Ratings

x	Abysmal
•	Poor
••	Average
•••	Good
••••	Exceptional
•••••	Superb

Difficulties

Three	Easy
Four	Routine
Five	Straightforward
Six	Standard
Seven	Challenging
Eight	Difficult
Nine	Extremely Difficult

Degrees of Success

One Success	Marginal
Two Successes	Moderate
Three Successes	Complete
Four Successes	Exceptional
Five Successes	Phenomenal

Mortals' Healing Times

Health Level	Time
Bruised	One Day
Hurt	Three Days
Injured	One Week
Wounded	One Month
Mauled	Three Months
Crippled	Three Months *

*Not only do mortals have to heal this wound level, but they lose one point from one of their Physical Attributes as well. Mortals who reach Incapacitated heal at the Storyteller's discretion; some will go into a coma for the rest of their lives.

Repair

Roll Dexterity + Repair:

Job	Difficulty	# of Successes
Simple mechanical repair	4	3
Soldering job	5	2
Electronic malfunction	5	5
Fitting in new part	6	10
Repair stalled car	6	5
Tough auto repair	7	10
System overhaul	8	20
Technical glitch	9	2

Hierarchy of Sins

Humanity	Minimum Wrongdoing for Humanity roll
10	Accidental wrongdoing
9	Purposeful wrongdoing
8	Purposefully inflicting injury
7	Theft and robbery
6	Negligent killing
5	Wanton destruction
4	Murder in the heat of passion
3	Sadism and perversion
2	Premeditated murder
1	The most heinous and demented acts

WHITE WOLF GAME STUDIO

Rotschrek

Effect	Difficulty
Lighting a cigarette	4
Lighter flame	5
Sight of a torch	5
Bonfire	6
Obscured sunlight	6
Being burned	7
Direct sunlight	8
Trapped in burning building	9

Falling

Distance (in feet)	Injury
Five:	One Health Level
Ten:	Two Health Levels
Twenty:	Three Health Levels

Feats of Strength

Find the Feat on the chart which approximates the task. If the character's Strength + Potence equals or exceeds the difficulty of the task he is attempting, he does it automatically. Only if the difficulty is higher than his Dice Pool must he make a roll. Blood Points spent on Strength raise this maximum. The roll is based on Willpower, not Strength, however.

Dice Pool	Feats	Lift
1	Crush a beer can	40 lbs
2	Break a chair	100 lbs
3	Break down a wooden door	250 lbs
4	Break a 2' x 4' board	400 lbs
5	Break open a metal fire door	650 lbs
6	Throw a motorcycle	800 lbs
7	Flip over a small car	900 lbs
8	Break a three-inch lead pipe	1000 lbs
9	Punch through a cement wall	1200 lbs
10	Rip open a steel drum	1500 lbs
11	Punch through 1" sheet metal	2000 lbs
12	Break a metal lamp post	3000 lbs
13	Throw a car	4000 lbs
14	Throw a van	5000 lbs
15	Throw a truck	6000 lbs

Hunting (WITS + SURVIVAL)

Obtaining blood is one of the most important things in a vampire's life. When you don't wish to roleplay out the hunt for food, this system provides a fairly rapid way to determine how much blood characters get and if there are any complications.

For each hour the player decides to spend hunting, give her one die. Using these dice, a roll is made; the difficulty is determined by the neighborhood. Remember, the Fame and Herd Background Traits make hunting easier.

Area	Difficulty	ANIMAL PREY DIFF
Slum neighborhood	4	5
Lower class	5	6
Downtown	6	7
Warehouse district (SPACEPORT)	6	6
Suburb	7	5
Heavily patrolled / RURAL	8	4 (RURAL)

A success indicates the character tracks down prey and may feed for one die worth of Blood Points (roll one die; the result indicates how many Blood Points the character receives from her nocturnal prowlings). A failure indicates the vampire fails to find a vessel, while a botch of any sort indicates a complication.

After a botch, immediately go into roleplaying mode at the point where things start to go wrong. Describe the scene and relate to the player what happened up to the point where the hunt went awry. The player has to figure out how to get out of trouble.

Frenzy

Provocation	Difficulty
Smell of blood (when hungry)	3
Sight of blood (when hungry)	4
Being bullied	4
Life threatened	4
Taunted	4
Provoked into anger	5
Taste of blood (when hungry)	5
Lover in danger	6
Outright humiliation	7