

Firearms Table (TL 7-10)

Type	Difficulty	Damage	Range	Rate	Clip	Conceal
Revolver, Lt. SW M640 (.38 Special)	6	4	12	3	6	P
Revolver, Hvy. Colt Anaconda (.44 magnum)	7	6	35	2	6	J
Pistol, Lt. Glock-17 (9mm)	7	4	20	4	17+1	P
Pistol, Hvy. Sig P220 (.45 ACP)	8	5	30	3	7+1	J
Rifle Remington M-700 (.30-06)	8	8	200	1	5+1	N
SMG, Small* Ingram Mac-10 (9mm)	7	4	25	3	30+1	J
SMG, Large* Uzi (9mm)	6	4	50	3	32+1	T
Assault Rifle* Steyr-Aug (5.56mm)	7	7	150	3	42+1	N
Shotgun Ithaca M-37 (12-gauge)	6	8	20	1	5+1	T
Shotgun, Semi-auto Fianchi Law-12 (12 gauge)	7	8	20	3	8+1	T
Crossbow**	7	5	20	1	1	T

Range: This is the practical range of the gun in yards. A character may fire up to double the listed range; however, that is considered a long-range shot.

Rate: The maximum number of bullets or three-round bursts the gun can fire in a single turn. The rate does not apply to full-auto or spray fire.

Clip: The number of bullets that can be held in one clip or in the barrel. The +1 indicates a bullet can be held in the chamber, making the gun ready to fire.

Concealment: P = can be hidden in a pocket; J = can be hidden inside a jacket; T = can be hidden inside a trenchcoat; N = cannot be hidden on one's person at all.

* indicates the gun is capable of three-round bursts, full-auto fire and sprays.

** The crossbow is included with this list for those characters who wish to use one to stake other vampires. However, unlike firearms, it does not add successes on the attack roll to the Dice Pool for damage. Additionally, a crossbow takes five turns to reload.

Firefight Complications

Complication	Difficulty	Dice
Changing action	+1	—
Immobilization	-2	—
Long range	+1	—
Point-blank	4	—
Lying flat	+1	—
Behind pole	+2	—
Behind wall	+3	—
Only head exposed	+4	—
Movement	+1	—
Aiming	—	+ Perception
Scope	—	+2
Specific area of target	+2	—
Multiple shots	+1/extra shot	—
Full-auto	+3	+10
Three-round burst	+1	+3
Spray	5 +1/yard	+10

Armor Chart

Class	Armor Rating	Penalty
Class One (reinforced clothing)	1	0
Class Two (armor T-shirt)	2	1
Class Three (vest)	3	2
Class Four (flak jacket)	4	3
Class Five (full suit)	6	4

Brawling Table

Maneuver	Difficulty	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength +2
Kick	7	Strength +1
Body slam	7	Special; see Options

Cover Table

Difficulty	Terrain
2	By moving back half a step, the character is back under full cover.
4	Full cover within diving distance (one yard)
6	Full cover within running distance (three yards)
7	Partial cover within running distance (three yards)
8	Flat and featureless, no cover (the character dives to the ground)

Cover Modifiers

Cover	Difficulty
Lying flat	+1
Behind pole	+2
Behind wall	+3
Only head exposed	+4

Health Levels

Bruised:	Character is only bruised and has no action penalties.
Hurt:	-1 Character is only mildly hurt; movement isn't hindered.
Injured:	-1 Minor injuries; little hindrance to movement.
Wounded	-2 Character cannot run, but can still walk.
Mauled:	-2 Character is badly injured and can only hobble about.
Crippled:	-5 Character is severely injured and can only crawl.
Incapacitated:	Character is completely incapable of movement.