

# Vampire Revised Edition Combat Cheat Sheet

(by John Taber with lots of assistance from Tim Snyder, updated: 3/3/02 @ 10:50 AM)

This document is a summary of the rules that Jeff and I propose using for combat. These are a combination of things we did in the past plus some new tweaks. All changes are made to speed up or simplify combat and it's effects. After this text are two examples that really clarify everything. Make sure to read those before asking questions.

Enjoy!

John and Jeff

[Sentences that begin with "Comment:" are notes from me.]

## Phase 1 – Initiative

1. *All players roll 1d10 and add the result to their Wits + Alertness (i.e. Initiative Rating) to get their Initiative Score.* (Note that you no longer roll a Wits + Alertness dice pool against a difficulty number. Note that this means no botching on Initiative! YEAH!!! ☺ Comment: I'm keeping this rule. I like it. Spreads out combat more.)
  - 1.1. If two people tie the one with the highest IR goes first. If there is still a tie and a winner needs to be determined roll off.
  - 1.2. Wound penalties subtract from your Initiative Rating. The minimum initiative roll is 1.
  - 1.3. I've added Initiative Rating to the VtMChar character template.

## Phase 2 – Action / Attack Phase

2. *In order of highest Initiative Score attack actions occur.* First the character must build their Combat Dice Pool (CDP). In hand-to-hand (HTH) combine the following: Dex or Str + Melee or Brawl + Weapon Accuracy – Armor Penalties – Wound Penalties + Situational Accuracy Effects. In ranged combat combine Dex + Firearm or Archery + Weapon Accuracy – Armor Penalties – Wound Penalties + Situational Accuracy Effects. This dice pool will be used to conduct the attack. Only 1 attack is allowed.

For defensive moves (i.e. Dodges, Blocks, and Parries) combine: Dex + Melee, Brawl, or Dodge – Armor Penalties – Wound Penalties + Situational Accuracy Effects. For each dodge after the first action subtract 2 dice from the pool. Attack actions may only take place on the character's initiative but defensive actions may occur at any time after the attack action as long as the character is aware of the attack. Use the regular Ambush rules as appropriate. (Comment: This is a return to the old rules with a slight Shadowrun twist. I know it sounds complicated but keep reading as I think this is a huge simplification.)

- 2.1. Every success that you get over and above what you need to hit adds 1d10 to your damage pool. (This is an important rule to remember guys. ☺)
- 2.2. If you botch your attack roll then something bad could happen. The GM will determine the effect. Remember that botches happen only if NO successes are rolled. (Comment: Thanks Urne! GREAT rule change.)
- 2.3. Note that weapons, especially a lot of the firearms, actually modify your attack rolls. Make sure to get everything figured out when your turn comes up. ☺ Remember that weapon accuracies add only to your attack rolls NOT your CDP. (Comment: With the change made about this should be easy.)
- 2.4. Armor penalties simply subtract from the CDP for defense and attack actions.
- 2.5. Note that all of the defensive moves (i.e. Dodge, Parry, or Block) subtract from the successes of the attacker. This means that extra damage received by extra successes is reduced. Thus even using 1d10 of Dodge could be useful. (Key rule change guys. ☺)
- 2.6. An attack action may be aborted to perform a defensive action. Thus if you are attacked before your initiative you can lose your attack round to perform a defensive move (i.e. dodge, parry, or block). In this situation your CDP resets when the dodge is attempted. When the character's actual initiative occurs he may choose to spend a blood. At the character NEXT initiative the CDP is reset. Note that a character may choose to abort his next phase to refresh his CDP if his initial initiative has already passed. (Comment: This is actually a simplification of the rules in the RE. Don't let the verbiage fool ya...it is NOT that complicated.)
- 2.7. Only 1 attack action is allowed per round. Defensive actions can be performed until the CDP is exhausted (i.e. reaches 0 dice or less).
- 2.8. Parry will no longer have the ability to damage the attacker. This is being done to simplify combat.
- 2.9. When getting attacked by several foes the target suffers a difficulty penalty to their defensive action rolls. Note that the RE says this penalty applies to the target's defense AND attack actions. This does not make sense so we are pulling that rule. We are also simplifying the penalties. Every attacker over the first adds 1 difficulty to the defensive action of the defender to a max of +3. At most 4 normal size men can attack another normal sized target.
- 2.10. Blood use is done before other actions on the initiative round are performed. Thus if you burn a blood for Strength you get to use it on the turn it was spent.

