

CORE SYSTEM

COMPENDIUM

Core rules and complete Mage, Vampire, and Werewolf references

A fiction-first, consequence-driven supernatural drama system built around a character-facing Will Die and an opposing Pressure Die.

This compendium presents the shared engine, then the complete app-current rules for Mage: Will vs. Paradox, Vampire: Will vs. Blood, and Werewolf: Will vs. Rage.



WILL VS.



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Contents

Linked contents and PDF bookmarks navigate the shared core and all three splat chapters.

- WILL vs.** **1**
- Core System** **5**
 - Design Goals 5
 - The Core Roll 6
 - Critical Success and Roll Modes 6
 - Worked Examples 6
 - Character Structure 7
 - Identity Choices 7
 - Moves 8
 - Move Results 8
 - Harm, Conditions, Armor, and Scars 10
 - Conditions 10
 - Resources, Pressure, and Corruption 11
 - Corruption 11
 - Advancement and Character Growth 11
 - Gear, Tags, and Fictional Positioning 12
 - GM Tools 12
 - GM Moves 12
 - How to Build a New Will vs. Module 13
 - Three Implemented Splat Loops 13
- Mage** **15**
 - Mage Core Loop 16
 - Mage Roll Notes 16
 - Traditions 16



Contents, continued

Spheres and Practices	17
Skills and Specialties	17
Conditions	18
Backgrounds	19
Advancement	20
Mark one with each Advance	20
Every 3rd Advance instead	20
Corruption and Final Change	21
Unleash Paradox Milestones	21
Corruption Moves	21
Vampire	23
Vampire Core Loop	24
Discipline Rules	24
Clans	24
Disciplines and Aspects	26
Skills and Specialties	29
Conditions	30
Backgrounds	31
Advancement	31
Mark one with each Advance	32
Every 3 Advances instead	32
Corruption and Final Hunger	32
Corruption Milestones	32
Corruption Moves	32



Contents, continued

Werewolf **35**

 Werewolf Core Loop 36

 Rank 36

 Tribes 36

 Breeds 38

 Auspices 38

 Gifts 38

 Auspice Gifts 38

 Breed Gifts 39

 Tribe Gifts 40

 Skills and Specialties 42

 Conditions 43

 Backgrounds 44

 Advancement 44

 With each Advance 45

 Every 3 Advances instead 45

 Wyrms Corruption and End Move 45

Quick Reference and Sources **46**

 Core Roll 46

 Splat Modifiers 46

 Experience and Advances 46

 Sources 46



Core System

The shared Will vs. chassis is fast, dramatic, and risky: characters are competent, but every roll invites consequences.

Design Goals

Will vs. replaces large pools, target numbers, and long subsystems with a small set of repeatable procedures.

- > **Fiction first:** The table starts with what the character is trying to do, why it matters, and what could go wrong.
- > **Two-die tension:** Each roll is a contest between deliberate action and an opposing pressure.
- > **Consequences instead of attrition:** Harm is tracked through Conditions, Scars, social fallout, mental strain, and escalating clocks rather than simple hit point loss.
- > **Temptation has rules weight:** Corruption and supernatural resource tracks give players ways to seize power at a cost.
- > **Modular supernatural identity:** Each branch of the game can rename the Pressure Die, resource, powers, and corruption path while keeping the same chassis.





The Core Roll

When an action is uncertain and the outcome matters, roll the Will and Pressure dice at the same time.

DIE	WHAT IT REPRESENTS
Will Die	The character's skill, intent, nerve, training, and chosen action.
Pressure Die	The opposing force: danger, hunger, instability, rage, backlash, ambient doom, or the supernatural cost of acting.

- > Roll one Will d12 and one Pressure d12 together.
- > Apply the relevant modifiers specified by the move, stat, resource, or current pressure track.
- > If the raw Will and Pressure faces match, the result is a critical success before modifiers are considered.
- > Otherwise, compare totals. If Will total $\geq$ Pressure total, the action succeeds. An equal modified total is a normal success.
- > If Will total is lower, the action fails or succeeds at a serious cost, and the GM makes a move.

Will d12 + relevant modifier vs. Pressure d12 + relevant pressure modifier

Some moves use no modifier on one side; some add a current resource or danger track. The move tells you what to add.

Critical Success and Roll Modes

A critical success is more than a clean success: it is a spectacular success, a breakthrough, or a moment when the character briefly masters the supernatural pressure around them. Many modules also use criticals to restore or generate a supernatural resource.

MODE	RULE
Normal	If the raw Will face matches the raw Pressure face, the result is a critical success.
Advantage	Roll two Will dice and keep the higher result for the total. If either raw Will die matches the Pressure die, the result is critical - even when the matching die is discarded.
Disadvantage	Roll two Will dice and keep the lower result. Disadvantage rolls cannot critically succeed.

A critical overrides the modified totals and is always a success.

Worked Examples

- > **Advantage critical:** Will rolls 3 and 9; Pressure rolls 3. The higher Will die would be kept, but the discarded 3 still matches Pressure, so the result is a critical success.
- > **Modified-total tie:** Will rolls 6 with +1; Pressure rolls 7 with +0. The totals are both 7, so the result is a normal success, not a critical.

Advantage and Disadvantage do not stack. One source of Advantage cancels one source of Disadvantage. The Pressure Die is usually not doubled; these modes are player-side pressure valves.



Character Structure

Characters are built from a small number of broad traits, choices, and story prompts. The sheet is meant to communicate who the character is and what kind of trouble follows them.

Name and Look

Basic identity, style, presence, and first impression.

Intro Questions

Short prompts that establish history, need, fear, obligation, or unfinished business.

Core Stats

Physical, Social, and Mental are broad approaches used by basic moves. Ratings usually stay in a tight range, commonly from -1 to +3.

Supernatural Rating or Track

A module-specific measure of power, instability, hunger, rage, insight, or spiritual force.

Skills and Specialties

Trained areas of competence. When a specialty clearly applies, the player rolls with Advantage.

Backgrounds

Story assets such as allies, resources, influence, safe places, libraries, retainers, artifacts, or other narrative leverage.

Moves

Rule triggers that define what the character can do and what happens on success, failure, or a critical.

Gear and Armor

Equipment matters through tags, fictional positioning, and the ability to absorb or redirect Conditions.

Identity Choices

Each module can add identity picks - lineage, faction, calling, origin, role, or power source. These choices usually grant starting powers, define weaknesses, and give the GM social hooks. In a setting-neutral explanation, they are simply archetype choices that tie mechanics to story.



Moves

A move is a compact rule that begins with a fictional trigger. When the trigger happens, the move tells the player what to roll, what counts as success, and what complications can emerge.

The app provides nine Basic Moves. Each splat may rename a move, add a modifier, or attach a resource effect. Advancing three Basic Moves unlocks their Advanced outcomes.

Move Results

SUCCESS	FAILURE	CRITICAL
The action works as intended or mostly as intended.	The GM makes a move: reveal danger, inflict a Condition, advance a clock, separate characters, expose a cost, spend a threat resource, or put someone in a worse position.	The action succeeds with extra force, insight, resource gain, avoided cost, or a scene-shaping benefit.

Some failures still provide useful information or partial progress. The game often moves forward even when the roll is lost.

Dodge

When you act despite an imminent threat or obstacle, describe how. Roll + Physical to endure or power through, + Mental for quick or unconventional thinking, or + Social for charm and grace. On a success, the threat does not come to bear. On a failure, avoid it only through a costly sacrifice or ugly choice set by the GM.

Roll: Physical

Advanced: On a critical success, avoid the threat and gain a fleeting insight or resource: ask the GM one question about the situation, threat, or environment and receive a truthful answer, or discover a useful detail or object that can help later in the scene.

Melee / Brawl

When you turn to violence, roll + Physical. On a success, inflict a wound established by the fiction. On a failure, the GM makes a move and you either take an unmarked Physical Condition or become pinned or restrained. Vampire: add current Blood to Will. On a critical success, gain 1 Blood.

Roll: Physical

Advanced: On a critical success, inflict a wound and choose one: the target drops or loses use of a key item or weapon; or your strike disorients them, the GM reveals an unintended weakness, secret, or vulnerability, and you gain Advantage on your next Melee attack.



