

# The System

Everyone has had the sense at least once in their lives that things aren't right with the world. There are times when the rational world seems, if only for a second, to fall away. The leaves rustling in the trees on a still day. The movement just past the corner of your eye. The way the darkness at the bottom of the basement staircase seems to crawl and writhe if you stare at it too long. We are taught to ignore the foolish impulse to react. It's just your imagination, they say. There is no monster under the bed, in your closet, outside your window. It's all in your head. Better to just shrug it off and go on with your safe and sheltered life.

But for those who look too long, too closely, there is another world pulsing just behind the façade of the one we know. Elegant, deadly things stalk the alleys and nightclubs of the city. Darkling beasts lope in the margins between physical and spirit. Men burn their fingers grasping at lightning, but still manage to mold it into vibrant beauty. Faded shades long for their living loved ones or rage at the injustice of their existence.

Unimaginable things skitter by in the darkness, and sometimes they intrude on the reasonable, ordered. They seep from the shadows, they rattle their chains and they force you to look. If you're lucky—very, very lucky—you'll survive.

But you'll never be the same again.

The **World of Darkness** is a stylized version of our world—one in which monsters exist. Players take on the role of mortals in that world, working and playing in ignorance of the deeper shadows that hide terrible creatures. Vampires, werewolves, ghosts and other bogeymen exist alongside mortals, each race hidden from the world at large. Their machinations use mortals; their unholy appetites devour them. But not all mortals go quietly into that dark night. Not all of them are lucky enough to be recruited by an occult organization that knows the truth about the things that go bump in the night, but that doesn't mean that they can't fight back against the unknown. The **World of Darkness** core rulebook allows you to tell the stories of those who do not seek out the ghouls and goblins that dwell in the shadows, but rise to the occasion when those monsters encroach upon the light.

*If evil spirits could perceive that they were associated with man, and yet that they were spirits separate from him, and if they could flow in into the things of his body, they would attempt by a thousand means to destroy him; for they hate man with a deadly hatred.*

— J. Sheridan Le Fanu,  
"Green Tea"

## The Game

The **World of Darkness** is a Storytelling (or roleplaying) game. In it, a group of players cooperates to tell a story. Each player takes on the role of a single character, except for the Storyteller. This player essentially takes on every other role, describing the world to the other players, acting out the parts of other characters and determining what challenges the players' characters face. Players roll dice to determine whether their characters can overcome the obstacles before them. In a typical exchange, the Storyteller describes the scene in which the players' characters find themselves. ("You approach the basement door at the end of the darkened hallway. On the other side, something scratches softly. What do you do?") The players in turn describe their characters' actions, usually in the first person. ("I sneak up to the door and try to listen for identifiable sounds.") The Storyteller then describes the results of the action, and he and the players go back and forth until the scene is resolved. Dice are rolled when players have their characters try things that aren't guaranteed success. Jumping out of a moving car without getting hurt would require a dice roll; leaving a stationary one wouldn't.

This booklet contains everything you and five of your friends will need to play your first game in the **World of Darkness**, except for some pencils, paper for notes and several 10-sided dice. (These specialty dice are available in most hobby shops and are sometimes called “d10s.”) Those of you who are going to be players should read over the character backgrounds in the back of this booklet and choose the one you want to play, unless the Storyteller allows you to make up your own character. The Storyteller should read the rest of the booklet in preparation before playing.

## WHAT ABOUT THE OTHERS?

By default, the **World of Darkness** casts players in the role of mortals, unprepared for the full consequences of encounters with the supernatural. These are not elite agents tasked with thinning the monstrous herd or religious fanatics called to rid the world of an unholy blight. At least, not yet. Mortals from the **World of Darkness** can surely be recruited into any number of monster hunting organizations. For that, you want **Hunter: the Vigil**.

Or perhaps your character gets too close to a bloodsucker and is embraced into the damned existence of **Vampire: the Requiem**. Maybe they discover their true, bestial nature in **Werewolf: the Forsaken**. Your characters might hear the call of the Watchtowers and become powerful magicians in **Mage: the Awakening**. They could be taken by the unknowable Fae and escape back to our world with **Changeling: the Lost** or become bound to a ghostly partner in **Geist: the Sin-Eaters**.

For information on those games and more, visit <http://www.white-wolf.com>, or look for our free quickstart downloads at <http://www.drivethrurpg.com>.

## Rules

**World of Darkness** uses a set of rules called the Storytelling System. The rules are not complex, but there are a few basics that form the foundation of the system, and you should take a moment to familiarize yourself with them before diving in.

**Rolling Dice:** When rolling dice in the Storytelling System, you do not add the numbers together. Instead, any single die that comes up 8 or better is considered a *success*. You usually need only one success to accomplish a task, but more is always better (causing more damage in combat, for

example). Any die that comes up 0 (considered a 10) counts as a success and can be rolled again to potentially get another success; this is called the 10-again rule. If you roll no successes at all, your character has failed that action.

**Dice Pools:** The number of dice you roll to attempt something is called your dice pool. It is usually made up of the total of one Attribute and one Skill on your character sheet, along with modifiers imposed by adverse conditions or any special equipment your character uses.

**Modifiers:** The Storyteller determines what *modifiers* apply to any dice pool. These either add to or subtract from the number of dice rolled in the dice pool. Modifiers usually come from tools used, Merits the character has (see p. 16) or general circumstances. The Storyteller should grant or impose a bonus or penalty if the circumstances are especially favorable or deleterious, usually ranging from +5 to -5 (although modifiers tend to be closer to +2 to -2). For example, an attempt to climb a wall that is slick with rain and slime could suffer a -2 penalty, whereas doing so on one with a few handholds could gain a +1.

**Chance Die:** If modifiers reduce your dice pool to zero or below, you should roll a single die called a *chance die*. A 10 rolled on a chance die generates a single success, while any other result is a failure. Rolling a 1 on a chance die indicates a dramatic failure, and the Storyteller should describe especially troublesome results (a gun jamming, a blowout during a car chase, etc.).

**Actions:** Almost anything a character does is considered a *simple action*. You determine the dice pool, roll the dice and see whether you succeed or fail. In combat you can perform one simple action per turn.

Sometimes you'll be asked to take an *extended action*, which represents doing something over a period of time, like researching something in a library or searching a room. In this case, each roll of the dice represents a fixed amount of time (usually 10 minutes, but it varies for some more involved actions). You accumulate successes from roll to roll until you run out of time or get a certain number described in the text.

Some actions can also be *contested*, which means two people are working against one another, such as in an arm-wrestling match or when a character tries to sneak past a watchful guard. In a contested action, each player (or the player and the Storyteller) rolls the dice pool for his character, and the person with the most successes wins.

Finally, some actions are *reflexive*, which means they happen automatically and don't take up any time. You can perform them and still perform a simple action that turn.

**Teamwork:** Characters can aid one another to achieve the same goal. They might work together to assemble an engine, break down a door or exorcise a ghost. Choose which character is the primary actor. A normal dice pool is assembled for him based on the action, such as Dexterity + Medicine to administer first aid. The same roll is made for each secondary actor. Any successes collected from assistants

are added to the primary actor's dice pool as bonus dice. So, contributors' rolls are made before that of the primary actor.

A dramatic failure on a secondary's roll levies a -4 penalty to the primary actor's roll—it hinders rather than helps his chances. The primary cannot decide to abandon his action if a contributor's roll contributes few successes or a penalty. He must proceed.

The Storyteller decides how many secondary actors can participate in teamwork, and can limit the actors however he desires. Three people might find space around a patient in order to provide first aid, for example, while five people might be able to work together to build a house.

**Success:** Each die that rolls an 8, 9 or 10 yields one success. (Exception: A chance roll must produce a 10 to succeed.) In an instant action, a player must roll at least one success for his character to accomplish a task. In an extended action, the number of successes required (accumulated over a series of rolls) depends on the task. In an attack roll, each success produces one point of damage.

*Example:* Nicky (one of the characters included in the scenario) is entering a bad neighborhood, and he doesn't want to offend the gang who claims this turf. To remember who's in charge, the Storyteller asks Nicky's player to roll Intelligence + Streetwise. Since Nicky has an Intelligence of 2 and a Streetwise of 2, he rolls four dice. They come up 4, 9, 6, and 3; Nicky has achieved one success. As a simple action, one success is all he needs. Nicky remembers that this area belongs to a group called the Westside Kings, and may act accordingly.

**Exceptional success:** Whenever five or more successes are rolled, the character achieves an exceptional success. This achievement sometimes provides an extra perk over and above the effect of having multiple successes.

*Example:* Let's say Nicky tried the same roll from above, to find out if he remembers which gang controls the neighborhood he just walked into. In this case, he rolls amazingly well: 9, 8, 8, and 10. He rerolls the 10 (see "Rolling Dice," above for the 10-again rule), and gets another 9, bringing his total up to five successes. Nicky not only remembers that this is Westside Kings turf, he remembers to that the Kings are beefing with another set called the Benjamins, whose colors are green. He changes his green shirt out with a spare in the trunk of his car, so as to avoid offending any Kings he happens to run across.

**Failure:** A dice roll that yields no successes is a failure—the character does not succeed at his task.

*Example:* Again, we revisit Nicky's roll from above. In this case, Nicky rolls 4, 2, 6, and 3. Nothing came up a success; Nicky fails. He racks his brain, but he can't remember whose turf he just entered.

**Dramatic failure:** A result of 1 on a chance roll causes a dramatic failure, a catastrophe worse than a normal failure. The character's gun might jam or he might wind up shooting a friend by accident. The Storyteller determines and describes the result.

*Example:* Once more, we revisit Nicky's Intelligence + Streetwise roll to recall whose turf he just entered. This time, however, he hasn't been around for a while, and things change fast in the criminal underworld. In addition, he's had a little too much to drink. The Storyteller determines that he gets a -2 penalty due to his ignorance of the area, and a -2 from the five drinks he had only minutes ago. His dice pool reduced to 0, Nicky's player has no recourse except to roll a chance die. And he rolls a 1. The Storyteller rules that Nicky remembers—incorrectly—that this area is the domain of the Benjamins, so he takes off his jacket, the better to show off his green shirt.

**Turns and Scenes:** A *turn* is a 3-second period used to track time passing in combat. A *scene* is a longer period of time, usually as long as it takes for everyone to do what they want in a particular place.

## Character Sheets

This booklet includes character sheets and backgrounds for five characters that the players may use in the included scenario, "A Nightmare at Hill Manor." These sheets contain all the game numbers that define a character's capabilities, divided into a variety of traits. Most traits are rated from one dot (•) to five dots (•••••), much like a star rating system for movies. Different traits represent different things.

**Attributes** represent inherent capabilities such as Strength, Intelligence or Presence. Nearly every roll uses one of these as a basis for the dice pool.

**Skills** represent learned abilities, like Firearms or Medicine. A word or phrase in parentheses next to a Skill indicates a Specialty—an area of the overall Skill in which the character is particularly talented. If you are asked to roll a dice pool in which your character doesn't have the right Skill, you suffer a penalty of either -1 (for a missing Physical or Social Skill) or -3 (for a missing Mental Skill). If, on the other hand, you have a relevant specialty in the Skill, you get a +1 modifier.

**Health** determines how wounded your character is, and it has both dots and points. Your character's dots are filled in on your character sheet, and they represent the total number of Health points available to him when he is uninjured. His lost Health points are recorded in the corresponding boxes, denoting his current state of health. (See "Health and Damage" on p. 22 for how to mark off Health points and the effects of wound penalties.)

**Willpower** represents your character's reserves. You can spend one point of Willpower on any roll, and you get three additional dice in your dice pool. You may only spend one point on a single roll. Alternatively, you can spend a point to raise your Defense trait by two against a single attack. Willpower is valuable, and it's regained by acting in accordance with your character's Virtue and Vice. (See "Virtues and Vices" on p. 13 or individual character descriptions for details) It is ranked from 1 to 10, unlike most other traits.

**Morality** is a measure of your character's moral, ethical and even psychological standing and wellbeing. Morality is ranked from 1 to 10 like Willpower, and can be lost due to *degeneration* by performing unethical or criminal acts. See "Morality" on p. 23 for more information.

**Merits** are special advantages a character has, such as Contacts, Resources, or Striking Looks. (See "Merits" on p. 16 for a small selection.)

**Defense** and **Initiative Modifiers** are traits used in combat, and are explained below.

**Speed** is the number of yards a character can move in one combat turn and still perform an action. A character can run up to twice his Speed rating in yards in a turn if he sacrifices his action. Speed will most likely come into play in a chase.

