

WORLD OF DARKNESS 2.0 - RULES SUMMARY FOR WW:TA

DICE ROLLS

- Success on an **8 or above** and all **10s explode**. Probabilities here: <https://anydice.com/articles/new-world-of-darkness/>
- If you **don't have the skill**, you are at -3 dice to the roll (mental skills) or -1 dice (physical and social skills).
- A result of 5 successes or more is a **critical** (exceptional success).
- If you fail you can (if appropriate) **try again** next turn at a penalty of -1 die.
- You can spend 1 Willpower to make a **Heroic Effort** – this gives +3 dice to your pool. You can't spend more than 1 Willpower on a roll or in one turn.
- If your **dice pool is 0 or less** you can still make a **chance roll** of 1d10. A 10 succeeds, anything else fails. 10s explode as normal.
- If you roll a 1 on a chance roll, it's a **botch** (dramatic failure). You don't botch on any other type of rolls.

Contested actions

Both contestants roll their dice. The one with the most successes wins. If there is no winner on an instant contest, it continues next turn.

Extended actions

You make several rolls over a period of game time, with the aim of collecting a stated number of successes. In **Extended contested actions** both contestants are trying to accumulate a stated number of successes. The first to reach the total wins.

Teamwork (is probably over-complicated)

- Decide who is the primary actor. Work out their dice pool. DO NOT ROLL YET!
- Each person who is helping rolls their own dice pool. Each success they roll adds +1 die to the primary's dice pool.
- If a helper botches, then the primary is at -4 to their dice pool.
- Primary then rolls their dice pool as normal.

WILLPOWER

Spend Willpower for one of the following effects. Only 1 Willpower point can be spent per turn:

1. Do a **Heroic Effort** – gives you +3d on one roll.
2. **Mental Resistance** – add 2d to Stamina, Resolve or Composure to resist mental, social or emotional pressure asserted on you.
3. **Physical Resistance** – add 2d to your Defence to avoid physical harm.

You get Willpower back from things that cause you problems (Vice or Flaw), from achieving stuff (fulfilling your Virtue, or accomplish a significant goal), plus rest and ending a scenario – see full list on page 6 of this doc.

FRENZY

- Changing Breed **Frenzy** rolls are made against **Rage**. 4 or more successes causes a frenzy.
- A **Willpower** point can be spent to avoid frenzy UNLESS you have rolled 6 or more successes, in which case it is unstoppable and MUST be a special type of Berserk Frenzy – you are In The Thrall of the Wyrm.
- The player chooses whether they are having a Berserk Frenzy (fight) or a Fox Frenzy (flight).
- In a Berserk Frenzy, running up to a foe (or friend), ripping and biting is about all the Garou can do. No tactics, no weapons.
- In a Fox Frenzy the Garou will run directly away. They will fight *anything* in their way.
- *In The Thrall of the Wyrm* the Garou will act in a specific way. Homids must make a Wits roll or stop to eat their incapacitated or dead foes. Metis must make a Wits roll or let loose his perverse urges on their incapacitated or dead foes (White Wolf does like problematic stuff, doesn't it?). Lupus will attack any incapacitated or badly wounded combatant, regardless if they are friend or foe.
- Wound Penalties are ignored while in Frenzy.
- Unconsciousness checks are ignored while in Frenzy.
- If your **Rage is greater than your Gnosis**, you will not remember what happened during your frenzy. You may get (at GM whim) flashbacks in the form of an image or two.

STEPPING SIDEWAYS

To step into the **spirit world** the Garou makes a Gnosis roll. Theurges who have the Gift *Pulse of the Invisible* do not need to make a roll. The number of successes determines the speed of the transition.

The Pack can choose **one member** to make a single roll on behalf of the whole pack and “pull” them through together. Obviously if that pack member cocks up, everyone suffers the consequences!

Number of successes	
Botch	“Caught” – suspended between the Realm and the Umbra. Need help to get into one or the other.
0	Failure. May not try again for an hour.
1	5 minutes
2	30 seconds
3+	Instant

Area	Penalty to Gnosis roll to step sideways
Inner city or science lab	-1 die
Most places	0
Rural countryside	+1 die
Deep wilderness	+2 dice (doesn't really exist in the UK)
Typical caern	+2 dice
Powerful caern	+3

SPIRIT COMBAT

To Hit = Gnosis + Brawl or Melee (as appropriate). Damage is number of successes as usual.

When Spirits attack, the damage they do is equal to the spirit's Rage.

Spirit's stats	
Willpower	Acts as the spirit's Physical attributes.
Rage	Damage in attacks.
Gnosis	A spirit's Gnosis is used in any roll where PCs would use Social or Mental stats.
Power	A spirit's Power is its hit points and the number of magic points it has to spend.

SENSE WYRM – a gift you use a lot

Sense Vampires and other manifestations of the Wyrm. Roll Intelligence + Gnosis. Vampires can only be detected if they have Humanity lower than 7.

