Reach; 2H
Nunchaku	+1	+1	+3	J	
Sai	+1	+1	+1	J	+1 Disarm
War Hammer	+0	+1	+3	T	
Whip	-1	+0	+1	J	Reach; +2 Disarm, Trip
Chainsaw	-1	-1	+5	N	
Industrial Drill	-2	-2	+4	N	-1 move
Jackhammer	-2	-1	+5	N	-1 move

Garrotte: Inflicts Sustained Hold on hit. Target chokes if he takes five or more Health Levels of damage from the initial attack - he cannot make noise or soak damage from the garrotte on subsequent turn. Cloth garrottes inflict Bashing damage until victim falls

unconscious, then Lethal damage, whereas wire garrottes always inflict Lethal damage.

Power Tools: Damn scary.

Stiletto: Halves target's Armour Rating.

B.3 Ranged Weapons

Weapon	Init	Acc	Dam	Move	Conc	Notes
Sling	+1	+0	+2	+0	P	Range: 10
Staff Sling	+0	+0	+2	+0	T	Range: 12
Long Bow	+0	+1	+2	None	N	Range: 150; 2H
Short Bow	+0	+1	+1	None	T	Range: 100; 2H
Crossbow	-1	+1	+2	-1	N	Range: 200
Javelin	+0	+0	+2	+0	N	Range: 40
Boomerang	+0	+1	+1	+0	J	Range: 40
Shuriken	+2	+1	+1	+0	P	Range: 20; See text
Throwing Axe	+0	+0	+2	+0	J	Range: 20
Throwing Knife	+1	+0	+1	+0	P	Range: 20; -1 in mêlée
War Dart	+0	+0	+1	+0	J	Range: 25
Blowgun	+0	+1	+0	None	J	Range: 20

Bow, Long: Especially vicious arrowheads may provide +1 dam.

B.4 Firearms

B.4.1 Revolvers

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
Colt Anaconda	.44M	6	6	2	6	J	35
Colt Detective Special	.38	6	4	3	6	P	15
Colt Diamondback	.22LR	6	2	3	6	J	20
Colt King Cobra	.357M	6	5	3	6	J	20
Colt Python	.357M	6	5	2	6	J	30
Korth Combat Magnum	.357M	6	5	2	6	J	25
Llama Comanche	.38	6	6	3	6	P	25
Rossi M720 .44	Special	6	6	2	5	J	25
Rossi M971	.357M	6	5	2	6	J	25
Ruger GP 100	.357M	6	5	2	6	J	25
Ruger Redhawk	.44M	6	6	2	6	T	50
Ruger Speed-Six	.357M	6	5	2	6	J	25
Smith & Wesson M19	.357M	6	5	2	6	J	25
Smith & Wesson M29	.44M	6	6	2	6	T	45
Smith & Wesson M36	.38S&W	6	4	3	5	P	15
Smith & Wesson M57	.41M	6	5	3	6	P	25
Smith & Wesson M60	.38S&W	6	4	3	5	J	20
Smith & Wesson M317 AirLite	.22LR	6	2	3	8	P	20
Smith & Wesson M610	.40S&W	6	5	2	6	J	25
Smith & Wesson M625	.45ACP	6	6	2	6	J	25
Smith & Wesson M629	.44M	6	6	2	6	J	25
Smith & Wesson M640	.38	6	4	3	5	P	12
Smith & Wesson M686	.357M	6	5	2	6	J	30
Smith & Wesson M696 .44S&W	Special	6	6	2	5	J	25
Taurus M44	.44M	6	6	2	6	J	30
Taurus M607	.357M	6	5	2	7	J	25
Taurus M608	.357M	6	5	2	8	J	25
Taurus M76 .32	Long	6	4	2	6	J	20
Thunder Five	.45	6	5	2	5	J	20
Thunder Five	.410	6	6	2	5	J	20
Voss BC	.22M	6	4	3	8	J	20