## Attributes

The following is a short summary of what each Attribute entails and how it may be applied. Some tasks rely on your character's Attribute dots alone and these traits are rolled or even combined to determine how well he performs certain tasks. Such feats are typically ones any impaired person can perform such as holding one's breath or lifting objects, and don't require any special training or expertise.

## Mental Attributes

**Intelligence:** The inherent capacity to digest, comprehend and remember information. Intelligence is valued by planners, theorists, scholars and leaders. It is used whenever your character requires brute mental power, such as when she wants to remember something, research an ancient tome, hack a computer or solve a puzzle.

**Wits:** The ability to think on one's feet, under pressure or duress. Wits also encompasses an eye for detail and your character's ability to react and adapt to changing situations. Wits is useful for entrepreneurs, charlatans, athletes, tacticians, lawyers and criminals. It is used whenever your character needs mental finesse for noticing details or subtle changes in her environment, from investigating a crime scene, to determining whether she is surprised by the creature slinking through the bushes ahead. The lower of a character's Wits or Dexterity determines his Defense score. (See p. 21.)

**Resolve:** The focus and determination to see your character's wishes done. The capacity to stay on target and ignore distractions, resist coercion or bullying. This Attribute is vital to resisting supernatural forms of mental control; it acts as a defense of the mind. Resolve is valuable to leaders, motivators, soldiers, athletes, police, organizers and writers. It is used by your character whenever he is resisting coercion or concentrating. Resolve contributes to your character's Willpower trait. (See p. 6.)

## Physical Attributes

**Strength:** Physical might. Sheer bodily power. The capacity to lift objects, move items, hit things and people, and do damage. Strength is a measure of muscle. This trait is instrumental to laborers, thugs, athletes, brawlers and law-

### LIFTING/MOVING OBJECTS

**Dice Pool:** Strength (+ Stamina)

**Action:** Instant

Lifting and moving objects involve brute force: might over matter. In some cases, however, Stamina plays a part. Power alone doesn't have immediate effects, but power combined with the endurance to apply it does.

Working together, people can combine their might to accomplish task. Add all participants' Strength scores and refer to the chart below to gauge what can be moved just by spending an action (no Strength roll is necessary). To exceed this limit, a Strength + Stamina roll is required, with successes achieved added to your character's Strength score to determine what kind of task he can accomplish in that action. In a group effort to move something really heavy, a Strength + Stamina roll is made for each supporting participant. Successes rolled are added to a primary actor's roll as bonus dice. (See "Teamwork," p. 5 for full rules on cooperating this way.)

If your character's modified Strength total exceeds that required to lift an object, it can be relocated as desired. If his Strength total matches that which is required to lift an object, it can be moved about a yard.

The chart indicates how much a character can lift, but that amount represents a focused, one-time act. That weight isn't what he can walk around holding and wearing, day to day. Your character can realistically carry around 25 pounds per dot of Strength without penalty. If he attempts to carry more, every action involving physical exertion incurs an automatic -1 penalty for every 25 pounds of excess gear that he has. Furthermore, every 25 pounds he piles on beyond what he can carry reduces his Speed by one. Perhaps he can actually lift everything he's wearing and holding, but he can't go anywhere with it. The Storyteller makes the final call on what your character may realistically carry.

Strength	Feat	Lift
1	Lift a chair	40 lbs.
2	Lift a large dog	100lbs.
3	Lift a public mailbox	250 lbs.
4	Lift a wooden crate	400 lbs.
5	Lift a coffin	650 lbs.
6	Lift a refrigerator	800 lbs.
7	Overturn a small car	900 lbs.
8	Lift a motorcycle	1000 lbs.
9	Overturn a mid-sized car	1200 lbs.
10	Lift a large tree trunk	1500 lbs.

enforcement agents. Your character uses her Strength score whenever pure physical power is required, such as in hand-to-hand combat, when breaking down barriers, and when lifting/moving objects. Strength is one of the Attributes that determine your Speed. (See p. 7.)

**Dexterity:** Quickness. Response time. A delicate touch. Dexterity indicates how quickly and with how much finesse your character responds to his physical world. While high Wits dots helps your character spot trouble, high Dexterity dots help him react to it, whether with a counteraction or to simply get the hell out of the way. Dexterity is invaluable to criminals, sports stars, surgeons and dancers. It is used whenever your character requires physical finesse, like when you need to hit something with accuracy, avoid something or keep your balance on the rolling deck of a storm-tossed ship. Dexterity helps to determine your Speed. (See p. 7.) The lower of a character's Wits or Dexterity determines her Defense score. (See p. 21.)

**Stamina:** Sturdiness. Steadfastness. Sheer physical resilience. Stamina is a measure of how tough your character is. It indicates how far she can push her body, and how much physical abuse she can endure. Bouncers, brawlers, triathletes, survivalists, heavy lifters and workaholics thrive on Stamina. Your character uses Stamina whenever she needs physical resistance, such as when resisting poisons, holding her breath or staying awake on a long stakeout. Stamina is a factor in determining your character's Health dots. (See p. 6.)

## Social Attributes

**Presence:** Bearing. Stature. Assertiveness. Presence suggests the power of your character's command over the attention of others. This trait is essential to leaders, enforcers, interrogators, models, politicians and salespeople.

Note that physical attractiveness alone is represented by the Striking Looks Merit (p. 21), which grants bonus dice to Presence rolls. Your character uses Presence when trying to impose her will on others by being socially aggressive or powerful.

**Manipulation:** Charm. Persuasiveness. Charisma. The capacity to play upon the desires, hopes and needs of others to influence them. Manipulation reflects your character's finesse in social situations. It's the tool and trade of businesspeople, politicians, and publicists. Your character uses Manipulation when he's trying to win smiles, to put people at ease or to gain favors. Where Presence is getting your way through force, Manipulation is more subtle.

**Composure:** Poise. Dignity. The capacity to remain calm and unfazed in tense and threatening situations. This trait is a measure of emotional fortitude, restraint and calm. It is vital for leaders, soldiers, moderators, socialites and anyone whose movements are in the public eye. Composure is pivotal for resisting social influence and supernatural forms of emotional control. Composure, along with Resolve, is a factor in determining your character's Willpower (see p. 6). Composure is also added to Dexterity to determine your character's Initiative at the beginning of a fight (see p. 21).

## Skills

A character's Attributes measure his innate physical, mental and social qualities—how strong he is, how quickly he thinks on his feet and how well he interacts with other people. The different ways in which a character can apply these Attributes are determined by his Skills. A character's Skills reflect the education and training he's acquired over the course of his life, and are a reflection of his origins and interests.

## Skill Specialties

Skills represent broad bases of knowledge and physical training in a given subject. An auto mechanic doesn't just know about fixing engines, for example, but is versed in repairing tires, replacing windows and painting the body. In addition to this broad foundation of knowledge, characters can specialize in a particular aspect of a Skill, giving them an edge in a particular application due to their increased focus. Rolls involving a Skill Specialty gain a +1 modifier over and above any other situational modifiers. So, if your character has Crafts, but also has a Specialty in Automobiles, you gain a +1 bonus when he works on cars.

You are limited only by your imagination when devising your character's Specialties, although their focus should be fairly specific. A character possessing the Drive skill might focus on sports cars, trucks, off-road or high-speed driving. Each Skill listed below has a number of suggested Specialties to give you an idea of the possibilities.

## SKILL DOTS

Skills are rated from 1 to 5, with each score suggesting your character's relative level of proficiency and knowledge in that area.

### Dots Proficiency Level

- Novice. Basic knowledge or techniques.
- Practitioner. Solid working knowledge or techniques.
- Professional. Broad, detailed knowledge or techniques.
- Expert. Exceptional Depth of knowledge or techniques.
- Master. Unsurpassed depth of knowledge or techniques. A leader in the field.

## Mental Skills

Mental Skills are applications of a character's insight, acumen and focus, such as examining a crime scene for clues, unraveling an enigma or diagnosing an illness. These Skills are almost entirely gained from a period of formal education, and most characters with high Mental Skills can claim a degree or even a doctorate in their field of study. These traits are generally associated with your character's Mental Attributes, but can also be paired with Physical Attributes for hands-on applications such as performing surgery (Dexterity + Medicine) or computer repair (Dexterity + Crafts).

**Untrained Skill Use:** If your character doesn't have the necessary Mental Skill required for an action, she can still make the attempt. Roll her Attribute alone, but with a -3 penalty.

## Academics

Academics is a broad-based Skill that represents a character's degree of higher education and general knowledge in the Arts and Humanities—everything from English to history, economics to law. Dots in this Skill do not directly correlate to a given level of education. Your character could have entered a doctorate program but spent more time partying than studying, resulting in fewer dots. Conversely a self-taught individual who read voraciously and studied intensively could have higher dots without ever earning a diploma.

**Possessed By:** College graduates, executives, lawyers, librarians, scholars, students

**Suggested Specialties:** Anthropology, Art, English, History, Law, Religion, Research

## Computer

Characters possessing this Skill have the necessary training or experience to operate a computer. At high levels (3 or more), a character can create his own computer programs. People with high levels in this Skill are familiar with a variety of programming languages and operating systems.

Note that dots in Computer do not apply to manually fixing or building machines, only to operating them. Construction and repair is the province of the Crafts Skill (see below).

**Possessed By:** Businesspeople, professors, programmers, students, sysadmins

**Suggested Specialties:** Artificial Intelligence, Data Retrieval, Graphics, Hacking, Internet

## Crafts

Crafts represents a character's training or experience in creating works of physical art or construction with his hands, from paintings to car engines to classical sculpture. Characters possessing this Skill typically have the knowledge, but not necessarily the tools or facilities to make use of their capabilities. A character might be an exceptional mechanic, for example, but still needs to sweet-talk his boss into opening up the garage after hours to work on his friend's car. Crafting a piece of art or creating an object is almost always an extended roll, with the length of time and number of successes required determined by the complexity of the piece. The Storyteller has final say on the time required and the number of successes needed for a particular item.

**Possessed By:** Contractors, mechanics, plumbers, sculptors, welders

**Suggested Specialties:** Automobiles, Aircraft, Forging, Jury-Rigging, Sculpting, Sewing

## Investigation

Investigation is the art and science of solving mysteries, examining seemingly disparate evidence to find a connection, answering riddles and overcoming paradoxes. It not only allows your character to get into the head of a killer to grasp his motives or plans, it allows her to look beyond the mundane world to guess at answers to mysterious problems, or to have a "eureka" moment that offers insight into baffling circumstances. Your character might realize that all murder victims have the same digits jumbled in their phone numbers, she might interpret a dream that has striking similarities to events in the real world, or she could recognize why an intruder took the time to paint a room red. Certain individuals such as law-enforcement officers, forensic specialists, scientists and investigators are trained in the art of examination, while others simply develop the knack through years of practice.

Investigation-based rolls are typically made when a character actively studies a situation. Dots in Investigation don't

give a character sudden insight or capability in the realms of other Skills, however. She can't miraculously identify changing brushstrokes in a painting, for example. That would be the realm of Academics or Crafts. But she might identify how the placement of paintings throughout a house creates a pattern and imparts a message.

**Possessed By:** Criminals, doctors, forensic examiners, police officers, scientists, scholars, librarians

**Suggested Specialties:** Artifacts, Body Language, Crime Scenes, Cryptography, Dreams, Autopsy Diagnoses, Puzzles, Riddles, Scientific Experiments

## Medicine

The Medicine Skill reflects a character's training and expertise in human physiology and how to treat injuries and illness. The trait represents knowledge of human anatomy and basic medical treatments. Characters with a low level in this Skill (1 to 2) often possess only rudimentary first-aid training, while characters with high levels (3+) are the equivalent of nurses, physicians or surgeons.

**Possessed By:** Medical students, paramedics, physicians, psychiatrists, surgeons

**Suggested Specialties:** Emergency Care, Pathology, Pharmaceuticals, Physical Therapy, Surgery

## Occult

The Occult Skill reflects a character's knowledge and experience with the world's various legends and lore about the supernatural. A character with this Skill not only knows the theories, myths and legends of the occult, but can generally discern "fact" from rumor. Characters may come by this Skill in a variety of ways, from oddball college courses to learning legends and myths from superstitious family members.

**Possessed By:** Anthropologists, authors, neo-pagans, occult scholars, parapsychologists

**Suggested Specialties:** Cultural Beliefs, Ghosts, Magic, Monsters, Superstitions, Witchcraft

## Politics

Characters possessing this Skill are not only familiar with the way the political process works, they're experienced with bureaucracies and know exactly who to call in a given situation to get something done. Your character keeps track of who's in power and how she got there, along with her potential rivals. He has a grasp of the issues of the moment and how they affect the political process, and he knows whose palms to grease. It's possible that your character acquired this Skill by running for political office at some point, or by working on a campaign or as a public servant. Or he could simply be someone who follows the news and understands the money trail.

