Storyteller Reference Charts for Landscape Style Screens

Credits

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Special Thanks

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Thanks for purchasing!

These reference sheets are formatted for 8.5" x 11" paper, though they should work with A5 size - there would just be a larger white border around the information. The intent of these charts is to be used with landscape-style Storyteller/GM screens with insert pockets, either homemade or one of the several brands available for purchase. The charts included can be tri-folded to display only the information you may desire (with the exception of Weapons & Armor, and you may wish to print two copies if you want the Traditions together. Though I guess you could always cross-fold).

For additional information on White Wolf and the World of Darkness, please, visit: www.white-wolf.com, www.worldofdarkness.com and www.storytellersvault.com

The First Tradition:
The Masquerade

Thou shalt not reveal thy true nature to those of the Blood. Doing so shall renounce thy claims of Blood.

The Second Tradition:
The Domain

Thy domain is thy concern. All others owe thee respect while in it. None may challenge thy word in thy domain.

The Third Tradition:
The Progeny

Thou shalt sire another only with the permission of thine elder. If thou createst another without thine elder's leave, both thou and thy progeny shalt be slain.

The Fourth Tradition:
The Accounting

Those thou create are thine own childer. Until thy progeny shall be released, thou shalt command them in all things. Their sins are thine to endure.

The Fifth Tradition:
Hospitality

Honor one another's domain. When thou comest to a foreign city, thou shalt present thyself to the one who ruleth there. Without the word of acceptance, thou art nothing.

The Sixth Tradition:
Destruction

Thou art forbidden to destroy another of thy kind. The right of destruction belongeth only to thine elder. Only the eldest among thee shall call the blood hunt.

Hierarchy of Sins - Humanity

10	Selfish thoughts
9	Minor selfish acts
8	Injury to another (accidental or otherwise
7	Theft
6	Accidental violation (drinking a vessel dry out of starvation)
5	Intentional property damage
4	Impassioned violation (manslaughter, killing a vessel in frenzy)
3	Planned violation (outright murder, savored exsanguination)
2	Casual violation (thoughtless killing, feeding past satiation)
1	Utter perversion or heinous acts

When a character commits an action below their Humanity rating, they make a Degeneration roll of Conscience, difficulty 8. Failure means the loss of a Humanity point, though the player may opt to lose a rank in a Virtue instead. A botch entails the loss of both a Humanity point and a point of Conscience, while also gaining a Derangement decided upon by the Storyteller (though it should be consistent with the character and the situation that proceeded the loss). Players may not roll more dice for a Virtue than they have in Humanity.

Generation	Blood Pool	Per Turn
Third	??	??
Fourth	50	10
Fifth	40	8
Sixth	30	6
Seventh	20	4
Eighth	15	3
Ninth	14	2
Tenth	13	1
Eleventh	12	1
Twelfth	11	1
Thirteenth	10	1

• Beginning with 7th Generation, characters increase their maximum trait ratings (Attributes, Abilities, Disciplines) by 1 for each step.

• Character of lower Generation are immune to the effects of Dominate.

• **Presence:** Kindred 3 or more Generations lower than the Presence user need only to spend a Willpower point to ignore Presence for an entire night, and do not need to roll to do so.

• Kindred of equal or lower Generation may revert Vicissitude alterations at the same cost as healing Aggravated wounds.

Torpor

• Characters who fall to Torpor due to Blood loss may be revived by being fed Blood.

• Characters who fall to Torpor due to injury must rest for an amount of time indicated on the chart below.

Humanity/Path	Length of Torpor
10	One day
9	Three days
8	One week
7	Two weeks
6	One month
5	One year
4	One decade
3	Five decades
2	One century
1	Five centuries
0	Millennium+

• After this time, the player may spend a Blood point and make an Awakening roll (Humanity/Path at difficulty 8).

• Characters with no Blood in their pools spend Health Levels instead.

• Characters may enter Torpor voluntarily. Those who do may rise after half the required time, and do not expend any Blood, but must still make an Awakening roll.

Diablerie

• The diablerist must drain all the Blood her victim currently has in their pool.