B.4.2 Light Pistols

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
AMT Automag II	.22WM	6	2	5	9	J	20
Baikal IJ-70 HC	9x18mm	6	4	4	8	J	20
Beretta M84 Cheetah	.380ACP	6	4	3	10	J	20
Beretta 92F	9mm	6	4	4	15	J	25
Beretta 950BS Jetfire	.25ACP	6	3	3	8	P	20
Beretta Centurion	9mm	6	4	4	15	J	25
Bernardelli P-018	9mm	6	4	4	15	J	25
Browning BDA9	9mm	6	4	4	14	J	25
Browning BPM-D	9mm	6	4	4	10	J	25
Calico M-110	.22LR	6	2	5	100	T	20
Calico M950	9mm	6	4	4	100	T	20
Caspian Target	.380ACP	6	4	3	20	J	25
Colt Mustang	.380ACP	6	4	3	7	P	20
COP Derringer	.357M	6	4	4	4	P	15
CZ75	9mm	6	4	4	15	J	25
Daewoo DP51 Fastfire	9mm	6	4	4	10	J	25
Desert Double Deuce	.25ACP	6	3	3	5	P	20
GKK-92C	9mm	6	4	4	14	J	25
Glock 17	9mm	6	4	4	17	J	25
Glock 17L	9mm	6	4	4	17	J	30
Glock 19	9mm	6	4	4	17	P	22
Hammerli M280 Target	.22LR	6	2	5	5	J	30
Heckler & Koch P7K3	.380Auto	6	3	4	8	P	20
Heckler & Koch P7M13	9mm	6	4	4	13	P	25
Heckler & Koch P9S	9mm	6	4	3	9	P	25
Heckler & Koch USP	9mm	6	4	4	15	J	25
Intratec Category 9	9mm	6	4	3	7	P	25
Kahr K9	9mm	6	4	4	7	P	25
Kel-Tec P-11	9mm	6	4	4	11	P	25
Makarov	9x18mm	6	4	4	8	P	25
PA-63	9x18mm	6	4	4	7	P	25
Phoenix HP22	.22LR	6	2	4	10	P	25
PSM	5.45mmSP	6	3	3	8	P	20
SIG Sauer P226	9mm	6	4	4	15	J	30
SIG Sauer P229	9mm	6	4	4	13	J	30
SIG Sauer P230	.380ACP	6	4	3	7	P	25
Smith & Wesson 3913	9mm	6	4	4	8	P	25
Smith & Wesson Model SW9V	9mm	6	4	4	10	J	25
Smith & Wesson SW380	.380ACP	6	4	3	6	P	25
Steyr GB	9mm	6	4	4	18	J	25
Taurus PT-92	9mm	6	4	4	15	J	25
Walther P88	9mm	6	4	4	15	J	25
Walther PPK	.380ACP	6	4	3	7	P	25
Walther TPH	.25ACP	6	3	3	6	P	20
Wilkinson "Sherry"	.22LR	6	2	3	8	P	20

B.4.3 Heavy Pistols

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
AMT Automag IV	.45WM	6	5	3	6	J	35
AMT Backup	.45ACP	6	5	3	5	P	25
Astra A-75	.45ACP	6	5	3	7	J	35
Astra A-80	.45ACP	6	5	3	9	J	30
Astra A-90	.45ACP	6	5	3	9	J	30
Baer Premier II	.45ACP	6	5	3	7/10	J	30
Beretta 96D	.40S&W	6	5	3	10	J	30
Browning Hi-Power	.40S&W	6	5	3	10	J	35
Colt Delta Elite	10mm	6	5	3	8	J	30
Colt Double Eagle MKII	.45ACP	6	5	3	8	J	35
Colt Officer's ACP LW	.45ACP	6	5	3	6	P	30
Coonan .357M Automatic	.357M	6	5	3	7	J	30
Desert War Eagle	.45ACP	6	5	3	10	J	35
Glock 20	10mm	6	5	3	15	J	30
Glock 22	.40S&W	6	5	3	15	J	30
Glock 31	.357SIG	6	5	3	15	J	30
Glock 33	.357SIG	6	5	3	9	P	25
Heckler & Koch P7M10	.40S&W	6	5	3	10	P	25
Jericho 941	.41AE	6	5	3	12	J	30
Laserarms Series 1	.45ACP	6	5	3	8	J	30
M1911	.45ACP	6	5	3	7	J	35
Para-Ordnance Delta Elite	10mm	6	5	4	15/16	J	20
Para-Ordnance P-12	.45ACP	6	5	3	11/13	J	25
Para-Ordnance P-14	.45ACP	6	5	3	13	J	35
Ruger P90	.45ACP	6	5	3	7	J	30
SIG Sauer P220	.45ACP	6	5	3	7	J	30
SIG Sauer P239	.357SIG	6	5	3	7	P	30
Smith & Wesson Model 4013TSW	.40S&W	6	5	3	9	P	30
Smith & Wesson Model 4506	.45ACP	6	5	3	8	J	35
Smith & Wesson Model 4516	.45ACP	6	5	3	7	P	30
Smith & Wesson Model SW40V	.40S&W	6	5	3	10	J	30
Star M40 Firestar	.40S&W	6	5	3	6	P	30
Star Megastar	10mm	6	5	3	14	J	30
Taurus PT101 AF	.40S&W	6	5	3	11	J	30
Taurus PT 945	.45ACP	6	5	3	8	J	35
TJ Stealth III	.45ACP	6	5	3	5	P	20