**Possessed By:** Bureaucrats, civil servants, journalists, lawyers, lobbyists, politicians

**Suggested Specialties:** Bribery, Elections, Federal, Local, State, Scandals

## Science

This Skill represents your character's understanding of the physical and natural sciences: biology, chemistry, geology, meteorology, physics and so on. Science is useful not only for understanding how the world works, but it helps characters make the most of the resources at hand to achieve their goals. A character with a strong Science background could describe the chemical process for plating metals, for example, allowing another character with Crafts to make a silver-edged steel sword.

**Possessed By:** Engineers, scientists, students, teachers, technicians

**Suggested Specialties:** Biology, Chemistry, Geology, Metallurgy, Physics

## Physical Skills

Physical Skills are applications of a character's might, endurance and coordination, such as climbing a mountain, driving a car or shooting a gun. They are most often paired with a character's Physical Attributes in various combinations, but can also be paired with Mental Attributes when the character tries to draw on his Skill to identify an object or answer a question. Intelligence + Firearms is required to identify a particular rifle, for example, or Intelligence + Survival to read a map. Physical Skill scores represent a combination of personal experience and formal training rather than extensive schooling. You can't earn a degree in fist-fighting, but you can graduate at the top of your class in the school of hard knocks.

**Untrained Skill Use:** If your character doesn't have the necessary Physical Skill required for a roll, he can still attempt the action. Roll his Attribute alone with a -1 penalty.

## Athletics

Athletics encompasses a broad category of physical training, from rock climbing to kayaking to professional sports such as football or hockey. The Athletics Skill can be applied to any action that requires prolonged physical exertion or that demands considerable agility or hand-eye coordination. Examples include climbing a high wall, marching long distances and leaping between rooftops. In combat, the Skill is combined with Dexterity to determine the accuracy of thrown weapons.

**Possessed By:** Professional athletes, police officers, soldiers, survivalists, physical trainers

**Suggested Specialties:** Acrobatics, Climbing, Kayaking, Long-Distance Running, Sprinting, Swimming, Throwing

## Brawl

Brawl defines your character's prowess at unarmed combat, whether he's a black belt in karate, a hard-bitten street tough or a college student who's taken a few self-defense courses. Characters with this Skill know how to hit an opponent, where to hit for maximum effect and how to defend

themselves from attack. It can mean using fists, but also elbows, knees, shoulders, head butts, wrestling, joint locks and choke holds. Characters with a several dots could be familiar with multiple techniques of unarmed combat. Expertise in such techniques is reflected in the Fighting Style Merits (such as “Kung Fu” on p. 17), which are based on Brawl.

Brawl is added to your character’s Strength to battle people in unarmed combat.

**Possessed By:** Bikers, boxers, gangsters, police officers, soldiers

**Suggested Specialties:** Blocking, Boxing, Dirty Tricks, Grappling, Kung Fu, Throws

## Drive

The Drive Skill allows your character to operate a vehicle under difficult or dangerous conditions. Characters don’t need this Skill simply to drive a car. It’s safe to assume in a modern society that most individuals are familiar with automobiles and the rules of the road. Rather, this trait covers the training or experience necessary to operate at high speeds, to tackle hazardous road conditions and to push a vehicle to the limits of its performance. Drive is the difference between a typical suburban parent with a minivan and a police officer, car thief or racecar driver.

The Skill also applies to piloting and controlling boats; your character’s Drive dots are applied equally to handling boats. In order for your character to be able to pilot a plane, he needs a Pilot Specialty in the Skill. With that, efforts to control a plane call for a Drive-based roll, plus one die for your character’s Pilot Specialty. A character with the Drive Skill who does not possess a Pilot Specialty cannot effectively operate a plane. His efforts to fly are based on Attribute alone, at a -1 untrained penalty.

Note that dots in Drive do not apply to manually fixing or building vehicles, only to operating them. Construction and repair is the province of the Crafts Skill (see p. 9).

**Possessed By:** Car thieves, couriers, delivery drivers, emergency responders, police officers, racecar drivers

**Suggested Specialties:** High-Performance Cars, Motorcycles, Off-Road, Pursuit, Shaking Tails, Stunts

## Firearms

Firearms allows your character to identify, operate and maintain most types of guns, from pistols to rifles to military weapons such as submachine guns, assault rifles and machine guns. This Skill can represent the kind of formal training provided to police and the military, or the basic, hands-on experience common to hunters, criminals and gun enthusiasts. Firearms also applies to using bows. Your character can use guns and bows equally.

Note that dots in Firearms do not apply to manually fixing or building guns, only to wielding them. Construction and repair is the province of the Crafts Skill (see p. 9).

**Possessed By:** Criminals, gun dealers, hunters, police officers, soldiers, survivalists

**Suggested Specialties:** Autofire, Bow, Pistol, Rifle, Shotgun, Sniping, Trick Shot

## Larceny

Larceny is a broad Skill that covers everything from picking locks to concealing stolen goods and everything in between. Most characters obtain this Skill the hard way, by committing crimes and often paying the price for their mistakes. Some individuals such as government agents and members of the military receive formal training in bypassing security systems and stealing valuable assets.

**Possessed By:** Burglars, commandos, government agents, private eyes, locksmiths

**Suggested Specialties:** Concealing Stolen Goods, Lockpicking, Pickpocketing, Security Systems, Safecracking

## Stealth

The Stealth Skill represents a character’s experience or training in avoiding notice, whether by moving silently, making use of cover or blending into a crowd. When at



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tempting to sneak silently through an area or to use the local terrain as concealment, roll Dexterity + Stealth + equipment. When trying to remain unseen in a crowd, Wits + Stealth is appropriate. The Storyteller may make Stealth rolls secretly on your behalf, since your character usually has no way of knowing he's been noticed until it's too late. If your character attempts to avoid notice by a group of alert observers, a contested roll versus the observers' Wits + Composure + equipment is required.

**Possessed By:** Criminals, hunters, police officers, private investigators

**Suggested Specialties:** Camouflage, Crowds, Moving in Darkness, Moving in Woods

## Survival

Survival represents your character's experience or training in "living off the land." He knows where to find food and shelter, and how to endure harsh environmental conditions. The more capable your character is, the fewer resources he needs in order to prevail. A master survivalist can walk into a forest, desert or mountainous region with little more than a pocketknife and the clothes on his back and survive for weeks if necessary.

Note that Survival is not synonymous with Animal Ken (see p. 12). The former helps your character stay alive in the wilderness, living off the land with whatever supplies he has brought with him. The latter involves understanding animal behavior and interacting directly with animals. Your character could be knowledgeable about creating shelter and gathering plants to eat (Survival), but might know nothing about anticipating the actions of a bear in his camp (Animal Ken).

**Possessed By:** Explorers, hunters, soldiers, survivalists

**Suggested Specialties:** Foraging, Navigation, Meteorology, Shelter

## Weaponry

As the name implies, the Weaponry Skill represents your character's experience or training in fighting with everything from beer bottles to pipes, knives to swords. While formal instruction in Weaponry is uncommon (restricted to military and law-enforcement training and a few martial arts), any character who has grown up on the street or spent a lot of time in seedy bars has had ample opportunity to learn this Skill.

A character's Weaponry is added to his Strength to stage armed attacks. For more information, see "Combat," p. 21.

Note that dots in Weaponry do not apply to manually fixing or creating weapons, only to wielding them. Construction and repair is the province of the Crafts Skill (see p. 9).

**Possessed By:** Bikers, criminals, martial artists, police officers, soldiers

**Suggested Specialties:** Improvised Weapons, Knives, Swords

## Social Skills

Social Skills are applications of your character's bearing, charm and poise, such as negotiating with a bank robber, wooing a crowd or telling a faultless lie. These Skills most commonly represent innate capabilities honed by years of experience rather than by any formal training. These Skills are generally paired with your character's Social Attributes, but can also be used with Physical and Mental Attributes in cases such as bodily threats (Strength + Intimidation) or orchestrating a complex deal (Wits + Persuasion).

**Untrained Skill Use:** If your character doesn't have the necessary Social Skill required for a feat, he can still make the attempt. Roll his Attribute alone at a -1 penalty.

## Animal Ken

Anticipating and understanding human emotions is one thing, but being able to interpret and recognize the behavior of animals is something else entirely. Your character intuitively grasps or has been trained to read animals to know how they react to situations. The Skill also involves innately understanding how the animal mind operates, and what may appease or enrage beasts. The knack often coincides with a respect for animals, but it could derive from the analytical observation of a lab scientist or from years of abuse inflicted by a callous animal handler.

Animal Ken could be applied to grasp the thoughts or intentions of supernatural animals, if the Storyteller allows. Sometimes these beings have human or greater intelligence and cannot be read by this Skill alone.

**Possessed By:** Animal rescue workers, hunters, long-time pet owners, park rangers, ranchers, trainers, veterinarians

**Suggested Specialties:** Animal Needs, Imminent Attack, Specific Kind of Animal, Training

## Empathy

This Skill represents your character's intuition for reading people's emotions. For some, it's a matter of observing body language and non-verbal cues. Others employ an extraordinary sense that helps them divine a person's true mood. As the name implies, Empathy also involves the capacity to understand other people's views and perspectives, whether your character agrees with those positions or not. This is useful in everything from negotiations and crisis counseling to reading faces in a crowd and looking for potential trouble. If a subject actively conceals his emotions or motives, make a contested roll versus the person's Wits + Subterfuge + equipment.

**Possessed By:** Counselors, diplomats, entertainers, profilers, psychiatrists, police officers

**Suggested Specialties:** Emotion, Lies, Motives, Personalities

## Expression

Expression reflects your character's training or experience in the art of communication, both to entertain and

inform. This Skill covers both the written and spoken word and other forms of entertainment, from journalism to poetry, creative writing to acting, music to dance. Characters can use it to compose written works or to put the right words together at the spur of the moment to deliver a rousing speech or a memorable toast. Used well, Expression can sway others' opinions or even hold an audience captive.

When composing a poem or writing a novel, roll Wits or Intelligence (depending on whether the work is poetic or factual) + Expression. When reciting to an audience, roll Presence + Expression. Playing an instrument involves Intelligence + Expression for a known piece, and Wits + Expression for an improvised one. Dance calls for Dexterity + Expression.

**Possessed By:** Actors, ballet dancers, journalists, musicians, poets, rock stars, writers

**Suggested Specialties:** Classical Dance, Drama, Exposés, Musical Instrument, Newspaper Articles, Speeches

## Intimidation

Intimidation is the art and technique of persuading others through the use of fear. Your character can intimidate someone with a show of brute force (Strength + Intimidation), through more subtle means such as verbal threats (Manipulation + Intimidation), or simply through menacing body language (Presence + Intimidation). It can be used to get other people to cooperate (even against their better judgment), back down from a confrontation, or reveal information that they'd rather not share.

**Possessed By:** Bodyguards, bouncers, gangsters, executives, police officers, soldiers

**Suggested Specialties:** Bluster, Physical Threats, Stare-Downs, Torture, Veiled Threats

## Persuasion

Persuasion is the art of inspiring or changing minds through logic, charm or sheer, glib fast-talking. Though it can be taught to varying degrees of success, most characters with the Skill possess a natural talent and have honed it over years through trial and error, practicing their delivery until it rolls effortlessly off the tongue. Persuasion is the Skill of convincing others by force of personality alone, making one's point through carefully chosen words, body language and emotion.

**Possessed By:** Con artists, executives, generals, lawyers, politicians, salesmen, sexual predators

**Suggested Specialties:** Fast-Talking, Motivational Speeches, Sales Pitches, Seduction

## Socialize

Socialize reflects your character's ability to interact with others in a variety of situations, from chatting people up at bars to comporting himself with dignity at state dinners. This Skill represents equal parts gregariousness, sensitivity, etiquette and custom. Knowing how to make friends is no

less important than understanding how to treat guests in formal situations. Characters with low dots might be naturally entertaining or approachable, but unschooled in the finer arts of social interaction. Or they could be punctilious with their manners but difficult to approach. Conversely, characters with high dots could have the social graces of a practiced diplomat or raconteur, knowing just what to say and when to say it in any given situation.

**Possessed By:** Diplomats, entertainers, executives, politicians, salesmen

**Suggested Specialties:** Bar Hopping, Dress Balls, Formal Events, Frat Parties, State Dinners

## Streetwise

Characters possessing this Skill know how life on the streets works and are adept at surviving by its harsh rules. Streetwise characters can gather information, make contacts, buy and sell on the black market, and otherwise make use of the street's unique resources. The Skill is also important for navigating urban dangers, avoiding the law, and staying on the right side of the wrong people.

