

Styles Cheat Sheet

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Fighting Styles

Adamantine Hand

Effect: Your character has learned to manipulate magical energies with physical techniques, above and beyond rote mudras. You must purchase this Fighting Style separately for each Arcanum (so there is the Death Hand, the Hand of Space and so on). Your character must have one more dot in the associated Arcanum than the dots of the maneuver you wish him to learn.

Just as other Fighting styles, you must purchase each maneuver in order. This rule applies, separately, to each style. For example, a character with Adamantine Hand: Forces *** and Adamantine Hand: Life • can progress to Adamantine Hand: Forces **** or Adamantine Hand: Life ** - *not* ***.

The names below are often used in old texts, but every school has a unique, cryptic name for each technique.

Adamantine Arrow, p. 53	Prerequisites: Five dots of Fighting Style Merits (at least one of which must have *** ranks), Awakened, Arcanum •, Adamantine Arrow Status **
• Thunder	
•• Diamond	
••• Star	
•••• Blood	
••••• Abyss	

Thunder (•): Your character can sense the weak points in Shielding Practice spells without even using magic. Her psychic senses intuitively seek out flaws in these defenses, and she knows how to physically slip through them. If an opponent employs a Shielding spell using the Fighting Style's Arcanum, reduce the spell's effect by one point against the character's spells, Brawl strikes or Weaponry attacks.

Drawback: The character must make physical contact with a hand or held weapon, even when casting a spell, in order to benefit from this maneuver.

Diamond (••): Your character can alter her Shielding spells if they belong to the Fighting Style's Arcanum. She dodges away from weak points in her shield and concentrates its strength in a reduced area. She can increase the strength of her shield by one point against one oncoming attack per turn, but suffers a one-point reduction in shield strength against all other attacks in that turn. She can improve or degrade the shield against different attacks or opponents on each turn.

If your character learns the third rank of the Fighting Style's Arcanum, she can change the adjustment to +2/-2 if she wishes. She can apply this benefit to advanced spells that protect others, but only if she's adjacent to the individual or group she's protecting.

Drawback: Using this maneuver costs one point of Willpower per scene.

Star (•••): Your character may cast a spell from the Fighting Style's Arcanum and perform a physical action in the same turn. The spellcasting roll suffers a -1 die penalty. Drawback: This maneuver costs one point of Willpower per turn. Your character may not combine this maneuver with other abilities that grant multiple actions.

Blood (**):** Your character can sacrifice her own life force to enhance a spell from the Fighting Style's Arcanum. She can choose to suffer as many points of aggravated damage as her Resolve. Each point of damage converts into a bonus die on her spellcasting for that turn. She can also choose to make the damage resistant to magical and Mana-based healing to give the spellcasting roll the 9-again quality.

Drawback: This maneuver costs one point of Willpower per use.

Abyss (***):** Your character hones the bond between her soul and body to such an extent that she can channel Supernal energies physically, without tempting of the Abyss. She does not suffer Paradoxes when she casts spells using the Fighting Style's Arcanum if she channels them through physical contact. In combat, she must successfully initiate a grapple to use this maneuver on a moving target.

Aggressive Striking

This Striking sub-style concentrates on offense and raw toughness. Practitioners develop the conditioning to absorb blows and the specific strength needed to dish out serious damage. The core rulebook's Boxing style is a specialized version of this Merit.

World of Darkness: Armory Reloaded, p. 65	Prerequisites: Str ***, Sta **, Brawl **
• Body Blow	If successes on single Brawl attack are greater than target's size, target loses next action
•• Iron Skin	Has Armor of 1 against Bashing attacks
••• Combination Blows	Can make two brawl attacks against the same target with a -1 to the second attack. Cannot use defense before or after attack
•••• Haymaker	Like <i>Body Blow</i> but opponent makes a Stamina roll. If they fail, they're unconscious. Cannot use Defense before or after attack
••••• Brutal Blow	Spend WP, to deal Lethal damage with Brawl attacks

Body Blow (*): Your character can deliver powerful blows that leave opponents reeling and gasping for air. If successes inflicted in a single Brawl attack equal or exceed a target's Size, the victim loses his next action.

Iron Skin ():** Your character has hardened his body to physical blows, allowing him to withstand repeated hits with minimal effect. He has an effective armor trait of 1 against bashing attacks only.

Combination Blows (*):** Your character's training and experience allow him to devastate opponents with a flurry of rapid blows. He can make two Brawl attacks against the same target in a single action. The second attack suffers a -1 penalty.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Haymaker (**):** Your character can deliver powerful, accurate blows capable of knocking an opponent unconscious with a single punch. A single Brawl attack that equals or exceeds the target's Size in damage might knock him unconscious. A Stamina roll is made for the victim. If it succeeds, he is conscious but he still loses his next action due to the Body Blow (see above). If it fails, he is unconscious for a number of turns equal to the damage done.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in

the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Brutal Blow (**):** Your character's accuracy and power are such that his fists are lethal weapons, able to injure or kill opponents. A brutal blow inflicts lethal instead of bashing damage.

Drawback: Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

Aikido (Throwing)

Effect: Your character is a skilled practitioner of aikido, or another martial art that emphasizes throwing the opponent. She knows how to blend with the force of an attack and amplify it to send her enemy sprawling.

Dots purchased in this Merit provide access to special combat maneuvers. Each maneuver is a prerequisite for the next. Aikido maneuvers are based on the Brawl Skill and work in conjunction with unarmed combat. (Some aspects of traditional aikido involve a weapon, but they are beyond the specific purview of this Merit).

World of Darkness: Armory Reloaded, p. 71	Prerequisites: Dexterity**, Wits **, Brawl**
• Ukemi (Receiving)	Stand up as a reflexive action
** Aiki (Harmonious Energy)	Forgo defense for a chance to receive no damage and grapple the opponent
*** Shihonage (Four Directions Throw)	Throwing attack
****Renzoku-waza (Combination Techniques)	Perform multiple grapples, <i>aiki</i> or <i>shihonage</i> per turn
***** Kokyu-ho (Breath Power)	Throw longer or inflict lethal with <i>shihonage</i>

Ukemi ("Receiving;" •): Your character knows how to fall properly and get up quickly. He may stand up from a prone position (but not both) once per turn as a reflexive action, and is considered to have one point of armor against bashing damage caused by falls – but not other sources.

Aiki ("Harmonious Energy;" **): Your character is skilled enough to defend with a throw by avoiding the attack and seizing his opponent's balance. If he forgoes his standard Defense, roll Dexterity + Brawl; if the result exceeds the opponent's damage roll the character suffers no damage and immediately applies a grappling hold or (once he attains the third maneuver) shihonage. He may employ this maneuver against Brawl, Weaponry or close-range Firearms attacks.

Drawback: This maneuver constitutes your character's action for the turn.

Shihonage ("Four Directions Throw;" ***): The character can throw an opponent quickly and forcefully, without getting tangled up in a clinch. Treat a shihonage throw like a standard Brawl strike attack, except that it also knocks the opponent prone up to as many feet away as your Size + Brawl successes in any direction the character prefers.

Renzoku-waza ("Combination Techniques;" ****): The character can attempt multiple grappling or shihonage attacks per turn, or he can defend with multiple throws using the Aiki maneuver. He may make one additional grapple or shihonage for each point of Dexterity that he has above 2. Each extra action is rolled at a cumulative -1 modifier. Thus, he can attempt two grapples or shihonage at Dexterity 3 (with the second at a -1 modifier), three at Dexterity 4

(at a 0, -1 then -2 modifier to dice rolls) and four at Dexterity 5 (at 0, -1, -2 and -3 to each dice roll, in turn).

Drawback: If the character's first action is anything but a grapple or shihonage attempt he cannot use this benefit.

Kokyu-ho ("Breath Power," *****): Your character's throws are so strong that he can either throw someone double the usual distance with his shihonage, or inflict lethal damage with it.

Drawback: Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

Archery

Effect: Your character has devoted years of practice to the bow. She may be a competitive archer, a low-tech hunter or a medieval history enthusiast.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have "Rapid Nock" until she has "Draw and Loose." The maneuvers and their effects are described below. All of the following maneuvers work only with bows.

World of Darkness: Armory, p. 208	Prerequisites: Strength **, Dexterity **, Athletics **
• Draw and Loose	Effective +1S for bow use
** Rapid Nock	May reload a bow as a reflexive action
*** Arcing Fire	2x range with bow
**** Plunging Fire	Ignores target concealment

Draw and Loose (*): Your character's arm muscles are well-toned for the demanding task of repeatedly drawing a heavy bow. She gains +1 Strength for the purposes of a bow's minimum Strength, Damage and Range.

Rapid Nock ()**: Your character can maintain a withering rate of fire. Once per turn, she may "reload" a bow as a reflexive action.

Arcing Fire (*)**: Arrows, like all other projectiles, travel in ballistic arcs. Your character is a master of estimating range, wind and other factors to arc shots much farther than they would travel if fired directly. Double the Ranges of any bow your character uses.

Plunging Fire (**)**: Your character can eschew direct attacks in favor of launching arrows high into the air to plummet straight down on hapless victims. Your character's bow attacks suffer no penalties for target concealment behind solid objects, so long as the target lacks overhead protection and your character can see any part of the target by which to gauge her location. For example, a target hiding behind a log with her foot sticking out applies no penalty, but a character in a fetal curl on a van's floorboards receives normal protection.

Drawback: Your character may use this maneuver only outdoors or in enclosed spaces large enough to provide for several hundred feet of vertical flight (e.g., football stadiums).

Berserker

Effect: The character supplements his chosen style or Skill with his own maddened fury. Berserk characters work themselves into a violent rage, sometimes aided through the use of drugs, which have the usual effect on their physiology (see p. 176, World of Darkness Rulebook). Working oneself into this fury requires an intense exercise of will, costing the character one Willpower point and an instant action. Once the character has entered the berserker state, she may use any of the maneuvers listed below. These benefits can be combined with one another or with an associated Fighting Style Merit during the same turn, so long as the drawbacks or necessary expenditures do not contradict (for example, a character cannot benefit from Strength in the Fury when using a Fighting Style maneuver that otherwise costs the character her Defense).