B.4.4 The "Big Boys"

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
AMT Automag V	.50AE	7	7	1	5	J	35
Casull .454	Casull	7	7	1	5	J	40
Davao	5.56mm	7	7	1	4	J	50
Desert Eagle	.50AE	7	7	1	7	J	30
Linebaugh	.475	7	7	1	6	J	40
Taurus 454 .454	Casull	7	7	1	5	J	40

B.4.5 Single-Shot Pistols

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
Contender	Special	7	7	1	1	T	55
Lone Eagle	Special	7	7	1	1	T	55
SASS 1911-A2	Special	7	7	1	1	T	55
Ultra Light M20	Special	7	7	2	5	T	60

B.4.6 Machine Pistols

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
Beretta 93R ..	9mm	6/7	4	4/FA	15/21	J	30
FN P90	5.7x28mm	6/7	5	3/FA	50	T	45
Glock 18 ..	9mm	6/7	4	4/FA	17/19	J	25
Heckler & Koch VP-70z ..	9mm	6/7	4	4/FA	18	J	20/30
Steckin ..	9x18mm	6/7	4	4/FA	18	J	20
Steyr TMP ..	9mm	6/7	4	4/FA	15/30	J	30

B.4.7 Light SMG

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
Beretta M12S ..	9mm	6	4	3/FA	30	J	35
Calico 960A ..	9mm	6	4	3/FA	50/100	T	35
Colt M635 ..	9mm	6	4	3/FA	32	T	45
Goncz ..	9mm	6	4	3/FA	30	T	25
Heckler & Koch MP-5 ..	9mm	6	4	3/FA	30	T	50
Heckler & Koch MP-5K ..	9mm	6	4	3/FA	30	J	35
Ingram MAC-10 ..	9mm	6	4	3/FA	30	J	35
M56	7.62x25mm	6	4	3/FA	35	T	25
Micro-Uzi ..	9mm	6	4	3/FA	30	J	25
Mini-SAF ..	9mm	6	4	3/FA	20/30	J	35
Mini-Uzi ..	9mm	6	4	3/FA	30	J	35
SAF ..	9mm	6	4	3/FA	20/30	T	40
Skorpion	.32ACP	6	4	3/FA	15/20	J	30
Spectre ..	9mm	6	4	3/FA	30/50	T	25
Steyr AUG Para ..	9mm	6	4	3/FA	25/32	T	40
TEC9	9mm	6	4	3/FA	20/32	T	35
TEC22 ..	.22LR	6	3	3/FA	30	J	30
Type 64	7.62x25mm	6	4	3/FA	30	T	30

B.4.8 Heavy SMG

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
AKSU-74 ..	5.45mm	6	6	3/FA	30	T	80
Heckler & Koch MP-5/10 ..	10mm	6	5	3/FA	30	T	55
Heckler & Koch MP-5/40 ..	.40S&W	6	5	3/FA	30	T	55
La France M16K ..	5.56mm	6	6	3/FA	20/30	T	65
Thompson M1928 ..	.45ACP	6	5	3/FA	20/100	T	50
Uzi ..	9mm	6	4	3/FA	25/32	T	50