Firearms / Archery

When you attack from afar, roll + Physical. On a success, inflict a wound established by the fiction. On a failure, the GM makes a move and you have Disadvantage on the next Firearms/Archery roll while reloading or switching weapons; the target may escape into cover or counter-fire may inflict Reluctant Aggressor.

Roll: Physical

Advanced: On a critical success, inflict a wound and control the battlefield. Choose one: pin the target down with Suppression; or make the shot interact with the environment to change the scene, such as dropping cover, breaking lights, or cutting a rope.

Etiquette

When you act despite an imminent threat or obstacle, describe how. Roll + Physical to endure or power through, + Mental for quick or unconventional thinking, or + Social for charm and grace. On a success, the threat does not come to bear. On a failure, avoid it only through a costly sacrifice or ugly choice set by the GM.

Roll: Social

Advanced: On a critical success, avoid the threat and gain a fleeting insight or resource: ask the GM one question about the situation, threat, or environment and receive a truthful answer, or discover a useful detail or object that can help later in the scene.

Subterfuge

When you mislead, distract, or trick someone, roll + Social. On a failure, the deception backfires or leaves evidence. On a success, choose two: create an opportunity, expose a weakness, confuse them, or avoid further entanglement.

Roll: Social

Advanced: On a critical success, gain the normal success and leave behind a false trail or implanted belief. The target acts on that misinformation until it is disproven, potentially changing their behavior or the situation in your favor.

Interrogation / Intimidate

When you coerce information through force, intimidation, or seduction, roll + Social. Spend Hold one-for-one during the conversation to ask questions the target could reasonably answer. On a failure, the GM may make a move but you still gain 1 Hold. On a success, gain 1 Hold.

Roll: Social

Advanced: On a critical success, gain the normal success and learn something the target did not intend to reveal. The GM provides a significant clue outside your original line of questioning from a slip, tell, or emotional reaction.

Alertness

When you act despite an imminent threat or obstacle, describe how. Roll + Physical to endure or power through, + Mental for quick or unconventional thinking, or + Social for charm and grace. On a success, the threat does not come to bear. On a failure, avoid it only through a costly sacrifice or ugly choice set by the GM.

Roll: Mental

Advanced: On a critical success, avoid the threat and gain a fleeting insight or resource: ask the GM one question about the situation, threat, or environment and receive a truthful answer, or discover a useful detail or object that can help later in the scene.

Enigmas / Academics

When you consider what you know, ask the GM one question and roll + Mental with +1 for each Yes: is this your first encounter with the subject, do you have a relevant Skill Specialty, and did you have access to a book or record? Relevant specialties grant Advantage. Success gives an answer without context. Critical gives detailed useful information and Advantage to the first allied actions based on it.

Roll: Mental

Advanced: On a failure, the GM makes a move, but you are wiser for it. In addition to the normal +1 Experience for failing a roll, gain another +1 Experience for this roll once per session.



Investigate

When you closely investigate a scene, ask the GM one question and roll + Mental. Success gives a truthful answer. Critical also grants Advantage to the first allied actions based on it and reveals a hidden element, item, resource, or lead.

Roll: Mental

Advanced: On a failure, the GM makes a move but also answers your question truthfully.

Harm, Conditions, Armor, and Scars

Will vs. treats harm as meaningful fictional consequences. Characters do not simply lose points until they drop. Instead, they mark Conditions that describe what has happened and how it affects future play.

Conditions

Conditions are grouped by type, usually Physical, Social, and Mental. A Condition can impose Disadvantage, prevent Advantage, limit actions, create obligations, or hand narrative control to the GM under certain triggers. Conditions do not have to be marked in order; the nature of the harm determines what choices make sense.

PHYSICAL	SOCIAL	MENTAL
Wounds, exhaustion, blood loss, immobilization, or being taken out of action.	Leverage, shame, coercion, reluctance, broken trust, or social exposure.	Fear, obsession, confusion, fascination, fugue, or psychic trauma.

Each Condition has a resolution: a fictional action or cost that removes it.

Armor

Armor can be marked instead of taking a compatible Condition. Once marked, armor must be repaired, renewed, or fictionally restored before it can protect again. Armor is usually typed; physical armor will not automatically protect against social, mental, or supernatural harm unless the fiction supports it.

Scars and End Moves

When a character is beaten, broken, or otherwise pushed past ordinary recovery, the player may take a Scar instead of simply ending the character. A Scar is a lasting consequence created by the player and GM together. Scars preserve the character while making the cost visible in the fiction.

The final consequence. An End Move is the character's final dramatic consequence. It may trigger on death, total corruption, complete loss of control, or retirement as a player character. End Moves are not just failure states; they turn the character's final moment into a lasting story event.



Resources, Pressure, and Corruption

The system separates ordinary competence from supernatural pressure. The exact names vary by module, but most branches include a track or resource that tempts characters to do more than mortals can do.

Supernatural Resources

A supernatural resource is spent for extraordinary effects: activating powers, improving rolls, healing or canceling Conditions, gaining Advantage, resisting consequences, or doing something that would normally require time, tools, or safety. Resources may be gained through critical successes, feeding or recovery scenes, communion with a source, ritual preparation, or other module-specific actions.

Pressure Tracks

A pressure track measures the danger that follows a character's power. It might represent ambient backlash, hunger, rage, instability, spiritual imbalance, or any other supernatural force. It can modify rolls, fuel abilities, trigger loss of control, or increase the severity of consequences. The stronger the pressure, the more dramatic the choices become.

Corruption

Corruption is the system's temptation engine. A player can mark corruption to gain immediate power, bypass a limit, cancel a consequence, or reveal dangerous truths. This choice should feel useful in the moment and costly in the long term.

- > Marking corruption unlocks potent moves that are stronger, darker, faster, or more reckless than ordinary options.
- > As the corruption track fills, the character gains power but also suffers checks, permanent changes, lost humanity, spiritual taint, or social consequences.
- > When the corruption path is complete, the character usually retires as a player character and may return as a threat.

Advancement and Character Growth

Advancement rewards both participation and consequences. The core loop encourages players to take risks because failure, injury, and hard choices still push the character forward.

- > Gain 1 Experience at the end of any session in which you failed a roll or received a Condition.
- > Gain 1 Experience at the end of every session.
- > Spend 5 Experience to Advance.
- > Advances can increase a stat, add a skill or specialty, unlock a new move, expand supernatural options, raise rank, clear corruption, or erase a Scar depending on the splat.
- > Every third Advance provides a larger milestone. One milestone option advances three Basic Moves, giving each its listed Advanced outcome.



Gear, Tags, and Fictional Positioning

Gear is intentionally simple. Weapons and tools are described through tags that tell the table what the item can do in the fiction.

TAG	GENERAL MEANING
Lethal	Can kill unprotected bystanders or NPCs and narrows the defender's safe Condition choices.
Close	Works within throwing distance or immediate scene range.
Area	Affects multiple targets or the immediate zone.
Slow	Consumes a full turn or requires a focused moment.
Loud	Draws attention, disperses crowds, or changes the social situation.
Suppression	Pins targets down or makes them reluctant to act openly.
Concealable	Can be hidden or brought into places where larger tools cannot.

Tags are permissions and consequences. A loud weapon may solve a fight while creating a new scene problem. A slow ritual may be powerful but dangerous under pressure. A concealable weapon may matter more than raw damage in a guarded court, nightclub, alley, or sanctum.

GM Tools

GM Moves

On a failed roll, the GM makes a move. A move should follow the fiction, escalate pressure, and give players something concrete to respond to. Good GM moves include revealing a threat, separating characters, inflicting a Condition, spending a monster's advantage, advancing a clock, presenting a bargain, showing collateral damage, or turning a previous choice back on the characters.

Escalation Die

The Escalation Die is a visible countdown clock for threats that grow over time: disease, riots, storms, rituals, corruption, hunts, investigations, or spiritual contamination. Choose d4 for short, d6 for standard, d8 for slow, or d10/d12 for long-term. Set a final consequence at 0; tick down when the threat acts or a roll fails, and tick up when players meaningfully counter it.

Adversaries

Adversaries are best treated as pressure machines rather than stat blocks. Define what they want, how they hurt people, what Conditions or armor they absorb, their attack tags, what they do when ignored, and what changes when the scene escalates.



