



Dark Ages

STORYTELLERS
SCREEN

Art by William O'Connor







THE TRADITIONS

The First Tradition: Covenant

"Thy blood makes thee my brood, crafted in my image. My curse thine, my salvation thine. I stand before and above thee as god-regent. I am the way, my Traditions covenant. Renounce me and renounce all hope." Thus spoke Caine.

The Second Tradition: Domain

"As I am master of Nod, thy domain is thine own concern. Thou art its master, and all will respect this or suffer thy wrath. All will present themselves when entering, and thou shall protect them in turn. By right, thou art allowed to hunt within the bounds of thy domain, its blood thine own. Accept its responsibilities, minister thy domain and pay others the same respect thou expect." Thus spoke Caine.

The Third Tradition: Progeny

"Thou shalt only sire another with the permission and blessing of thine elder. To create is the providence of those closest to me, for they shall be accountable. Break this, and both thee and thy progeny shall be slain." Thus spoke Caine.

The Fourth Tradition: Accounting

"Those thou create are thine own blood until released from thy charge. Until that moment, their sins, their blood and their punishments are thine." Thus spoke Caine.

The Fifth Tradition: Destruction

"Forbidden art thou to spill the blood of another of thy kind who is elder. This right belongs only to the closest to me and none other. It is forbidden for those of weaker blood to rise against their elders. This is my final covenant." Thus spoke Caine.

The Sixth Tradition: The Silence of Blood

"Never shalt thou reveal thy true nature to those not of the blood. Doing so shall renounce thy claims to my covenant." Thus spoke Caine.

DEGREES OF SUCCESS

One Success	Marginal (landing a glancing blow)
Two Successes	Moderate (making a handicraft that's ugly but useful)
Three Successes	Complete (fixing something so that it's good as new)
Four Successes	Exceptional (making a perfect translation of an obscure text)
Five or More Successes	Phenomenal (creating a masterwork)

FEATS OF STRENGTH

Strength	Feat	Lift
1	Rip a shirt	40 lbs.
2	Smash a chair	100 lbs.
3	Kick through a wattle wall	250 lbs.
4	Smash a barrel	400 lbs.
5	Overturn a laden cart	650 lbs.
6	Rip chain mail	800 lbs.
7	Bend a one-inch-thick iron bar	900 lbs.
8	Lift a horse	1000 lbs.
9	Punch through a palisade	1200 lbs.
10	Lift a laden cart	1500 lbs.
11	Lift a portcullis	2000 lbs.
12	Break a small tree	3000 lbs.
13	Lift a siege engine	4000 lbs.
14	Punch through a stone wall	5000 lbs.
15	Topple a castle wall	6000 lbs.

AURAS

Road Rating	Aura Modifier
10	-2 difficulty
9-8	-1 difficulty
7-4	no modifier
3-2	+1 difficulty
1	+2 difficulty

EXPERIENCE COSTS

Trait	Cost
Attribute	current rating x 4
Existing Ability	current rating x 2
New Specialty or Expertise	current rating
New Ability	3
Clan Discipline	current rating x 5
Other Discipline	current rating x 7
Secondary Path	current rating x 4
(Thaumaturgy, Mortis)	
New Discipline	10
New Secondary Path	7
Virtue	current rating x 2*
Road	current rating x 2
Willpower	current rating

* Raising a Virtue with experience points does not raise the traits based on it, such as Road and Willpower.

ACTION TYPES

Action	Example	Description
Simple	Dodging a blow, Sensing an ambush	Task is completed with one roll and requires (at minimum) a single success.
Extended	Mountain-climbing, Research	Task is completed when a given number of successes are obtained.
Resisted	Shadowing	A contest of skill between two individuals. They compare their successes.
Extended & Resisted	Arm wrestling	As a resisted action; the contest requires a given number of net successes.

HALO COLORS

Personality	Halo Color
Impulsive	Orange
Aggressive	Purple
Impulsive	Red
Impulsive	Brown
Impulsive	Light Blue
Impulsive	Pink
Impulsive	Lavender
Impulsive	Gray
Impulsive or Lustful	Deep Red
Impulsive	Light Green
Impulsive	Dark Green
Impulsive	Violet
Impulsive	Rose
Impulsive	Vermilion
Impulsive	Black
Impulsive	Yellow
Impulsive	White
Impulsive	Blue
Impulsive	Green
Impulsive	Silver
Impulsive	Gold
Impulsive	Dark Blue
Impulsive	Halo Shade or Pattern
Impulsive	Appropriate color is pale
Impulsive	Mottled, shifting colors
Impulsive	Sharp flickering colors
Impulsive	Black veins in aura
Impulsive	Rapidly rippling colors