**Possessed By:** Criminals, gangsters, homeless people, private investigators, police officers

**Suggested Specialties:** Black Market, Gangs, Rumors, Undercover Operations

## Subterfuge

Subterfuge is the art of deception. Characters possessing this Skill know how to lie convincingly, and they recognize when they're being lied to. Subterfuge is used when telling a convincing falsehood, hiding one's emotions or reactions, or trying to pick up on the same in others. The Skill is most often used to trick other people, but characters also learn it to avoid being tricked themselves.

**Possessed By:** Actors, con artists, grifters, lawyers, politicians, teenagers

**Suggested Specialties:** Con Jobs, Hiding Emotions, Lying, Misdirection, Spotting Lies

# Virtues and Vices

All characters have strengths and weaknesses, noble aspects and dark sides to their personalities. While most people try to cultivate virtues and eschew vices, both are intrinsic elements of identity and both equally reinforce a sense of self, whether we like to admit it or not.

Every character starts play with one defining Virtue and one defining Vice, chosen during character creation. Virtue and Vice may clearly reflect your character's background and concept, or they can be used to contrast his outward nature to create sources of conflict that make for excellent roleplaying. When a character's actions in dif-



difficult situations reflect his particular Virtue or Vice, he reinforces his fundamental sense of self. If the Storyteller judges that your character's actions during a scene reflect his Vice, he regains one Willpower point that has been spent. If the Storyteller judges that your character's actions during a chapter (a game session) reflect his Virtue, he regains all spent Willpower points. Note that these actions must be made in situations that pose some risk to your character, whereby he stands to pay a price for acting according to his Virtue or Vice. Everyday expressions of, say, Faith or Pride are not enough to reaffirm a character's determination or sense of self.

Your character does not gain extra Virtues or Vices during play. The fundamental qualities that define him do not change. Nor are they compounded with more such traits.

## Virtues

### Charity

True Charity comes from sharing gifts with others, be it money or possessions, or simply giving time to help another in need. A charitable character is guided by her compassion to share what she has in order to improve the plight of those around her. Charitable individuals are guided by the principle of treating others as they would be treated themselves. By sharing gifts and taking on the role of the Samaritan, they hope to cultivate goodwill in others, and the gifts they give will eventually return to them in their hour of need.

Your character regains all spent Willpower points whenever she helps another at the risk of loss or harm to herself. It isn't enough to share what your character has in abundance. She must make a real sacrifice in terms of time,

possessions or energy, or she must risk life and limb to help another.

**Possessed By:** Philanthropists, saints, soup-kitchen workers

### Faith

Those with Faith know that the universe is not random, meaningless chaos, but ordered by a higher power. No matter how horrifying the world might be, everything has its place in the Plan and ultimately serves that Purpose. This Virtue does not necessarily involve belief in a personified deity. It might involve belief in a Grand Unified Theory whereby the seeming randomness of the universe is ultimately an expression of mathematical precision. Or it might be a view that everything is One and that even evil is indistinguishable from good when all discriminating illusions are overcome.

Your character regains all spent Willpower points whenever he is able to forge meaning from chaos and tragedy.

**Possessed By:** Detectives, philosophers, priests, scientists, true believers

### Fortitude

A person's ideals are meaningless unless they're tested. When it seems as though the entire world is arrayed against him because of his beliefs, a person possessing Fortitude weathers the storm and emerges with his convictions intact. Fortitude is about standing up for one's beliefs and holding the course no matter how tempting it may be to relent or give up. By staying the course—regardless of the cost—he proves the worth of his ideals.

Your character regains all spent Willpower points whenever he withstands overwhelming or tempting pressure to alter his goals. This does not include temporary distractions from his course of action, only pressure that might cause him to abandon or change his goals altogether.

**Possessed By:** Dictators, fanatics, gumshoes

### Hope

Being hopeful means believing that evil and misfortune cannot prevail, no matter how grim things become. Not only do the hopeful believe in the ultimate triumph of morality and decency over malevolence, they maintain steadfast belief in a greater sense of cosmic justice—whether it's Karma or the idea of an all-knowing, all-seeing God who waits to punish the wicked. All will turn out right in the end, and the hopeful mean to be around when it happens.

Your character regains all spent Willpower points whenever she refuses to let others give in to despair,

even though doing so risks harming her own goals or wellbeing. This is similar to Fortitude, above, except that your character tries to prevent others from losing hope in their goals. She need not share those goals herself or even be successful in upholding them, but there must be a risk involved.

**Possessed By:** Anti-globalization activists, entrepreneurs, martyrs, visionaries

## Justice

Wrongs cannot go unpunished. This is the central tenet of the just, who believe that protecting the innocent and confronting inequity is the responsibility of every decent person, even in the face of great personal danger. The just believe that evil cannot prosper so long as one good person strives to do what is right, regardless of the consequences.

Your character regains all spent Willpower points whenever he does the right thing at risk of personal loss or setback. The “right thing” can be defined by the letter or spirit of a particular code of conduct, whether it be the United States penal code or a biblical Commandment.

**Possessed By:** Critics, judges, parents, role models

## Prudence

The Virtue of Prudence places wisdom and restraint above rash action and thoughtless behavior. One maintains integrity and principles by moderating actions and avoiding unnecessary risks. While that means a prudent person might never take big gambles that bring huge rewards, neither is his life ruined by a bad roll of the dice. By choosing wisely and avoiding the easy road he prospers slowly but surely.

Your character regains all spent Willpower points whenever he refuses a tempting course of action by which he could gain significantly. The “temptation” must involve some reward that, by refusing it, might cost him later on.

**Possessed By:** Businessmen, doctors, priests, scientists

## Temperance

Moderation in all things is the secret to happiness, so says the doctrine of Temperance. It’s all about balance. Everything has its place in a person’s life, from anger to forgiveness, lust to chastity. The temperate do not believe in denying their urges, as none of it is unnatural or unholy. The trouble comes when things are taken to excess, whether it’s a noble or base impulse. Too much righteousness can be just as bad as too much wickedness.

Your character regains all spent Willpower when he resists a temptation to indulge in an excess of any behavior, whether good or bad, despite the obvious rewards it might offer.

**Possessed By:** Clergy, police officers, social workers

## Vices

### Envy

An envious person is never satisfied with what she has. No matter her wealth, status or accomplishments, there is always someone else who seems to have more—and she wants it. Envious characters are never secure or content with their place in life. They always measure themselves against their rivals and look for ways to get what they deserve. They might be considered paranoid or just consumed by a self-loathing that they project onto others.

Your character regains one Willpower point whenever she gains something important from a rival or has a hand in harming that rival’s wellbeing.

**Possessed By:** Celebrities, executives, politicians

### Gluttony

Gluttony is about indulging appetites to the exclusion of everything else. It’s about dedicating oneself to sensual pleasures or chasing the next high. A glutton makes any sacrifice to feed his insatiable appetite for pleasure, regardless of the cost to himself or those around him. He might be considered a junky or even a kleptomaniac (he steals things he doesn’t need just for the thrill of it). Your character regains one spent Willpower point whenever he indulges in his addiction or appetites at some risk to himself or a loved one.

**Possessed By:** Celebrities, junkies, thieves

### Greed

Like the envious, the greedy are never satisfied with what they have. They want more—more money, a bigger house, more status or influence—though they may already have more than they can possibly handle. Everything is taken to excess. To the greedy, there is no such thing as having too much. If that means snatching someone else’s hard-earned reward just to feather one’s own nest, well, that’s the way it goes.

Your character regains one Willpower point whenever he acquires something at the expense of another. Gaining it must come at some potential risk (of assault, arrest or simple loss of respect).

**Possessed By:** CEOs, lawyers, stock brokers

### Lust

The Vice of Lust is the sin of uncontrolled desire. A lusty individual is driven by a passion for something (usually sex, but it can be a craving for virtually any experience or activity) that he acts upon without consideration for the needs or feelings of others. A lusty individual uses any means at his disposal to indulge his desires, from deception to manipulation to acts of violence.

Your character is consumed by a passion for something. He regains one Willpower point whenever he satisfies his lust or compulsion in a way that victimizes others.

**Possessed By:** Movie producers, politicians, rock stars

## Pride

Pride is the Vice of self-confidence run amok. It is the belief that one's every action is inherently right, even when it should be obvious that it is anything but. A prideful person refuses to back down when his decision or reputation is called into question, even when the evidence is clear that he is in the wrong. His ego does not accept any outcome that suggests fallibility, and he is willing to see others suffer rather than admit that he's wrong.

Your character regains one Willpower point whenever he exerts his own wants (not needs) over others at some potential risk to himself. This is most commonly the desire for adulation, but it could be the desire to make others do as he commands.

**Possessed By:** Corporate executives, movie stars, street thugs

## Sloth

The Vice of Sloth is about avoiding work until someone else has to step in to get the job done. Rather than put in the effort—and possibly risk failure—in a difficult situation, the slothful person simply refuses to do anything, knowing that someone else will step in and fix the problem sooner or later. The fact that people might needlessly suffer while the slothful person sits on his thumbs doesn't matter one bit.

Your character regains one Willpower point whenever he successfully avoids a difficult task but achieves the same goal nonetheless.

**Possessed By:** Couch potatoes, trust-fund heirs, welfare cheats

## Wrath

The Vice of Wrath is the sin of uncontrolled anger. The wrathful look for ways to vent their anger and frustration on people or objects at the slightest provocation. In most cases the reaction is far out of proportion to the perceived slight. A wrathful person cut off on the freeway might try to force another driver off the road, or a wrathful cop might delight in beating each and every person he arrests, regardless of the offense. Your character regains one spent Willpower point whenever he unleashes his anger in a situation where doing so is dangerous. If the fight has already begun, no Willpower points are regained. It must take place in a situation where anger is unwarranted or inappropriate.

**Possessed By:** Bullies, drill sergeants, street thugs

# Merits

Merits are special capabilities or knacks that add individuality to your character. Some apply to your character's basic traits to enhance them in particular situations. Some have prerequisites that must be met before they can be purchased. For example, a character with the Gunslinger Merit

must have a Dexterity of 3 and Firearms of 3 or higher to be able to accurately fire two weapons at the same time. By the same token, some merits apply drawbacks that balance out their inherent advantages. A character with the Fame Merit, for example, is treated like a star wherever he goes—but has a hard time blending into the crowd when he wants to.

Each Merit has a number of dots (•) associated with it. These dots represent the number of points that must be spent to purchase the Merit. Some Merits allow for a range of dots (say, • to •••). These allow you to purchase a low rating if it's appropriate to your character concept, or you can start with a low level and increase it over to time with experience points.

## Mental Merits

### Danger Sense ,(•)

**Effect:** You gain a +2 modifier on reflexive Wits + Composure rolls for your character to detect an impending ambush. This kind of roll is typically made prior to the first turn of a surprise attack.

Your character has a well-developed survival instinct that warns him of impending danger. Perhaps he's adept at reading subtle clues in his environment or he possesses an uncanny "sixth sense" when it comes to avoiding trouble.

### Eidetic Memory ,(•)

**Effect:** You do not normally need to make a roll for your character to remember an obscure fact or past experience, unless he is under stress (such as in combat). Under stress, there is a +2 modifier on any Intelligence + Composure or other Skill-based roll (say, Academics, to remember a fact) for memory recall. *Available at character creation only.*

Your character has a near-photographic memory, being able to recall vast amounts of observed detail with astonishing accuracy.

### Encyclopedic Knowledge ,(••••)

**Effect:** Your character is a veritable font of useful (and sometimes useless) information on a wide variety of topics. Chances are he can come up with an anecdote pertaining to any situation based on something he's read, witnessed or seen on TV.

You can make an Intelligence + Wits roll any time your character is confronted with a situation or phenomenon outside his normal realm of experience. If the roll is successful, he may recall a "factoid" that he's heard at some point that may shed light on matters.

### Language ,(•)

**Effect:** Your character knows an additional language besides his own, one that he can read, write and speak with fluency. If he wishes to convince others that he is a native speaker, however, the Storyteller might call for an Intelligence

+ Expression roll, contested with a reflexive Intelligence + Academics roll by anyone who is suspicious.

You must specify which language your character is familiar with when purchasing this Merit. You may take this Merit multiple times, with a different language for each.

## Unseen Sense / (••••)

**Prerequisite:** Mortal (non-supernatural); Wits ••

**Effect:** Your character has a “sixth sense” when it comes to the supernatural. Perhaps his hair stands on end, goose bumps race along his arms, or a shiver runs up his spine. Regardless of the manner, his body reacts to the presence of unseen forces. He can’t see or hear anything, and in fact he might not know at first what causes this reaction. It might be a response to a specific type of supernatural phenomenon such as ghosts or vampires, or it might be a general sense that something isn’t right. Over time and with a little trial and error, he might be able to quantify what his body tries to tell him.

