

Close Combat

Unarmed	Strength+Brawl
One-handed Melee	Dexterity+Melee
Two-handed Melee	Strength+Melee
Dodge, when defending	Dexterity+Athletics
Using a gun in CQC	Strength+Firearms, -2 for large guns

Crippling Injuries (d10 + Agg when impaired)

1-6	Stunned: Spend 1 willpower or lose turn
7,8	Head Trauma: Physical -1, Mental -2
9	Broken limb: -3 when using limb
10	Blinded: -3 rolls requiring sight
11	Severe wound: -2 all rolls, +1 all damage
12	Crippled: Lose a limb
13+	Torpor or death

Grappling

Initiate Grapple	Strength+Brawl
Resist Grapple	Strength+Brawl
Bite	Strength+Brawl

Social Conflict (general, loose rules)

Stare-down	Resolve+Intimidation
Convincing	Manipulation+Persuasion
Impressing authority	Composure+Etiquette
Rap battle	Wits+Performance
Undermining, indirectly	Manipulation+Etiquette
Seduction	Appearance+Persuasion

Social Combat Damage

Alone with opponent	+0 Damage
Coterie Present	+1 Damage
Allied/Valued NPCs Present	+2 Damage
Authority, Powerful Kindred	+3 Damage
The Prince	+4 Damage

Ranged

Firefight	Composure+Firearms
Sniping	Resolve+Firearms
Quick-draw	Dexterity+Firearms
Defending From Ranged	Dexterity+Athletics
Throwing Anything	Dexterity+Athletics

Cover, During Ranged Fights

No cover	-2 Dice
Concealment	-1 Dice
Hard Cover	0 Dice
Waist High Cover	+1 Dice
Complete Cover	+2 Dice

Weapon Damage Types

Improvised	+0 Damage
Light impact	+1 Damage
Light piercing, gunshot	+2 Damage
Heavy impact	+3 Damage
Medium piercing, gunshot	+3 Damage
Heavy gunshot	+4 Damage
Massive impact	+4 Damage
Wooden Stake (heart)	Damage Success +5 = Paralysis



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Published 8th December, 2025.
Last updated 8th December, 2025.
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