• After the body has been drained of all Blood, the diablerist makes an extended Strength roll, difficulty 9. Each success inflicts an unsoakable, Aggravated Health Level on her victim.

• All attacks made against the diablerist are against a difficulty of 2 during the act.

• When all of her victim's Health Levels have been erased, the victim's power has been add to the diablerist's own, and the body begins to decay immediately.

• **Characters on Humanity immediately lose a point from their rating.** Extremely vicious attacks may require a Conscious roll, difficulty 8, to not lose additional points.

• After a successful attempt, the diablerist rolls Self-Control/Instinct, difficulty [10 – Humanity or Path] to avoid losing control to the overwhelming, orgasmic sensations.

• Characters lower their Generation by one step.

• Powerful, ancient victims may lower the diablerist's Generation by more than one.

• Characters have thick black lines in their aura for a number of years equal to the difference between the victim's Generation and their original Generation.

• For one month per Generation removed from the victim, the diablerist makes others strangely uncomfortable. They may roll Perception at [12 – their Humanity] to sense the diablerist is "not quite right."

• Victims with Willpower 10 may cause the diablerist to display mannerisms of the victim.

For every hour the character spends searching for prey, roll the appropriate Attribute + Ability. A single success indicates the character has found and subdued a victim. Failure means the hour is spent in vain, while a botch should be used for storytelling purposes - perhaps the character inadvertently crossed into another Kindred's Domain, or accidentally kills the victim.

Area	Difficulty
Slum neighborhood/The Rack	4
Lower-income/bohemian	5
Downtown business district	6
Warehouse district	6
Suburb	7
Heavily patrolled area	8

The Fame and Domain (while hunting in the characters Domain) Backgrounds reduce difficulties of hunting rolls by one per dot (to a minimum of 3), while the Herd Background adds one die per dot in the Background (so long as one's herd could conceivably be in the area). However, Storytellers may increase hunting difficulties for particularly inhuman vampires (Nosferatu, some Gangrel, vampires with Humanity ratings of 4 or below, or who are on Paths of Enlightenment), as such monsters find it difficult to blend in to crowds.

If the character catches prey, but currently has fewer blood points in her body than [7 minus Self-Control or Instinct], the character is considered to be hungry and a frenzy check is necessary — Self-Control to see if the character frenzies, or Instinct Control to see if the character can control her frenzy while feeding. If the player fails this roll, the character continues to gorge on the vessel until she is completely sated (at full blood pool), the victim dies from blood loss, or she somehow manages to regain control of herself.

Vessel	Blood Pool
Vampire	10+
Werebeast	20
Human	10
Child	5
Cow	5
Dog	2
Cat	1
Plasma Bag	1
Bird	½
Bat/Rat	¼

Characters may drain up to 3 Blood Points per turn from a victim, though taking more than 20% (2 Blood Points for a healthy human) can have adverse side-effects. Drinking all of a victim's blood will kill them.

• Players may spend a point of Blood to heal one Bashing or Lethal Health Level.

• Healing Aggravated requires 5 Blood Points after a full day of rest. Multiple levels of Aggravated may be healed by spending another 5 Blood Points and a Willpower point for each level beyond the first.

• Spending Blood to heal while occupied by another task requires a successful Stamina + Survival roll, difficulty 8. This is a simple "yes/ no" check, where a single success is all that is required for the character to heal. Failure means the loss of the expended Blood, while a botch means the character also loses an additional Blood Point and Health Level (pg. 258).

• Players may spend a Blood Point to increase one of their characters Physical Attributes by 1 dot for a scene. This may be done multiple times, to the characters Trait Maximum + 1.

• Characters may go above this limit, to a maximum rating of 10, but each dot over only lasts for 3 turns after the Kindred has stopped spending Blood.

• Kindred may "gift" a point of Blood to a mortal or animal, creating a ghoul.

• Any creature ingesting a point of Blood from a vampire is placed on the first step of the Blood Bond. This includes a characters initial Embrace (pg. 286).