B.4.9 Rifles

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
Accuracy L96A1	7.62mm	7	7	2	10	N	275
Barrett M82A1 .50	BMG	7	10	2	11	N	300
Beretta Sniper	7.62mm	7	7	2	5	N	275
Browning BAR	.30-06	7	8	2	4	N	275
Calico M-900 .:	9mm	7	5	3	50/100	N	200
Dragunov	7.62mm	6	7	2	5/20	N	300
Heckler & Koch PSG1	7.62x54mm	7	7	1	10	N	650
Mauser SP66	7.62mm	7	7	2	3	N	300
Mauser 86	7.62mm	7	7	2	9	N	275
McMillan M-87R .50	BMG	7	9	1	5	N	300
Pauza P-50 .50	BMG	7	10	2	5	N	300
Remington M700	.30-06	7	8	1	5	N	300
Remington M740	.223	7	7	3	5	N	275
Ruger 10/22	.22LR	6	4	4	10/50	N	100
SIG SSG-3000	7.62mm	7	7	2	5	N	275
Weatherby Mark V	.460WM	7	10	1	3	N	300

B.4.10 Assault Rifles

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
AK-74 .:	5.45mm	7	7	3/FA	30	N	200
Beretta AR 70/90 .:	5.56mm	7	7	3/FA	30	N	200
Colt Commando .:	5.56mm	7	7	3/FA	20/30	T	175
Famas .:	5.56mm	7	7	3/FA	25	T	200
Galil .:	5.56mm	7	7	3/FA	35/50	N	200
Heckler & Koch 53 .:	5.56mm	7	7	3/FA	30	T	200
Heckler & Koch G11 .:	4.7x33mm	7	7	3/FA	50	T	200
Japan Type 89 .:	5.56mm	7	7	3/FA	20/30	N	200
M16A2 .:	5.56mm	7	7	3/FA	20/30	N	200
Mini-14 .:	5.56mm	7	7	3/FA	30	T	200
SA-80 .:	5.56mm	7	7	3/FA	20	T	200
SIG SG 540 .:	5.56mm	7	7	3/FA	30	T	200
SIG SG 551-SWAT .:	5.56mm	7	7	3/FA	5/20/30	T	300
Steyr AUG .:	5.56mm	7	7	3/FA	30/42	T	200
Steyr AUG HBAR-T .:	5.56mm	7	7	3/FA	30/42	N	250
Ultramatch .:	5.56mm	7	7	3/FA	20/30	N	250

B.4.11 Battle Rifles

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
AK-47 .:	7.62x39mm	7	8	3/FA	30	N	250
FN FAL .:	7.62mm	7	8	3/FA	20	N	275
Heckler & Koch G3/92 .:	7.62mm	6	8	3/FA	20/30	N	300
M-14 .:	7.62mm	7	8	3/FA	20	N	275
Sako M90 .:	7.62mm	7	8	3/FA	30	N	275
Stoner SR-25 .:	7.62mm	7	8	3/FA	10/20	N	275

B.4.12 Pump-Action Shotguns

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
Atis PM2	12g	6	8	2	6	N	20
Browning BPS	10g	6	9	2	5	N	20
Ithaca M37 (Stakeout)	12g	6	8	2	5	T	15
Ithaca M87 DSPS	12g	6	8	2	8	N	20
Ithaca M87 Supreme	20g	6	7	2	5	N	20
Mossberg M500	12g	6	8	2	6/8	N	20
Mossberg M590	12g	6	8	2	9	N	20
Mossberg MHS410	.410	6	6	2	6	N	20
Remington 870	12g	6	8	2	8	N	20
TR-870	12g	6	8	2	7	N	20
Winchester M12	20g	6	7	2	5	N	20
Winchester 1300 Defender	12g	6	8	2	8	T	20
Winchester 1300 Ranger	12g	6	8	2	5	N	20

B.4.13 Automatic Shotguns

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
Benelli M-3 Super 90	12g	6	8	3	7	T	20
Beretta M1201FP3	12g	6	8	3	6	N	20
Browning Gold 10	10g	6	9	3	5	N	20
Fianchi Law 12	12g	6	8	3	8	T	20
Remington 1100	12g	6	8	3	8	N	20
Remington SP-10 Magnum	10g	6	9	3	3	N	20
SPAS-12 .	12g	6	8	3	8	N	20
Striker Automatic .	12g	6	8	3	12	N	20
USAS 12 .	12g	6	8	3	10/20	N	20