A character in a berserker haze occasionally has difficulty telling friend from foe, and must make a reflexive Resolve + Composure roll to avoid assaulting allies during any turn in which those allies present a more tempting target than an enemy. Characters who are already prone to a form of supernatural rage (such as vampires and werewolves) must roll Resolve + Composure during every turn in which they take advantage of this style. If they fail, they fall into their maddened state (frenzy, Kuruth, etc.) and lose the benefits of being berserk.

The character remains in a berserk state until she either spends a second Willpower to calm herself, she is rendered unconscious, or the combat comes to an end.

Characters who fight in a berserk haze often purchase Iron Stamina to represent their ability to ignore pain. The Brawl and Weaponry Skills are equally appropriate for use with this style, as are the Two-Weapon (usually axes), Shield, Knife, Stick and Staff Fighting Styles. Styles that require careful precision such as Evasive Striking or Light Sword are not appropriate. Defensive styles are explicitly incompatible with the aggressiveness required of berserkers.

Dots purchased in this Merit provide access to special combat maneuvers. Each maneuver is a prerequisite for the next.

World of Darkness: Armory Reloaded, p. 113	Prerequisites: Resolve ***, Stamina ***, another fighting skill or style •
• Strength in the Fury	gains up to 3 additional dice for all-out attacks
•• Adrenaline Rush	+1 to armor against bashing and lethal attacks
••• Inhuman Alacrity	gains 2 dice (cumulative to 4) when using Willpower to mitigate attack
•••• Ignorant in the Face of Death	can ignore any amount of wound penalties for a turn; sacrifices equivalent Defense. May not simultaneously use any other ability with Defense penalty.
••••• Bloody-Handed Bastard	attacks inflict lethal damage; sacrifices Defense for a turn

Strength in the Fury (•): A berserker goes all-out, all the time, and her body rewards her heedless actions with increased power and speed. The berserker gains an additional die (for a total of three) when taking all-out attacks (page 157, World of Darkness Rulebook).

Adrenaline Rush (••): The berserker ignores pain and her foes' attacks only drive her madness, pushing her to brutally defeat them. The character gains a point of armor against bashing and lethal attacks as she casually shrugs off weak attacks.

Inhuman Alacrity (•••): A berserker's opponents are shocked and frightened by the speed and ferocity that manifests in her actions, making her far more difficult to hit. The character gains an additional 2 dice (for a total of four dice) when using Willpower to avoid suffering an attack.

Ignorant in the Face of Death (*):** The berserker's rage overrides her physical limitations, pushing her to greater feats even when others would fall in pain. In a mad, violently fit, the character can ignore some or all wound penalties for a turn.

Drawback: The character sacrifices part of her Defense in any turn during which she ignores wound penalties on a one-for-one basis (for example, by ignoring two dice of wound penalties, she suffers a -2 to her Defense trait). If she has already applied her full Defense against an incoming attack during the turn, she may not use this maneuver. The character may still use Willpower to enhance her attack or Defense, if she so chooses, but may not utilize any other maneuver or supernatural ability that necessitates the loss of Defense (such as an all-out attack).

Bloody-Handed Bastard (**):** The berserker gouges at eyes, bites at ears, and tears at genitals. Her behavior is so violent that she inflicts lasting damage on her foes, regardless of weapon. The character's attacks inflict lethal damage.

Drawback: The character sacrifices her Defense during a turn in which she uses this maneuver. If she has already applied her Defense against an incoming attack during the turn, she may not use this maneuver.

Boxing

Effect: Your character is trained in the art of boxing, able to deliver swift, powerful punches, and to duck and weave away from opponents' attacks. He might have participated in the sport in high school or college, or made a go of it professionally. Or he might have taken some classes at the local health club as a form of exercise.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have "Duck and Weave" until he has "Body Blow." The maneuvers and their effects are described below, most of which are based on the Brawl Skill.

World of Darkness, p. 114	Prerequisites: Strength ***, Stamina **, Brawl **
• Body Blow	If successes on single Brawl attack are greater than target's size, target loses next action
•• Duck and Weave	Use higher of Dexterity or Wits against Brawl attacks
••• Combination Blows	Can make two brawl attacks against the same target with a -1 to the second attack. Cannot use defense before or after attack
•••• Haymaker	Like <i>Body Blow</i> but opponent makes a Stamina roll. If they fail, they're unconscious. Cannot use Defense before or after attack
••••• Brutal Blow	Spend WP, to deal Lethal damage with Brawl attacks

Body Blow (•): Your character can deliver powerful blows that leave opponents reeling and gasping for air. If successes inflicted in a single Brawl attack equal or exceed a target's Size, the victim loses his next action.

Duck and Weave (••): Your character is trained to instinctively duck and evade an opponent's blows. Use the higher of your character's Dexterity or Wits to determine his Defense when dealing with Brawl-based attacks only (not against Weaponry attacks). If a combination of Brawl- and Weaponry-based attacks is focused on your character in the same turn, use his normal Defense against both.

Combination Blows (*)**: Your character's training and experience allow him to devastate opponents with a flurry of rapid blows. He can make two Brawl attacks against the same target in a single action. The second attack suffers a -1 penalty.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Haymaker (**)**: Your character can deliver powerful, accurate blows capable of knocking an opponent unconscious with a single punch. A single Brawl attack that equals or exceeds the target's Size in damage might knock him unconscious. A Stamina roll is made for the victim. If it succeeds, he is conscious but he still loses his next action due to the Body Blow (see above). If it fails, he is unconscious for a number of turns equal to the damage done.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Brutal Blow (***)**: Your character's accuracy and power are such that his fists are lethal weapons, able to injure or kill opponents. A brutal blow inflicts lethal instead of bashing damage.

Drawback: Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

Brute Force

Effect: This fighting style isn't a trained style. Promethean characters do not learn it so much as embrace the monster within, and use the monster's pent-up rage to unleash brutal, powerful attacks. This so-called style is particularly common among Frankenstein and Tam-muz Prometheans, but all Created possess Torment. Even when Torment isn't affecting the Promethean at a specific moment, he always possesses it as a dormant but persistent fury.

Dots purchased in this Merit allow characters access to specific combat maneuvers. Each maneuver is a prerequisite for the subsequent maneuver. So, your character cannot possess "Crush and Bite" before he has "Falling Pillar." The Merit's maneuvers and their effects are described below. All Maneuvers are based on the Brawl Skill.

Strange Alchemies, p. 57	Prerequisites: Strength ***, Brawl **
• Falling Pillar	gain 9 again on this attack *costs a willpower and requires both hands free
•• Crush and Bite	Strength + Brawl rolls during a grapple cause lethal damage to opponent
••• Juggernaut	gain +4 dice on all out attacks
•••• Bone Cracker	target arms or legs, if successes equals or exceeds targets stamina bones break and does lethal damage and target loses 1 dot of dex till healed Drawback: both hands must be free and you lose defense this turn

Falling Pillar (•): With this move, the Promethean holds both hands together in a single fist, and drops both arms upon his victim - the motion is like a stone pillar crashing down. The attack, made with a Strength + Brawl roll, gains the 9 again bonus.

Drawback: Spend one Willpower point to activate this attack. This point does not confer three additional dice to the attack. Also, both hands must be free for the attack to be successful.

Crush and Bite ():** This maneuver is used only during a successfully maintained grapple. If the character succeeds on a grapple with his opponent, any Strength + Brawl rolls made in an effort to do damage to the subdued opponent inflicts lethal damage, not bashing. (The character needn't truly "crush and bite," and may instead choke, head-butt or even smother. The damage is still lethal.)

Juggernaut (*):** The character uses his entire body as a weapon. He barrels forward, smashing his head into his opponent and throwing the rest of his weight into the attack. This is an "all-out attack" per p. 157 of the World of Darkness Rulebook. The character foregoes his Defense, but gains a +4 bonus to the roll as opposed to the normal +2 bonus. Normal all-out attack rules apply.

Drawback: The Promethean puts everything into the attack. If the player fails this roll (i.e., the attack misses), she must check for the character to resist Torment.

Bone Cracker (**):** The character grabs a foe's limb with both hands, twisting as if wringing water from a dish rag. This is a targeted attack, and is made at -2 dice (due to targeting an arm or leg). If the attack does damage equal to or exceeding the target's Stamina, however, the bone breaks and the damage becomes lethal. A broken bone also forces the target to lose a dot of Dexterity until those lethal levels heal. Lowered Dexterity also takes away from the target's Initiative modifier, Speed, and possibly Defense.

Drawback: Both hands must be free for this attack to succeed. Also, the attacker loses his Defense for the remainder of the turn.

Chain Weapons

Effect: Your character is trained in the difficult art of fighting with chain weapons. Chain weapons are notoriously unpredictable unless mastered - a poorly skilled fighter is as likely to tangle or cut himself as he is to harm an opponent. Your character's training is likely to have been formalized, having learned the skill at a martial arts dojo or perhaps in stage combat for the theater. (Note that a character using chained weapons who possesses no Dots in this Merit suffers an automatic -2 to all attack rolls.)

Dots purchased with this Merit allow access to unique combat maneuvers with chain weapons. Each maneuver is a prerequisite for the subsequent maneuver. So, your character cannot have "Hand Bind" until he has "Impenetrable Defense." These maneuvers and their effects are described below. All maneuvers are based upon the Weaponry Skill.

World of Darkness: Armory, p. 209	Prerequisites: Strength **, Dexterity ***, Weaponry ***
• Impenetrable Defense	Forgo attack to add +2 to Defense and no multiple opponent penalty until the third opponent
•• Hand Bind	
••• Outside Choke	
•••• Whirl and Thrust	

Impenetrable Defense (*): Your character may choose not to attack in a given turn, and instead whirl the chain in the direction of her opponent (or opponents). During the entire turn, regardless of Initiative, you may add +2 to your character's Defense to deflect incoming blows. Your character also takes no penalty for defending against multiple opponents until she faces three attacks. The first and second attacks made against her cause no negative modifiers to her Defense.