MATURATION

Age Period	Maturation Points
5 years	1 point per year
25 years	1 point per 5 years
100 years	1 point per 10 years
130 years	1 point per 20 years
Torpor	No points

HEALTH CHART

Level	Dice-Pool Penalty	Effects
Bruised	0	The character is injured, but the wounds have yet to interfere with his actions.
Hurt	-1	Injuries begin to hamper the character's ability to act.
Injured	-1	In addition to increasing difficulty in routine actions, the character is limited to half his maximum running speed.
Wounded	-2	The character is really beginning to feel the effects of his injuries. Actions are more difficult, and he is limited to walking.
Mauled	-2	Movement is now very difficult because of the injuries. The character may hobble no faster than three yards per turn.
Crippled	-5	Any action is a major effort, and movement is limited to one yard per turn.
Incapacitated	-	The character is incapable of carrying out any movement (save spending blood points) and may be unconscious. If whose blood pool is empty enter torpor (see p. 253).
Torpor	-	Suspended between life and death, a character in torpor is in a coma-like state, unable to carry out any action (in addition to spending blood points) until a certain time has elapsed. (For more on torpor, see p. 254)
Final Death	-	The vampire is permanently destroyed.

GENERATION CHART

Generation	Trait Maximum	Blood Pool Maximum	Blood Points/Turn
Third	10	unknown	unknown
Fourth	9	50	10
Fifth	8	40	8
Sixth	7	30	6
Seventh	6	20	4
Eighth	5	15	3
Ninth	5	14	2
Tenth	5	13	1
Eleventh	5	12	1
Twelfth	5	11	1
Thirteenth+	5	10	1

Trait Maximum: The maximum number of dots a vampire of this generation can have in any Attribute or Ability.

Blood Pool Maximum: The maximum number of blood points a vampire of this generation can have. Remember that elders concentrate the *vitae* within them rather than swelling up with huge physical volumes of blood.

Blood Points/Turn: The maximum number of blood points a vampire of this generation can spend per turn.

Remember that **Dark Ages: Vampire** characters belong to the 12th generation unless you purchase a Generation Background or they commit diablerie.

TARGETED ATTACKS

Target Size	Difficulty
Large (door)	0
Medium (limb, chest)	+1
Small (hand, head)	+2
Tiny (eye, heart, lock)	+3

(* This damage bonus does not apply if the attack is an attempt to stake a vampire (see p. 254).

single success. The Storyteller announces the difficulty and the players roll dice. Automatic success is possible.

required, which may require more than one roll (which provides more chances of botching).

their number of successes; the character with the most successes wins.

et successes and may take more than one turn to complete.

HUNTING TABLE

Area	Difficulty
Large city (e.g., Venice, Paris)	
Seedy district	4
Merchant district	6
Catacombs	7
Palace environs	7
Small city/Town (e.g., Troyes, Nottingham)	
Market Fair	5
Not-so-nice district	6
Nice district	7
Others	
Monastic grounds	6
Farmland	7
Pilgrimage Road	7
Village	7
Forest	8
Hamlet	8
Wilderness	9

SUNLIGHT EFFECTS

Soak Difficulty	Intensity
3	Indirect rays, heavy cloud or twilight.
5	Fully protected by heavy clothes
7	Indirect light through a window
9	Outside on a cloudy day or struck directly by a single ray of light.
10	Direct sunlight on a clear day
Aggravated Wounds/Turn	Exposure
1	Small part of body (hand or face)
2	Large part of body (leg, arm, head)
3	Half or more of body

FIRE EFFECTS

Soak Difficulty	Fire type
3	Candle flame
5	Torch
7	Cooking fire
9	Pyre
10	Molten metal
Aggravated Wounds/Turn	Fire Type
1	Torch (limb burned)
2	Bonfire (half the body exposed)
3	Inferno (all body exposed)

FRENZY

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 humiliation	8
Significant nearby source of fire	+1
Character is a road initiate	+1

SITUATIONAL MODIFIERS

Situation	Difficulty Modifier
Multiple attackers	+1 per extra attacker
Close Combat	
Attacker unarmed	-1
Limited mobility	+1
Ranged Combat	
Full cover within half a step	-4
Full cover within diving distance	-2
Partial cover only within three yards	+1
Flat and featureless terrain	+2

ROTSCHREK

Provocation	Difficulty
Lighting a candle	3
Sight of a torch	5
Bonfire	6
Obscured sunlight	7
Being burned	7
Direct sunlight	8
Trapped in burning building	9
Character is a road initiate	+1

RANGED COMBAT MODIFIERS

Situation	Diff. Modifier	Notes
Target at half-range	-1	thrown weapons only
Target at range	0	
Target at 2x range	+2	
Windy	+1	may not fire beyond range
Dark/Foggy	+2	halve range
Running target	+1	
Mounted target	+2 (trot)/+3 (gallop)	
Ad hoc missile	+2	thrown weapon only
Attacker on horseback	+2/+4	see "Mounted Combat," p. 244

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Bashing

Health Level

Bruised to Wound

Mauled

Crippled

Incapacitated

STEP-BY-STEP COMBAT TURN

There are times when it's critical to know just when events, modifiers or effects come into effect during a combat turn. Consult this chart for the answers to your questions.