How to Build a New Will vs. Module

To create a new branch of the game while staying setting-neutral at the core, define these pieces:

Pressure Die

What force opposes the character when they act?

Pressure Track

When does that force grow, and what happens when it gets high?

Supernatural Resource

What can characters spend, how do they gain it, and what does it cost?

Identity Choices

What archetypes, factions, origins, roles, or bloodlines shape a character?

Powers

What signature moves or practices define the supernatural fantasy?

Weaknesses

What threats bypass normal safety or force checks?

Corruption Path

What can players do when they give in, and how does the character change?

End Move

What happens when the character is consumed, killed, transformed, or lost?

Three Implemented Splat Loops

SPLAT	PRESSURE	RESOURCE	SIGNATURE PLAY
Mage	Paradox / Scene Paradox	Quintessence	Change Reality through Arete, Spheres, and Practices.
Vampire	Blood and Frenzy	Blood	Feed, wield clan Disciplines, and manage Generation.
Werewolf	Rage and Frenzy	Gnosis	Shift forms, cross the Umbra, and wield Gifts.



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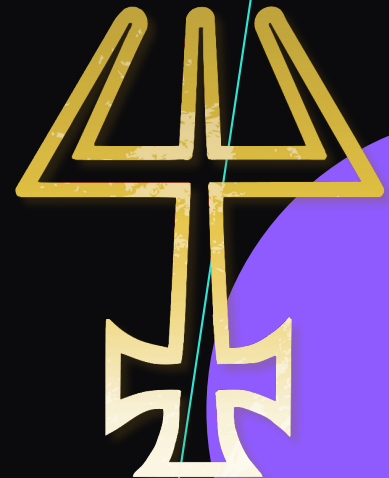
MAGE

WILL vs PARADOX

Mage

WILL VS PARADOX

Reality yields to awakened will, but every Change risks Paradox. Mages balance Arete, Quintessence, Spheres, and the escalating Scene Paradox while pursuing Ascension on their own terms.





Mage Core Loop

Arete

Arete measures a Mage's awakened understanding. Add it to Change Reality and magical-awareness rolls. It begins at 0 and can rise to +3 only after a Seeking on every third Advance.

Quintessence

Quintessence is the current of change beneath reality. Gain 1 when the raw Will and Paradox dice match. Spend it to lower Scene Paradox, add +2 to your next Change Reality roll, gain Advantage, cancel Conditions, create Rotes, or channel power through Prime.

Change Reality

Concentrate with your Focus for a long moment, describe a Change within your Sphere and Practice, and roll + Arete. Vulgar Magick adds 1 Scene Paradox. Success makes the Change happen as intended. Failure means the Change fails and adds 1 Scene Paradox. Critical success also grants 1 Quintessence (maximum 6) and may turn the Change into a Rote.

Scene Paradox

Scene Paradox ranges from 0 to 12. Vulgar Magick adds 1. A failed Change Reality adds 1; when the raw Will face is lower than current Scene Paradox, check for Paradox Unleashed. A critical Change Reality gains 1 Quintessence and may become a Rote.

Mage Roll Notes

- > Awareness may roll + Arete to sense a magickal threat.
- > Concentrate with your Focus for a long moment before Change Reality.
- > A normal magickal failure adds 1 Scene Paradox; Vulgar Magick adds another 1 when declared.
- > A critical Change Reality gains 1 Quintessence, to a maximum of 6.

Traditions

Verbena

Sacrifice, life and death, and nature.

A coven of witches

Affinity Sphere: Life

Celestial Chorus

Prepare the world for Ascension.

A universal religion

Affinity Sphere: Prime

Virtual Adept

Engineer the world to fix it.

A community of hackers

Affinity Sphere: Correspondence

Sons of Ether

Discover and invent.

A consortium of mad scientists

Affinity Sphere: Matter

Order of Hermes

Preserve knowledge and power.

A council of wizards

Affinity Sphere: Forces

Orphans

Mysteries and dark things.

Outcasts who reject all Traditions

Affinity Sphere: Any



Euthanatos

Reincarnation and killing those who deserve to die.

A fraternity of assassins

Affinity Sphere: Entropy

Akashic Brotherhood

Balance and the middle way.

An order of martial-artist monks

Affinity Sphere: Mind

Cult of Ecstasy

Freedom and individuality.

A band of rocker mystics

Affinity Sphere: Time

Dreamspeakers

Explore the Spirit World.

A dwindling group of shamans

Affinity Sphere: Spirit

Spheres and Practices

Life

Animals, plants, microbes, and higher life forms.

Practices: Perceive, Transform, Heal/Harm, Clone

Correspondence

Three-dimensional space, location, and distance.

Practices: Perceive, Area Effects, Relocate, Connect

Time

The past, present, and future.

Practices: Perceive, Speed/Slow, Reverse, Resequence

Matter

Phase, material properties, and machines.

Practices: Perceive, Transmute, Transform, Strengthen/Weaken

Forces

Electricity, gravity, kinetic energy, and light.

Practices: Perceive, Control, Amplify/Nullify, Convert

Spirit

Spirits and travel between the Umbra, Faerie, and beyond.

Practices: Perceive, Command, Summon, Seal/Bind

Entropy

Luck, fate, inevitability, and endings.

Practices: Perceive, Alter Probability, Bind Destiny, Accelerate/Delay Decay

Mind

Intelligent thought, memory, and will.

Practices: Perceive, Command, Implant/Remove, Astral Projection

Prime

Magick itself: Quintessence, enchantment, and creation.

Practices: Perceive, Counter Spell, Channel Quintessence/Enchant, Creation

**Brawl**

Hand-to-hand combat training.

Specialties: Disarm, Martial Arts (Akashic only), Multiple Opponents, Dodge

Drive

Talented driving under pressure.

Specialties: Losing a Tail, Motorcycle, Stunt Maneuvers, Repair

Firearms

Training with firearms.

Specialties: Fast-Draw, Gun-Smithing, Fast Reload, Trick Shots

Melee

Training with hand-held weapons.

Specialties: Improvised Weapons, Throwing, Multiple Opponents, Repair

Stealth

Sneaking and hiding.

Specialties: Hide, Move Silently, Shadowing, Ambush

Science

Use of technology and the physical sciences.

Specialties: Computers, Chemistry, Crafting, Technomagick

Medicine

Training in health and first-aid measures.

Specialties: Surgery, First-Aid, Recovery, Toxins

Occult

Understanding of supernatural lore.

Specialties: Umbra-Lore, Folk-Tales, Rituals, Infernalism

Social

Social intrigue and manipulation.

Specialties: Subterfuge, Animal Kinship, Interrogation, Etiquette

Conditions

Mark a Condition matching the harm. Resolve it as written, describe how Magick avoids the damage and spend 1 Quintessence, or spend 1 Experience to cancel it as it is gained.

Bruised/Flesh Wound

You are dazed and unable to think straight.

Category: Physical

Resolution: Take Disadvantage on your next roll.

Bleeding

You are bleeding profusely from an open wound and cannot take Advantage due to pain and blood loss.

Category: Physical

Resolution: Spend a full turn recovering, then mark Bruised.

Injured

You have suffered a significant injury. Movement is restricted (+slow) unless assisted, and you take -1 to all Physical rolls.

Category: Physical

Resolution: Remains until the end of the scene, then mark Broken.

Beaten

You are immobilized and unable to take further physical action. You cannot walk or stand, though you may still talk.

Category: Physical

Resolution: Take a Scar and gain 1 XP, or retire the character and trigger the End Move.



Broken

You can barely muster the will to do your job. Emotionally intense situations make you flinch and back down; take Disadvantage on Social rolls.

Category: Social

Resolution: Back down from a confrontation.

Leveraged

You have been blackmailed, tricked, or convinced to do what someone else wishes. Take Disadvantage on Social rolls not involving the subject of the leverage.

Category: Social

Resolution: Complete the requested task or turn the tables on the inflictor.

Reluctant Aggressor

You are pinned down or do not want to hurt your opponent, but are going to anyway. Take Disadvantage on combat rolls that do not involve the opponent directly.

Category: Social

Resolution: Defeat the opponent or succeed on a roll with Disadvantage against them.