- 2.11. Blood use is considered visible and must be declared openly. This is being done to cut down on confusion and make the combat process proceed at a faster rate. (Comment: I don't think it will be an issue but it is something that Steve and I encountered in our little mock combat.)
- 2.12. Using blood a character may raise their Physical Attributes to 1 over their generation limit (i.e.  $5 + 1 = 6$  for all initial PC). Note that characters may raise their Physical Attributes an additional +1 for three turns by spending an additional blood point. (Yup...this is in the RE rules. Yowzers!)
- 2.13. The Revised Edition rules say that a healthy character may run at  $(20 + (\text{Dexterity} \times 3))$  yards per turn. This gets really complicated when stats get pumped. Instead we will use this simple formula. The amount of hexes you can run in a turn is  $\text{Dex} + \text{Athletics} + 3$ . (This assumes the PC is an adult. Children run at  $\text{Dex} + \text{Athletics} + 1$  or 2 depending on the age of the child.) The minimum running for an adult is 6 hexes. If you have a specialty on your Dex or Athletics for running the GM may award extra hexes.
- 2.13.1. You can move half your run and still perform an action. There is 1d10 penalty from your Combat Dice Pool for using this movement.
- 2.13.2. You can only move once in a given round during your initiative action unless you are using additional actions from Celerity. Using Celerity grants multiple movements.
- 2.13.3. Note that the Revised rules discuss acting WHILE moving. This is a weird rule and I don't see why it is needed. Unless told otherwise ignore that sucker.
- 2.13.4. Movement (i.e. run) is added to the custom VtMChar character template. (Comment: Template 1.07 is the first one that uses the new formula.)
- 2.13.5. If you attempt to move out of a combat situation any other attackers may take their attack actions immediately if they still have their attack action available in that round. This is a rule that I added to prevent people from abusing the initiative sequencing using movement. It should resolve the situation.
- 2.14. A list of combat maneuvers is included at the end of this document. It includes things like Kicks, Biting, etc. See the chart for tons of details.
- 2.15. *Multiple actions from Celerity take place at the end of the round (i.e. initiative roll 0) in Initiative Score order.* These additional Celerity actions count as full attack actions. Celerity rounds continue until all of them are resolved. Remember that Celerity actions reset the Combat Dice Pool.

### Phase 3 – Resolution / Damage

3. *Effects of the actions performed above are determined.* Remember to add the dice for extra successes.
- 3.1. When determining the amount of dice to roll for doing melee attacks total the following:  $\text{Str} + \text{Weapon or Claw} - \text{Wound Penalties} + \text{Additional Successes On Attack Roll}$ . After the effect is rolled add +1 damage for each dot of Potence. For firearms or archery attacks the damage is based on the  $\text{Weapon} + \text{Additional Successes On Attack Roll}$ . When soaking attacks roll  $\text{Stamina} + \text{Armor Bonus} + \text{Fortitude}$  as appropriate.
- 3.2. There are three types of damage in Revised Edition. Here is a table that summarizes the three damage types. Always roll damage against a difficulty 6.

**Damage Type Table**

Damage Type	Summary	Soaking	Effects
Bashing	Normal Damage	<ul style="list-style-type: none"> <li>Everyone can soak using <math>\text{Stamina} + \text{Fortitude} + \text{Armor}</math>.</li> </ul>	<ul style="list-style-type: none"> <li>Vampires (i.e. NOT Ghouls) HALVE resulting damage after soak is completed.</li> <li>Vampires/Ghouls can heal by expending 1 blood per level.</li> <li>Mortals/Ghouls can heal over time.</li> <li>Vampires can't be permanently killed from Bashing damage.</li> </ul>
Lethal	Deadly to Mortals	<ul style="list-style-type: none"> <li>Mortals can soak with <math>\text{Fortitude} + \text{Armor}</math>.</li> <li>Vampires/Ghouls can soak with <math>\text{Stamina} + \text{Fortitude} + \text{Armor}</math>.</li> </ul>	<ul style="list-style-type: none"> <li>Vampires/Ghouls can heal by expending 1 blood per level.</li> <li>Mortals/Ghouls can heal over time.</li> <li>Vampires can't be permanently killed from Lethal damage.</li> </ul>
Aggravated	Deadly to Everyone	<ul style="list-style-type: none"> <li>Everyone can soak with only <math>\text{Fortitude} + \text{Armor}</math> (not for sunlight or fire).</li> </ul>	<ul style="list-style-type: none"> <li>Vampires can heal by expending 5 blood per level and 1 day.</li> <li>Mortals/Ghouls can heal over time. (Aggravated attacks are considered Lethal for Mortals/Ghouls.)</li> <li>Vampires can be permanently killed from Aggravated damage.</li> </ul>