Preliminaries

- **Spend Blood:** Vampires burn blood reflexively (up to their generation limit) to augment Physical Attributes or heal damage.
- **Activate Celerity:** Vampires with Celerity can burn blood to take additional physical actions this turn, on one-for-one basis, up to their Celerity rating. This expenditure ignores generation limit.
- **Declare Multiple Actions and Turns Spent Parrying:** All characters can announce taking multiple actions. Declare the total number of actions to be taken (excluding Celerity) but not the nature of these actions. At the same time, characters who intend to do nothing except parry this turn declare so.
- **Roll Initiative:** Everyone rolls one die and adds the total to their initiative rating (Dexterity + Wits). Wound penalties subtract from initiative, but not penalties for multiple actions.

Declaration

- **Declare First Actions:** Every player declares his first action. The player with the *lowest* initiative score declares first, and others do so subsequently based on their scores. Since those with higher initiative scores will act first, however, they can delay their actions to any time in the order of initiative — as long as they announce it now.

Action

- **Target Announces Active or Passive Parry:** A character who is about to be the subject of an attack (the first action in this part of the turn) and has the choice between parrying passively or some other form of defense should declare which option she is using.
- **Fastest Character Takes First Action:** The character with the lowest initiative acts (unless he is delaying the action). If the action is an attack, the player rolls the appropriate dice pool, usually Dexterity + the Ability tied to the attack form (see p. 239). The difficulty is usually 6, modified by conditions such as range and passive parrying. If this action is one of several taken without the benefit of Celerity, subtract the total number of actions to be taken from the dice pool.
- **Target Defends:** In a resisted action, the target acts reflexively, and the player rolls the appropriate dice pool. His successes are subtracted from the attacker's successes to determine the net successes. If the target is being attacked and has an unused action remaining in the round, she may abort to a defensive action (dodging or parrying, as appropriate). The defending player first rolls Willpower reflexively to

abort (difficulty 6). If successful, she rolls her defensive action (Dexterity + Dodge or the appropriate weapon Ability) and subtracts her successes from the attacker's.

Resolution

- **Action Takes Effect:** If the action is not an attack (and doesn't otherwise cause damage) and the acting player is left with net successes (or the action is automatic), the action takes effect immediately unless the action's specific description says otherwise.
- **Determine Damage:** Determine the attack's base damage and add any net attack successes beyond the first (unless the attack is with a thrown weapon, in which case the additional successes are ignored for damage). Roll that many dice against a difficulty of 6.
- **Roll Soak:** The defending character rolls soak (assuming there are any damage successes). Mortals roll Stamina to soak bashing damage, but they can't soak lethal or aggravated damage. Vampires roll Stamina to soak bashing and lethal damage, but can't soak aggravated damage. Players of vampires with Fortitude roll Stamina + Fortitude against bashing and lethal damage, as well as against fire and sunlight damage. They roll Fortitude alone against other sources of aggravated damage. Any soak successes reduce the net damage successes.
- **Apply Attack Damage:** Apply any net damage successes as lost health levels to the defender. Vampires halve this number for bashing damage. Wound penalties take effect immediately, and characters who reach Incapacitated collapse (or may even die). Characters who suffer more levels of damage than they have Stamina (for mortals) or Stamina + 2 (for vampires) are dazed.

Repetitions & Finals

- **Repeat for Subsequent Characters:** Repeat the steps under Action and Resolution for each character who still has a first action, starting with the next to act. Characters who took a defensive action have already taken their first action, so they cannot act again until their second action (if any).
- **Repeat for Subsequent Actions:** Repeat the steps under Declaration, Action and Resolution, and the previous point, for each additional action. Players keep their initiative scores but now declare their second actions, take them and resolve them. Those without second (or third, or fourth) actions cannot act — although they may suffer at the hands of those who can.
- **Extended and Delayed Effects:** Extended actions that end this turn, and any action that says it takes effect at the end of the turn, takes effect.

HEALING TIMES

Health Level	Recovery Time	Health Level	Recovery Time
Lethal		Lethal	
One Wound	One hour/level	Bruised	One day
	Three hours	Hurt	Three days
	Six hours	Injured	One week
	Twelve hours	Wounded	One month
		Mauled	Three months
		Crippled	Four months
		Incapacitated	Five months

HEALING TIMES

Road Rating	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	A Millennium or more