Hand Bind ():** This defensive maneuver is made against an incoming attack (Brawl or Weaponry-based). When a foe attacks with a weapon or with his body, your character wraps the attacking limb with the chain, grappling it with a Strength + Weaponry attack. The foe's Defense is not subtracted from this roll, but his successes on the attack roll are. If your character is successful, the limb is bound with the chain, and the opponent can attempt to escape this next turn with a Strength + Brawl roll. If the foe achieved more successes on his attack, his attack is still diminished by whatever successes you rolled on the Hand Bind roll. This maneuver must be done on the attacker's Initiative turn, and performing this action means your character cannot make an attack this turn.

Outside Choke (*):** Your character attempts to wrap the chain around her opponent's neck. Roll Strength + Weaponry. The victim may attempt to free himself on his next action with a Strength + Brawl roll, which is reduced by your character's Strength +1. This maneuver is not to cause damage or kill the opponent - this maneuver is to render him unconscious by pressing the chain against the arteries of his neck, thus halting blood flow to his brain. If your character is successful on the grapple, she can begin to choke the victim on the following turn. For every turn that the choke hold is not broken, the victim suffers an additional -1 on all rolls to resist. When your character has accumulated a number of uninterrupted turns equal to the victim's Stamina, he falls unconscious. This maneuver, when complete, causes a single point of bashing damage to the victim. This combat maneuver is ineffective against characters who need not breathe.

Whirl and Thrust (**):** Your character at this level is highly adept at using chains, and can make focused attacks with any part of the weapon. By whirling the chain a few times, she can build momentum on a single attack, which can be made with startling accuracy. On a targeted attack, you can ignore up to -2 of penalties associated with directed attacks. In other words, attacks to an opponent's torso or limbs are done at no penalty, attacks the head would be at -1, to the hand -2 and to the eye -3.

Drawback: Your character negates her Defense for the rest of the turn. If your character has applied her Defense against any incoming attack before her turn, she may not perform this maneuver.

Combat Marksmanship

Effect: Your character is not only proficient with firearms, but has trained extensively to maintain her accuracy in the stress of combat (see "Marksmanship in Combat," p. 51, for a discussion of these challenges). She most likely has experience in law enforcement or the military, though she may simply be a self-defense advocate or a dedicated hobbyist with uncommon self-possession.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have "Tactical Reload" until she has "Shoot First." The maneuvers and their effects are described below, most of which are based on the Firearms Skill.

World of Darkness: Armory, p. 210	Prerequisites: Strength **, Dexterity **, Composure ***, Firearms **
• Shoot First	Add Firearms to initiative
** Tactical Reload	Reload as a reflexive action
*** Double Tap	May make short bursts with additional firearms
**** Bayonet Range	Ignores target defence even when within melee range
***** Rapid Fire	One additional shot per dot of composure over 2; -1 penalty per additional shot.

Shoot First (*): Your character's trained reflexes give her a split-second edge in a gunfight. Whenever she begins a combat with a firearm already in her hand, she gains a bonus to her Initiative roll equal to her Firearms Skill. If she also has the Quick Draw Merit for firearms (see the World of Darkness Rulebook, p. 113) and draws a firearm during the first turn of combat, this bonus is added retroactively, starting at the beginning of the second turn of combat.

Tactical Reload ()**: Your character's muscle memory enables her to reload without conscious thought. Once per turn, she may reload a firearm that feeds from a detachable magazine or use a speedloader to reload a revolver, as a reflexive action.

Double Tap (*)**: When using a lever-action, pump-action or semi-automatic firearm, your character may make short burst attacks as if her gun were capable of autofire.

Bayonet Range (**)**: Your character can maintain accuracy and control even when facing an opponent at arm's length. The target's Defense does not apply to firearm attacks your character makes within close-combat range (see p. 155, the World of Darkness Rulebook).

Rapid Fire (***)**: Your character's concentration is such that she can unleash a hail of bullets. In a single action, she may make one extra Firearms attack for each point by which her Composure exceeds 2. Each extra attack is made at a cumulative -1 modifier. Thus, she can perform a total of two attacks at Composure 3 (the second of which is at -1), three attacks at Composure 4 (the third of which is at -2) and four at Composure 5 (the fourth of which is at -3). She must declare the targets of all attacks before rolling the first one. Each attack not directed against her initial target suffers an additional -1 penalty. All attacks made with this maneuver must be single shots.

Drawback: Your character cannot use her Defense against any attack in the same turn in which she intends to use this maneuver. If she uses Defense against attacks that occur earlier in the Initiative roster, before she can perform this maneuver, she cannot use Rapid Fire this turn. In addition, your character may not use this maneuver with bolt-action or break-action firearms.

Dirty Fighting

Effect: Your character has learned a brutal, artless form of fighting intended to inflict the most punishment on the most people as quickly as possible – no elegance, no style, no forms, katas, training regimes or coaches. This is a way of kicking ass learned by doing it, by kicking ass until it's as natural as breathing. Fighting dirty also teaches your character about getting his ass kicked, because there's no safe way to learn. You learn it by fighting in gutters and poolrooms, alleys, trenches, prison yards and biker bars. Hit first, hit hardest, hit last, and then kick his teeth in when he falls down. The best opponent is the one who's choking on his own puke and rolling on around on the ground clutching his smashed testicles. It says a lot about your character that she's fought often enough and hard enough to get this good at it.

Count Dracula, p. 4	Prerequisites: Strength ***, Brawl ***
• Low Blow	If Brawl attack has more successes than target's Composure, target loses next action
•• Shank	Can use Brawl instead of Weaponry for small improvised weapons
••• Suck it Up	Spend 1 Willpower to ignore wound penalties for a scene
•••• One or a Dozen, It Don't Matter	Bonus of n-1 to Defense when fighting n opponents. Can spend m Willpower to make simultaneous brawl attacks on m + 1 opponents.
••••• I Said Stay Down!	Target must make Stamina roll against successful Low Blow; if roll fails, victim collapses.

Low Blow (*): This suggests a male target, but there are places on the female body just as sensitive and just as dishonorable to stick your boot in. Nail your opponent with a really nasty blow to a really sensitive area, and leave them swaying on their feet, trying not to vomit from the sick vision-twisting pain. A successful Brawl attack that generates more successes than your target's Composure causes them to lose their next action.

Shank ()**: You can fight with knives, small blades, shanks and other small improvised weapons using your Brawl skill rather than Weaponry.

Suck it Up (*)**: As much as you know about dishing out the pain, you've also learned something about taking it. Quit whining and suck it up. Spend a point of Willpower, and ignore all wound penalties for the remainder of the scene.

One or a Dozen, It Don't Matter (**)**: You know all the tricks for fighting more than one guy at the same time – how to get them in each other's way, hurt one bad to scare another, and psyche them out. Each opponent beyond the first you're facing in close combat adds 1 to your Defense and you can spend a point of Willpower each to make simultaneous additional brawl attacks on two or more of these opponents.

I Said Stay Down! (***)**: After making a successful Low Blow, your victim has to make a Stamina roll. If successful, they only lose their next action like normal. If they fail, they go down in a mewing pathetic heap and clutch their ruptured vitals, turtling up in hopes that you won't keep hurting them.

Dream Combat

Effect: Your character has honed her oneiromachy skills to a high degree, allowing her to push the envelope of dream-battle and take the dream-bound combat beyond the reach of less experienced or dedicated oneiromancers.

Dots purchased in this Merit allow access to special combat maneuvers that are only applicable for oneiromachy (dream-battles). Each maneuver is a prerequisite for the next. So, your character can't have Double Team until he has Stunning Blow. The maneuvers and their effects are described below.

Rites of Spring, p. 90	Prerequisites: Wyrd ***, Empathy ***
• Stunning Blow	If successes in a single attack = targets Wyrd, target loses next action
•• Double Team	Do an environmental and personal attack at the same time. The second attack has a -1 penalty.
••• Blind Spot	Force opponent to use lowest of finesse as defense or resistance as armor
•••• Wyrd Armor	Add Wyrd to highest of finesse as defense and resistance as armor
••••• Coup de Grace	When opponents willpower is reduced to 0, you may do one final environmental or personal attack.

Stunning Blow (*): Your character's dreamonslaught is overwhelming, literally stunning your opponent to the point of inaction. If successes inflicted in a single attack equal or exceed a target's Wyrd, the victim loses his next action. Attacks of this strength are often accompanied by appropriate special effects in a dream, from shockwaves to tendrils of grasping fog that seem to stall the stunned opponent for a moment.

Double Team (••): Not content with a single avenue of attack, your character is adept enough with oneiromancy that he can coordinate an environmental and a personal attack against his target at the same time. The second attack suffers a -1 penalty.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver in the same turn, his attention is too focused on protecting himself.

Blind Spot (•••): Your character's control of the dream environment is so great that it allows him to attack from the vantage point most detrimental to his opponent. He must use the lowest, rather than the highest, of her Finesse Traits (Wits, Dexterity or Manipulation) as her Defense and the lowest, rather than the highest, of her Resistance traits as her armor.

Wyrd Armor (••••): Your character's mastery of the dream-realm protects him in battle. He may add his Wyrd to the highest of his Finesse Traits to serve as his Defense and to the highest of his Resistance traits to serve as his armor.

Coup de Grace (•••••): Even as your character's opponent fades from the dream-arena, he is capable of delivering a final blow. At any time that an opponent in a dream-combat is beginning to waken (i.e., has dropped to or below 0 Willpower), he may deliver one final dream-attack (environmental or personal) against her as she wakes. She may not use her Defenses or armor against this attack.

Evasive Striking

This general striking style emphasizes speed, agility and defense. Practitioners block, bob, weave and pick their shots whenever they see their opponent's defense falter. The core rulebook's Kung Fu style is a specialized version of this Merit.

World of Darkness: Armory Reloaded, p. 65	Prerequisites: Str ••, Dex ••, Sta ••, Brawl ••
• Focused Attack	Armor and Called shot penalties are reduced by 1
•• Duck and Weave	Use higher of Dexterity or Wits against Brawl attacks
••• Defensive Attack	-2 to Attack for +2 Defense
•••• Whirlwind Strike	Can make extra Brawl attacks equal to Dexterity-2 on a single target. Each additional attack gets cumulative -1. Cannot use Defense before or after this maneuver.
••••• Destroy Defense	Successful Brawl attacks on unarmed target reduces target Defense by 1. Cumulative across successive Brawl attacks to lower of attacker's Wits or Dex.