The specific type of supernatural phenomenon to which your character is sensitive must be determined when this Merit is purchased. It can be something as vague as a creepy feeling when in the presence of ghosts, or something as specific as a sudden chill when a vampire is nearby. The Storyteller has final say on the exact nature and trigger of your character’s sixth sense, and can keep its nature secret if desired, leaving you to figure it out during play.

Only mortal, mundane characters can possess this Merit. The pivotal moment of becoming or being changed into a being with supernatural capabilities eliminates it.

## Physical Merits

### Brawling Dodge / (•)

**Prerequisite:** Strength •• and Brawl •

**Effect:** Whenever your character performs a dodge (see “Dodge,” p. 21), you can choose to add his Brawl Skill dots to his Defense instead of doubling his Defense. He essentially draws on his training in blocking and evading attacks rather than relying on his raw ability alone. While this might provide little benefit to a brawling novice, it can give the advanced fighter an edge.

Brawling Dodge applies against incoming Brawl- and Weaponry-based attacks, against thrown-weapon attacks, and against Firearms attacks made within close-combat range. Your character can move up to his Speed and perform a Brawling Dodge maneuver in a turn.

A character can possess both the Brawling Dodge and Weaponry Dodge merits, but only one can be used per turn.

### Fast Reflexes / (• or ••)

**Prerequisite:** Dexterity ••••

**Effect:** +1 Initiative per dot.

Your character’s mix of sharp reflexes and steady nerves helps him get the drop on adversaries.

### Fighting Finesse / (••)

**Prerequisite:** Dexterity •••• and Weaponry ••

**Effect:** Your character prefers to fight with a chosen weapon in a manner that favors agility over power. With that one weapon (a rapier or katana, for example), you may substitute your character’s Dexterity for Strength when making attack rolls.

This Merit may be purchased multiple times to gain agility with more weapons, one for each purchase.

### Fighting Style: Kung Fu / (• to •••••)

**Prerequisite:** Strength ••, Dexterity ••, Stamina •• and Brawl ••

**Effect:** Your character is trained in one of the many forms of Kung Fu, conditioning his mind and body for the purposes of focus and self-defense. He may have begun his training at an early age, following in the footsteps of family or friends, or he may have joined a school as an adult for the purposes of exercise or protection.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can’t have “Iron Skin” until he has “Focused Attack.” The maneuvers and their effects are listed below, most of which are based on the Brawl Skill.

**Focused Attack (•):** Physical conditioning and accuracy allow your character to deliver blows at vulnerable spots on targets. Penalties to hit specific targets are reduced by one. See “Specifying Targets,” p. 22. Even when a specific part of an opponent is not targeted, armor penalties to your character’s Brawl attacks are reduced by one.

**Iron Skin (••):** Your character has hardened her body to physical blows, allowing her to withstand repeated hits with minimal effect. She has an effective armor trait of 1 against bashing attacks only.

**Defensive Attack (•••):** Your character has mastered the ability to fight defensively. When using this maneuver, you character gains +2 to his Defense for the turn, but any attack he makes suffers a -2 penalty. He can move no more than his Speed while performing a Defense Attack maneuver in a turn.

**Whirlwind Strike (•••):** Your character can unleash a storm of blows against an opponent. He can make one extra Brawl attack for each point of Dexterity that he has above 2 in a single action. Each extra attack is made at a cumulative -1 modifier. Thus, he can perform a total of two attacks at Dexterity 3 (the second of which is at -1), three attacks at Dexterity 4 (the third of which is at -2), and four at Dexterity 5 (the fourth of which is at -3). All attacks must be on the same target.

The drawback is that your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can

perform this maneuver, he cannot perform the maneuver this turn. He is too busy bobbing and weaving out of the way of attacks.

**Lethal Strike** (•••••): By focusing his might and concentration, your character can kill or maim an opponent with a well-placed strike. A strike inflicts lethal instead of bashing damage. You must spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

### Fleet of Foot ,(• to •••)

**Effect:** Your character's athletic training has given her the ability to run quite swiftly when necessary. She gains +1 Speed per Merit dot spent.

### Gunstinger ,(••••)

**Prerequisite:** Dexterity ••• and Firearms •••

**Effect:** Your character's capability and experience with firearms is such that he can accurately fire two pistols at the same time. Your character still suffers the -2 offhand penalty for shooting with his second hand, but he can shoot both pistols as a single action during a turn. The second attack is also at -1 penalty. Your character may shoot at two different targets if he wishes, but the amount of concentration required negates his Defense for the turn.

This Merit can only be used with pistols.

Your character cannot use his Defense against any attack in the same turn in which he intends to use this Merit on two separate targets in the same turn. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver this turn. He is too busy bobbing and weaving out of the way of attacks.

### Iron Stamina ,(• to •••)

**Prerequisite:** Stamina ••• or Resolve •••

**Effect:** Each dot eliminates a negative modifier (on a one-for-one basis) when resisting the effects of fatigue or injury. For Example: A character with Iron Stamina •• is able to ignore up to a -2 modifier brought on by fatigue. See "Fatigue," p. 23. The Merit also counteracts the effects of wound penalties. So, if all your character's Health boxes are filled (which normally imposes a -3 penalty to his actions) and he has Iron Stamina •, those penalties are reduced to -2. This Merit cannot be used to gain positive modifiers for actions, only to cancel out negative ones.

Your character can push his body well past the limits of physical endurance when he has to, pressing on in the face of mounting exhaustion or pain. Perhaps he trained himself to go without sleep for days at a time in order to get through college, or a lifetime of sports has taught your character how to play through the pain no matter how bad it gets.

When your character does finally rest, he sleeps like the dead. After staying awake for an extended period, your character is extremely difficult to wake until he's slept for a minimum of 12 hours, regardless of the situation.

### Natural Immunity ,(•)

**Prerequisite:** Stamina ••

**Effect:** Your character gains a +2 modifier on Stamina rolls to resist infection, sickness and disease. His immune system is exceptionally effective at resisting infections, viruses and bacteria. Your character can probably count on one hand the number of times he's been seriously ill.

### Quick Draw ,(•)

**Prerequisite:** Dexterity •••

**Effect:** Your character can draw a pistol and fire or pull a melee weapon and attack without penalty as a single action in a turn. If a weapon is hidden on your character's person (under a coat or in a purse), it can be drawn and used in the same turn without the normal loss of Defense. A separate Quick Draw Merit must be acquired for use with firearms and melee weapons.

### Quick Healer ,(••••)

**Prerequisite:** Stamina ••••

**Effect:** Your character's healing abilities are remarkable, allowing him to bounce back quickly from injuries that would leave most people bedridden for months.

Your character recovers from injuries in half the time that others do. One point of bashing damage is healed in eight minutes. One point of lethal damage is healed in one day. One point of aggravated damage is healed in four days.

### Strong Lungs ,(•••)

**Prerequisite:** Athletics •••

**Effect:** Your character is practiced at holding his breath for long periods of time. He might be a pearl diver or escape artist, capable of staying underwater without aid for longer than most people believe is possible.

When determining how long your character can hold his breath, add two to Stamina when referencing the Holding Breath chart. For example, if your character's Stamina is 2, he can hold his breath for four minutes before you need to make a roll.

### Weaponry Dodge ,(•)

**Prerequisite:** Strength •• and Weaponry •

**Effect:** Whenever your character performs a dodge (See "Dodge," p. 21), you can choose to add his Weaponry Skill dots to his Defense instead of doubling his Defense. He essentially draws on his training in parrying and evading attacks rather than relying on his raw ability alone. While this

might provide little benefit to a fencing novice, it can give the advanced fighter an edge.

Weaponry Dodge applies against incoming Brawl- and Weaponry-based attacks, against thrown-weapon attacks, and against Firearms attacks made within close-combat range. Your character can move up to his Speed and perform a Weaponry Dodge maneuver in a turn.

A character can possess both the Brawling Dodge and Weaponry Dodge Merits, but only one can be used per turn.

## Social Merits

### Allies (• to •••••)

**Effect:** Allies are people who are willing to help your character from time to time. They may be associates, friends of convenience or people who owe your character a favor. Each acquisition of this Merit is dedicated to one type of ally, whether in an organization, society or circle. Examples include the police, City Hall, criminals, unions, banks, university faculty and hospital staff. In order to have alliances in more than one venue, you need to purchase this Merit multiple times, each trait with its own dots. Thus, your character might have Allies (Police) ••, Allies (Criminals) ••• and Allies (City Hall) •, each acquired separately at character creation or during play.

Each dot that your character has indicates how deep his influence runs in that group. One dot might mean he can ask for minor favors, such as being spared a parking ticket if alliance is among the police, or being allowed to see an article before it goes to press if alliance is among reporters. Three dots garner considerable favors, such as a building permit “going missing” at City Hall, or a strike resolution being wrapped up early among union leaders. Five dots allow for dangerous and even overtly criminal favors, such as a stock being sabotaged on Wall Street or the answers to an exam being shared by a university professor.

The Storyteller has final say over what is an acceptable request and what is not. If there’s any doubt, the Storyteller could call for a Manipulation + Persuasion roll, with a bonus equal to your character’s Allies dots. Penalties might also apply based on the importance or danger of the request. Asking someone to do something already in the bounds of their role imposes no modifier, while asking them to do something that could get them suspended imposes a -3 penalty, and asking for something that could get them jailed or killed is -5. Frequent favors asked of the same group also impose a penalty as group members grow tired of being called upon.

Similarly, a roll of Manipulation + Persuasion + Allies dots could determine how many police answer your character’s call for help, or how many longshoremen turn up when your character needs a show of force (one per success rolled).

Allies doesn’t have to be defined in terms of specific individuals over whom your character has sway. He could

simply know a variety of people among city reporters and he can call upon them in general from time to time. You should, however, explain why your character has influence in a particular body. Maybe he worked there himself at one time and still has friends in the organization. Or he has done a group a favor and its members still owe him.

Allies are not automatons, waiting for your character to ask for help. They have their own lives and needs. An alliance is a two-way relationship. Calling for favors makes your character indebted to his friends, and they are sure to call such favors in when they need help. The Storyteller can use such debts as inspiration for future stories.

### Contacts (• to •••••)

**Effect:** Contacts provide your character information in a particular area of awareness. Each dot in this Merit represents one arena or circle in which your character has a web of connections and from which he may draw information. If he has Contacts •••, his dots might be assigned to computer hackers, couriers and big business, respectively. Contacts can include individuals whom you or the Storyteller defines, but more likely they comprise an array of people from whom your character can draw information with a phone call, email or face-to-face query. The benefit from Contacts is strictly in information-gathering. Contacts do not come perform services for your character or rush to his aid. Those actions are the purview of other Merits such as Allies and Retainer.

Gaining information from contacts requires a successful Manipulation + Persuasion or Socialize roll, depending on the relationship between your character and the people in question. Penalties might apply if the information sought is little known (-1 to -3), confidential (-3), or if sharing it could get people in trouble or harmed (-3 to -5). Success doesn’t guarantee exactly the information for which your character looks. Contacts aren’t all-knowing, and the Storyteller is perfectly justified in saying that a particular contact simply doesn’t know something.

### Fame (• to •••)

**Effect:** Your character has a measure of recognition in today’s media-saturated society, possibly as a performer, athlete, politician or other sort of public personality. He’s frequently identified and can often get star treatment. On the other hand, it’s difficult for your character to go places without getting recognized, and the media watches him carefully.

Each dot adds a +1 modifier to your character’s Socialize (or Persuasion, where applicable) rolls among those who are impressed by his celebrity status.

The more famous your character is, the more easily he is recognized by the public. The Storyteller should apply the same +1 modifier per dot to a general Wits + Composure roll to see if he is recognized by anyone on the street. An exceptional success indicates that one or more people are loyal fans who approach him for autographs, pictures and long conversations.



## Resources (• to •••••)

**Effect:** This Merit measures your character's material resources, both possessions and wealth. All characters are assumed to have a job or a source of income (trust fund, parents) that is sufficient to cover their basic needs: food, shelter and transportation. Dots in this Merit represent disposable income—wealth and assets that can be liquidated for more money in case of emergency.

The number of dots indicates your character's general level of wealth. One dot suggests lower disposable income: \$500 a month and approximately \$1,000 worth of assets. Two dots suggest moderate disposable income: \$1,000 a month and approximately \$5000 worth of assets. Three dots suggest significant disposable income: \$2000 a month and maybe \$10,000 worth of assets. Four dots suggest substantial disposable income: \$10,000 a month and \$500,000 worth of assets. Five dots suggest significant wealth: \$50,000 a month and as much as \$5,000,000 worth of assets.