Shaken

Something has frightened you extensively. Take Disadvantage on rolls involving the subject of your fear.

Category: Mental

Resolution: Choose to fail a roll involving the fear, or succeed despite the Disadvantage.

Spooked

Something you witnessed captivates you and demands your attention. Take Disadvantage on Mental rolls.

Category: Mental

Resolution: Do something that hinders the group or complicates matters while pursuing the fascination.

Fugue

Your mind has shut down. You are prone to blackouts and lost time; failing a Mental roll makes you lose control of your character for the scene.

Category: Mental

Resolution: Score a critical success on an applicable Mental roll as you finally regain yourself.

Backgrounds

Allies

People or other beings willing to help your character.

Arcane

Blend into Sleeper society unnaturally well. Once per session, declare a helpful coincidence that lets you pass unnoticed.

Influence

Clout, fame, or political sway in some part of the mortal world.

**Library**

Access to a wealth of information. Once per session, declare that a useful text or clue is found there; the GM adds a complication.

Resources

Significant financial assets and income.

Wonder

An object or artifact with power or significance.

Node

Access to a contested place of power that can fuel Quintessence.

Dream

Once per session, gain a temporary Skill specialty from a supernatural source for one scene.

Advancement

- > Gain 1 Experience at the end of any session in which you failed a roll or received a Condition.
- > Gain 1 Experience at the end of every session.
- > Spend 5 Experience to Advance.

Mark one with each Advance

+1 new Skill Specialty or new Skill

+1 new Skill Specialty or new Skill

+1 new Skill Specialty or new Skill

A new Mage Move

A new Mage Move

A new Mage Move

Every 3rd Advance instead

Complete a Seeking, then choose one benefit. Select Advanced Moves in order from Acolyte through Grand-Master.

+1 Arete

Maximum +3; requires the Seeking.

Erase a Scar

Clear current Corruption

Advance 3 basic moves

Acolyte Advanced Move

Choose another practice for one Sphere.

Disciple Advanced Move

Choose another practice for one Sphere.

**Adept Advanced Move**

Choose another practice for one Sphere.

Master Advanced Move

Choose another practice for one Sphere.

Grand-Master Advanced Move

Choose another practice for one Sphere.

Corruption and Final Change

When the Corruption track fills, select the next Unleash Paradox milestone in order. Corruption Moves are always Vulgar Magick and add 1 to Scene Paradox.

Unleash Paradox Milestones

Unleash Paradox

+1 to Physical, Social, or Mental (maximum +3).

Unleash Paradox

Choose a new Sphere; automatically gain its Perceive practice.

Unleash Paradox

+1 Arete; no Seeking is required.

Unleash Paradox

Choose a new Sphere; automatically gain its Perceive practice.

Retire the character

They may return as a Threat. Trigger the End Move.

Corruption Moves

Sorcery

Mark Corruption to make a Change permanently immune to Paradox; it will not unravel.

Latent Power

Mark Corruption to use a practice you do not have from one of your Spheres.

Devastation

Mark Corruption to create a powerful change as though you rolled a critical success on Change Reality.

The Dark Arts

Mark Corruption and take the Bleeding Condition to gain 1d6 Quintessence. This does not award XP.

End Move - Final Change

When you die, perform one final Change Reality (consider the result a critical success). You may utilize any practice within your known Spheres. Also, unleash all of your Paradox.



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VAMPIRE

WILL VS BLOOD

Vampire

WILL VS BLOOD

Undeath turns hunger into leverage. Vampires add Blood to every Will roll, cultivate clan Disciplines, and risk Frenzy as their power and Corruption deepen.





Vampire Core Loop

Blood

Add the current Blood modifier to every Will roll. The track reads -3, -2, -1, 0, +1, +1, +2, +3. Generation +1 caps Blood at the second +1; Generation +2 reaches +2; Generation +3 reaches +3.

Feeding and Criticals

On a critical Melee / Brawl success, gain 1 Blood. Physical Conditions may be removed by spending Blood as their rules allow.

Disciplines

Roll + Blood first, then spend 1 Blood to use a Discipline.

Frenzy

Check for Frenzy when the fiction or a rule calls for it. Corruption milestones and moves call for a Frenzy check, often with Disadvantage. A Frenzy check follows the normal Will vs. Blood roll rules.

Discipline Rules

- > Disciplines are legendary vampiric powers carried in clan Blood. At character creation, mark your clan's three Disciplines, then choose four total Aspects among them.
- > Roll + Blood first, then spend 1 Blood to use a Discipline.
- > To learn an Aspect outside your clan, drink from a vampire who possesses it. They become your sire and all actions against them are at Disadvantage. You may have only one sire; taking another forfeits Aspects learned from the former sire.

Clans

Assamite

The mysterious 'Saracens' have perfected the art of the silent kill.

Silent killers of the Middle East

Disciplines: Celerity, Obfuscate, Quietus

Weakness: Clan loyalty above all else.

Brujah

Spirited fighters and critical thinkers with a cause.

Fighters, thinkers, radicals, and anarchists

Disciplines: Celerity, Potence, Presence

Weakness: Frenzy easily; roll with Disadvantage.

Cappadocian

They call on the spirits of the dead for enlightenment.

Necromancers seeking the wisdom of the grave

Disciplines: Auspex, Fortitude, Mortis

Weakness: Skin is always pale and cold.

Followers of Set

They spread corruption and vice while awaiting the return of their dead god.

Ancient Egyptian serpents

Disciplines: Obfuscate, Presence, Serpents

Weakness: Sunlight is highly dangerous, causing two Conditions each turn.



Gangrel

The 'animals' are closer to the beasts of the forests than to other Cainites.

Wanderers and rustics

Disciplines: Animalism, Fortitude, Protean

Weakness: Every Frenzy leaves a permanent animal feature.

Lasombra

The 'magisters' seek to control mortal and vampiric society alike.

Masters of darkness and shadow

Disciplines: Dominate, Obtenebration, Potence

Weakness: No reflections.

Malkavian

Cursed with insanity, the 'madmen' experience surreal and disturbing insight.

Mad seers with disturbing insight

Disciplines: Auspex, Dementation, Obfuscate

Weakness: Begin play with a permanent supernatural derangement.

Nosferatu

Hideous beyond words, the 'lepers' are spies and informants without equal.

Ostracized spies and informants

Disciplines: Animalism, Obfuscate, Potence

Weakness: Begin play with a monstrous physical deformity.

Ravnos

The 'charlatans' gleefully practice deception and theft.

Wandering vagabonds and hucksters

Disciplines: Animalism, Chimerstry, Fortitude

Weakness: Choose a deception-lying, theft, gambling, or cheating-and indulge when the opportunity appears.

Toreador

The 'artisans' freely indulge their aesthetic tastes.

Lovers of art and beauty

Disciplines: Auspex, Celerity, Presence

Weakness: Indulge your obsession with beauty whenever possible.

Tremere

A recent, insular clan struggling to establish itself.

Sorcerous usurpers

Disciplines: Auspex, Dominate, Thaumaturgy

Weakness: Closely watched by the clan to deter betrayal.

Tzimisce

The 'fiends' mercilessly rule over their mortal subjects.

Terrible Slavic fleshcrafters

Disciplines: Animalism, Auspex, Vicissitude

Weakness: Must rest in at least two handfuls of native soil.



Ventruue

They consider it their duty to lead vampiric society.

Imperious patricians

Disciplines: Dominate, Fortitude, Presence

Weakness: Can feed only from one particular type of prey.

Disciplines and Aspects

Animalism

Supernatural affinity with and control of animals.

Feral Speech: Communicate with wild or domestic animals.

Noah's Call: Call animals within earshot. Roll + Blood: on a success, as many nearby animals of the chosen type as you wish-or one specific animal-respond. On a failure, a random animal responds; choose whether it is hostile only to your enemies or whether more than one arrives.

Ride the Wild Mind: Stare into an animal's eyes to possess it. Roll + Blood: on a success, fully possess it and retain your abilities; on a failure, you cannot use Disciplines while possessing it.

Auspex

Extrasensory perception, awareness, and premonitions.

Read Mind: Pull useful information from a mind. On a critical, ask two questions answered honestly. On a success, ask one honest question, but the subject may ask one in return. On a failure, learn nothing useful and cannot try again until rested.