Focused Attack (•): Physical conditioning and accuracy allow your character to deliver blows at vulnerable spots on targets. Penalties to hit specific targets are reduced by one. See "Specified Targets," p. 165. Even when a specific part of an opponent is not targeted, armor penalties to your character's Brawl attacks are reduced by one.

Duck and Weave (••): Your character is trained to instinctively duck and evade an opponent's blows. Use the higher of your character's Dexterity or Wits to determine his Defense when dealing with Brawl-based attacks only (not against Weaponry attacks). If a combination of Brawl- and Weaponry-based attacks is focused on your character in the same turn, use his normal Defense against both.

Defensive Attack ():** Your character has mastered the ability to fight defensively. When using this maneuver, your character gains +2 to his Defense for the turn, but any attack he makes suffers a -2 penalty. He can move no more than his Speed while performing a Defense Attack maneuver in a turn.

Whirlwind Strike (*):** Your character can unleash a storm of blows against an opponent. He can make a number of extra Brawl attacks for each point of Dexterity that he has above 2 in a single action. Each extra attack is made at a cumulative -1 modifier. Thus, he can perform a total of two attacks at Dexterity 3 (the second of which is at -1), three attacks at Dexterity 4 (the third of which is at -2), and four at Dexterity 5 (the fourth of which is at -3). All attacks must be on the same target.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver this turn. He is too busy bobbing and weaving out of the way of attacks.

Destroy Defense (**):** Your character uses clever combinations, feints, sidesteps and perhaps furtive grabbing (called “sticking” or “trapping” in some martial arts) to progressively destroy your opponent’s ability to defend himself. Whenever he successfully hits an unarmed target with a Brawl attack, he reduces her Defense by 1 against his next attack. This is cumulative across multiple, successive attacks, up to a maximum Defense penalty equal to the lower of the attacker’s Wits or Dexterity. After that, the target recovers her full Defense, and the character must try to impose this penalty once again.

Your character can use Destroy Defense across multiple rounds as long as he does nothing except deliver successful Brawl attacks. If he misses or performs any other action, the running penalty imposed by the Merit automatically “resets” to 0.

The target retains her full Defense against other attackers; she’s only extraordinarily vulnerable to the maneuver user’s Brawl attacks. This maneuver does combine with Combination Blows or Whirlwind Strike. Destroy Defense’s penalty is cumulative with the normal Defense penalty against multiple attacks, if it applies.

Fencing

Effect: Your character is trained in the art of fencing. He likely learned this skill at a fencing academy, and is familiar with the sport in more than a passing capacity.

Dots purchased with this Merit allow access to unique combat maneuvers using fencing weapons. Each maneuver is a prerequisite for the subsequent maneuver. So, your character cannot have "Feint" until he has "Thrust." These maneuvers and their effects are described below. All maneuvers are based upon the Weaponry Skill.

Fencing is meant to be performed with specific swords. The maneuvers below can be used without penalty provided your character is using one of the following swords: curved sword, fencing sword, rapier or sword cane. Any other type of sword incurs a -1 penalty against any of the maneuvers listed below. (For more information on swords as melee weapons, see Chapter One.)

World of Darkness: Armory, p. 210	Prerequisites: Dexterity **, Weaponry **
• Thrust	+1 to attack rolls
•• Feint	Make normal attack, no damage but ignores opponent's defence next attack
••• Riposte	Spend WP to dodge then attack at -1, ignoring defence
•••• Moulinet	Spend WP, successful attack does additional Dexterity damage

Thrust (*): The thrust is a simple yet powerful attack. A fencer's stance (one leg anchoring your character's position and the other leg lunging him forward) gives this attack extra force. When your character makes a thrust attack, plunging the blade toward an opponent, he does so with a +1 bonus.

Feint ()**: Your character knows how to make a fake attack intended to throw off an opponent. Make a "normal" attack roll (Strength + Weaponry), and this roll is penalized by the opponent's Defense, par usual. This attack is fake; it does not strike the foe or do any damage. If your character achieves even a single success, however, the opponent is momentarily confused and off-balance, and may not apply her Defense against the next attack she suffers (which may be from your character the following turn or may be from some other source beforehand).

Riposte (*)**: A Riposte requires an attack to be made against your character. He steps out of the way of the attack using his Dodge (i.e., her Defense, doubled). While his opponent is open, he can then make a sudden and quick attack, which is performed at a -1 penalty. However, the opponent's Defense does not further penalize the attack roll.

Drawback: If your opponent suffers any further attacks on a turn where she has used Riposte, she cannot apply her Defense against them.

Moulinet (**)**: If your character makes a successful hit on an adversary with his sword, he may then rotate his wrist and perform a quick spiral cut with the tip of the weapon. This additional cut requires no additional roll; the cut does lethal damage to the opponent equal to your character's Dexterity.

Drawback: To perform this maneuver, the character must spend a Willpower point before he makes her initial attack roll. The Willpower does not grant him the additional +3 to attack. If the initial attack roll fails, the Willpower point is wasted and the Moulinet may not be added.

Kendo: Japanese Fencing

The above Merit is for European-style fencing, but can be adapted for Japanese kendo fairly easily. While the techniques (called *waza*) are slightly different, the mechanics stay the same.

Thrust (*) becomes *Kaburi*; instead of thrusting, your character makes an overhead attack, but the +1 modifier remains.

Feint ()** becomes *Kiai*. It involves shouting loudly while making a distracting maneuver.

Riposte (*)** becomes *Uchiotoshi Waza*, or "killing the sword." The character may not step out of the way but instead parries the attack before her own counter-attack.

Moulinet (**)** becomes *Nidan Waza*, allowing one completed attack and a second quick cut with the sword.

Again, all the mechanics are the same, and the Merit works in the exact manner, though with different terms. However, the swords used are different. A character can perform *kendo waza* with katana, *wakizashi* and curved swords — using them with any other swords incurs a -1 penalty.

Filipino Martial Arts

Effect: Your character is trained in the art of Filipino fighting, which is often called *escrima* or *kali*. He may have learned this from an instructor or a family member. Most *escrima* techniques use weapons and are meant predominantly for self-defense.

Dots purchased with this Merit allow access to unique combat maneuvers with blunt weapons. Each maneuver is a prerequisite for the subsequent maneuver. So, your character cannot have "Disarm" until he has "Lock and Block." These maneuvers and their effects are described below. All maneuvers are based upon the Weaponry Skill.

Note that to perform these maneuvers, a character must have at least one blunt weapon in hand. This weapon is potentially one *escrima* stick (or a pair), but it can be any blunt object shorter than two feet in length. If the character wields two weapons, he still assumes the -2 penalty for off-hand attacks. Once the character reaches the fourth and final level of this style, he can then choose to use any of the maneuvers without weapons. At this stage he learns the "empty hand" techniques of *escrima*.

World of Darkness: Armory, p. 211	Prerequisites: Dexterity ***, Weaponry ***
• Lock and Block	Can grapple as a defensive maneuver. Can add Defense to grapple.
•• Disarm	If attack roll is equal to or greater than stamina, opponent is disarmed and takes half bashing damage, rounded up.
••• Off-Balancing Attack	-2 to attack to give opponent -3 to their next attack
•••• Many-Handed Defence	Defense does not lower due to multiple opponents

Lock and Block (•): With this move, your character uses an adversary's momentum against her. If you succeed on a Strength + Weaponry roll, your character captures an opponent's attacking arm in his own and gains a grapple over her (for grappling rules, see p. 157, the *World of Darkness* Rulebook). You may add your character's Defense to the Strength + Weaponry roll, as he is technically making a defensive maneuver. However, if you choose to add his Defense to this attack, you may not apply his Defense against any incoming attacks that turn. If he has already applied his Defense, he may still utilize this maneuver, but he does not get to add his Defense to the roll.

Disarm (••): This allows your character to capture an incoming attack and bring his own weapon down upon a foe's forearm, potentially forcing the enemy to drop her weapon. (Note that this is different than the Disarm Merit.) To enact this maneuver, make a normal attack roll (Dexterity + Weaponry). Compare the successes on this roll against the opponent's Stamina. If the successes are equal to or exceed her Stamina score, she drops the weapon. This attack does cause damage to the opponent, as well. Take the successes gained on the attack roll and halve them (round up). The opponent takes this damage, bashing.

Off-Balancing Attack (•••): With this attack, your character uses his weapon to set a foe off-balance. This attack can take any form: thrusting a baton into a solar plexus, hitting a foe's temple or the bridge of her nose or using a stick's momentum to push her into an awkward position. The attack is made at a -2 penalty. If successful, the attack does full damage and the opponent's next attack is made at a -3 penalty.

Many-Handed Defense (••••): *Escrima* practitioners know how to move and flow with the combat in ways often unparalleled in other weapon-style systems. In this case, you may apply your character's full Defense (or Dodge) to all attacks against him in a single turn. They are not diminished at all by attacks made after the first.

Formation Tactics

Effect: Your character has completed extensive drill training, either in life or undeath, learning to work in efficient, deadly harmony with compatriot soldiers. He may be a career soldier, a member of the Legio Mortuum or a mercenary veteran.

The Legio Mortuum makes frequent use of Formation Tactics, applying its benefits to devastating effect. There is little in Necropolis more intimidating than the sight of four or five Kindred legionnaires moving quickly into a coordinated and powerful display of arms.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have Ciringite Frontem until she has Testudinem Formate. The maneuvers and their effects are described below. Only one maneuver can be performed in a given turn. All of the maneuvers are effective only with a shield and melee weapon.

Requiem for Rome, p. 109	Prerequisites: Strength **, Stamina ***, Weaponry **
• Testudinem Formate	Move at only half speed and cannot attack, but grants a bonus to defense against ranged weapons for each ally in the formation, to a max of +5
** Ciringite Frontem	Forgo Defense this turn, but can make a special knockback attack with a bonus for each ally in the formation (max +5)
*** Cuneum Formate	Can make penalized attacks, but any counterattack is at a penalty proportional to the number of allies in the formation (max +5)
**** Orbem Formate	Can form a defensive formation around a person or thing, granting a bonus to defense for each ally in the formation (max +5)
***** Contendite Vestra Sponte	Costs a willpower point to use, but launches an attack that if successful causes an automatic point of lethal damage for each ally in the formation (max +5).