B.4.14 Double-Barrel Firearms

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
American Arms Brittany	12g	6	8	2	2	N	20
American Arms Silver I	20g	6	7	2	2	N	20
Arizaga M31	.410	6	6	2	2	N	20
Baikal IJ-27EM	12g	6	8	2	2	N	20
Baikal IJ-43EM	12g	6	8	2	2	N	20
Beretta 470 Silver Hawk	12g	6	8	2	2	N	20
Beretta 687EL Gold	.410	6	6	2	2	N	20
Browning Citori Hunting	12g	6	8	2	2	N	20
Crossfire .	7.62mm	7	7	3/FA	30	N	200
Crossfire .	12g	7	8	3/FA	5	N	20
H&H 700 NE	.700NE	6	10	2	2	N	175
Huglu Model 200-A	12g	6	8	2	2	N	20
Ithaca Auto-Burglar	20g	6	7	2	2	T	20
Rigby 600 NE	.600NE	6	9	2	2	N	150
Rigby 775	10g	6	9	2	2	N	150
Ugartechea Magnum	10g	6	9	2	2	N	20

B.4.15 Machine Guns

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
Browning A4	.30-06US	7	8	5/FA	250	N	750
Browning M2HB	.50 BMG	7	10	5/FA	100	N	800
FN MAG	7.62mm	7	8	5/FA	100	N	800
Heckler & Koch HK21E .	7.62mm	7	8	5/FA	100	N	750
M60 General Purpose	7.62mm	7	8	5/FA	100	N	800
Minimi	5.56mm	7	8	5/FA	100	N	750
RPK Light Machine Gun .	7.62x39mm	7	8	5/FA	30/40/75	N	600
Stoner 63A1	5.56mm	7	8	5/FA	100	N	600
Ultimax 100 Mk 3	5.56mm	7	8	5/FA	100	N	700

B.4.16 Miscellaneous Weapons

Name	Caliber	Dif	Dmg	Rate	Clip	Conceal	Range
105mm Gun	105mm	7	20	1	†	N	1200
120mm Gun	120mm	7	30	1	†	N	2000
AT-4 Rocket Launcher	2.75"	7	12	1	1	T	200
Flamethrower (Backpack)	Napalm	7	†	1	10	N	45
Franchi LTM	AP/AV700	8	12	3	3	N	400
GE M-214 Minigun .	5.56mm	7	7	5/FA	Belt	N	1000
HK79 UBGL	40mm	6	†	1	1	N	350
HK Granatpistole	40mm	6	†	1	1	T	400
Large Mortar	Shell	9	24	1	1	N	600
LAW	Rocket	7	12	1	1	T	200
M18A1 Claymore Mine	C4	6	12	1	1	J	250
M-19 Grenade Launcher	40mm	6	†	2	1/Belt	N	600
M-203 UBGL	40mm	6	†	1	1	N	350
M-240 Flamethrower	Napalm	7	†	1	20	N	25
M-72 Rocket Launcher	66mm	7	13	1	1	N	400
M-79 Grenade Launcher	40mm	6	†	1	1	T	400
MGL	40mm	6	†	1	6	N	350
Recoilless Rifle	57mm	7	9	1	1	N	500
Rocket Launcher	2.75"	8	15	1	†	N	3000
RPG-7	40mm	7	13	1	1	N	400
Small Howitzer	122mm	10	30	1	1	N	10 miles
Small Mortar	Shell	8	12	1	1	N	25/1320
Stinger SAM	SAM	8	14	1	1	N	1000
Taser	Probes	6	4	1	1	J	10
TOW	Missile	6	16	1	1	N	2500

SMG: Submachinegun

UBGL: Underbarrel Grenade Launcher

Dif: The difficulty to hit a target at normal range.

Dmg: The base damage done on a successful hit.

Rate: The maximum number of bullets a gun can fire in a turn.

Clip: The number of times a firearm can fire.

Conceal: P = can be hidden in a pocket; J = can be hidden in a jacket; T = can be hidden in a trenchcoat; N = cannot be hidden on one's person

Range: This can be doubled, but anything above what is listed here is considered a long-range shot.

∴ indicates the gun is capable of three-round bursts

† see description for more information

M-60 and Recoilless Rifle: These weapons are usually mounted on a tripod or vehicle and are typically fired by a crew of 2-3 persons.

Stinger SAM: This surface-to-air missile is fired from a man-portable shoulder-mounted tube. It is a one-shot weapon; it cannot be reloaded. Upon impact, it explodes, damaging everything in a 4-hex radius area. The Stinger's statistics can also be used for a wide variety of rocket-propelled grenades, shoulder-launched missiles, and similar weapons.