• Vampires on the Path of Humanity may spend [8 – Humanity] Blood Points to mimic signs of life for a scene (breathing, body temperature, etc.). This is imitation only - the character is still one of the undead.

Aura Chart - Simple

Condition	Color
Afraid	Orange
Aggressive	Purple
Angry	Red
Bitter	Brown
Calm	Light Blue
Compassionate	Pink
Conservative	Lavender
Depressed	Grey
Desirous or Lustful	Deep Red
Distrustful	Light Green
Envious	Dark Green
Excited	Violet
Generous	Rose
Happy	Vermillion
Hateful	Black
Idealistic	Yellow
Innocent	White
Lovestruck	Blue
Obsessed	Green
Sad	Silver
Spiritual	Gold
Suspicious	Dark Blue

Aura Chart - Advanced

Condition	Color
Anxious	Scrambled static or white noise
Confused	Mottled shifting colors
Diablerist	Black veins
Daydreaming	Sharp flickering colors
Frenzied	Rapid rippling colors
Psychotic	Hypnotic swirling colors
Vampire	Pale colors
Ghoul	Pale blotches
Magic Use	Myriad sparkles
Werebeast	Bright vibrant colors
Ghost	Weak intermittent colors
Faerie	Rainbow highlights

Storytellers are encouraged to make the roll for the character (Perception + Empathy, difficulty 8) and narrate the results, one per success (color, intensity, overlap, etc.).

Characters may "scan" large groups, seeking a particular color aura. In this case, the number of successes determines how fast the character receives the information, and how large the crowd. Players may roll Perception + Awareness to see things hidden from normal sight. The difficulty is [7 – the difference in Obfuscate/Chemistry dots].

Willpower

- Players *must* declare they are expending Willpower before a roll is made.
- Players may only spend one Willpower point per turn - *not* per action (eg, a player making Multiple Actions cannot spend a Willower point for success on each action).
- Players may spend a Willpower point for an automatic success on a roll.
- Players may spend a Willpower point to ignore Dice Pool penalties from injury for a turn.
- Players may spend a Willpower point to ignore Derangements for a scene.
- Storytellers may declare that a Willpower point *may not* be spent in certain cases.
- Willpower may *never* be spent on Degeneration rolls (pg. 310).
- Players regain Willpower by performing actions in line with their Nature (1-3 points).
- Players refill their entire Willpower pool at the end of a story (not session, or chapter).
- [Optional] Players may recover a single point of Willpower when they rise each night.
- [Optional] Players may earn a point of Willpower for fulfilling an outstanding objective, or taking an extraordinary risk.
- Temporary Willpower (the boxes) can never exceed Permanent Willpower (the dots).
- Players may spend a point of Willpower, or roll Willpower against a difficulty of 6, to abort to a defensive action during combat (pg. 274).
- Players may roll Willpower against a difficulty of 9 to advance their Strength rating by 1 per success on the Feats of Strength chart (pg. 260).

Frenzy - Self-Control

Those with the Instincts Virtue always frenzy (pg. 315). While in frenzy, ignore all dice pool penalties from injury. All difficulties to mental control are increased by 2, and all difficulties to resist mental control are decreased by 2. Immune to the detrimental effects of Rötschreck. 5 successes in an extended roll are necessary to overcome the frenzy. Each success rolled allows resist for 1 turn. Failure launches the character into a frenzy, while a botch may gain the character a derangement. Frenzy is unique to each character, but the following lists some common causes:

Provocation	Difficulty
Smell of blood when hungry	3
Sight of blood when hungry	4
Being harassed	4
Life-threatening situation	4
Malicious taunts	4
Physical provocation	6
Taste of blood when hungry	6
Loved one in danger	7
Outright public humiliation	8

Frenzy lasts for a scene or until knocked unconscious. Players may spend a point of Willpower to direct their actions for a turn. A player may not roll more dice for Self-Control than they have points in Blood Pool or Humanity.