Testudinem Formate (•): Your character is trained in assuming the legendary “tortoise” formation. All soldiers in the formation raise and overlap their shields, creating a nearly impenetrable wall. She gains +1 Defense against ranged weapons above and beyond her armor bonus, for each soldier in the formation, to a maximum of +5. Draw-back: Characters taking part in the Testudinem Formate cannot attack while they benefit from (or contribute to) this Defense bonus, and they can only move at half their Speed rating.

Ciringite Frontem ():** Your character knows how to work together with other soldiers to hold a position and better withstand an oncoming attack. If you succeed on a Strength + Weaponry roll, your character holds her ground and forces a knockback check (see the World of Darkness Rulebook) on any opponent who attacks her that turn. You may add +1 for each soldier in the formation, to a maximum of +5, to this Strength + Weaponry roll.

Drawback: You may not add the character's Defense to any incoming attack this turn. If she applies her Defense, she breaks formation and cannot benefit from its bonus or contribute to the bonus of any other soldier in the formation.

Cuneum Formate (*):** Your character can participate in a fast-moving wedge formation designed to break and scatter enemy lines. The quick assault knocks enemies off balance and forces aggressive attackers to go on the defensive. This attack is made at a -2 penalty. If successful, the attack does full damage to one opponent and that opponent's melee attacks against the soldiers in this formation are made at a -1 penalty for each soldier in the formation, to a maximum of -5 for the remainder of the turn.

Orbem Formate (*):** Your character is trained in assuming a circular, defensive formation that protects any object or individual in the center. Whoever (or whatever) is in the center of this formation gains a +1 Defense bonus for each soldier in the formation, to a maximum of +5, applied against ranged and melee attacks. For every three soldiers in this formation, one adult (or adult-sized object) may benefit from the bonus applied.

Drawback: The individual protected may not participate in combat. If he attempts to attack the opponent, the benefit of the Orbem Formate is lost.

Contendite Vestra Sponte (**):** Your character can take part in a shockingly powerful assault, unleashing a wave of attacks in concert with her well-trained compatriots. If a character in this formation scores a successful hit with her melee weapon on an adversary, she may benefit from the position of her fellow soldiers, pushing them directly into another's blade (or otherwise maximizing the benefit of her attack). This capitalization requires no additional roll; the adversary takes one additional level of lethal damage for each soldier in the formation, to a maximum of 5.

Drawback: To participate in this formation, each soldier involved must spend a Willpower point before she makes her initial attack roll. The Willpower does not grant her the additional +3 to the attack. If the attack roll fails, the Willpower is wasted, and the Contendite Vestra Sponte bonus does not apply to her attack (although her participation may still be counted toward the bonus of another soldier's attack in the formation).

Frenzied Assault

Effect: Your character knows how to use her weapon to great effect, lashing around her in an orgy of blood and death. She doesn't think when fighting, instinct drives her to kill with a passion that only a few people will ever really understand. She's a natural killer, making up for her lack of finesse with savage fury and dismembering opponents with each swing. Despite her almost animal intelligence, she realizes the benefit of having a weapon, and the bigger the better - though some spree killers prefer to use a more concealable tool, hiding it like a tiger hides its claws.

Dots purchased in this Merit allow access to special combat maneuvers which must be bought sequentially. Your character can't have "Terrorize" until she has "Bestial Instincts." The maneuvers and their effects, most of which are based on the Weaponry Skill, are described below. To perform these maneuvers, your character must have a close combat weapon capable of dealing lethal damage in her hand.

Slasher, p. 128	Prerequisites: Strength ***, Stamina ***, Intimidation **, Weaponry **
• Bestial Instinct	Substitute Weaponry for Composure for determining Initiative
** Terrorize	Strength + Intimidation versus Resolve + Composure to remove defense
*** Hard to Kill	Gain 2 extra Health boxes while in combat, doesn't roll for unconsciousness until Rightmost box is filled with Lethal
**** Savage Rending	Lose Defense and Reduce called shot penalties on body parts by 2. If dealing 5 or more lethal damage on a limb, it's severed
***** Trance of Death	Spend 1wp to gain rote-action on attack rolls

Bestial Instincts (•): Your character sees weakness as an opening, and strikes before her prey has a chance to defend herself. Your character may substitute her Weaponry score for her Composure when determining her Initiative modifier.

Terrorize ():** Whether she grins manically whilst drenched in other people's blood or refuses to speak from behind a gore-spattered hockey mask, your character can use her very presence to scare her targets into submission. Instead of attacking, you may make a contested Strength + Intimidation roll. Everyone who has seen you inflict at least two levels of lethal damage resists with their Resolve + Composure. Every character who fails the contested roll loses their Defense until after your character's next action.

Hard to Kill (*):** Your character doesn't feel pain when he could be inflicting it. Whenever he is engaged in combat - specifically, part of a scene where he takes specific actions in order of Initiative - he gains an extra two points of Health and doesn't have to roll for unconsciousness until his rightmost Health box is filled with lethal damage.

Drawback: The bonus Health vanishes at the end of the combat - when the action fades to a point that Initiative is no longer necessary. See "Temporary Health Dots" on page 137 of the World of Darkness Rulebook for more information.

Savage Rending (**):** Your character swings wildly with her weapon, rending flesh from bone - and limbs from bodies - in an orgy of death. Reduce all penalties for targeting specific body parts by two (see "Specified Targets," World of Darkness Rulebook, p. 165). If you target an arm or leg and do five or more points of lethal damage, the blow severs the limb. Each character witnessing the attack must succeed at a reflexive Resolve + Composure roll or suffer a -2 modifier on their next action.

Drawback: Your character cannot use her Defense on the same turn she intends to use this maneuver. If your attack is a dramatic failure, the weapon lodges in your foe, wrenching it from your character's hands.

Trance of Death (**):** Your character is so far removed from normal humanity that the dangerous and chaotic whirl of combat means very little to him. Maybe he tunes it all out, like a soldier who has seen too much. Maybe he actually enjoys it, finding solace in knowing that he could die at any second. Whatever it is, nobody can question his effectiveness. When attacking, spend one Willpower point to turn the roll into a rote action (see the World of Darkness Rulebook, p. 134).

Drawback: Spend 1 Willpower per attack. This willpower expenditure does not add three dice to the attack. If your character uses a rote action in combat she cannot apply her Defense to incoming attacks on the same turn (see the "Combat by "Rote" sidebar on p. 69 of Hunter: The Vigil).

Grappling

Effect: Your character has trained to grapple using old school, no holds barred catch wrestling (Olympic style wrestlers learn the first two maneuvers), Brazilian Jiu-Jitsu or Russian sombo. He uses leverage and positioning to out-grapple opponents.

Adamantine Arrow, p. 50 World of Darkness: Armory Reloaded, p. 67	Prerequisites: Strength **, Dexterity ***, Stamina ***, Brawl **
• Sprawl	subtract higher of Strength+1 or Dexterity+1 from overpower attempts
** Takedown/Throw	instead of grappling, force opponent prone while still standing
*** Chokehold	impose cumulative -1/turn penalty on opponents actions while choking
**** Submission Hold	inflict lethal/bashing when performing overpower

Sprawl (*): Your character knows how to “sprawl” and sink his weight to avoid being overpowered in a grapple. Subtract the higher of Strength +1 or Dexterity +1 from dice pools to overpower him in a grapple. This doesn’t apply to the initial hold, but subsequent attacks from the grip.

Takedown/Throw ()**: Your character knows how to rapidly close with your enemy and take him to the ground. In lieu of securing a grappling hold, he can immediately render the opponent prone (see *The World of Darkness*, p. 157 and 164). Furthermore, if he takes an opponent down this way, he can choose whether or not to go prone with the target. Mixed martial arts fighters take a crouching (but still standing) position from her and deliver vicious beatings with their hands – a technique called “ground and pound.”

Chokehold (*)**: Your character can efficiently choke enemies by cutting off blood flow to their brains. If he overpowers an opponent in a grapple, he can start the choke. The choke inflicts a cumulative –1 die penalty to the opponent’s actions for each turn it’s maintained. The victim falls unconscious if he endures a choking attack for a number of consecutive turns equal to his Stamina. Your character can continue choking an unconscious victim. This inflicts lethal damage equal to the attacker’s Strength + Brawl successes every turn.

Chokeholds don’t work on opponents who don’t need to breathe.

Submission Hold (**)**: Opponents caught in your joint locks can’t escape without injuring themselves. If your character scores more successes than his opponent’s Size in an immobilization attempt, the victim can’t attempt any physical action – including breaking free – without suffering a point of lethal damage. This penalty lasts from the moment of immobilization to end of the next turn.

Furthermore, your character can always choose to inflict one point of lethal damage whenever he damages an opponent with an overpowering roll. The character’s first Strength + Brawl success inflicts a point of lethal damage; subsequent successes inflict bashing damage. Submission holds don’t work on creatures that don’t have bones.

Gladiatorial

Effect: Your character is a hardened warrior, seasoned by years of experience in street-level combat or battle in the gladiatorial arena. She knows how to use crude weaponry, cruel tricks and flashy, crowd-pleasing tactics to maximum effect.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can’t have Weapon Slap until she has Stunning Attack. The maneuvers and their effects are described below. Only one maneuver can be performed in a given turn. All of the maneuvers are based on the Weaponry Skill.

Requiem for Rome, p. 109	Prerequisites: Presence **, Strength ***, Weaponry ***
• Stunning Attack	Makes a loud and powerful attack, if successes exceed the target’s composure they lose their next action.
•• Weapon Slap	Make an attack that inflicts no damage, but the target loses their defense against the next incoming attack.
••• Lethal Accuracy	Any attack with lethal weapons gain armor piercing, and the penalty to hit specific targets is reduced.
•••• Brutal Sacrifice	In exchange for a point of willpower, make an attack that leaves a weapon embedded in the victim’s body, inflicting a penalty to all actions, and causing further damage upon removal.

