

| 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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