Grenades: Unless noted otherwise, all grenades are assumed to cause an effect over a 3-hex radius area. Grenades have a low difficulty because it is fairly easy to throw an area of effect weapon into the general vicinity of your target – you don't have to be right on target to hit him, as you do with a gun.

Grenades fired from a grenade launcher (whether one that attaches to an assault rifle, such as the US M-203, or a launcher that is a separate weapon) have double the Range listed on the table. Grenade-launching devices generally have a Concealment of N; some have their own clips and can carry and fire many grenades. Also, please note that for grenades thrown by hand, the range may increase depending upon the strength of the thrower. As a rough rule of thumb, add 3 - 5 yards per dot of Strength above 2 that the thrower has.

Fragmentation Grenade: These grenades do Kill damage by spraying shrapnel in a wide area.

Concussion Grenade: These grenades do Stun damage with a combination of bright light, loud sound, and concussive force. Victims may be temporarily blinded or deafened.

Smoke: These grenades create a cloud of smoke in a three-hex radius. This smoke cuts off vision both into and out of the cloud.

Tear Gas: Tear gas is a chemical that causes the eyes to water profusely (producing, in effect, temporary blindness); it also makes the victim cough. As long as victims remain in the gas cloud without some form of eye and breathing protection (e.g., a gas mask), they will be incapacitated, unable to do anything other than move and act blindly. Once they leave the cloud, the blindness will pass in 1 - 10 turns (Storyteller rolls randomly).

B.5 Gun Accessories

Characters may purchase the following devices to augment their firearms.

Flash Suppressor: A device mounted on the front of the barrel of a rifle or assault rifle to hide the muzzle flash.

Laser Sight: A small device mounted on top of or beneath the barrel of a gun that emits a red laser beam, thus showing the shooter where he is aiming. The beam will work for about 50 yards before dispersing so much that it becomes useless. It will not work well in smoke, fog, or similar conditions. And don't forget: it also allows your enemies to see where you are firing from. However, there are infrared or ultraviolet lasers available that can only be seen with special optical devices.

Recoil Compensator: A device mounted on the front barrel of a gun to reduce the recoil. This reduces the penalty for taking multiple shots by one; it does not affect the difficulty penalty for firing in three-round bursts or full-auto. However, by lengthening

the barrel of the gun, it makes it more difficult to conceal. A recoil compensator may not be used in conjunction with a silencer.

Scope: An optical sighting device, typically used on rifles (especially sniper rifles). It adds +2 dice to the shooter’s Dice Pool for purposes of aiming (see “Firefight Complications” in the various rulebooks).

Silencer: More accurately referred to as a sound-suppressor, this device is mounted on the front of a gun barrel to trap the gases emitted when a gun is fired, thereby greatly reducing the sound caused by a shot. Just about any gun can be silenced, but the bigger the gun, the bigger the silencer (thus making it more difficult to conceal). If a character is trying to perceive a silenced gun, decrease the difficulty of the roll by 4.

B.6 Ammo

B.6.1 Standard Ammo

Caliber	Damage	Common Uses
.22	4	Handguns, Rifles
.22 LR/5.7mm	4	Handguns, Rifles, Assault Rifles
.223/5.56mm NATO	7	Assault Rifles
.30	4	Handguns
.30-06	8	Rifles
.32/7.65mm	5	Handguns
.357M	5	Handguns
.38/.380	4	Handguns
.40	5	Handguns
.41M	5	Handguns
.44M	6	Handguns
7.62mm NATO	7	Assault Rifles
9mm	4	Handguns, SMGs
.45	5	Handguns, SMGs
10mm	5	Handguns
11mm	6	Handguns
.50	6	Handguns

B.6.2 Standard Ammo Modifiers

Modifier	Damage	Notes
Armour Piercing	-1	Halves armour
AP Explosive	+0	Halves armour
AP Incendiary	+0	Halves armour
Caseless	+0	No casing to eject, +1 to fire rate
Duplex	-2	“two shots”
Equalloy	+2	
Explosive	+1	
Fiberglass/Plastic	+0	Difficult to locate in the body
Flechette	+2	x1.5 range, halve body armour
Glaser	+2	
Gyrojet	+0	+1 to fire rate, x1.5 range
Hollow Point	+2	
Improved Glaser	+3	
Incendiary	+1	May cause fires
Poison	+0	May poison victim
Reversed Ogive	+3	Reduces body armour by half
Spartan	+2	
Spent Uranium	+2	
Thunderzap	+3	
Tracer	+3	-1 difficulty after the 1st shot
Tumbler	+2	

Armour-Piercing: Halves Armour Rating.