Read Aura: See a target's dominant emotion as color and identify supernatural creatures by their distinct auras.

Far Sight: Hear or see around a familiar place, thing, or person as if present. Lower Blood a second point to hear and see remotely at once.

Celerity

Supernatural quickness and reflexes.

Act First: Sense rising tension and always act first in combat.

Traversal: Run or climb briefly across any surface, even vertical or liquid. Spend 1 Blood to place yourself anywhere physically reachable in the scene.

Mist Dance: Move fast enough that projectiles simply miss you for one scene.

Chimerstry

The ability to create illusions and hallucinations.

Ignus Fatuus: Create a minor static illusion affecting one sense other than touch. It remains while you concentrate and take no other action.

Apparition: Create a moving illusion affecting any or all senses except touch. It remains while you stay nearby.

Horrid Reality: One victim believes an illusion is completely real. Roll + Blood: on a success choose two; on a failure choose one: injuries inflict a Physical Condition until disproved, no concentration is needed, or affect victims up to your Mental. It cannot kill.



Dementation

The ability to pass madness to a victim. Roll + Social.

Haunt the Soul: Haunt a victim with uncontrolled, fleeting but fully real visions for one night per Social or Mental bonus.

Confusion: Through eye contact and conversation, erase a victim's sense of time and memory and leave them wandering for one hour per Social or Mental bonus.

Howling Lunacy: Give an attentive victim a Mental Condition of your choice until it is resolved.

Dominate

Mind control through a piercing gaze, affecting one victim at a time. A stronger-Generation vampire cannot be Dominated. Roll + Blood; on a success choose two, on a failure choose one: last until reused, erase the victim's memory, or continue sensing through the victim.

Observance of the Spoken Word: Impose one clear, unambiguous word that must be obeyed immediately.

Reveler's Memory: Steal or recreate a victim's memories.

Puppeteer's Strings: Control a victim's physical actions like a puppet; while focused on them, you can take no other action.

Fortitude

Unearthly toughness that can resist fire and sunlight.

Stone's Resilience: Negate damage from a physical weapon and shatter it against your flesh; a hand-to-hand attacker takes harm.

Resist the Flame: Spend 1 Blood each turn to take no harm from fire or sunlight. Damage resumes if the Blood track reaches its end.

Invincible Might: When harmed, roll + Blood. Critical: no harm and immunity to that damage category for the scene. Success: no harm and immunity to that specific attack type. Failure: take harm. It does not protect from fire or sunlight, and fails at the end of the Blood track.

Mortis

Supernatural control over the process of death.

Dark Communion: Consume part of a corpse and roll + Blood. Success gives clear, useful memories from its life; failure gives incomplete or confusing visions.

Call of the Grave: Raise dead up to your Mental bonus for a simple task and roll + Blood. On a failure they still perform it, but create issues or attention.

Eyes of the Dead: See through an undead minion's eyes and roll + Blood. Success is clear and detailed; failure is blurry or confusing.



Obfuscate

The ability to remain obscure and unseen, even in crowds.

Cloak of Shadows: Hide in shadows and become effectively invisible.

Mask of a Thousand Faces: Roll + Blood to look like another person. Success is flawless; failure succeeds with an uncanny detail that may betray you.

Vanish from the Mind's Eye: Roll + Blood to vanish from memory. On a failure, fragments remain: a scent, a sound, or a suspicion.

Obtenebration

Unearthly control over shadows.

Shadow Play: Manipulate shadows to create illusions or hide yourself.

Arms of the Abyss: Create tendrils of darkness that act under your control.

Night's Passage: Touch a shadow to teleport to any other shadow you can see.

Potence

The Discipline of physical vigor and strength.

Iron Grip: After a successful attack, roll + Blood to hold something immovable or strike devastatingly. Success choose two, failure choose one: maintain the hold, inflict +1 Wound, inspire fear or awe, or avoid vulnerability to counterattack.

Leap of the Stag: Roll + Blood to leap a great distance or height. Failure gets you there but draws attention or leaves you unsteady.

Colossus: Roll + Blood to lift or carry enormous weight. Failure: take a Physical Condition ignoring armor, take longer than expected, or be forced to drop it soon.

Presence

The ability to attract, sway, and control crowds.

Entrancement: Roll + Blood while locking eyes. Success places the subject fully under your sway for the scene; failure leaves them entranced but able to snap out under stress.

Summon: Roll + Blood to call someone you have met. Success brings them regardless of distance; failure brings trouble or a demanded favor with them.

Public Figure: Roll + Blood among mortals. Success makes them eager to please; failure attracts interest mixed with suspicion or jealousy.

Protean

Shapeshifting, from growing claws to melding with earth.

Eyes of the Beast: See in total darkness.

Feral Claws: Grow steel-hard claws that deal lethal damage and ignore Physical armor.

Earth Meld: Sink into earth to rest and hide, or pass through floors and walls.

Quietus

The Assamites' art of the silent kill.

Silence of Death: Create an area of absolute silence.

Whispering Shadows: Send whispered messages along shadows to a specific target.

Scorpion's Touch: Make your blood poisonous and coat weapons for one scene. Their wounds cause agonizing sickness in mortals.



Serpentis

The reptilian, corrupt Discipline of the god Set.

Venom of Set: When feeding, take one memory of your choice from the victim: you gain it and they lose it.

Tongue of Eden: For the scene, mortals accept your lies as truth.

Form of the Cobra: Transform into a large venomous snake.

Thaumaturgy

The study and practice of blood sorcery.

Blood Reclaim: Without lowering Blood, draw visible spilled blood through the air into yourself and raise Blood by 1. The spectacle may attract attention.

Crimson Form: Become a sentient pool of blood, retaining mind and senses and moving at walking speed through gaps and pipes. You are vulnerable to blood manipulation and lower Blood by 1 each turn.

Hematological Sense: For the scene, sense the presence and movement of nearby blood to detect hidden beings and anticipate attacks.

Vicissitude

The Tzimisce art of flesh-shaping.

Fleshcraft: Reshape your flesh or another's to form weapons, reinforce defense, or alter size and shape.

Malleable Visage: Alter your physical appearance at will to become anyone you wish to resemble.

Flesh Horde: Shape your flesh into semi-independent entities that act as distractions or combatants under your control.

Skills and Specialties

Brawl

Hand-to-hand combat training.

Specialties: Disarming, Multiple Opponents, Acrobatics, Dodge

Riding

Talented riding under pressure.

Specialties: Jumping, Speed, Mounted Combat, Forest

Archery

Training with a bow.

Specialties: Quick-Shot, Fletching, Trick Shots, Hunting

Melee

Training with hand-held weapons.

Specialties: Improvised Weapons, Throwing, Smithing, Blocking

Stealth

Sneaking and hiding.

Specialties: Hide, Move Silently, Shadowing, Vanish in Crowds

Larceny

Lawless practices.

Specialties: Lock-Picking, Street Slang, Counterfeit, Sleight of Hand



Medicine

Training in health and first-aid measures.

Specialties: Herbalism, Battle Wounds, Disease, Toxins

Occult

Understanding of supernatural lore.

Specialties: Umbra-Lore, Folk-Tales, Rituals, Infernalism

Social

Social intrigue and manipulation.

Specialties: Subterfuge, Animal Kinship, Interrogation, Etiquette

Performance

Entertaining others.

Specialties: Music, Dance, Acting, Poetry

Conditions

Mark a Condition matching the harm. Resolve it as written; Physical Conditions may also be removed by spending Blood.

Bruised/Flesh Wound

You are dazed and unable to think straight.

Category: Physical

Resolution: Take Disadvantage on your next roll.

Bleeding

You are bleeding profusely and cannot spend Blood on anything except healing this wound.

Category: Physical

Resolution: Spend an extra Blood to heal the wound.

Injured

You have suffered a significant injury. Movement is restricted (+slow) unless assisted, and you take -1 to all Physical rolls.

Category: Physical

Resolution: Remains until the end of the scene.

Beaten

You are immobilized and unable to take further physical action. You cannot walk or stand, though you may still talk.

Category: Physical

Resolution: Take a Scar and gain 1 XP, or retire the character and trigger the End Move.