- 3.3. Guns are considered Bashing damage to Vampires. (...[Blazing sound of gunfire]..."You finished?") Guns are considered Lethal damage to Ghouls.
- 3.4. The RE says that Armor is considered destroyed if a single attack does 2 x the armor rating. This seems REALLY easy so I will NOT be using this rule.
- 3.5. Fortitude is NOT an automatic success for any type of damage. Fortitude just adds to your soak roll like Stamina. (Another key rule change.)
- 3.6. There is a sneaky way to record Aggravated damage. This is detailed in the book on page 217. The concept is pretty simple. If you take Lethal or Bashing damage record it with slashes (i.e. "/") in the boxes. If you take Aggravated damage record it with "X". Here is the trick. Let's say you take one box of Bashing damage. Thus you have a "/" in the first box. After this you take one box of Aggravated damage. You "X" the FIRST box and put a slash in the SECOND box. In essence this makes it easy to see where you would end up if you spent blood on healing. Check the guide if you have questions.
- 3.7. The effects of wounds apply to the characters Initiative Score as well as all action related dice pools. Soaking is not considered an action related dice pool. Note that movement is also hampered when a character is injured. Here is a quick table with the details. (Comment: I tuned this chart to make it easier.)

Wound Level	Penalty	Effect
Bruised	0	
Hurt	-1	
Injured	-1	
Wounded	-2	Max movement is half running.
Mauled	-2	Max movement is ¼ running.
Crippled	-5	Max movement is 1 hex.
Incapacitated	N/A	Unconscious.

**Example #1:** Marko (Steve's PC) gets into HTH combat with a ghoul called Vick (i.e. short for "Victim"). (Comment: I think this is pretty simple but we will have to see how it works in a session.)

#### Round #1

Neither foe is surprised so the both roll their initiatives. Marko gets a total score of 8 while the ghoul gets a 4. Before initiative was even rolled Steve had figured out his Combat Dice Pool. Steve is on top of this stuff! Marko's Dex (3 dots) + Melee (Maul) (4 dots) is 7 dice. This means Marko has 7 dice in his CDP. Steve thus pulls 7d10 out of his dice bag and places them into a pile. He decides to attack and burns a blood on Stamina. Steve rolls 2 successes. (Ok...so Steve rolls like Tim. Just kiddin' big guy... ☺) Immediately after rolling Steve removes 2d10 from his stack of dice. Now Marko's CDP for defense is at 5d10. Since Vick has not had an action yet (i.e. the fight just started) he does not have any dice for his CDP. Vick decides to abort his attack action to parry. Vicks defensive CDP is 4 dice. Vick rolls all 4 dice and gets 2 successes. Thus Marko misses.

#### Round #2

This time Vick rolls a 9 and Marko rolls a 6 for initiative. Vick decides to attack. Steve decides Marko might as well try to parry and picks up his dice pool (i.e. currently at 5d10). If Steve wanted to abort his attack phase he could use his full CDP but instead he decides to simply roll what he is currently holding. Vick rolls 4d10 (remember that his dice pool is reset on his initiative). Vick gets lucky and rolls 4 successes! Steve rolls 1 success. Thus Marko is hit and Vick gets to add 2d10 to his damage pool. (Vick's CDP is now at 2d10. Marko's CDP is now at 3d10.) Marko soaks all the damage. On initiative 6 Marko pumps his Dex and attacks. His CDP resets. He gathers 8 dice for his CDP and rolls 6 successes. Poor Vick rolls only 1 success so Marko gets to add 4d10 to his damage. The dirge begins to play in the background as Vick turns into mush...