Stunning Attack (*): Your character can make a sudden, howling attack of such viciousness that her opponent is knocked off balance. You must declare a Stunning Attack as your action

before the attack roll is made. If the number of successes inflicted in the single Weaponry attack roll exceed the victim's Composure rating, the victim loses his next action. Note that your character must scream or howl while making this attack - it cannot be performed silently.

Weapon Slap (••): Your character unleashes a powerful blow designed not to injure the opponent but to push his weapon or shield out of the way and create an opening that can be exploited. If the attack roll is successful, no damage is inflicted on the victim, but he does not apply his Defense (including the benefit added by a shield) to the next incoming attack (which may be from your character in the following turn, or from some other source beforehand).

Lethal Accuracy (•••): Your character has an innate understanding of the various types of armor and their weak spots. Attacks made with any lethal weapon have Armor Piercing 1 and penalties to hit specific targets or body parts (see "Specified Targets," p. 165 of the World of Darkness Rulebook) are reduced by two.

Brutal Sacrifice (••••): Your character can intensify a lethal attack by staging it so that her weapon is embedded in the victim's body and ensuring that the weapon's removal will inflict more damage. You must declare a Brutal Sacrifice as your action before the attack roll is made. If the roll is a success, your character leaves her weapon in the victim's body. If the weapon is not removed, the victim suffers a -2 penalty on all actions due to pain and physical interference. If the weapon is removed, it inflicts additional lethal damage equal to the weapon's damage rating. This additional damage requires no roll. If the victim does not remove the weapon himself, your character may attempt a Dexterity + Brawl attack to do so on a subsequent turn. Drawbacks: To perform this maneuver, your character must expend a point of Will-power before the attack roll is made. The Willpower does not grant an additional +3 on the roll. If the initial attack roll fails, the Willpower point is wasted and the Brutal Sacrifice may not be added. In addition, your character loses the use of the weapon until it is removed from the victim and returned to her.

Hedge Duelist

Effect: While any changeling can step into the Hedge to duke it up with an opponent, for some, Hedge battles have become an art form. Characters with the Fighting Style: Hedge Duelist Merit have dedicated time and effort into perfecting combat within the Hedge's unique environment, turning the Hedge Duel into an (often lethal) art form.

Dots purchased in this Merit allow access to special combat maneuvers that are applicable only to combat within the Hedge (not Arcadia), and only in formal duels. See p. 225 of Changeling: The Lost for criteria on how a Hedge Duel is begun.

Each maneuver is a prerequisite for the next. A character can't purchase Briar Bite until he has mastered Quick Count and Cruel Blow. The maneuvers and their effects are described below.

Rites of Spring, p. 91	Prerequisites: Wyrd •••
• Quick Count	+2 to initiative when beginning a hedge duel
•• Cruel Blow	add yours or your opponents empathy (whichever is higher) to your manipulation + Subterfuge rolls against targets clarity
••• Briar Bite	spend a point of glamour to lower your opponents wyrd by 2 when being used to defend against attacks from the hedge
•••• No Mercy	each successive attack inflicts a -1 penalty, additional derangements. Sin against Clarity 7.
••••• Hedge Wrath	spend a point of willpower to enhance any attack made by reshaping the hedge if exceptional the attack does aggravated damage

Quick Count (+): In a traditional pistol duel, opponents walk in opposite directions, counting to 10 before turning and firing at each other. This often means that whoever has the quicker reflexes gets the benefit of the first shot. Experienced Hedge Duelists seem to be able to get the “drop” on their opponents more often than not, perhaps simply by quick reaction times, or perhaps through some subtle manipulation of the Hedge’s time flow. With Quick Count, your opponent gets a +2 bonus to her Initiative when beginning a Hedge Duel. If Storytellers are using the alternate Initiative rules on p. 151 of the World of Darkness Rulebook, the bonus applies to each Initiative roll.

Cruel Blow ():** Demoralizing an opponent is an effective, if unscrupulous, tactic for Hedge duels, and your character has perfected it. When targeting an opponent’s mind (see p. 226 of *Changeling: The Lost*), she has an uncanny ability to choose whatever words will do the most damage. Add either your character’s Empathy or the victim’s (whichever is higher) to your character’s Manipulation + Subterfuge rolls against the victim’s Clarity or Resolve + Composure.

Briar Bite (*):** For an expert Hedge Duelist, the Hedge itself becomes its own, oft lethal, weapon. By spending a Glamour, a Hedge Duelist is able to use the Hedge against his opponent without regard for the opponent’s own powers. When your character uses the Hedge to strike at a rival, your opponent’s Wyrds is treated as two less for purposes of defense (to a minimum of 0).

No Mercy (**):** Normally, a character suffers no more than a –2 penalty for losing all of her Willpower to a Hedge Duel opponent’s mind-attacks. Characters with the No Mercy maneuver, however, give no quarter to their opponents’ weakened state, pursuing the mental abuse to the point where it can totally incapacitate their foes. Once an opponent has been reduced to 0 Willpower, each successive strike at his mind with the No Mercy maneuver increases his dice penalty by 1. Using this tactic calls for a Clarity roll if the attacker’s Clarity is 7 or higher (roll three dice).

In addition, opponents who end a Hedge Duel with more than a –2 penalty thanks to this punishment suffer from a mild derangement (or an upgrade of an existing derangement from mild to severe) for the next 24 hours. Those who end a Hedge Duel with a –5 or greater penalty or less Willpower suffer the derangement or upgrade for an entire week. When an opponent reaches a –10 penalty, he are no longer able to function and falls to the ground in a quivering, fetal ball. It is considered exceptionally poor form to kill an opponent who has been so incapacitated, even if the duel was announced as being to the death, so adroit Hedge Duelists will often attempt to pause their mind attacks just short of this threshold if they intend on killing their victim. (Killing a victim who is incapacitated in this manner calls for a degeneration roll if the attacker’s Clarity is 2 or higher. Roll two dice.)

Hedge Wrath (***):** The Hedge is not a nice place. The fact that it seems to cooperate more freely with changelings who come into its fickle environ for the purposes of harming each other is just one example of its cruel nature. For those who are able to harness this cruelty, however, the Thorns are an incredible weapon. With Hedge Wrath, your character is able to sacrifice her own Willpower to fan the Hedge’s lethal potential even higher. She may spend a Willpower point to enhance any Hedge Duel attack in which she is reshaping the Hedge to strike at her enemy; the usual benefits apply. In addition, if that attack is an exceptional success, all damage the attack does is aggravated, rather than lethal.

Iaido (Armed Defensive Striking)

Effect: Your character has studied the art of iaido, focusing her awareness of her surroundings and her ability to respond to a threat to the razor's edge. She has learned to draw a blade at a moment's notice, and has internalized kata focused on swiping the blade across her opponent's vitals.

Practitioners of iaido often cultivate the Wits At-tribute, as speed of thought and awareness of one's surroundings are valued by adherents of the style.

Dots purchased in this Merit provide access to special combat maneuvers. Each maneuver is a prerequisite for the next. Iaido maneuvers are based on the Weaponry Skill and are used with a curved sword, most commonly the katana.

World of Darkness: Armory Reloaded, p. 76	Prerequisites: Strength **, Dexterity ***, Composure ***, Weaponry ***, Quick Draw
• Tsuki Kage (Draw and Cut)	Add Weaponry to Initiative in any turn that starts with the weapon sheathed
•• Zanshin (Awareness)	+2 to avoid ambush. A total of +4 with Danger Sense
••• Tachi-Sabaki (Movement of the Sword)	Add Weaponry to defense while making a dodge action (Stacks with Weaponry Dodge)
•••• Kan Ken no Metsuke (Seeing with Eyes and Mind)	If the initiative is a tie, the practitioner acts first.
••••• Uke Nagashi (Catch and Slide Off)	Counter attack while making a dodge action

Alternative Iaido

••••• Muso Ken (No-though Sword)	Make a reflexive counter-attack when attacked by surprise
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Tsuki Kage ("Draw and Cut;" •): The character sharpens his already capable ability to quickly enter combat. If the character begins combat with his weapon sheathed, he adds his rating in the Weaponry Skill to his Initiative modifier. If the Storyteller utilizes the optional initiative rule from page 151 of the World of Darkness Rulebook, this bonus applies on any turn in which the character's weapon begins the turn sheathed.

Drawback: The character must commit to an attack against an opponent during the first turn of combat to gain the advantage of this maneuver.

Zanshin ("Awareness;" ••): While honing the speed of one's reactions can save one's life, better still to be constantly vigilant. The character strives to remain ever aware of his surroundings, that he may never be taken by surprise. The character gains a bonus of two dice to all rolls to avoid an impending ambush. This Merit duplicates the effect of the Danger Sense Merit, and a character with both Merits gains a total +4 on rolls to avoid being surprised. Such characters are paragons of self-awareness.

Tachi-Sabaki ("Movement of the Sword;" •••): The character has mastered defensive kata designed to intercept incoming attacks and deflect them with the blade of the weapon. The character relies as much on the quality of his sword as he does his own speed of thought and motion. The character adds his weapon bonus (the weapon's damage rating) to his Dodge value when taking a fully defensive action. A character may benefit from this Merit while utilizing the Weaponry Dodge Merit (though not the Brawling Dodge Merit).

Drawback: The character only benefits from this Merit when taking a full Dodge action.

Kan Ken No Metsuke ("Seeing with Eyes and Mind;" ••••): The character's speed gives him a small but potentially important edge over other combatants. If the character's initiative roll results in a tie with another character involved in combat, the character automatically acts

before his opponents and allies. Initiative Modifiers are not compared and initiative is never determined by a roll-off (though if multiple characters aside from the iaido practitioner rolled the same initiative, their initiative ratings are resolved as normal). If two characters possess this maneuver, they act at the same time, each resolving their action as if the other had not yet acted. This can result in two characters killing each other in the same heated moment.