Broken

You can barely muster the will to do your job. Emotionally intense situations make you flinch and back down; take Disadvantage on Social rolls.

Category: Social

Resolution: Back down from a confrontation.

Leveraged

You have been blackmailed, tricked, or convinced to do what someone else wishes. Take Disadvantage on Social rolls not involving the subject of the leverage.

Category: Social

Resolution: Complete the requested task or turn the tables on the inflictor.



Reluctant Aggressor

You are pinned down or do not want to hurt your opponent, but are going to anyway. Take Disadvantage on combat rolls that do not involve the opponent directly.

Category: Social

Resolution: Defeat the opponent or succeed on a roll with Disadvantage against them.

Shaken

Something has frightened you extensively. Take Disadvantage on rolls involving the subject of your fear.

Category: Mental

Resolution: Choose to fail a roll involving the fear, or succeed despite the Disadvantage.

Spooked

Something you witnessed captivates you and demands your attention. Take Disadvantage on Mental rolls.

Category: Mental

Resolution: Do something that hinders the group or complicates matters while pursuing the fascination.

Fugue

Your mind has shut down. You are prone to blackouts and lost time; failing a Mental roll makes you lose control of your character for the scene.

Category: Mental

Resolution: Score a critical success on an applicable Mental roll as you finally regain yourself.

Backgrounds

Allies

People or other beings willing to help your character; describe them to the GM.

Generation

With GM approval, improve your lineage and distance from Caine by one step on the Generation track.

Herd

A group of mortals you can feed from without fear.

Retainers

Guards or servants in your employ who must be paid in some way.

Resources

Significant financial assets and income.

Influence

Sway over mortal society.

Gargoyle Retainer

Tremere only. A clan-gifted Gargoyle that can fly, carry up to 50 pounds, and be enhanced with Thaumaturgy.

Advancement

- > Gain 1 Experience at the end of any session in which you failed a roll or received a Condition.
- > Gain 1 Experience at the end of every session.



> Spend 5 Experience to Advance.

Mark one with each Advance

+1 Social or Mental Maximum +3.	New Skill or Specialty	New Skill or Specialty
New Skill or Specialty	A new Vampire Move	A new Vampire Move
A new Vampire Move		

Every 3 Advances instead

Choose another Aspect in one of your Disciplines, then choose one milestone reward.

Another Discipline Aspect	Erase a Scar	Advance 3 basic moves
A new Vampire Move	A new Vampire Move	A new Vampire Move

Corruption and Final Hunger

When the Corruption track fills, mark the next milestone in order. Every milestone except retirement calls for a Frenzy check with Disadvantage. Vampires may use Corruption Moves at any time: mark Corruption, resolve the move, then check for Frenzy.

Corruption Milestones

Check for Frenzy with Disadvantage +1 Physical (maximum +3).	Check for Frenzy with Disadvantage Choose a new Aspect in a Discipline you possess.
Check for Frenzy with Disadvantage Your Blood is twice as potent: spend Blood twice before moving the Blood track down.	Check for Frenzy with Disadvantage Choose a new Aspect in a Discipline you possess. Mortals instinctively fear you.
Retire the character They may return as a Threat. Trigger the End Move: Final Hunger.	

**Bestial Frenzy**

Mark Corruption. Your next physical action has Advantage; describe how you become monstrous and attack with no concern for restraint or collateral damage. Then check for Frenzy.

Unholy Resilience

Mark Corruption to cancel one incoming Physical, Social, or Mental Condition. Then check for Frenzy.

Crimson Revelation

Mark Corruption to sense the blood, secrets, and sins of someone before you. Ask the GM one question about that person and receive a truthful answer; they feel exposed and hunted. Then check for Frenzy.

End Move - Final Hunger

You can no longer stop feeding. You kill recklessly and the city begins hunting you. The GM brings you back as a monstrous Threat or escalating plot element.



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WEREWOLF

WILL vs RAGE

Werewolf

WILL VS RAGE

Garou carry Gaia's fury into every conflict. Rage empowers violence and threatens Frenzy; Gnosis opens the spirit world; Tribe, Breed, Auspice, Rank, and Gifts define the shape of that sacred war.





Werewolf Core Loop

Rage

Rage measures passion and all-consuming fury. Add current Rage to the Rage die, except Melee/Brawl moves Rage to the Will die. Spend 1 Rage to change forms instantly, break immobilization, or Intimidate with Advantage. You may enter Frenzy to remain active after critical injury. Roll Will vs Rage to resist Frenzy after Fire, Silver, or humiliation. Gain 1 Rage on each failed roll, the first time you see the moon each night, and on the first turn of combat (maximum 3 unless stated otherwise).

Gnosis

Gnosis is the Garou's spiritual bond with Gaia. Carrying Silver reduces Gnosis by 1 per silver item. Roll + Gnosis to activate a Gift; on failure choose: attract a nearby Spirit, lose 1 Gnosis, or lose access to Gnosis rolls for the scene. To enter the Umbra, gaze into a reflection and roll + Gnosis. On success you cross safely and may spend 1 Gnosis to bring a willing person you touch. On failure, arrive at scene end or lose 1 Gnosis and arrive immediately.

Roll Modifiers

Add current Rage to the Pressure die on ordinary rolls. On Melee / Brawl, move Rage to the Will die instead. A critical success gains 1 Gnosis, to a maximum of 3. A failed roll gains 1 Rage; in combat, check Frenzy.

Forms and Frenzy

Spend 1 Rage to change forms instantly, break immobilization, or Intimidate with Advantage. You may enter Frenzy to remain active after critical injury. Roll Will vs. Rage to resist Frenzy after Fire, Silver, or humiliation.

Rank

RANK	RULE
Cliath	Starting Rank.
Fostern	Take the next Gift from your Breed, Auspice, and Tribe.
Legend	Take the next Gift from your Breed, Auspice, and Tribe.

Tribes

The Black Furies

An almost all-female tribe and defenders of women.

Servants of the Wyld

Starting Gift: Song of the Seasons

Bone Gnawers

Vagrants who survive despite garnering little respect.

Drifters and survivors

Starting Gift: Odious Aroma



Children of Gaia

Defenders of humanity who heal before they harm.

Seekers of unity

Starting Gift: Mother's Touch

Fianna

They violently protect the lands settled by their Kinfolk.

Protectors from the British Isles

Starting Gift: Resist Toxin

Get of Fenris

They preserve their Norse tribal culture.

Honorable, ferocious berserkers

Starting Gift: Safe Haven

Iron Riders

The least trusted among other Garou because they embrace human technology.

Technology-embracing Garou

Starting Gift: Sense Weaver

Red Talons

They came to the New World to protect it from human pioneers who would destroy it.

An all-Lupus tribe

Starting Gift: Eye of the Hunter

Shadow Lords

They seek to wrest leadership from the Silver Fangs.

Domineering contenders

Starting Gift: Fatal Flaw

Silent Striders

They possess secret knowledge of the Spirit and mortal worlds.

Mysterious travelers

Starting Gift: Speed of Thought

Silver Fangs

Nobility among Garou, and blindingly prideful.

Garou nobility

Starting Gift: Eminent Domain

Stargazers

They seek enlightenment and truth.

Searchers for enlightenment

Starting Gift: Balance

Uktena

A tribe of capable mystics.

Native American mystics

Starting Gift: Cloud of Night

Wendigo

A Native American tribe waging war to drive European invaders from North America.

Warriors against European invaders

Starting Gift: Call the Breeze



Breeds

Homid

You were human before the change and were raised in human society.

Born human

Starting value: 1 Starting Gift: Jam Gun

Lupus

You were raised in the wilds as a wolf. Human technology may be foreign, but you are deeply attuned to nature.

Born wolf

Starting value: 3 Starting Gift: Gnaw

Metis

Both parents were Garou. Crinos is your natural form, and you grew up understanding Garou culture.

Born Garou

Starting value: 2 Starting Gift: Eyes of the Cat

Auspices

Ragabash

The New Moon guides tricksters, questioners, and scouts.

New Moon / Trickster

Starting value: 1 Starting Gift: Hide In Plain Sight

Theurge

The Crescent Moon guides seers and intermediaries with the spirit world.