Vaguely checking out an area

Number of successes	Result
1	General direction, know the area has a taint
2	Direction and distance
3	Specific place or person e.g. something in that house, the big guy in the bus queue across the road

Levels of difficulty

+1 die	You are right next to the person or touching the thing
-1 die	You are checking out a large area in one go (e.g. a whole skyscraper or entire public park)
-1 die	The thing/person is more than 50m away
-2 die	The thing/person is more than 100 m away

COMBAT SEQUENCE

- Roll **initiative** (1d10 + number of dots in your Dexterity + Composure). Highest initiative goes first. Delaying your action is possible.
- Declare if you are spending **Rage** to get an extra action. NOTE all extra actions occur at the **end** of the round, after all normal actions have been taken.
- Roll to hit. The Defence (or Dodge) and armour of target subtracts directly from your dice pool before you roll.
- Defence is the **lowest** of your Dexterity or Wits.
- Each success on attack roll = 1 point of damage (plus anything the weapon does, e.g. a knife does 1 Lethal).
- Target soaks damage if that's possible (officially there is no Soak roll in nWOD, but if we don't have one then werewolves are all wimps).

ACTIONS PER ROUND

Normally a character gets **one** action per combat round, plus there are **free actions** (move at slow pace and regenerate).

Werewolves can spend **Rage** points and vampires with **Celerity** can spend a Blood Point and gain a number of free extra **physical** actions equal to their Rage spent/Celerity score. ALL extra actions occur at the **end** of the round.

Possible **actions** are:

- Move: Running or otherwise moving a distance more than your Speed (which counts as an action in its own right).
- Move: Get up from prone
- Attack: Unarmed close combat (Strength + Brawl)
- Attack: Armed close combat (Strength + Melee)
- Attack: Ranged combat (Dexterity + Firearms). Target's Defence does not usually apply to firearms.
- Attack: Thrown weapon (Dexterity + Athletics)
- Attack: All-Out Attack (+2 to your close combat attack roll, lose your Defence for the turn)
- Attack: Charge & Attack (Strength +Brawl/Weaponry, NO defence, cannot be part of All-Out Attack)
- Defence: Dodge (double your Defence rating for this turn, no other actions possible).
- Defence: Go Prone (-2 to be hit by ranged weapons, +2 in close combat)
- Aim a ranged or thrown weapon: +1 die per turn spent aiming (maximum +3).
- Draw a weapon
- Reload a weapon (you may lose your Defence if you have to load individual bullets rather than a clip).
- And then there are various gun rules, like autofire long burst and armour piercing, etc.

Free actions:

- Move: walking or jogging speed - up to your Speed in yards.
- Werewolf regeneration: get rid of 1 point of **Bashing** damage or downgrade 1 point of **Lethal** to bashing.
- Spend 1 Willpower to get +2 Defence against one attack.

GRAPPLING

...is a special case of Unarmed Combat. You may need to grapple to make a **Bite** attack if you are in a humanoid shape.

- Attacker rolls Strength + Brawl. If successful, he's got a hold of the defender.
- If defender has not already gone this turn, he can use his action to make a Str + Brawl and either (a) break free or (b) grapple you back and perform a manoeuvre (see below).
- If the attacker still has a hold, then next turn he may attempt a manoeuvre to overpower the opponent.

The possible grapple manoeuvres are:

1. Render opponent prone
2. Damage opponent
3. Immobilise opponent
4. Draw weapon (yours or theirs)
5. Attack with drawn weapon
6. Turn a drawn weapon
7. Disarm opponent
8. Use your opponent as protection from ranged attacks (!)

DEFENCE (lowest of Wits or Dex) and **DODGE**

- Defence does not count against Firearms attacks, unless the shooter is almost on top of you.
- If you want to avoid being shot, you need to go prone or hide behind something that will give you some cover or some armour.
- Your Defence subtracts from the **first** attack against you in a combat turn. If you are attacked by more than one opponent, then your defence is at -1 for the second attacker, -2 for the third, etc.
- If you so desire, you can nominate **one** attacker to be your 'first' – i.e. you are not defending against any earlier attacks. Your defence is 0 until this attacker strikes.
- You can spend a Willpower point to increase your Defence by 2 dice against a **single** attack.
- **Dodge** is a special type of defence. Double your defence for whole turn (or for the remains of the turn if you declare your Dodge late). You can take **no other actions** during a turn where you are Dodging, so if you have already acted, it is off the cards.
- As with your normal defence, Dodge is reduced by -1 for each opponent beyond the first.
- Defence and Dodge levels are not affected by Wound Penalties.

RANGED COMBAT PENALTIES/BONUSES

- **Aiming** - add 1 dice per turn spent aiming to your next shot. Maximum bonus is 3. It isn't possible to aim at a target when you are using autofire.
- **Range** – you are at -2 at medium range and -4 for long range.
- **Concealment** – hides target from view, e.g. target partly hidden by a tree. The concealed person is also at minuses to fire back, as they must pop out of hiding to do so. This is cumulative if **both** attacker and defender are under cover!