Uke Nagashi (“Catch and Slide Off,” *****): The character’s ability to move defensively and counter an attack with one of his own has been perfected. If the character’s weapon is sheathed, he can declare a Dodge action at any point during a turn, assuming she has not yet acted. His Defense is doubled as usual, though he may not utilize Weaponry Dodge or Tachi-Sabaki against attacks. However, the character can choose any opponent who is making an attack against him to perform a counter attack against. In a single swift motion, the character draws his blade, parries his enemy’s blow, and attacks his opponent. The character’s Weaponry Dodge (if he possesses it) and Tachi-Sabaki maneuver apply against the opponent’s attack (and only against this opponent). The character makes an immediate reflexive attack against the opponent at a one die penalty. After making his counter-attack, the character’s Defense applies as normal to further attacks made against him during the turn (i.e., his Defense is not doubled). Defense penalties for being attacked multiple times during a single turn are not affected by this maneuver in any way.

Drawback: The character spends one Willpower point per turn using this maneuver.

Judo

Advanced judoka perfect standing grappling and submission holds, so these characters might learn Fighting Style: Controls and Fighting Style: Submission Grappling.

World of Darkness: Armory Reloaded, p. 107	Prerequisites: Dexterity **, Wits **, Athletics **, Brawl **
• Ukemi (Receiving)	Stand up as a reflexive action
•• Naga-waza (Throwing Techniques)	Can choose to not go prone in a grapple, but inflicts bashing if he does. Also, +1 Equipment bonus if target wears lots of clothes
••• Suteми-waza (Sacrifice Techniques)	Add Athletics instead of +2 when using and All-Out Attack
•••• Renzoku-waza (Combination Techniques)	Perform multiple grapples per turn
••••• Tokui-waza (Favorite Techniques)	Add Athletics as automatic successus during specific situations

Ukemi (“Receiving;” •): Your character knows how to fall properly and get up quickly. He may stand up from a prone position (but not both) once per turn as a reflexive action, and is considered to have one point of armor against bashing damage caused by falls – but not other sources.

Nage-waza (“Throwing Techniques;” ••): Your character may use a grappling overpower to render an opponent prone without falling prone herself – but if she chooses to fall prone, she may simultaneously damage her opponent while rendering her prone. Furthermore, she excels at gripping clothing. If the opponent wears anything heavier than a t-shirt on his upper body she gains a +1 equipment bonus to perform each of the above maneuvers. If the opponent wears a gi (a karate or judo-style uniform), this increases to +2.

Suteми-waza (“Sacrifice Techniques;” •••): Your character uses her own bodyweight to drive her opponent to the ground, falling prone along with him. If she uses an all-out attack (see the

World of Darkness Rulebook, p. 157) you may add her Athletics skill to a roll instead of the usual +2 to render her opponent prone while using the nage-waza option that allows her to simultaneously damage an opponent and render her prone, while falling prone herself.

Renzoku-waza ("Combination Techniques;" ***): The character can attempt multiple grappling or shihonage attacks per turn, or he can defend with multiple throws using the Aiki maneuver. He may make one additional grapple or shihonage for each point of Dexterity that he has above 2. Each extra action is rolled at a cumulative -1 modifier. Thus, he can attempt two grapples or shihonage at Dexterity 3 (with the second at a -1 modifier), three at Dexterity 4 (at a 0, -1 then -2 modifier to dice rolls) and four at Dexterity 5 (at 0, -1, -2 and -3 to each dice roll, in turn).

Drawback: If the character's first action is anything but a grapple or shihonage attempt he cannot use this benefit.

Tokui-waza ("Favorite Technique;" *****): Through constant practice and competition, your character had made one throw into a specialty. It's not easy to apply it every time, but when the opportunity appears, few people can resist her technique. If her opponent scores zero successes to establish a hold, escape one or use an overpowering maneuver and the character secures a hold herself, she creates an opening for the technique. If you score even one success on one of the nage-waza based overpowering actions (render an opponent prone while standing, or render both combatants prone while inflicting damage), add the character's Athletics Skill as extra successes.

Improvised Weaponry

During the course of their journeys upon the Road, wanderers find themselves in bad circumstances with nothing even remotely resembling a respectable weapon at hand. Perhaps the first, best rule of the nomadic life, however, is to make do with what you've got. Thus, certain improvisational fighting strategies have become time-honored traditions for people who get knocked on their asses and have to reach for the nearest solid object to avoid a serious beating, or worse.

Note that, unlike most other Fighting Style Merits, Improvised Weaponry isn't formally taught. Characters invariably pick up this brutal, sloppy style of combat at the school of hard knocks.

World of Darkness: Midnight Roads, p. 57	Prerequisites: Wits ***, Weaponry •
• Always Armed	make a reflexive Wits + Weaponry roll to grab a 1L, Size 1, Durability 2 improvised weapon
•• In Harm's Way	when using an improvised weapon, treat Structure as Armor to parry incoming Brawl or Weaponry attacks
••• Breaking Point	when using an improvised weapon, exchange Structure for bonus to a single strike

Always Armed (•): The character has an instinct for grabbing something dangerous in almost any situation and maximizing its lethality once in hand. On her character's initiative in any given turn, the player may make a reflexive Wits + Weaponry roll to have the character pick up an object suitable for use as a weapon in any save the most barren environment. (The player is encouraged to work with the Storyteller to determine an appropriate item - a large, jagged rock outdoors, for example, or a heavy glass ashtray with one sharp, broken edge in a dive bar.) Regardless of what it is, this object is treated as a Size 1, one lethal weapon with a Durability of 2. On an exceptional success, provided that her surroundings allow for it, the character may instead grab a Size 2, two lethal improvised weapon with a Durability of 2.

In Harm's Way (••): By interposing her weapon (no matter how small or inappropriate for parrying it might be) in the path of an oncoming Brawl or Weaponry attack, the character learns

to increase her chances of walking away from a given attack unscathed. While wielding an improvised weapon acquired with the first technique of this Fighting Style, the character may, at the beginning of a turn, treat the Structure of her weapon as armor, but any damage inflicted upon her also inflicts an equal amount of damage to the improvised weapon, bypassing its Durability.

Breaking Point (*):** One sure way to win a fight is to hit the other guy so hard that he doesn't get back up, even if that means losing a weapon in the process. When the character uses the all-out-attack option in a fight while wielding an improvised weapon acquired with the first technique of this Fighting Style, her player may exchange points of the weapon's Structure, down to a minimum of zero, for added equipment bonus for the duration of a single strike. The player must declare the use of this option before the attack is made, and the weapon still takes the damage even if the attack is unsuccessful (perhaps striking a brick wall, a parked car or some other heavy object.) If the weapon is reduced to zero Structure, the weapon is automatically destroyed after the attack is resolved, though the target is still damaged as normal if successfully struck. Note that the character may use this technique in conjunction with the previous one, allowing her to parry an attack made on a higher Initiative than her own and then go on the offensive with her improvised weapon, provided that it didn't sustain enough damage to destroy it.

Krav Maga (Unarmed Defensive Striking)

Effect: Your character practices Krav Maga, and has become competent in an unarmed variant of Defensive Striking. Dots purchased in this Merit provide access to special combat maneuvers. Each maneuver is a prerequisite for the next. Krav Maga maneuvers are based on the Brawl Skill unless otherwise noted and are used unarmed.

World of Darkness: Armory Reloaded, p. 79	Prerequisites: Strength **, Dexterity ***, Wits ***, Brawl **, Brawling Dodge
• Immediate Defense	Add Brawl to initiative when fighting an armed opponent
** Disarming Defense	Disarm and take control of the weapon
*** Impenetrable Defense	Spend willpower to add Brawl to defense against a single attack
**** The First Moment	If the initiative is a tie, the practitioner acts first.
***** Finishing the Fight	Counter attack during a dodge action if attacker failed to hit

Immediate Defense (•): The character has learned to act quickly to neutralize a threat and make a fast escape. She gains a bonus equal to her Initiative equal to her Brawl Skill when fighting armed opponents.

Disarming Defense (••): The character twists her torso out of danger while grabbing her opponent's wrist and pulling him forward, using her own torso for lever-age as she tears his weapon from his hand. This acts as the Disarm Merit save that it utilizes the Brawl Skill. Rather than knocking the weapon away, the character takes the weapon from her opponent, and may use it the following turn.

Impenetrable Defense (•••): The character knows that offense and defense are one in the same. The character may add his rating in his Brawl Skill to his Defense or Dodge against a single incoming attack. The bonus from this maneuver combines with that from Brawling Dodge.

Drawback: The character must expend a Will-power point to perform this maneuver. This maneuver is reflexive, and a character may use it and perform an instant action (such as attacking) so long as she did not use the Dodge action.

The First Moment (**):** The character has trained her reaction time to a tenth of a second, acting more by instinct than thought. If the character's initiative roll results in a tie with another character involved in combat, the character automatically acts before his opponents and allies. Initiative Modifiers are not compared and initiative is never determined by a roll-off (though if multiple characters aside from the Krav Maga practitioner rolled the same initiative, their initiative ratings are resolved as normal). If two characters possess this maneuver, they act at the same time, each resolving their action as if the other had not yet acted. This can result in two characters killing each other in the same heated moment.

Finishing the Fight (***):** The character moves defensively, but knows when to lash out at an enemy to bring him crashing to the ground. The character declares and benefits from a Dodge action (including Brawling Dodge, if she possesses it). She may abort that action to make an immediate, reflexive counter-attack against an opponent whose attack fails to overcome her Dodge trait.

Drawback: This maneuver costs the character one Willpower point to enact. After making her counter-attack, the character loses her Defense for the remainder of the turn.

Kung Fu

Effect: Your character is trained in one of the many forms of Kung Fu, conditioning his mind and body for the purposes of focus and self-defense. He may have begun his training at an early age, following in the footsteps of family or friends, or he may have joined a school as an adult for the purposes of exercise or protection.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have "Iron Skin" until he has "Focused Attack." The maneuvers and their effects are listed below, most of which are based on the Brawl Skill.