Crescent Moon / Seer

Starting value: 2 Starting Gift: Sight From Beyond

Philodox

The Half-Moon guides judges, mediators, and keepers of balance.

Half-Moon / Mediator

Starting value: 2 Starting Gift: Mend the Forked Tongue

Galliard

The Gibbous Moon guides storytellers, performers, and keepers of memory.

Gibbous Moon / Dancer

Starting value: 2 Starting Gift: Distractions

Ahroun

The Full Moon guides warriors and defenders of the pack.

Full Moon / Warrior

Starting value: 3 Starting Gift: Razor Claws

Gifts

Auspice Gifts



Ragabash

Auspice Gift progression.

Hide In Plain Sight: Become completely invisible to every sense while remaining completely still. Taught by a Lizard-Spirit.

Bald-Faced Lie: Everyone within earshot accepts even your most blatant lie as truth until at least the end of the scene. Taught by a Fox-Spirit.

Thieving Talons: Steal one ability that could never have been yours and use it until the end of the scene. Taught by a Vengeance- or Trickster-Spirit.

Theurge

Auspice Gift progression.

Sight From Beyond: Danger and momentous events bring unbidden visions. The GM may activate this Gift at no cost. Taught by a Crow-Spirit.

Spirit Speech: Remain aware of nearby Spirits without piercing the veil. The GM may activate it free; player activation lasts a scene. Taught by any Spirit.

Wisdom of Patience: When you wait to use a Basic Move at a cost, automatically succeed; an Advanced move resolves as a critical success.

Philodox

Auspice Gift progression.

Mend the Forked Tongue: Command a target to speak the truth. Taught by a Snake-Spirit.

Unspoken Word: Exchange a private secret with each packmate. While those secrets remain kept, communicate telepathically. Taught by a Night-Spirit.

Corpse Witness: Speak with the recently deceased and ask three questions, which it answers to the best of its ability. Taught by a Spirit of Death or Truth.

Galliard

Auspice Gift progression.

Distractions: Draw the attention of chosen nearby creatures, annoyingly or enchantingly, for at least a moment. Taught by a Coyote-Spirit.

Beast Speech: Speak with animals. Taught by a Nature-Spirit.

Shadows in the Fire Light: Narrate a tale about a subject; for the scene, the subject performs the actions you dictate, whether or not they understand or hear you. Taught by a Chimerling.

Ahroun

Auspice Gift progression.

Razor Claws: Sharpen your claws for the scene. Opponents you wound must take Bleeding, which cannot be resolved during that scene. Taught by a Cat-Spirit.

Spirit of the Fray: Attack first in any turn. Taught by a Cat-Spirit.

Sun Dance: Become immune to natural fire and ignite parts of yourself until the scene ends. Taught by a fire elemental or Sun-Spirit.



Homid

Breed Gift progression.

Jam Gun: Cause any gun to jam or misfire and remain unusable for one scene. Taught by a Wyld-Spirit.

Weave of Steel: Mystically reinforce a manufactured structure or material, giving wood the strength of steel or steel the toughness of diamond. Taught by a Weaver-Spirit.

Reshape Object: Reshape once-living, non-undead material into new objects that retain the original material's appearance. Taught by a Weaver-Spirit.

Lupus

Breed Gift progression.

Gnaw: Strengthen your jaws enough to chew through almost anything given time. Taught by a Wolf-Spirit.

Scent of Sight: Use smell as effectively as sight, allowing attacks against invisible creatures and navigation in total darkness. Taught by a Wolf-Spirit.

Song of the Great Beast: In deep wilderness, howl to summon an ancient creature chosen by the GM, from Sasquatch to a long-lost great beast. Taught by a Nature-Spirit.

Metis

Breed Gift progression.

Eyes of the Cat: See clearly in pitch darkness while your eyes glow green. Taught by a Cat-Spirit.

Burrow: Tunnel into the earth. Others can follow single-file through the cramped passage. Taught by a Mole-Spirit.

Gift of the Porcupine: Turn your fur into sharp quills; bare-handed or claw attackers automatically take Bleeding on each successful hit. Taught by a Porcupine-Spirit.

Tribe Gifts

Black Furies

Tribe Gift progression.

Song of the Seasons: Remain as comfortable as spring regardless of heat or cold. Taught by a Weather-Spirit.

Wasp Talons: Fire your claws at close range to inflict Bleeding. You cannot make claw attacks or use this Gift again until you Regenerate. Taught by a Wasp-Spirit.

Kneel: Point at a male target while rolling Intimidation to force him to his knees. Taught by one of Pegasus' Brood.

Bone Gnawers

Tribe Gift progression.

Odious Aroma: Amplify your body odor into a debilitating stench; nearby creatures take -1 to social interactions with you for the scene. Taught by a Skunk-Spirit.

Run for Ground: Duck into one shaded area and emerge from another nearby. Taught by a Prairie Dog-Spirit.

Gluttony: Swallow inanimate objects whole and later belch them back up at no cost. Taught by a Goat-Spirit.



Children of Gaia

Tribe Gift progression.

Mother's Touch: Heal another creature, removing one Condition per successful roll. You cannot heal yourself this way. Taught by a Unicorn-Spirit.

Calm: Pull hatred from a creature by touch, prevent Frenzy, and remove 1 Rage from a Garou. Taught by a Unicorn-Spirit.

Spirit Friend: Project tranquility and friendship; Spirits that are not mad or corrupt generally treat you courteously. Taught by a Unicorn-Spirit.

Fianna

Tribe Gift progression.

Resist Toxin: Suffer no ill effects from poison and purge toxins from your body. Taught by a Toad-Spirit.

Howl of the Banshee: Your howl frightens, intimidates, or suppresses nearby opposition, even in the Spirit World. Taught by a Banshee-Spirit.

Mirage: Conjure a static illusion that fully affects all senses, though enhanced senses may see through it. Taught by a Trickster-Spirit.

Get of Fenris

Tribe Gift progression.

Safe Haven: Mark temporary territory and know when anything suffering Wyrms-Taint enters. Taught by an Owl-Spirit.

Halt the Coward's Flight: All fleeing foes make escape rolls with Disadvantage for the scene. Taught by one of Fenris' Brood.

Honorable Death: Spend all Gnosis and choose an opponent. Ignore wound penalties and do not die until that opponent is dead; afterward Fenris devours your body and possessions. This Gift can be used only once.

Iron Riders

Tribe Gift progression.

Sense Weaver: Sense the Weaver as a supernatural feeling like walking through cobwebs. Taught by a technological Spirit.

Repel Metal: Repel small ferrous objects nearby. It does not stop lead bullets, but works well against pistols and knives. Taught by a Spirit of magnetism.

The Iron Horse: Hear anything along a rail by touching it. Between two rails, move at double speed without tiring and gain +1 Physical. Taught by an Iron-Spirit.

Red Talons

Tribe Gift progression.

Eye of the Hunter: Examine a group and identify its strongest and weakest members. Taught by a Wolf-Spirit.

Beast Speech: Communicate with any living creature. Taught by a Nature-Spirit.

Nature's Vengeance: When attacked amid foliage, roll + Gnosis. Success calls nature to fight for you; failure blurs friend and foe so it attacks everyone nearby. Taught by a Nature-Spirit.

Shadow Lords

Tribe Gift progression.

Fatal Flaw: Identify an enemy's weakness and gain Advantage against that opponent for the scene. Taught by a Stormcrow.

Shadow Cutting: Spit into an opponent's shadow and attack it for the scene; only silver or natural weapons can harm the shadow. Taught by a Night-Spirit.

Shadow Pack: Split into shadow duplicates. Attackers suffer Disadvantage against you until the scene ends. Taught by a Night-Spirit.



Silent Striders

Tribe Gift progression.

Speed of Thought: Double your land speed. Taught by a Horse-Spirit.

Leap the Chasm: Leap incredible distances in one bound. Taught by a Jackrabbit-Spirit.

Gate of the Moon: Under a visible moon, open a Moon Bridge to any place you have visited; each additional traveler requires a successful Gnosis roll. Taught by a Lune-Spirit.

Silver Fangs

Tribe Gift progression.

Eminent Domain: Your entrance gives others pause: crowded rooms fall silent and the weak-hearted withdraw. Taught by a Falcon-Spirit.

