

World of darkness Cheat Sheet

The target number you're rolling against is nearly always 8.

If you have a Specialty in an ability, you add 1 die to your pool. If you roll a 10, you get a success and get to reroll the 10.

The GM will tell you to add or remove dice from your pool due to the difficulty of the task and the situation you're in. You may also get bonuses from equipment or other sources. These all increase or decrease *the size of the die pool you are rolling*. They do not affect the target number you are trying to beat.

1-4 successes indicate you have achieved what you set out to do. 5 or more successes indicate you have achieved an exceptional success.

Trying Again: Generally speaking, trying a failed task again gives you a -1 die penalty for each time you've failed it.

Working Together: Everyone who is contributing to a task must make their roll before the main actor. Successes on the contributors rolls become *bonus dice* for the main actor's die pool. You cannot help unless you have the ability required. There may be other restrictions too.

The Last Chance

If your die pool is reduced to (or past) zero dice through penalties of any kind, you may still make a "Last Chance" roll. A 10 on a Last Chance roll is a success (and as above, you can reroll it). A 1 on a Last Chance roll indicates a dramatic failure. All other results indicate failure. (This is one of the few times when your target number is not 8) *Dramatic failures never occur when you are rolling any part of your normal dice pool*. They only occur on a "Last Chance" roll.

MORALITY

Morality is the measure of how much your brushes with the supernatural have affected your humanity. When you commit an evil act that is lower on the Morality chart than your current rating, the GM will ask if you feel remorse – if not, your Morality falls by one. If you do, then you roll to see if the remorse you feel is genuine or just a socially-mandated obligation. The number of dice you roll is dependent on your current Morality. If it succeeds, your remorse is genuine and you retain your Morality. If it fails, your Morality drops by one and a second roll is made to determine whether you develop a Derangement as a result of your Morality loss. You may not spend Willpower on a Morality roll.

You may regain Morality by making amends for the act that caused your Morality loss, or consistent moral action at a sacrifice to yourself. If you regain Morality, the Derangement you gained when your Morality dropped is resolved.

Morality 7 (the starting for virtually all characters) characters make Morality checks when committing grand theft, intentional mass property damage, impassioned crimes, planned crimes, casual or callous crimes, and truly heinous acts. They roll 4 dice for Morality checks, modified by their attitude towards the acts and their responses.

Willpower

You can only spend one Willpower point per turn no matter what you spend it on. If (for whatever reason) your Composure or Resolve temporarily increase, you also get temporary Willpower points, which, if not spent, are lost when the effect wears off.

- Willpower can be spent to add three dice to any roll. **This must be announced before you roll. No exceptions.**
- Willpower can be spent to add 2 to your Defense against any single attack, even those that Defense would not normally apply to. **This must be announced when the attack is announced against you.**
- Willpower can also be spent to add 2 to your Composure, Resolve or Stamina (basically, any Resistance attribute) if you are targeted in a way that requires a Resistance roll, such as supernatural draining attacks, suffocation, exposure, or poison. As with the Defense boost, **this must be announced when the effect is announced against you.**

Regaining Willpower

You may regain one Willpower per scene if your actions play out according to your Vice.

You may regain all of your Willpower once per chapter if your actions play out according to your Virtue.

You regain one Willpower per full night's rest.

You regain one Willpower if you achieve a significant goal.

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Hey look, you can put something relevant to your specific campaign here.

Combat Cheat Sheet

Initiative: 1d10 + Dexterity + Composure. Ties between Initiative are resolved by whoever has the highest Dexterity + Composure, or randomly if it's still a tie.

Surprise: If one side or the other might be surprised (due to ambushes or other reasons), on the first round of combat, they must roll Wits + Composure. If they achieve no successes, they are surprised, have no Defense score on the first turn of combat, and cannot act during that turn.

Dodging: You can elect, at any time before your action in a round, to forgo all action in the round other than movement, and simply dodge. This "full dodge" action doubles your Defense.

The Combat Roll

The die pool you roll for most attacks is:

**Attribute + Ability + any bonuses (equipment, positioning, etc.)
- target's Defense - any penalties (injuries, armor, etc.)**

Weapons add to the number of dice rolled in the attack. Armor subtracts from the number of dice rolled in the attack. Each success rolled in the attack causes one Health point of damage.

You don't subtract a target's Defense from a firearms attack unless it is conducted within a yard or two.