Rötschreck - Courage

Characters succumbing to the Red Fear try to flee the source in the most expedient way possible. 5 successes in an extended roll are needed to subsume the fear. Each success allows the character to try and flee, while failure means the character flees madly, attacking anything in their way. A botch indicates that the character frenzies, mindlessly attacking the source of their fear. Yes, this might end up with some characters trying to attack the sun. Such is un-life. In such cases, the Storyteller may deem that characters curling up in the fetal position and awaiting Final Death is the best course of action.

Provocation	Difficulty
Sight of a torch	5
Bonfire	6
Obscured sunlight	7
Being burned	7
Direct sunlight	8
Trapped in a burning building	9

Rötschreck lasts until knocked unconscious or characters get away from the source of their fear. Players may spend a point of Willpower to direct their actions for a turn. A player may not roll more dice for a Virtue than they have points in Humanity.

Health Level	Dice Pool Penalty	Movement Penalty
Bruised	0	Only bruised a bit.
Hurt	-1	Superficially hurt.
Injured	-1	Minor damage (1/2 running speed).
Wounded	-2	Significant damage, may not run.
Mauled	-2	Badly injured (3 yards/turn).
Crippled	-5	Catastrophically injured, may only crawl (1 yard/turn).
Incapacitated	-	Incapable of movement, likely unconscious. May only spend blood.
Torpor	-	Vampire coma, may not even spend blood
Final Death†	-	The character dies again, forever.

Dice Pool Penalties affect only character actions - not reflexive rolls like soak, Willpower, Virtues, etc. A Willpower point may be spent to ignore Dice Pool Penalties for a single turn.

†Kindred only meet Final Death if they receive *aggravated* damage after falling to Incapacitated - regardless of the damage type that put them there. Beheading also counts for most vampires.

Type Example	Damage	Range	Rate	Capacity	Conceal
Revolver, light *SW Bodyguard (.38 Special)*	4	12	3	6	Pocket
Revolver, heavy *Ruger Redhauk (.44 Magnum)*	6	35	2	6	Jacket
Pistol, light *HK USP (9mm)*	4	20	4	15+1	Pocket
Pistol, heavy *Springfield XDM (.45 ACP)*	5	25	3	13+1	Jacket
Rifle *Beretta Tikka T3 (30.06)*	8	200	1	3+1	None
Submachine Gun, small* *Glock 18 (9mm)*	4	20	3	17+1	Jacket
Submachine Gun, large* *HK MP5 (9mm)*	4	50	3	30+1	Trenchcoat
Automatic Rifle* *FN SCAR (5.56mm)*	7	150	3	30+1	None
Shotgun *Remington 870 (12-Guage)*	8	20	1	5+1	Trenchcoat
Shotgun, Semi-auto *Benelli M4 Super 90 (12-Guage)*	8	20	3	6+1	Trenchcoat
Crossbow*	5	20	1	1	Trenchcoat

Weapon	Damage	Conceal
Sap†	Strength +1	Pocket
Club†	Strength +2	Trenchcoat
Knife	Strength +1	Jacket
Sword	Strength +2	Trenchcoat
Axe	Strength +3	None
Stake††	Strength +1	Jacket

Type	Rating	Penalty
Reinforced clothing	1	0
Armor T-shirt	2	-1
Kevlar vest	3	-1
Flak jacket	4	-2
Full riot gear	5	-3

*Indicates the weapon is capable of three round bursts (Accuracy +2, Difficulty +1), spray, and automatic fire (Accuracy +10, Difficulty +2, spray divides successes among targets).

**The crossbow requires three turns to reload. When aimed at the heart (Difficulty 9) and scoring 3 or more damaging successes, it may stake a vampire.

†Denotes a blunt object. Blunt objects inflict bashing damage unless targeted at the head. If so, they then inflict lethal damage.

††To successfully stake a vampire, the attacker must target the heart (Difficulty 9) and score at least 3 damaging successes.

Armor adds to the character's soak pool against all damage, except fire and sunlight. However, it subtracts from dice pools related to bodily coordination and agility (mostly Dexterity based, but up to Storyteller discretion). Attackers may target unprotected areas and ignore armor, at an increased difficulty to hit (usually +1 or +2).