Gaia's Favor: Invoke Gaia's patronage to gain Advantage on your next roll. Taught by a Falcon-Spirit.

Whelp the Insolent: Prevent a victim from using special or supernatural abilities for one turn. Taught by a Falcon-Spirit.

Stargazers

Tribe Gift progression.

Balance: Never slip from narrow paths, leave no tracks, and move normally across quicksand, water, mud, snow, or ice. Taught by a Wind-Spirit.

Singleness of Purpose: After meditation, convert any amount of Rage into Gnosis. Taught by an Ancestor-Spirit.

Wisdom from the Heavens: After gazing at open sky for an hour, ask a question and receive an answer. Taught by a Chimerling.

Uktena

Tribe Gift progression.

Cloud of Night: Call forth a cloud of impenetrable darkness. Taught by a Spirit of Night.

Flight of the Raven: Hover and fly at up to 20 mph for one hour. Taught by any bird-Spirit.

Fist of the Winds: Push away up to 500 pounds of unliving material without touching it for one turn. Taught by an air or earth elemental.

Wendigo

Tribe Gift progression.

Call the Breeze: Summon and direct a strong cold wind that disperses clouds, vapors, and insects and can push distant foes. Taught by a Wendigo-Spirit.

Winter Frost: Chant for an hour to bring freezing temperatures and full winter snow across everything you can see until sunrise or sunset. Taught by a winter-Spirit.

Call the Cannibal Spirit: Chant and dance for an hour beneath the night sky to summon Great Wendigo's avatar to hunt a chosen victim. If stopped, it turns on the summoner.

**Brawl**

Hand-to-hand combat training.

Specialties: Disarming, Martial Arts (Kalindo), Grappling, Dodge

Riding

Talented riding under pressure.

Specialties: Jumping Over Objects, Quick Mount, Rope Tricks, Chasing

Firearms

Training with firearms.

Specialties: Fast-Draw, Gun-Smithing, Fast Reload, Trick Shots

Melee

Training with hand-held weapons.

Specialties: Dueling, Throwing, Focused Defense, Repair

Stealth

Sneaking and hiding.

Specialties: Hide, Move Silently, Shadowing, Ambush

Larceny

Lawless practices.

Specialties: Lock-Picking, Pickpocketing, Counterfeit, Cheating

Medicine

Training in health and first-aid measures.

Specialties: Surgery, First-Aid, Recovery, Toxins

Occult

Understanding of supernatural lore.

Specialties: Umbra-Lore, Folk-Tales, Rituals, Infernalism

Social

Social intrigue and manipulation.

Specialties: Subterfuge, Animal Kinship, Interrogation, Etiquette

Conditions

Mark a Condition matching the harm. Resolve it as written, spend 1 Rage, or spend 1 Experience to cancel it as it is gained.

Bruised/Flesh Wound

You are dazed and unable to think straight.

Category: Physical

Resolution: Take Disadvantage on your next roll.

Bleeding

You are bleeding profusely from an open wound and cannot take Advantage due to pain and blood loss.

Category: Physical

Resolution: Spend a full turn recovering, then mark Bruised.

Injured

You have suffered a significant injury. Movement is restricted (+slow) unless assisted, and you take -1 to all Physical rolls.

Category: Physical

Resolution: Remains until the end of the scene, then mark Broken.

Frenzy

You are immediately pushed into Frenzy; see Remaining Active.

Category: Physical

Resolution: Taking Fire, Silver, or Supernatural damage ends the Frenzy and triggers your End Move.



Broken

You can barely muster the will to do your job. Emotionally intense situations make you flinch and back down; take Disadvantage on Social rolls.

Category: Social

Resolution: Back down from a confrontation.

Leveraged

You have been blackmailed, tricked, or convinced to do what someone else wishes. Take Disadvantage on Social rolls not involving the subject of the leverage.

Category: Social

Resolution: Complete the requested task or turn the tables on the inflictor.

Reluctant Aggressor

You are pinned down or do not want to hurt your opponent, but are going to anyway. Take Disadvantage on combat rolls that do not involve the opponent directly.

Category: Social

Resolution: Defeat the opponent or succeed on a roll with Disadvantage against them.

Shaken

Something has frightened you extensively. Take Disadvantage on rolls involving the subject of your fear.

Category: Mental

Resolution: Choose to fail a roll involving the fear, or succeed despite the Disadvantage.

Spooked

Something you witnessed captivates you and demands your attention. Take Disadvantage on Mental rolls.

Category: Mental

Resolution: Do something that hinders the group or complicates matters while pursuing the fascination.

Fugue

Your mind has shut down. You are prone to blackouts and lost time; failing a Mental roll makes you lose control of your character for the scene.

Category: Mental

Resolution: Score a critical success on an applicable Mental roll as you finally regain yourself.

Backgrounds

Allies

People or other beings willing to help your character.

Pure Breed

A respected lineage and pedigree among Garou.

Past Life

A mystical ancestral connection; gain Advantage on Gnosis rolls when consulting an ancestor spirit.

Rites

Knowledge of magical Garou rituals.

Resources

Significant financial assets and income.

Fetish

A magical object containing a bound spirit.



- > Gain 1 Experience at the end of any session in which you failed a roll or received a Condition.
- > Gain 1 Experience at the end of every session.
- > Spend 5 Experience to Advance.

With each Advance

+1 new Skill or Specialty

Clear the Corruption track

Every 3 Advances instead

Increase your Rank

+1 to any stat
Maximum +3.

Advance 3 basic moves

Erase a Scar

Add a new Werewolf Move

Wyrms Corruption and End Move

Sense the Wyrms

The Taint of the Wyrms always lingers. Garou can sense Wyrms Corruption in their area. A Garou with Sense Wyrms can smell corruption on any creature in the scene and track its source without a roll.

Marking Corruption

Mark 1 Corruption whenever you side with the Wyrms: making a deal with a Wyrms-tainted creature, causing pollution or harming Gaia, allowing a Wyrms-tainted creature to live, or a similar offense.

When the Track Fills

When the Corruption track fills, the Garou succumbs to the Wyrms and becomes a Black Spiral Dancer.

Cleansing

The GM may remove Corruption after appropriate repentance or a Garou rite.

End Move

When you die or retire, anyone in the scene you wish to protect escapes and reaches safety, no matter the odds.



Quick Reference and Sources

Core Roll

STEP	RULE
Roll	When risk matters, roll Will d12 plus the move's modifier against Pressure d12 plus its relevant modifier.
Read the result	Raw faces match on a normal roll: critical success. Otherwise, Will total $\geq$ Pressure total: success; an equal modified total is a normal success. Will total lower: failure or costly turn, and the GM makes a move. Criticals override totals and always succeed.
Adjust the roll	Advantage rolls two Will dice and keeps the higher; if either raw Will die matches Pressure, the result is critical, even if that die is discarded. Disadvantage rolls two Will dice and keeps the lower, and cannot critically succeed. They cancel and do not stack.
After the roll	On success, change the fiction. On failure, change the fiction harder. Mark Conditions, advance clocks, spend or gain resources, and show consequences in the scene.

Splat Modifiers

SPLAT	APP-CURRENT RULE
Mage / Paradox	Roll Change Reality + Arete. Vulgar Magick adds Scene Paradox. Failed Changes add Scene Paradox. Critical Changes gain Quintessence.
Vampire / Blood	Add Blood to every Will roll. Spend Blood when a Discipline activates. Critical Melee / Brawl gains Blood.
Werewolf / Rage	Add Rage to Pressure, except Melee / Brawl adds Rage to Will. Failure gains Rage; critical success gains Gnosis.

Experience and Advances

- > Gain 1 Experience at the end of any session in which you failed a roll or received a Condition.
- > Gain 1 Experience at the end of every session.
- > Spend 5 Experience to Advance.
- > Every third Advance uses the splat's milestone list; advancing Basic Moves selects three Advanced outcomes.

The core question is never just "Do you succeed?" It is "Can your will overcome the pressure, and what does that victory or failure cost you?"

Sources

App-current rules with the three linked conversion references:

[Vampire: Will vs Blood \(Dark Ages\)](#)

[Werewolf: Will vs Rage](#)

[Mage: Will vs Paradox](#)