Caseless: ROF +1. The propellant is molded around the bullet itself. No casing to eject equals less evidence and faster firing. Rare.

Duplex: Two bullets molded into one, which separate upon firing. Make two hit rolls and treat damage accordingly.

Equalloy: A bullet formed from aluminum with a nylon coating, allowing it to be fired at very high velocities and to expand inside the victim when it hits, causing great damage.

Explosive: A hollowtip filled with a liquid substance (usually mercury). Upon contact with the victim, the liquid “explodes” outward, causing large wounds.

Fiberglass/Plastic: These bullets are hard to detect with x-rays or during an autopsy and thus are favored by some assassins.

Flechette: A flechette is not a bullet, but a small metal “arrow” in a bullet-shaped casing. The casing falls away upon firing, allowing the flechettes inside to travel long distances (x1.5 range). When they hit their target they cut through armour easily (the effect of the armour is halved) and cause terrible wounds.

Glaser: This bullet contains many small metal pellets, in effect making it a miniature shotgun shell with the range of a bullet. It causes massive damage to the victim when the pellets explode outward upon contact. However, because of this effect, it does not work very well in situations which a victim is protected by cover; reduce damage by 4 in such cases.

Gyrojet: This bullet is like a miniature rocket, with its own fuel supply. This allows it to travel great distances (x1.5 range) and also means that it does not need a separate case (increase the Rate by 1). It also has very little recoil (reduce multiple fire difficulty increases by 1). However, a special pistol is needed to fire Gyrojet ammo; it does not

work in ordinary guns (and ordinary ammunition does not work in a Gyrojet pistol).

Hollow Point: Also known as a “dum-dum” bullet, this round has part of its metal jacket cut away, exposing the lead center beneath. This causes the bullet to “mushroom” when it hits the target, creating large wounds. Firing through cover has the same effect on this bullet as on Glaser bullets.

Improved Glaser: Like a Glaser round but better, and it does not suffer any reduction in damage when the shooter fires through cover.

Incendiary: This bullet contains a small amount of incendiary matter that ignites when the bullet hits its target. This is useful for setting gas tanks on fire and causing other spectacular effects.

Poison: An ordinary bullet that has been coated with poison. The victim may suffer the effects of the poison after he is hit.

Reversed Ogive: This bullet has a special shape that allows it to cut through armour easily (it halves the effect of armour) yet still do tremendous damage.

Rubber: Rubber bullets do the same amount of damage as ordinary ones, but inflict Stun damage rather than Kill.

Semi-Armour Piercing: A bullet with a steel core instead of lead, creating a slight armour-piercing effect.

Spartan: A mixture of polymer and lead dust molded into the shape of a bullet. The round fragments when it hits its target. It works exactly like a Glaser bullet.

Spent Uranium: Spent (nonradioactive) uranium is heavier than lead, allowing the bullet to be smaller while weighing the same. This means more propellant can be included, causing the bullet to go faster and hit the target with greater force.

Thunderzap: A type of plastic bullet that mushrooms inside the victim’s body (much like a Hollow Point bullet).

Tracer: A bullet containing chemicals that ignite when the bullet is fired, “tracing” a path of light that shows where the bullet goes. This improves the chance of hitting the target with subsequent shots, but it also lets your target know your location.

Tumbler: Most bullets spin around their long axis, causing them to fly point-first toward the target. Not tumbler bullets. They tumble end over end, so that when they hit the target, they tear into him and ricochet around inside his body, causing terrible wounds.

B.6.3 Shotgun Ammo

Gauge	Damage
8	8
10	8
12	8
20	7
.410	6

B.6.4 Shotgun Ammo Modifiers

Modifier	Damage	Notes
Air Bomb	+2	Stun-damage explosion
Armour-Piercing Slug	-1	Reduces body armour by half
BRI Slug	+0	x1.5 range
Explosive	+2	Explosion
Fireball	+2	Explosion
Flare	N/A	Blinds Target
Flechette	+2	x1.5 range, halves body armour
Ice	+0	Hides cause of death
Lockbreaker	-2	Used to open doors
Ropethrower	N/A	Launches a line
Rubber Shot	+0	Converts damage to Stun
Silenced	-1	Silenced
Smoke	N/A	Creates a cloud of smoke
Tear Gas	N/A	Creates a cloud of tear gas

Air Bomb: This shell is designed to explode in the air near the target, knocking him out. It causes two extra Health Levels of Stun damage in a 2-hex radius area.