Resources can be used to determine if your character can reasonably afford a purchase or expenditure. Equipment, weapons and items throughout these rules are assigned costs in dots. The Storyteller can assign cost dots to other items during play based on what's here. If your character has the same or more dots in Resources, he can afford the item on his disposable income. That doesn't mean he has a blank check with which to buy everything he sees. He might be able to afford one or two items with a cost equal to his Resources dots in a single month. Items with lower costs can be acquired more often. The Storyteller has final say on what's too much or what's too often.

Your character's Resources dots aren't spent and don't go away. They represent available cash at any given moment. The only means by which your character's Resource dots might decrease is if story events conspire against them. Perhaps your character's fortune is wiped out, he loses his job or his company is subjected to a hostile takeover. The Storyteller therefore influences how your character's dots might decrease, and whether they can be salvaged.

## Retainer (• to •••••)

**Effect:** Your character has an assistant, aide, indentured servant or fanatical follower on whom she can rely. You need to establish how this trusty companion was acquired. He may be paid exorbitant amounts of money that buy his unwavering loyalty. He might owe his life to your character (or to your character's predecessors). Your character might blackmail this person or threaten his family with harm if services are not rendered. Or your character might have a supernatural hold over this poor person. Regardless of the circumstances, this person is constantly loyal and follows almost any order without question.

A retainer can be called upon to perform many duties without fail. A bodyguard might be willing to hurt other people on a mere command. A dedicated street kid might

hang on your character's every word and get her information or contacts without being asked. Unless your character has direct control over a retainer's mind, however, this person can't be made to perform any task. He might not risk his own life unduly or perform a task that violates his own morals. You or the Storyteller should detail your retainer with an identity, background and character sheet of his own. The Storyteller usually plays your character's retainer.

Each acquisition of this Merit grants your character one follower. Dots spent in the trait indicate the training, capability or flexibility of the aide. One dot suggests a child, an automaton or a madman with limited capabilities and freedom of thought. Two dots indicate an ordinary person over whom your character has sway. The servant is completely mundane and has no particular training above the human norm (he has two dots in all of his Attributes and Skills). Three dots represent a capable employee with a range of training at his disposal (three or four of his traits have three dots). Four dots represent a valued and irreplaceable assistant (Someone with a handful of traits with four dots each). Five dots indicate an extraordinary follower. He is exceptional in many ways (five dots in a couple of traits, and four in many others) or he may be capable of supernatural feats.

Retainer is different from Allies in that no roll is ever made to get results from an aide. He performs the task requested, unless subjected to repeated abuse or an utterly intolerable assignment (as decided by the Storyteller based on the assistant's personality).

If your retainer is ever hurt he may be incapable of service while recovering. If he is killed, he's lost forever unless supernatural in origin. A retainer who possesses his own will and who is forced to perform a duty that offends his sensibilities or defies his morals may abandon your character, temporarily or permanently. Points spent to acquire a retainer who is killed or driven off are lost.

## Status (• to •••••)

**Prerequisite:** Varies (see below)

**Effect:** Your character has standing, credentials, authority or respect within an organization, group, company or social body. He might have an official position or title, or might simply be revered and honored within the group and therefore accorded a degree of authority. Your character might be a company vice president, a police sergeant or lieutenant, an army corporal or a nurse at a hospital. Or he could be a lowly member of the group whom everyone likes or who has won some acclaim and is allowed more standing than he is officially entitled.

Each acquisition of this Merit is dedicated to one type of authority, whether in an organization, society or circle. Examples include police, City Hall, criminals, unions, banks, a university faculty or hospital staff. In order to have authority in more than one venue, you need to purchase this Merit multiple times, each trait with its own dots. Thus, your character might have Status (Police) ••, Status (Criminals)

••• and Status (City Hall) •, each acquired separately at character creation or during play. You would need to explain how he reconciles all this authority in the setting. The aforementioned character might be a dirty police sergeant who has paid his dues in civil elections and gained some recognition among city officials.

Status represents the privileges and liberties that your character is authorized to take *within the confines and definitions of his group*. Increasing dots reflect increasing clout. A cop with Status 1 can enter the suspect lockup and interrogation rooms, while a cop with Status 4 can enter the evidence locker without supervision or get involved in a crime-scene investigation without specifically being called in.

While Status might allow your character to give orders to underlings, the Merit doesn't automatically get results. Subordinates or co-workers might resent their assignments, dislike your character or have personal agendas that interfere with your character's needs. Efforts to get things done through official channels still call for Manipulation + Intimidation, Persuasion or Socialize rolls, whichever Skill is appropriate to the request, circumstances and your character's standing within the organization. Bonus dice equal to your character's Status dots. Penalties might apply if your character browbeats someone (-1), uses threats (-2), skirts the limits of his authority (-2) or exceeds his authority (-3 to -5).

Your character's standing in a given organization is dependent on the fulfillment of his duties and on abiding by the regulations required of members.

## Striking Looks (•• or ••••)

**Effect:** Your character is exceptionally attractive by modern standards; heads turn and conversations stop when she enters a room.

For two dots, your character gets a +1 modifier to all presence or Manipulation rolls when she attempts to use her looks to entertain, persuade, distract or deceive others.

For four dots, your character's looks are angelic; she gets a +2 modifier.

The more attractive your character is, the harder it is for her to avoid notice in public. Witnesses to any criminal acts are much more likely to remember your character's appearance, and easily recognize her in a lineup. Your character is also likely to receive a great degree of unwanted attention in social situations.

## Combat

It is an unfortunate truth that violence is a common side-effect of existence in the World of Darkness. Life is precarious enough in a world where vampires and werewolves don't stalk the city streets. Here, you sometimes have no choice but to fight to survive. When a fight breaks out, it can be important to keep track of who is doing what, and how badly the combatants are hurting each other.

First, the Storyteller tells the players their characters are entering combat. Until the combat ends, everyone acts turn-by-turn, with each character getting one chance to act each turn.

Next, have everyone roll Initiative, which is the result of the roll of a single die + the characters Initiative modifier as listed on the character sheet. This is a rare case in which you add the number that comes up on a die to the value of your trait, instead of rolling a dice pool and looking for successes.

Starting with the character with the highest Initiative result and continuing to the lowest, each character gets to take a single action (usually an attack). The player can choose to yield her character's action until later in the Initiative queue, or until the next turn if she wishes. The Storyteller resolves each character's action before asking the next player what her character does.

If a character attacks another character, the attacker rolls the appropriate Dice Pool:

**Unarmed Close Combat:** Strength + Brawl, minus target's Defense and armor (if any)

**Armed Close Combat:** Strength + Weaponry, minus target's Defense and armor (if any)

**Touching an Opponent:** Dexterity + Brawl, minus target's Defense

**Ranged Combat (Guns and Bows):** Dexterity + Firearms, minus target's armor (if any)

**Ranged Combat (Thrown Weapons):** Dexterity + Athletics, minus target's Defense and armor (if any)

Add bonus dice based upon what weapon is being used or what effect is being performed, then subtract penalties for circumstance conditions. The player rolls the remaining pool. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack. The Storyteller describes the attack and wound in narrative terms.

Once everyone has acted, a new turn starts and the player with the highest Initiative gets to act again. Players do not make new Initiative rolls every turn.

## Complications

**Avoiding Damage in Close Combat:** Your character's Defense trait represents his instinctive ability to duck and weave and make an enemy's close-combat attacks more difficult, and so serves as a penalty to incoming attacks. If your character hasn't yet acted this turn and is willing to forgo that action, he can dodge, which doubles his Defense for the rest of the turn.

If your character is attacked multiple times in the same turn, however, it becomes harder for him to avoid being hurt. For every attack targeted at him past the first, reduce the character's Defense by 1 (to a minimum of 0). If your character is dodging, the doubled Defense reduces by 1 for each additional attack.

**Avoiding Damage in Ranged Combat:** Unless a ranged attacker is only a few feet away or is throwing a weapon, Defense doesn't apply. To avoid damage in a firefight you can either hide behind something solid or fall prone to the ground. Falling prone constitutes a character's action for the turn but levies a -2 penalty on ranged attacks. Anyone within a few feet gets a +2 bonus to hit a prone character, though.

**Concealment and Cover:** If your character is partially concealed behind an object, she is harder to hit with ranged attacks. The penalty goes from -1 (crouching behind an office chair) to -3 (poking up out of a foxhole). If you are completely concealed, the attacker suffers no dice pool penalty but has to score enough successes to shoot through the intervening object (called the cover). Piercing an object reduces the number of successes rolled by a number based upon the durability of the cover: from 1 (for wood or thick glass) to 3 (for steel). If this penalty reduces the number of successes to 0, the attack fails to penetrate the cover and you take no damage.

**Improved Weapons:** Combatants invariably grab whatever items come to hand to use as weapons against one another, especially when they come to a fight unarmed and opponents prove to be well-armed. Use of an improvised weapon, like a bottle or a wooden plank, incurs a -1 penalty due to the awkward nature of fighting with an item that isn't built for combat.

**Range:** Every ranged weapon has three ranges listed in yards, in the format "short range/medium range/long range." An attacker suffers no penalty when her target is within the short range. If the target is at medium range, she suffers a -2 penalty. At long range, this penalty goes to -4.

**Specifying Targets:** Sometimes your character wants to direct an attack at a particular part of an opponent, or at an object carried by an opponent in order to achieve a specific effect. Since smaller targets are harder to hit in this way, the Storyteller must impose penalties to the attack roll based on the size of the intended target. A torso might be at -1, a leg or arm -2, a head -3, a hand -4 and an eye (or the "off" button of a machine) -5. If no successes are gained, the attack misses altogether.

The results of a successful attack are determined by the Storyteller. A successful Strength + Athletics roll might be required for a victim to hold onto a held object, with a penalty to the effort equal to the damage done in the attack. A successful attack staged on a body part might ignore armor, because none is worn there. A blow to the head with a blunt object that normally inflicts bashing damage might inflict lethal damage, or cause the victim to be stunned.

## States of Being

Combat is about hurting and killing opponents. You therefore need a means of gauging your character's physical condition during and after a fight, whether he's simply bruised and battered or crippled or dead. But there are other states of being (and forms of injury) beyond those resulting

from combat. All forms of harm may befall your character, from fire to disease to electrocution. And yet, when he's faced with the horrors that lurk in the night, and supernatural creatures threaten his very existence, he may dismiss the pain as best he can and forge ahead against the unknown.

## Health and Damage

There are three types of damage, each more serious than the last: bashing, lethal and aggravated. *Bashing damage* generally results from blunt or stunning attacks. *Lethal damage* often comes from cuts, gunshots and more serious attacks. *Aggravated damage* is the result of especially vile supernatural attacks, extremely damaging effects or from sources that play upon a supernatural weakness, such as a werewolf's weakness to silver or a vampire's weakness to sunlight. Mortals, like the characters you play in default **World of Darkness** setting, very rarely suffer aggravated damage, but the creatures they encounter might.

**Marking Damage:** When a character suffers damage, the player marks off that number of Health points, starting with the box under the leftmost dot of his Health trait and proceeding left to right. The symbol used depends upon the type of damage.

Bashing damage is marked with a slash (/) in the first available empty box. So imagining that Thomas (one of the characters in this scenario, who has seven Health dots) had just taken one point of bashing damage, his Health boxes would look like this:

☐/☐☐☐☐☐☐☐

Lethal damage is marked with an X, and it pushes any existing bashing damage right on the track (so that it always appears to the left of bashing damage). If Thomas next took a point of lethal damage, his track would be:

☒/☐☐☐☐☐☐☐

Aggravated damage is marked with a large asterisk (\*) by adding a vertical bar to an X. It also pushes any existing lethal and bashing damage right on the track (so that it always appears to the left of lethal or bashing damage). If Thomas next suffered a point of aggravated damage, his track would be:

☒\*☒/☐☐☐☐☐☐☐

**No More Health:** Marking off a character's last Health box usually means the character has become incapacitated. If that rightmost wound is bashing, he falls unconscious. If that rightmost wound is lethal or aggravated, the character quickly bleeds to death. Note that this would mean the character has no bashing damage at all, since it will always be the rightmost. Some supernatural creatures may react differently to damage.

**Additional Damage:** An unconscious or severely battered person can still be damaged by further attacks. Without

further Health boxes to mark off, you represent this damage by upgrading existing wounds. Any new bashing wound upgrades an existing bashing wound to lethal (make the leftmost / into an X), while new lethal damage can upgrade older wounds to aggravated (make the leftmost X into an asterisk). Additional aggravated damage also converts a point of bashing or lethal damage to aggravated (make the leftmost / or X into an asterisk).