<i>Barely concealed (behind chair)</i>	+1 difficulty to attack	+0 difficulty to defend
<i>Partially (standing behind car)</i>	+2	+1
<i>Substantially (in foxhole)</i>	+3	+2
<i>Completely concealed</i>	use cover rules instead	

- **Cover** – is physical protection for the target, e.g. you shoot at a car, hoping to hit the driver. Damage is first applied to the cover, and any points left go through to the first target beyond the cover.
- **Shooting into close combat** – subtract 2 dice for each combatant that you are trying to avoid hitting. Success = hit target; fail = miss everyone; botch = hit the wrong person. (NOTE autofire has its own rules for accidentally mowing down innocent bystanders and/or your mates).

OTHER COMBAT MODIFIERS

Specified Targets – if you are trying to hit a particular bit of your opponent, there is a penalty ranging from -1 (torso) to -5 (eye). These penalties apply to both Close Combat and Ranged Combat.

DAMAGE TYPE, SOAKING AND RAGE ROLLS – I’m house ruling here a bit to import some oWOD stuff.

Damage comes in 3 flavours: **Bashing**, **Lethal** and **Aggravated**.

- Supernatural creatures like Bastet, Garou and vampires can attempt to **soak** the damage inflicted on them. Soak is based on your **Stamina**.
- **Vampires** - Aggravated may only be soaked by vampires with **Fortitude**.
- You can make a **Rage** roll ONCE per combat to heal some damage of *any type*. Each success clears one box from your Health points (regardless of damage type). Remember to check for Frenzy. Making this roll will also require a roll on the Battle Scars table (WWTA page 199).

DAMAGE TYPE	If your Health track is completely filled up with this damage	Human healing rate (and Homid & Lupus in breed form)	Garou healing rate (except Homid & Lupus in breed form)	Garou soak Each success removes 1 damage
Bashing	<p>Check against your Stamina every turn to stay conscious.</p> <p>Wound penalties do not apply to this Stamina roll.</p>	1 point per 15 mins	1 point per turn	Roll Stamina +2
Lethal	<p>Automatically unconscious and are dying.</p> <p>Every minute that passes one lethal box is upgraded to an aggravated box, until you receive medical attention. Or drop dead.</p>	1 point per 2 days	Once a turn... downgrade a lethal point to bashing if you have no bashing damage at that point	Roll Stamina
Aggravated	<p>Dead</p> <p>Bastet & Garou are permitted a last ditch “I’m not dead!” Rage roll to heal some damage (if you didn’t use up that Rage roll earlier).</p>	1 point per week	1 point per day	Roll Stamina -2. You can't soak damage from silver .

WOUND PENALTIES

Dice penalties apply when you've taken a certain amount of damage, but that might be a different amount for every character, as it is based on how many Health points you've got left!

Health Boxes Marked With Damage	Dice penalty to all actions	Speed reduced by
Third to last	-1 dice	1
Second last	-2 dice	2
Last	-3 dice	3

Wound penalties do **not** apply to:

- Stamina rolls to remain conscious
- Soak rolls
- Resistance traits deducted from opponents' dice rolls (Defence, Resolve, Composure or Stamina)

HEALING

- Medicine DOES NOT magically give a ton of health points back. It is very stingy with them. But werewolves can regenerate, so you probably don't care...
- **First Aid** (Medicine + Dexterity) heals **1 point of bashing** and stabilises characters who are bleeding to death, etc but only AFTER the medic has accumulated successes equal to the total damage taken.
- **Intensive Care, Surgery** etc (Medicine + Intelligence) takes time. A dice roll is made every hour, and successes are accumulated. 10 successes are required to **downgrade an aggravated wound to lethal**, and 5 to downgrade lethal to bashing. Aggravated wounds are treated first. Only one wound can be downgraded per day.
- **Magical Healing (Mother's Touch gift)** does, er, magically give lots of health points back, if a decent dice roll is made.

GETTING POINTS BACK

Regain **Rage** when:

- 1 point when you first see the Moon at night.
- After a botched roll.
- Following a humiliating experience.
- At the first turn of a confrontational situation.
- At the start of a new scenario, roll 1d10 and get that many points back.

Refresh **Gnosis** by:

- Meditation for at least an hour. Roll Wits + Enigmas. Get 1 Gnosis back for every success BUT can only get a maximum equal to the number of hours spent meditating. If you do this more than once a week, you are at -1 die per additional time you meditate.
- Bargain with a spirit and get some of its Gnosis in return for a favour. You need to be able to talk to it!
- Taking part in a Scared Hunt at a Moot – full refresh to full.
- At the start of a new scenario, roll Presence + Occult. Get 1 Gnosis back for every success.

Refresh **Willpower** by:

- 1 point back for a full night's rest.
- Get 1 point back when the GM rules that you have achieved some special success during the story which could boost your self-confidence. Like your character achieves a significant goal or performs an impressive act.
- At the GM's discretion, get some points back when you roleplay fulfilling some aspect of your auspice.
- Your **Vice** causing you problems (1 per scene)
- By fulfilling your **Virtue** (get all spent points back – can only happen once a session).
- Your **Flaw** causing you problems (1 point per session).
- Get all your Willpower back at the **end of a scenario** (not a session).