Armour-Piercing Slug: A shotgun slug with an armour-piercing effect (body armour is halved).

BRI Slug: A slug that is made more in the shape of a bullet than normal slugs, giving it a greater range (x1.5 range).

Explosive: A slug that explodes upon impact, causing +2 Kill damage in a 2-hex radius.

Fireball: This shell is filled with flammable matter that bursts into a 1-hex radius fireball upon impact. Flammable objects caught in the area may catch fire.

Flare: This shell does no damage; rather, it blinds the victim temporarily. If the attack roll hits, the shooter rolls 8 dice, difficulty 7; every success achieved means one turn of blindness (each success on a character's dodge reduces this total by one). If 7 or more successes are achieved, the blindness may be permanent (Storyteller's discretion).

Flechette: Similar to flechettes used in bullets, but larger and more deadly.

Ice: A slug made of solid ice. Ice slugs don't do extra damage, but once they melt, the cause of death becomes a mystery.

Lockbreaker: This shell is filled with metallic powder, which makes it useful for blowing open locks. If used against a target, it does -4 damage.

Ropethrower: This is actually an attachment that uses the force of a shotgun shell to fire a rope and grapnel.

Rubber Shot: A shotgun shell filled with large rubber pellets. This converts the shotgun's damage to Stun.

Silenced: This flechette shell is constructed so that the gases that propel it are trapped inside the shell itself, silencing the round (+3 difficulty on rolls to perceive it).

Smoke: A miniature smoke grenade in the form of a shotgun shell; it creates a 3-hex radius cloud of smoke.

Tear Gas: A miniature tear gas grenade in the form of a shotgun shell; it creates a 3-hex radius cloud of tear gas (see Firearms chart for effects of tear gas)

C Tables

C.1 Point Allocation Chart

Type	Camarilla	Independent	Sabbat	Anarch	Ancillae	Elder
Attributes	7/5/3	7/5/3	7/5/3	6/4/3	9/6/4	10/7/5
Abilities	13/9/5	13/9/5	13/9/5	12/8/5	18/9/3	20/12/8
Disciplines	3	3	4	4	6	10
Backgrounds	5	5	0	6	7	15
Virtues	7	7	5	7	10	7
Freebies	15	15	15	18	15	20

C.2 Freebie Point Chart

Trait	Cost
Attribute	5
Ability	2
Discipline	7
Background	1
Virtue	2
Humanity	1
Willpower	1

C.3 Experience Point Chart

Trait	Cost
New Ability	3
New Path (Necromancy or Thaumaturgy)	7
New Discipline	10
Attribute	Current Rating x4
Ability	Current Rating x2
Clan Discipline	Current Rating x5*
Other Discipline	Current Rating x7*
Secondary Path (Necromancy or Thaumaturgy)	Current Rating x4
Virtue	Current Rating x2**
Humanity	Current Rating x2
Willpower	Current Rating

*Caitiff have no clan Disciplines, just as they have no clan. For them, the cost of raising a Discipline is the Current Rating x6 for all Disciplines. This is both a curse and a blessing of being clanless.

**Increasing a Virtue through experience does not increase Traits based on that Virtue (IE Humanity, Willpower)

C.4 Vampire Generation Chart

Generation	Trait Max Rating	Blood Pool Size	Blood Spend / Turn
3rd	10	??????	?????????
4th	9	50	10
5th	8	40	8
6th	7	30	6
7th	6	20	5
8th	5	15	3
9th	5	14	2
10th	5	13	1
11th	5	12	1
12th	5	11	1
13th	5	10	1

C.5 Disciplines

Common	Camarilla	Sabbat	Independent
Animalism	Thaumaturgy	Obtenebration	Chimerstry
Auspex		Serpentis	Necromancy
Celerity		Vicissitude	Quietus
Dementation			
Dominate			
Fortitude			
Obfuscate			
Potence			
Presence			
Protean			