**Healing:** Mortals recover from damage with rest and medical attention. Left to heal naturally, characters recover one point of bashing damage every 15 minutes, one point of lethal damage every two days, and one point of aggravated damage every week. Lost Health is recovered from right to left on the character sheet.

## Deprivation

People go hungry and without proper drinking water every day in the World of Darkness. They might eke out a meager existence in poor or war-torn countries, or could struggle to survive in inner cities where brown water drips from corroded pipes. Or a person might fall ill, be unconscious, or be imprisoned and starved for days on end. He could even send his spirit on an incorporeal journey during which his body languishes. Regardless of the circumstances, denied proper food and water for an extended period, a mortal being suffers.

Your character can go a number of days equal to his Stamina before being inhibited by lack of water. Once that threshold is exceeded, he suffers one point of bashing damage for each day that passes. He can go without food for a number of days equal to his Stamina + Resolve. After that point, he suffers another point of bashing damage a day. Denied both food and water, he suffers two bashing wounds a day.

Health points lost due to deprivation cannot be healed until your character gains access to a sustained supply of food and/or water. If he has gone without both and comes upon a water supply alone, the Health he has lost to thirst heals normally. Still denied food, however, he continues to lose Health to starvation and cannot heal damage lost to it until he gets a steady food supply, too.

## Fatigue

Sometimes the demands of dealing with the world and the threats it poses do not allow for such luxuries as sleep. Your character may need to remain vigilant or on guard over a person or item. He may need to get across the country as soon as possible, but an airplane ticket is out of the question. So, just how long can he remain awake and to what effect?

Your character can push himself beyond normal limits, but exhaustion soon impairs his abilities. Almost anyone can go without rest for 24 hours, but to continue on is challenging. For every six-hour period that your character persists

beyond 24 hours, make a Stamina + Resolve roll. If it fails, he falls asleep. If the roll succeeds, your character remains alert and active. Spending one Willpower on a roll adds three dice to the effort. No more than one Willpower point can be dedicated to a single roll to remain awake.

Burning the candle at both ends impairs your character's performance. For each six-hour period in excess of 24 hours in which he foregoes sleep, his dice pools suffer a cumulative -1 penalty. He has trouble focusing and might suffer mild hallucinations. This penalty also applies to successive Stamina + Resolve rolls to remain awake.

If your character performs physically demanding activities such as running, conducting combat or performing a magical ritual while he stays awake, the Storyteller can impose an additional 1 to -3 penalty on your rolls to remain awake.

The longest a person can go without sleep is a number of days equal to the lowest of his Stamina or Resolve, at which point he passes out.

Once your character does sleep, it's for eight hours, plus one hour for each six-hour period (in excess of 24 hours) that he forced himself to remain active.

## Holding Breath

**Dice Pool:** Stamina

**Action:** Reflexive

A character can hold her breath for a number of turns based on her Stamina dots, as follows:

Stamina	Time*
•	30 seconds
••	One minute
•••	Two minutes
••••	Four minutes
•••••	Eight minutes

\* If your character is in combat, she can hold her breath for one turn per Stamina dot.

When she has reached her normal limit, a Stamina roll is made to continue. Each success grants 30 extra seconds (or one extra turn per success in combat). When she can no longer hold her breath, she begins suffocating/drowning. She suffers one lethal Health wound per turn.

## Morality

**Base Value:** 7

Morality reflects a character's sense of compassion for his fellow human being and basic respect for the rule of law. This isn't an absolute value. As people grow and change over time their perspectives on society and morality often shift. Some individuals strive to become more compassionate and

virtuous, while others, driven by desperation or embittered by dire circumstances, reject their old convictions and adopt a more callous and selfish approach to existence.

Your character's Morality is not fixed. Depending on his actions, it can increase or decrease during play. A starting character has a Morality of 7—a basic respect for the law and a realistic sense of compassion for other people. He believes in the need to uphold the law, and treats others as he would expect to be treated himself. He has the potential to become more selfless and virtuous, or has a long way to fall into the depths of human barbarity. The course he follows depends entirely on the choices he makes during the course of the chronicle.

Each Morality rating has a threshold of sinful behavior from your character must refrain in order to avoid degeneration to a lower moral state.

Morality	Sin
10	Selfish thoughts. (Roll five dice.)
9	Minor selfish act (withholding charity). (Roll five dice.)
8	Injury to another (accidental or otherwise). (Roll four dice.)
7	Petty theft (shoplifting). (Roll four dice.)
6	Grand theft (burglary). (Roll three dice.)
5	Intentional, mass property damage (arson). (Roll three dice.)
4	Impassioned crime (manslaughter). (Roll three dice.)
3	Planned crime (murder). (Roll two dice.)
2	Casual/callous crime (serial murder). (Roll two dice.)
1	Utter perversion, heinous act (mass murder). (Roll two dice.)

## Losing Morality Dots — Degeneration Rolls

If a character commits a sin equal to or worse than the threshold of his current Morality trait, roll the number of dice associated with the sin performed to avoid degeneration. If the roll succeeds, the character's overall sense of compassion remains intact, and his Morality does not change. If the degeneration roll fails, your character's sense of right and wrong is altered by his experience and he loses a point of Morality. His soul hardens to the needs of others and he becomes inured to greater acts of selfishness or violence.

**Example:** Joan has a Morality of 7. Referring to the chart, she does not risk degeneration unless she commits a deliberate act of petty theft or worse. She loses her job during play. Her savings

run out and she is about to be thrown out of her apartment. One evening she walks downtown and notices that someone has left their wallet in their open car. Desperate, she reaches through the car window and steals the wallet. This crime (petty theft) is equal to the threshold of her current Morality, so a degeneration roll must be made to determine if Joan loses a Morality point. Petty theft allows for a roll of four dice.

If Joan had committed an impassioned crime such as manslaughter to get some money (a sin more severe than Joan's 7 Morality can tolerate), her player would have rolled three dice to see if Joan suffered degeneration.

As a character's Morality slips ever lower, she becomes more deranged and perhaps more of a monster, capable of virtually any depraved act. When a Morality point is lost because of a sin perpetrated, roll your character's new Morality trait as a dice pool. If the roll succeeds, she finds some kind of balance or existence at her new state of spiritual and ethical standing. If the roll fails, she manifests a derangement. Derangements are mental and emotional ailments or conditions, in this case brought on by your character's stress, grief or even remorselessness over acts performed. Derangements are detailed later in this section.

If your character develops such a condition, you and the Storyteller can decide which is appropriate based on the circumstances. An avoidance condition might set in whenever your character enters a situation that reminds her of the sin she committed. If she decided to harm a child and paid the emotional price, being around children thereafter might cause her to escape. Note that the conditions detailed later each have a mild and severe form. Your character probably starts with a mild ailment in any new derangement, unless something horribly traumatic occurs and you feel that she should descend directly into a severe problem.

On your character sheet, write the derangement gained on the line associated with the Morality trait to which she has fallen. If your character manifests a fixation when she drops from 6 to 5 Morality, write "Fixation" on the line associated with 5 Morality.

**Example:** Let's say that the degeneration roll made for Joan's theft fails. The four dice turn up no successes. That means her Morality drops from 7 to 6. A check must now be made to see if she suffers mental or emotional damage for her sin. Her player rolls her new Morality of 6 as a dice pool, with a 1, 3, 3, 5, 6 and 7 as the result. No successes. That means Joan does indeed manifest a derangement. The player and Storyteller decide that Joan exhibits depression, and that's entered on the line next to 6 Morality on her character sheet.

Repeated degeneration and Morality rolls that fail cause your character to incur more and more or worse and worse conditions. If you want to minimize the diversity of ailments that she manifests, focus on increasingly intense ones, acquiring the mild form of any condition first and then assigning the severe one the next time your characters incurs another problem.

If a character descends so far that her Morality drops to zero, she can no longer be played in any meaningful way.

She becomes a true monster, inflicting pain and suffering on everyone around her without the slightest hint of remorse and no hope of redemption. At that point control of the character passes to the Storyteller.

## Derangements

Derangements are behaviors that occur when the mind is forced to confront intolerable or conflicting feelings, such as overwhelming terror or profound guilt. When your character is faced with impressions or emotions that he cannot reconcile, his mind attempts to ease the inner turmoil by stimulating behavior such as megalomania, schizophrenia or hysteria as an outlet. People in the World of Darkness, unwittingly tormented, persecuted and preyed upon by incomprehensible beings, often develop these ailments by the mere fact of existing. Alternatively, regret, guilt or remorselessness for inflicting abuses eats away at mind and soul. The night's creatures are not immune to such pressures, either. Existence as an unnatural thing overwhelms what little humanity these beings might have left, driving them mad.

Each of the following ailments is defined in terms of mild and severe. The first might apply to your character if an action or experience imbalances him, but he remains functional. The second can apply if a previously mild condition intensifies with more irreconcilable behavior or spectacles, or if a single act or scene is so mind numbing that only full-blown insanity and dysfunction can result. If treatment or reconciliation occurs and ailments are alleviated, a severe case of a condition must be addressed and overcome before a mild case of the same derangement.

Mild	Severe
Depression	Melancholia
Phobia	Hysteria
Narcissism	Megalomania
Fixation	Obsessive Compulsion
Suspicion	Paranoia
Inferiority Complex	Anxiety
Vocalization	Schizophrenia*
Irrationality	Multiple Personality*
Avoidance	Fugue*

\*Your character must experience a life-altering trauma or supernatural tragedy to acquire one of these extreme derangements. They cannot normally be acquired by failing a Morality roll unless the sin performed is truly gut wrenching or horrific, such as murdering one's own children.

**Depression (mild):** If your character fails to achieve a goal (not just fails a roll, but fails to accomplish some personal, desired end such as getting a job or saving a friend's life), he might go into a bout of depression for the remainder of the scene. A dramatic failure that occurs in any activity might also bring on a bout of depression. Regardless of the circumstances, make a reflexive Resolve + Composure roll. If the roll fails, your character loses one Willpower point and cannot spend any Willpower points for the remainder of the scene.

**Melancholia (severe):** Severe depression. In addition to the above effects of a failed Resolve + Composure roll, all dice pools suffer a -2 penalty for the remainder of the scene.

**Phobia (mild):** Your character is scared of a particular type of person, place or thing such as lawyers, heights or spiders. When that trigger is encountered, a reflexive Resolve + Composure roll must be made successfully or your character suffers a bout of fear, moving away from the object of her phobia. If she must be near it, she can tolerate being no closer than her Speed in yards. If it approaches her, she must move away at least her Speed in distance in her next action. She cannot easily target the trigger with close combat or ranged attacks. Such attacks suffer a -5 penalty as your character shakes just looking at it. If space or circumstances don't allow her to maintain her distance, she freezes like a deer in headlights until she finds an opening by which to escape. (Her Defense still applies if attacked and she can choose to dodge and can take cover from Firearms attacks, but she can take no other actions while "frozen.")

**Hysteria (severe):** This condition operates as a phobia, but on a failed Resolve + Composure roll your character cannot be in the same room with the object of her fear. She must run away from it immediately, and cannot tolerate being within sensory range (sight, sound, smell) of it. If the trigger comes within sensory range, she must run away at full running Speed as soon as she can take an action. She cannot target it for an attack under any circumstance. If it touches her, make another Resolve + Composure roll for her to not freak out and run as far away as she can, thinking of nothing else until she's left the subject far behind. (Even if this roll succeeds, your character must still leave the room or area.) If any of your Resolve + Composure rolls suffer a dramatic failure or your character is unable to escape, she faints and loses consciousness for the remainder of the scene. If your Resolve + Composure roll suffers a -3 penalty. If it touches her where she can't see it but she can feel it — a spider dropping on her neck or in her hair — the penalty is -5.

**Narcissism (mild):** Whenever your character succeeds at a reasonably remarkable goal (such as hacking into a well-protected computer or knocking a challenging opponent unconscious) it might go to his head and pump up his overweening ego. Roll Resolve + Composure to avoid a bout of vanity. On a failed roll, your character becomes self-focused. Any task he attempts that isn't focused on him or his needs and wants suffers a -3 penalty when participating in teamwork efforts (p. 5). He also suffers a -1 penalty for any Social roll

due to his self-involvement.

**Megalomania (severe):** The effects of Narcissism apply, except that the penalties intensify by one. Your character is also highly competitive. He cannot allow himself to fail a contest (even a contested roll). If he does, he obsesses about it and works to arrange a rematch when it's most beneficial for him regardless of the circumstances. If your character ever loses a contest to someone he feels is socially inferior, he loses one point of Willpower due to shame and self-loathing (which is at the heart of his megalomania; he secretly fears that he's a fraud).