Other Combat Stuff

Movement : Your character's Speed indicates how many yards they can travel in a single turn by walking or jogging. You can move that many yards and still perform an action. Or, you can sprint up to twice your Speed in yards and take no other action. (You can't both sprint and take a "full dodge" action.)

Charging : You can move up to twice your speed in Yards and then make a melee or unarmed

attack, if you give up your Defense in the same round.

Going Prone : Diving to the ground is a good way (or a last resort) to avoid gunfire. Ranged attacks further away than a yard or two suffer a -2 penalty on prone targets. Melee or unarmed attacks, or ranged attacks at extremely close range, gain a +2 bonus. If you give up your action for a turn, you can go prone before your Initiative count. Getting up requires an action. Going prone does not affect your Defense.

All-Out Attacks : You may gain a +2 to any melee or unarmed attack by giving up your Defense for the round.

Grappling : Strength + Brawl is the pool to get a hold on a character or do something while grappling. If you successfully grapple, thereafter the opponent's Strength is deducted from your combat pool instead of their Defense. Things to do while grappling include: going prone, damaging the opponent, immobilizing the opponent, breaking free, drawing a weapon, attacking with it (you still roll Strength + Brawl no matter what you would normally roll to attack with the weapon), turning a weapon against an opponent, disarming the opponent, or biting the opponent. (Teeth provide a +1 weapon bonus.) Someone who is grappling has partial concealment to others.

Aiming : For each round you aim a ranged weapon, you add one bonus die to your attack pool to a maximum of +3. You lose your Defense score while aiming.

Shooting Into Close Combat : For each close combatant you wish to miss, you take a -2 dice penalty. For each grappling combatant, it's -4. You only hit those you are trying to miss on a dramatic failure.

Autofire : A weapon capable of autofire can fire A) a short burst (3 or so bullets) that provides a +1 bonus to the roll to hit a single target, B) a medium burst (10 or so bullets) at 1-3 targets, with a +2 to bonus to each attack roll, or C) a long burst (20 or more bullets) at as many targets as are feasible with a +3 bonus to each attack roll. You roll one Dexterity + Firearms + equipment roll for each target, but suffer a -1 penalty for each target attacked other than the first (-2 for attacking 2 targets, -3 for attacking 3 targets, etc.)

Knockout : A blow to the head (-3 penalty) that equals or exceeds the target's Size in damage might knock them unconscious.

Gunfights

Because there is no Defense subtracted from Firearms attacks except at a very close range, targets should seek cover and concealment, which provides penalties to ranged attack pools. (Targets can also spend a Willpower point to increase their applicable Defense by 2 no matter what the situation is.)

Concealment and Cover

Barely concealed (crouching behind chair): -1
Partially concealed (standing behind car): -2
Substantially concealed (kneeling behind car): -3

If you are fully concealed (behind a closed door, inside a closed car, etc.) then attacks must penetrate your cover before they can hit you. The cover is hit automatically and damage is dealt normally to the cover. If the successes in a single attack exceeds the cover's Durability, the number of extra successes are A) subtracted from the object's Structure, permanently weakening it, and B) are rolled as a new dice pool against the target.

Firing from Concealment: If you are partially concealed, you have a -1 to your pool. If you are substantially concealed, you have a -2 to your pool. You can't fire and remain completely covered, you become "substantially concealed" if you pop out from behind cover to fire".

Other Gun Considerations

It normally takes an action to draw and ready a firearm.

If you have to reload, that takes (at least) an action.

DAMAGE

Bashing Damage: Fists, clubs and falls cause bashing damage. People fall unconscious when they have taken their Health Levels in bashing damage.

Lethal Damage: Axes, knives, swords and firearms cause lethal damage. People die when they have taken their Health Levels in lethal damage.

Aggravated Damage: Magically enhanced weapons, claws, teeth and "big" damage sources such as explosions cause aggravated damage. People die when they have taken their Health Levels in aggravated damage - and it is harder to heal.

Lesser kinds of damage "float" on higher kinds of damage on the health track of the character sheet. You suffer a -1 penalty on all dice pools when the third-to-last Health Level is marked, -2 for the second-to-last and -3 for the last. Your Speed is also reduced by the same penalty.

You heal one point of bashing damage in 15 minutes.

You heal one point of lethal damage in two days.

You heal one point of aggravated damage in a week.

The least severe injuries are healed first.