**Example #2:** Marko gets into HTH combat with Gunter. This time Marko's opponent has Celerity.

#### Round #1

Marko rolls a 8 for initiative and Gunter rolls a 6. On 8 Marko pumps his Stamina and attempts to maul Gunter. Steve pulls out his 7d10 for his CDP. Gunter decides not to abort to a dodge so Marko rolls. He get 3 successes. Immediately after attacking Steve pulls 2 dice from his stack. Steve rolls his damage but does badly and Gunter manages to soak everything. On initiative 6 Gunter puts a blood into Celerity for the next round and attempts to attack. Since Gunter did not abort to a defensive move he may attack this round. Gunter rolls his full CDP against 5d10 for Marko. He hits and does 2 points of damage to Marko. Marko is now Hurt.

#### Round #2

Marko rolls a 4 for initiative taking into account the -1 for being Hurt. Gunter rolls an 8. On 8 Gunter attacks with his full dice pool. At this point Marko decides to abort his attack phase to dodge. Thus Steve grabs 6d10 (remember that Marko is hurt) and rolls against Gunter. Marko parries Gunter. Steve then pulls 2d10 from his CDP. On initiative 4 Marko burns a blood to heal his wound. Steve immediately added 1 dice to his CDP to represent healing the wound. Steve CAN'T attack as he already used his initiative to reset his CDP for defense. On initiative 0 the first celerity round fires off. Gunter's pool resets and he decides to attack. At this point Marko can continue to parry with his remaining CDP (i.e. 5d10, remember that he

healed the wound so the CDP dice comes back), he can let Gunter swing away with no CDP for defense, or he can abort his next action phase and reset his CDP back to 7 dice.

**Document History:** This section contains details on what is changed from one revision to the next.

Revision	Date Changed	Notes On Changes
0.1	2/18/02	Initial review release.
0.2	2/20/02	<ul style="list-style-type: none"> <li>Changed the reset on CDP when aborting to be the characters next action phase.</li> <li>Clarified the example to support this change.</li> </ul>
0.3	2/21/02	<ul style="list-style-type: none"> <li>Fixed Example #1 Round #2 issue. Thanks Tim!</li> </ul>
0.4	2/23/02	<ul style="list-style-type: none"> <li>Changed running speed. This should simplify the rule for use during the session.</li> </ul>
0.5	2/24/02	<ul style="list-style-type: none"> <li>Fixed a typo in the running section.</li> </ul>
0.6	3/2/02	<ul style="list-style-type: none"> <li>Added multiple attacker changes.</li> <li>Added parry move change.</li> <li>Pulled two weapon gun combat effect as it wrecks the effects from dice pools.</li> <li>Clarified split in combat dice pools for offense and defense.</li> <li>Clarified damage done and soaking.</li> <li>Adjusted combat chart to reflect the changes mentioned above.</li> <li>Started working on cheat sheet for recording combat data.</li> </ul>
0.7	3/3/02	<ul style="list-style-type: none"> <li>Fixed chart to match change to parry rule.</li> </ul>

## Close Combat Maneuvers / Modifiers

Maneuver	Traits	Accuracy	Difficulty	Damage	Notes
Bite	Dex + Brawl	+1	+0	Str + 1	Aggravated. Must first perform a Clinch, Hold, or Tackle.
Block	Dex + Brawl	*	+0	*	Reduces attacker's successes. Lethal and Aggravated can't be blocked unless the target is wearing Armor or has Fortitude.
Claw	Dex + Brawl	+0	+0	Str + 1	Aggravated from Protean. Lethal from Vicissitude.
Clinch	Str + Brawl	+0	+0	Str	Carries over into next round. Contested Str + Brawl to break free. Tie goes to holder. Holder and target may use actions on following rounds to do damage.
Disarm	Dex + Melee	+0	+1	*	If damage exceeds opponents Str weapon is dropped.
Dodge	Dex + Dodge	*	+0	*	Reduces attacker's successes.
Hold	Str + Brawl	+0	+0	None	Carries over into next round. Contested Str + Brawl to break free. Tie goes to holder.
Kick	Dex + Brawl	+0	+1	Str + 1	
Longer Weapon Opponent	*	-1	*	*	
Parry	Dex + Melee	*	+0	*	Reduces attacker's successes.
Strike	Dex + Brawl	+0	+0	Str	
Stake Through Heart	Dex + Melee	+0	+3	Str + 1	Must do 3 health levels past soak to impale. Once impaled Vampire is conscious but cannot move or spend blood.
Sweep	Dex + Brawl / Melee	+0	+1	Str / Weapon	Attack may knock down target. Target must make Dex + Athletics (Diff 8) or fall. If fall then Dex + Athletics (Diff 6) to stand immediately and take -2 on next initiative. If miss roll then must use next action to stand.
Tackle	Str + Brawl	+0	+1	Str + 1	Attack may knock down target and attacker. Both must make Dex + Athletics (Diff 7) to not fall. Even if defender makes roll he suffers +1 Diff for actions in next round. If fail then Dex + Athletics (Diff 6) to stand immediately and take -2 on next initiative. If miss roll then must use next action to stand.
Weapon Strike	Dex + Melee	+0	+0	Weapon	