**Fixation (mild):** If your character fails or succeeds at an important action such as leaping between buildings or making a getaway in a sports car, he might fixate on his loss or victory. Roll Resolve + Composure after such an event for him to avoid this unhealthy obsession. If your Resolve + Composure roll fails, roll a single die. For that number of scenes, the character suffers a -1 penalty on any task not related to his fixation, to the possible exclusion of more important goals. He fixates on what he believes caused him to lose or win his goal, whether it's an opponent, a broken shoelace or the model of car driven.

**Obsessive Compulsion (severe):** The trauma, guilt or inner conflict that causes this derangement forces your character to focus nearly all of his attention and energy on a single repetitive behavior or action. Obsession relates to an individual's desire to control his environment – keeping clean, keeping an area quiet and peaceful, or keeping undesirable individuals out. A compulsion is an action or set of actions that an individual is driven to perform to soothe his anxieties – placing objects in an exact order, constantly checking to make sure a weapon is loaded, praying every few hours to give thanks for surviving that long.

**Effect:** Determine a set of specific actions or behaviors that your character follows to the exclusion of all else (even if doing so interferes with his current agenda or endangers his life or others'). The effects of obsessive compulsion can be negated for the course of one scene by making a successful Resolve + Composure roll at a -2 penalty. If your character is forcibly prevented from adhering to his derangement, he may lose control among enemies or allies and attack either (or both) indiscriminately.

**Suspicion (mild):** Anytime your character suffers intentional misfortune at the hands of another, he might become extremely suspicious of everyone's motives toward him. He might crash as a result of being cut off in traffic or receive little help from assistants in a teamwork effort (see p. 5.) Roll Resolve + Composure for your character to resist the suspicion compulsion. Combat does not necessarily trigger this derangement. A roll is made only if combat is the means by which someone intentionally prevents your character from achieving a goal. If the roll fails, your character's trust is undermined for the remainder of the scene, regardless of whether or not the person or persons who did him wrong meant any harm. He questions everyone's sincerity and doubts that anyone tries to help him, even if someone saves

his life. He suffers a -1 penalty on all Social rolls. Note that, even though your character is suspicious, he can still be taken in by con men and hucksters. He gets no special bonus to resist their attempts to sway him even though he suspects them of being as bad as everyone else.

**Paranoia (severe):** Your character believes that her misery and insecurity stem from external persecution and hostility. Paranoids obsess over their persecution complexes, often creating vast and intricate conspiracy theories to explain who torments them and why. Anyone or anything perceived to be "one of them" might be subjected to violence. A character who suffers from paranoia automatically suffers a -2 penalty on Social rolls. The character is distrustful and wary of everyone, even close friends and family. The slightest hint of suspicious behavior is enough to provoke a Resolve + Composure roll to retain control (made at a -2 penalty). A failed roll indicates that your character flees or attacks an offender.

**Inferiority Complex (mild):** Whenever your character is subjected to a stressful situation in which the result of a single choice or dice roll can determine success or failure, she might be overcome with such self-doubt that she threatens the outcome. She might need to tell a convincing lie to get out of a dangerous situation or cut a wire to disable a bomb. Roll your character's Resolve + Composure for her to remain composed. If your roll fails, the weight of the momentous choice is too much for your character and she becomes flustered. Once in this state, any rolls made for the remainder of the scene – including the momentous act itself – suffer a -1 penalty. In addition, a Willpower point cannot be spent on the singular roll that inspires her bout of inferiority.

**Anxiety (severe):** As Inferiority Complex, but your character's general anxiety plagues things so badly that she suffers a -2 penalty on all rolls for the remainder of the scene, and Willpower points cannot be spent to bolster any rolls in that period.

**Vocalization (mild):** Whenever your character is stymied by a quandary and must make an important decision about a course of action, or is under extreme stress, she might talk to herself without realizing it. Roll Resolve + Composure to avoid this discomforting habit. If you fail, your character vocalizes her internal monologue but only realizes it if it's pointed out by others, at which point she can stop for one turn per dot of Wits that she has. After that period, she forgets herself and starts doing it all over again. This behavior persists for the remainder of the scene. Your character vocalizes even if opponents or rivals can hear. It's hard to keep her thoughts and feelings secret when she speaks them aloud. For example, a rival might demand that she reveal the location of a hidden heirloom. She smirks and thinks to herself (and unwittingly speaks aloud), "You'll never find it in my hidden wall safe."

**Schizophrenia (severe; extreme):** Conflicting sets of feelings and impulses that cannot be resolved can cause your character to develop schizophrenia, which manifests as a withdrawal from reality, violent changes in behavior and



hallucinations. This derangement is the classic sort, causing victims to talk to walls, imagine themselves to be the King of Siam, or to receive murderous instructions from their pets. A character with this derangement is unpredictable and dangerous. He automatically suffers a -2 penalty on all Social rolls and may be aggressive or violent toward people who confront him with trauma such as accusations, disturbing truths or heated arguments. Make a Resolve + Composure roll for your character to avoid escaping or attacking the source of trauma.

**Irrationality (mild):** Whenever your character is threatened with violence or suffers extreme tension by being persecuted, challenged or accused, she might react without logic or reason. The persecution, challenge or accusation needs to bear some realistic threat to your character's well-being, whether related to finances, emotional security or social standing. Roll her Resolve + Composure to keep her cool. On a failed roll, your character's only way to comfortably deal with confrontation is to act crazy or over the top, in wild hopes that she will scare away her oppressor or at least mitigate her own fears. This behavior persists for the remainder of the scene. For example, if a bouncer demands to know what your character is doing in an off-limits part of a club, she might overreact and get in his face. Make a Wits + Composure roll for her to be able to take any action that removes her from the scene or that directly diffuses the situation (such as accepting a hand offered in a conciliatory handshake). The truly ironic part about this behavior is that during such a bout, your character cannot initiate violence, but only respond to it if it occurs. She can threaten or cajole challengers, but can't take the first swing. (That, in fact, is what her crazed behavior tries to avoid.)

**Multiple Personality (severe; extreme):** More properly known as Dissociative Identity Disorder, the trauma that

spawns this derangement fractures your character's personality into one or more additional personas, allowing her to deny her trauma or any actions the trauma causes by placing the blame on "someone else." Each personality is created to respond to certain emotional stimuli. An abused person might develop a tough-as-nails survivor personality, create a "protector" or even become a murderer to deny the abuse she suffers. In most cases, none of these personalities is aware of the others, and they come and go through your character's mind in response to specific situations or conditions. A character with multiple personalities can manifest different Skills or perhaps increased or diminished Social Attributes for each identity (the number of dots allocated to your character's Social Attributes are rearranged

by anywhere from one to three).

**Avoidance (mild):** When confronted with a situation or person associated with a previous, significant failure or trauma (a long-term rival, an ex-wife, the house in which one suffered a painful childhood), your character prefers not to face the situation and might do everything he can to avoid it. Roll Resolve + Composure for him to master his nervousness. On a failed roll, your character does everything in his power to avoid the situation, short of harming himself or others. He might escape the scene or disguise himself as a bystander to sidle away. If he must confront (or can't escape) the situation, any rolls made suffer a -1 penalty.

**Fugue (severe; extreme):** Victims suffering from fugue experience "blackouts" and loss of memory. When subjected to a particular variety of stress, your character goes into a state similar to sleepwalking, and performs a specific, rigid set of behaviors to remove the stressful symptoms. Decide on the kind of circumstance or exposure that triggers this state, be it the death of a defenseless person by his hand, a confrontation with a specific sort of creature or confinement in a small, dark room. Make a Resolve + Composure roll when your character is subjected to his trigger. If the roll fails, roleplay your character's trance-like state by performing a sequence of behaviors that he performs almost robotically. He might repetitively untie and tie his shoes, walk to the corner of the room and refuse to come out, or curl into the fetal position. If the Storyteller is not satisfied by your character's reaction, he might take control of your character for the duration of the bout. The spell lasts for the remainder of the scene. At the end of the fugue, your character "regains consciousness" with no memory of his actions. If outsiders (including friends and enemies) interfere with or try to prevent your character's mechanical activities, he may attack them in order to carry on.



# Creating Your Own Characters

This quickstart includes a number of characters designed to complement the included scenario and allow you to get started immediately. It's always possible that you or your friends won't find characters that appeal to you. Or maybe you just prefer to have a more direct hand in the destiny of your character. The World of Darkness is about your imagination. The horrors lurking behind the shining veneer of normalcy are all the more terrible if the character you play is one of your own design.

## Step One: Choose Background

First, create your character's concept. To help get a handle on your character's identity and motivations, you might come up with a short, two- or three-word description of her. This usually, but not always includes some idea of a career: "burnt-out cop," "night-stalking journalist," "discredited scientist," "neighborhood drunk," "idealistic gang-banger."

Keep in mind that your idea (often called *high concept* or *elevator pitch*) isn't a straitjacket. Burnt-out cop describes *Die Hard's* John McClane and *The Shield's* Vic Mackey, but they're extremely different characters. This is just shorthand; a launch pad for your ideas. Two people can have exactly the same experiences, yet react to them in ways that completely alter the shape of their lives.

## Step Two: Select Attributes

Your character's innate capabilities are called Attributes. These nine Attributes are separated into three categories: Mental, Physical and Social. Prioritize the three categories by how important they are to your character's concept. Distribute 5 dots in the most important (Primary) category, 4 dots in the next most important (Secondary) and 3 points in the final (Tertiary) category. Your character begins with one dot in each Attribute automatically, already filled in on the character sheet. Dots spent now are in addition to these starting ones. The fifth dot in any Attribute costs two dots to purchase. For more information, see "Attributes" on p. 7.

**Example:** Merritt wants his character to have a Dexterity of 5. This costs him five dots. His first dot is free and his fifth one costs two.

## Step Three: Select Skills

Skills are your character's learned capabilities. Like Attributes, there are three categories: Mental, Physical and Social.

Prioritize the three categories and distribute 11 dots among the primary category, 7 dots in the secondary category and 4 dots in the final category. Each category has eight Skills. The fifth dot in any Skill costs two dots to purchase, and there are no free starting dots in any skill. For more information, see "Skills," p. 8.

## Step Four: Select Skill Specialties

Your character's focused areas of expertise. Take three Skill Specialties of your choice. You can assign each how you like, whether each to a separate Skill or all three to a single Skill. There is no limit to how many Specialties can be assigned to a single Skill. For more information, see "Skills," p. 8.

## Step Five: Determine Advantages

Advantages are traits derived from your character's Attributes:

**Size:** 5 for most humans.

**Defense:** The lowest of Dexterity or Wits.

**Health:** Stamina + Size.

**Initiative:** Dexterity + Composure.

**Morality:** 7 for Starting characters.

**Speed:** Strength + Dexterity + 5.

**Willpower:** Resolve + Composure.

**Virtues and Vices:** Choose one of each. See "Virtues and Vices," p. 13.

## Step Six: Select Merits

A character may be customized using Merits, which represent enhancements and background elements. Spend 7 dots on Merits. As with Skills and Attributes, the fifth dot in any Merit costs two dots to purchase. Note that many Merits have prerequisites. For a selection of available Merits, see "Merits," p. 16.

## Step Seven: Final Touches

To round out details on your character sheet, fill in the name of the chronicle in which your character will participate (provided by the Storyteller), and the name of his group of companions (if any). Finally, list all equipment he carries. He is now ready to confront whatever fate awaits him in the World of Darkness.

# World of Darkness

Name: Michael Nero

Virtue: Faith

Faction:

Concept: Strung Out Paramedic

Vice: Gluttony

Group Name:

Intelligence ●●○○○	Strength ●●○○○	Presence ●●○○○
Wits ●●○○○	Dexterity ●●○○○	Manipulation ●●○○○
Resolve ●●○○○	Stamina ●●○○○	Composure ●●○○○

## Skills

Academics	●●○○○
Investigation	●●○○○
Medicine	
(Emergency Care)	●●○○○
Occult	●○○○○
Science	
(Chemistry)	●●○○○
Athletics	●●○○○
Brawl	
(Dirty Tricks)	●●○○○
Drive	●●○○○
Weaponry	●○○○○
Empathy	●●○○○
Persuasion	●○○○○
Streetwise	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

## Merits

Iron Stamina	●●○○○
Natural Immunity	●○○○○
Resources	●●○○○
Status (Paramedic)	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

## Health

●●●●●●●●○○○○○  
 □□□□□□□□□□□□

## Willpower

●●●●○○○○○○○  
 □□□□□□□□□□



Morality	<u>7</u>
Size	<u>5</u>
Speed	<u>10</u>
Defense	<u>2</u>
Initiative Mod	<u>5</u>
Armor	_____

## Flaws

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

## Notes