

NWOD CONDENSED CHEATSHEET

GENERAL RULES

Making an Unopposed test

Unopposed tests are those where you are trying to overcome an obstacle but there is not active resistance, for example, picking a lock.

To make an unopposed test you roll a number of dice equal to your ATTRIBUTE + SKILL; each dice that rolls 8 or over counts as a success; in an unopposed check the GM will tell you how many successes you need to complete the task.

Making an Opposed test

Opposed tests are where you are trying to overcome an obstacle and someone or something is actively resisting your efforts, for example, grappling someone.

To make an opposed test you roll a number of dice equal to your ATTRIBUTE + SKILL and your opponent does the same; each dice that rolls 8 or over counts as a success; in an opposed check you need to gain more successes than your opponent to triumph.

Skill Specialities

Skills specialities add 1 dice to a pool if they are relevant.

10-again Rule

When making a test, any dice that roll a natural ten count as successes and may also be re-rolled, if these also come up as a 10 then you may keep re-rolling until a number other than 10 is rolled.

Some abilities allow you access to the 8 or 9-again rule, if this is the case then you may re-roll any dice equalling the number specified or above; for example, if you had an ability giving you 8-again then any dice rolls of 8, 9 or 10 could be re-rolled.

Spending Willpower

After you have made a dice roll, but before the GM announces the result you may spend a willpower point, this adds 3 extra dice to your pool.

Regaining Willpower

Willpower is regained in the following ways:

- It is all regained after a nights rest.

- A willpower point may be gained if a character achieves a personal goal.
- A character regains 1 willpower after RPing their vice.
- Once per session a character may regain all willpower by RPing their virtue.



The Chance Roll

If your dice pool is ever reduced to zero or fewer dice by modifiers then you may still choose to make a "chance roll", this is a roll of a single dice, but you only succeed on a roll of 10 (although 10s are still re-rolled). However, if you roll a 1 on your first dice then something disastrous has occurred.

COMBAT

Initiative

Everyone rolls a single dice and adds their Dexterity + Composure; play then proceeds starting with the person who has the highest result.

Attacking

Attacking involves making a roll (as detailed below) minus a targets defense and any armour:

- Unarmed close combat = Strength + Brawl
- Armed close combat = Strength + Weaponry
- Ranged combat (guns and bows) = Dexterity + Firearms
- Ranged combat (thrown weapons) = Dexterity + Athletics

Possible Modifiers:

- Aiming: +1 per turn (max of 3)
- All-out attack: +2 with Brawl or Weaponry (attacker loses defense)
- Concealment: Barely -1, Partially -2, Substantial -3 (modifiers apply to attackers roll)
- Dodge: Person may double their defense but take no other action.
- Drawing a weapon: Takes one action (unless the character has a quick draw merit).
- Target is surprised or immobilised: Target loses their de-

fense.

Weapons

Small weapons add +1 dice to an attackers pool.

Medium weapons add +2 dice to an attackers pool.

Large weapons add +3 dice to an attackers pool.

Bludgeoning weapons cause bashing damage, sharp weapons and firearms cause lethal damage.

Armour

Light armour (reinforced clothing, etc) subtracts 1 dice from an attackers pool.

Medium armour (flak jacket, etc) subtracts 2 dice from an attackers pool.

Heavy armour (riot gear, etc) subtracts 3 dice from an attackers pool.

DAMAGE

Bashing damage is marked on the health track with a / and heals at the end of the scene.

Lethal damage is marked on the health track with an X, one point of lethal damage heals per day.

Aggravated damage is marked on the health track with a *, one point of aggravated damage heals per week.

New damage taken is recorded on the left of the health track and pushes existing damage to the right, once the damage track is full any additional damage upgrades damage on the track.

Anytime a characters health boxes are all filled but some of it is bashing damage then the player must make a stamina roll each turn (without penalty) to remain conscious, failure means they pass out and are incapacitated.

If the health track is filled with all lethal damage is incapacitated and dying, each minute that passes on of his lethal health levels is upgraded to aggravated, once the track is full of aggravated damaged the character is dead.

CHANGELING SPECIFIC RULES

Fey Seemings

Mortals see Changelings as a mortal (perhaps very gaunt or hairy but a mortal) none the less, whereas all fey creatures (inc. other Changelings) see both the mortal form and their true self (their fey

mien) simultaneously.

Cold Iron

Weapons made of pure iron (not steel) ignore any protection provided by fey magic and hand-forged iron weapons (rare in the modern world) cause aggravated damage to Changelings.

Pledges

A Changeling may make a pact with a mortal, the mortal agrees to provide something in return for the pledge and (when the bargain is sealed) the fey spends a Glamour; the mortal then gains a 1 or 2 dot merit (or adds 1 or 2 points to an existing merit. Parties who break such pledges find themselves cursed with misfortune; whilst a person is under the effect of a pledge they count as a fey creature for the purposes of seeing other fey/Changelings.

The Hedge

The hedge is the labyrinthine realm that acts as the boundary between the mortal and fey worlds, although it's appearance may change (being a literal walled maze, an overgrown garden or even a fetid bog on occasions) but it is always labyrinthine and confusing. Changelings may enter the hedge, but once inside their fey mien is visible to all and strange creatures prowl the hedge from dangerous hobgoblin creatures to the True Fey themselves.

To enter the hedge a Changeling must locate any doorway or portal, knock, request entry and spend a point of Glamour, when the door opens it will be to the hedge.

Contracts

In order to use a contract the fey specifies what type of effect they are looking for (anything is fine as long as it is thematically appropriate and can be phrased as a bargain, for example: "I call upon ancient contract with darkness to hide me from my pursuers."

The GM will then assign a difficulty, the Changeling spends 1 Glamour and rolls an appropriate Attribute + Skill + Total level in the Contract - if they achieve the desired number of successes or more then they succeed.

Regaining Glamour

Fey can regain Glamour by inspiring a strong emotion in a human; in order to do this they make an appropriate roll (an ogre trying to intimidate a human by picking him up and slamming him into a wall might roll Strength + Intimidation for example); for each success the Changeling gets on the roll they regain one point of Glamour.