## Ranged Combat Maneuvers

Maneuver	Traits	Accuracy	Difficulty	Damage	Notes
Aiming	*	+1 per round, to a max of Per	*	*	Must have Firearms at 1 dot. Only works on a single shot. A scope adds +2 Accuracy to the first round of aiming. (Scopes are in addition to Per max.) Target not be moving faster than a walk.
Automatic Fire	Dex + Firearms	+10	+2	Weapon	Unleashes entire clip on target. Extra successes count to additional damage. Attack is considered to be from 1 bullet.
Cover – Light	*	*	+1 / +0 *	*	Defending behind cover / attacking behind cover.
Cover – Good	*	*	+2 / +1 *	*	Defending behind cover / attacking behind cover.
Cover – Superior	*	*	+3 / +2 *	*	Defending behind cover / attacking behind cover.
Dodge	Dex + Dodge	*	+0	*	Reduces target's successes.
Double Tap	Dex + Firearms	+1	+1	Weapon	Fire two bullets at target. Extra successes count to additional damage. Attack is considered to be from 1 bullet.
Range – Point	Dex + Firearms	*	-2	*	Shots 2 yards or under are considered point blank.

Maneuver	Traits	Accuracy	Difficulty	Damage	Notes
Blank					
Range – Short	Dex + Firearms	*	+0	*	Shots up to the listed weapon range.
Range – Long	Dex + Firearms	*	+2	*	Shots from the listed weapon range to 2 x the listed weapon range (i.e. max range).
Reloading	*	*	*	*	Takes full action. Can combine with other actions but pulls –2d10 from CDP.
Strafing	Dex + Firearms	+10	+2	Weapon	Covers 3 yards of area. Successes from the attack roll are divided among targets in the area. If there is only 1 target they get half the successes. If there are an uneven amount of success the GM decides who gets the most successes. If there are less successes than targets the GM decides who gets them. The closest targets to the shooter will get preference in most cases.
3-Round Burst	Dex + Firearms	+2	+1	Weapon	Spends 3 rounds. Extra successes count to additional damage. Attack is considered to be from 1 bullet.

#### General Combat Modifiers

Maneuver	Traits	Accuracy	Difficulty	Damage	Notes
Ambush	Dex + Stealth	*	*	*	Contested roll versus targets Per + Alertness. If attacker wins he gets a free action and to add additional successes to his attack pool. On a tie attacker goes first but target may perform a defensive maneuver. If target wins role initiative as normal.
Blinded	*	*	+2 (Close)	*	Heightened senses can lessen or remove the effect. Ranged attacks not possible.
Dazed	*	*	*	*	If damage taken exceeds targets Stamina (Mortals) or Stamina + 2 (Vampires) the target loses their next action.
Flank Attack	*	+1	*	*	
Immobile Opponent	*	+2 (partly) *	*	*	If target is completely stationary then the attack automatically hits the target.
Multiple Opponents	*	*	+1 per opponent, to a max of +3	*	Penalties apply to target's ability to defend. Note that the RE book says these penalties only apply to Close combat but we are going to use it for all combat. Makes sense to me.
Off-hand	*	*	+1	*	Ambidexterity removes penalty.
Prone Opponent	*	+1	*	*	Only applies if you are Close or in Point Blank Range with a Ranged attack. At farther than Point Blank Range being prone is considered cover.
Rear Attack	*	+2	*	*	
Targeting Location	*	*	+1 / +2 / +3	None / +1 / +2	Medium (Briefcase) / Small (Hand) / Precise (Eye, Heart)

\* = See **Notes** section in table for details.