World of Darkness, p. 111	Prerequisites: Strength **, Dexterity **, Stamina**, Brawl**
• Focused Attack	Armor and Called shot penalties are reduced by 1
** Iron Skin	Has Armor of 1 against Bashing attacks
*** Defensive Attack	-2 to Attack for +2 Defense
**** Whirlwind Strike	Can make extra Brawl attacks equal to Dexterity-2 on a single target. Each additional attack gets cumulative -1. Cannot use Defense before or after this maneuver.
***** Lethal Strike	Spend WP, Brawl attacks deal Lethal

Focused Attack (•): Physical conditioning and accuracy allow your character to deliver blows at vulnerable spots on targets. Penalties to hit specific targets are reduced by one. See "Specified Targets," p. 165. Even when a specific part of an opponent is not targeted, armor penalties to your character's Brawl attacks are reduced by one.

Iron Skin ():** Your character has hardened his body to physical blows, allowing him to withstand repeated hits with minimal effect. He has an effective armor trait of 1 against bashing attacks only.

Defensive Attack (*):** Your character has mastered the ability to fight defensively. When using this maneuver, your character gains +2 to his Defense for the turn, but any attack he makes suffers a -2 penalty. He can move no more than his Speed while performing a Defense Attack maneuver in a turn.

Whirlwind Strike (*):** Your character can unleash a storm of blows against an opponent. He can make a number of extra Brawl attacks for each point of Dexterity that he has above 2 in a single action. Each extra attack is made at a cumulative -1 modifier. Thus, he can perform a total of two attacks at Dexterity 3 (the second of which is at -1), three attacks at Dexterity 4 (the third of which is at -2), and four at Dexterity 5 (the fourth of which is at -3). All attacks must be on the same target.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver this turn. He is too busy bobbing and weaving out of the way of attacks.

Lethal Strike (**):** By focusing his might and concentration, your character can kill or maim an opponent with a well-placed strike. A strike inflicts lethal instead of bashing damage.

Drawback: Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

Langschwert (Heavy Sword)

Effect: Your character is skilled in the German two-handed long sword style, or another martial art that specializes in using a long two-handed sword or stick.

Dots purchased in this Merit provide access to special combat maneuvers. Each maneuver is a prerequisite for the next. Langschwert maneuvers are based on the Weaponry Skill and work in conjunction with a Size 3 or 4 blade or staff.

World of Darkness: Armory Reloaded, p. 83	Prerequisites: Strength ***, Weaponry ***
• Wards	+1 Defense while wielding a Heavy sword
•• Fool's Guard	Instead of defense, roll to reduce amount of damage taken
••• Half Sword	Take a penalty to add +2 to total damage
•••• Doubling Cut	Make two attacks, lose defense
••••• Wrathful Cut	Add weaponry instead of +2 when making an All-Out Attack

Wards (•): Your character knows how to use his weapon to deflect and threaten away attacks. Add 1 to his Defense when he wields a weapon compatible with this Fighting Style.

Fool's Guard (••): Your character knows how to hold his weapon low to seemingly invite attack, but when the opponent strikes, he can quickly raise it to counter. Instead of offering a normal Defense, roll Strength + Weaponry + 1 die against the opponent's attack. This is an instant action. Each success reduces the attack's damage by 1, and if the characters successes exceed the attacker's, the difference is inflicted upon the attacker as damage from the character's weapon.

Drawback: The character cannot employ his Defense in any turn where he uses the Fool's Guard.

Half Sword (•••): Your character grabs the midpoint of his weapon to rain more powerful thrusts and blows at a shorter range, almost as if he was using the blade as a small spear. If his attack succeeds, add 2 to the weapon's damage (do not add this as the weapon's equipment bonus, but after rolling).

Drawback: The weapon's reduced range nullifies the Wards maneuver, so the character loses its Defense bonus. It also reduces the character's Weaponry-based dice pool by one.

Doubling Cut (••••): Your character strikes the enemy with two quick cuts. He can make two Weaponry attacks against an opponent in the same turn.

Drawback: Your character cannot employ his Defense or the Fool's Guard in the same turn as he uses this maneuver.

Wrathful Cut (**):** Your character steps in with a powerful blow, capable of overwhelming his enemy's defenses. When he makes an All-Out Attack (see the World of Darkness Rulebook, p. 157), add his Weaponry dots instead of the normal +2 bonus.

Drawback: Your character cannot employ his Defense or the Fool's Guard in the same turn as he uses this maneuver.

MAC (Modern Army Combatives)

Effect: The character is trained in Modern Army Combatives, the modern military style of hand-to-hand combat that blends a number of fighting styles such as Muay Thai to provide a soldier with an all-round means of unarmed self-defense and defense with short weapons (Brawl and Weaponry Skills).

Each dot of this Fighting Style is the prerequisite for the next higher dot; one cannot purchase "Atemi Attack" until one has purchased "Tactician's Sense", for example.

World of Darkness: Dogs of War, p. 38	Prerequisites: Strength **, Dexterity **, Stamina **, Brawl **
• Tactician's Sense	determine Initiative modifiers of all combatants reflexively
** Atemi Attack	ignore 1 point of Armor per dot in this style when making a Brawl or Weaponry attack
*** Forearm Choke	with grapple, choke out opponent on successive turns
**** Bullring	defense applies fully against all hand-to-hand opponents
***** Lethal Strike	spend 1 Willpower to make Brawl attacks do Lethal damage for a turn

Tactician's Sense (+): The character gauges the body language of combatants in his proximity. In game terms, he can make a Reflexive Wits + Composure perception roll and gauge the Initiative modes of all combatants before a fight starts.

Atemi Attack ():** The human body has a variety of pressure points, any of which can cause an opponent great pain. The trained fighter knows where to strike for maximum effect. When striking with a Brawl or Weaponry attack, the character may ignore up to 1 point of the enemy's Armor protection per dot in this Fighting Style.

Forearm Choke (*):** The character applies pressure to an enemy's carotid artery in an attempt to knock him out. The character must successfully achieve a Grapple attack (see "Grapple", the World of Darkness Rulebook, p. 157). The character may apply the choke hold from the following turn. The hostile may attempt to free himself on his next action with Strength + Brawl, his dice pool penalized by the character's Strength + 1.

This maneuver is designed to render the foe unconscious. The foe may resist each turn at a cumulative -1 dice pool penalty. When your character has sustained the choke hold for a number of turns equal to the hostile's Stamina, the hostile is rendered unconscious, and sustains a single point of bashing damage. The Forearm Choke is useless against creatures that do not need to breathe.

Bullring (**):** The character is trained in fighting off multiple opponents simultaneously. His Defense is applied in full to each and every simultaneous hand-to-hand attack in a single turn.

Lethal Strike (***):** By focusing his might and concentration, your character can kill or maim an opponent with a well-placed strike. A strike inflicts lethal instead of bashing damage.

Drawback: Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

Multi-Limbed Combat

Effect: While not all of the Centimani are adept at combat, enough emphasis has been put on turning their unique physical qualities to martial use for a specialized fighting form to have developed. For the purposes of this Merit, limbs are limited in definition to those that end in hands. Tentacles only apply if specifically designated.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, a character can't have "Manhandle" until he has "Outnumbered." The maneuvers and their effects, most which are based on either the Brawl or Weaponry Skill, are listed below. All bonuses given are in addition to the bonuses granted by the Transmutations "Hundred Hands" or "Tentacles."

Pandora's Book, p. 50	Prerequisites: three or more arms; Brawl ** or Weaponry **, Dexterity ***, Athletics **
• Outnumbered	For every limb over two, opponent's defense reduced by one.
** Manhandle	While in a grapple, for each limb over two, can make an overpower maneuver that does not immobilize
*** Protected Attack	Can dodge and attack with one action; does not stack with Bountiful Blows
**** Bountiful Blows	For each limb over two or each weapon wielded, can make an extra attack with a cumulative penalty.

Outnumbered (•): Most combatants are unaccustomed to encountering opponents with more than two possible avenues of attack. Defending against three or more limbs is simply outside of the realm of experience of most foes, allowing the well-trained Centimanus to cut through an opponent's defenses by attacking from unexpected angles. For every limb or tentacle over two, the opponent's Defense is reduced by one.

Manhandle ():** By virtue of having more than a normal quantity of grappling extremities, the character's ability to take other actions while wrestling is drastically increased. While in a grapple, for each limb or tentacle above two, the character may make an overpower maneuver that does not immobilize the target. This is an instant action. Tentacles may be used to grapple or for non-immobilizing overpower maneuvers with the exception of draw weapon, attack with drawn weapon or turn a drawn weapon (see p. 157 of the World of Darkness Rulebook). Weapons disarmed by tentacles are considered to be dropped.

Protected Attack (*):** One benefit of extra limbs is the increased ability to avoid leaving oneself vulnerable even when pressing an attack strongly, and characters with Protected Attack have perfected the ability to deliver an attack without leaving themselves defenseless. This Merit allows the character to Dodge and attack in the same turn.

Drawback: A single attack while not dropping one's guard is complicated enough - multiple attacks are impossible. Protected Attack cannot be stacked with Bountiful Blows.

Bountiful Blows (**):** The character's limbs rain attacks down upon his foes. For every prehensile limb above two, he can make an additional attack per turn upon a single target. Each extra attack is made at a cumulative -1 modifier, thus characters with three prehensile limbs may make two attacks (the second of which is at -1), characters with four may make three attacks (the third of which is at -2), five may make four (the fourth of which is at -3) and so on. In the case of characters wielding weapons that require more than one hand, maximum additional attacks are limited to one per weapon wielded. This maneuver does not give Centimani the ability to wield a shotgun or two-handed sword single-handedly or to attack more than once per turn with any weapon.

Drawback: The character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver this turn. He is considered to have used his extra limbs to aid in his Defense.

Muay Thai

World of Darkness: Armory Reloaded, p. 110	Prerequisites: Str ***, Sta **, Brawl **
• Cut Kick	kick deals 1 less damage, but reduces victim's speed by 1
•• Iron Skin	Has Armor of 1 against Bashing attacks
••• Combination Blows	Can make two brawl attacks against the same target with a -1 to the second attack. Cannot use defense before or after attack
•••• Thai Clinch	add Dexterity to attack pool for successful grapple + damage Combination Blows
••••• Lethal Strike	Spend WP, Brawl attacks deal Lethal

Cut Kick (•): Your character knows how to deliver powerful round kicks to her opponent's legs. When you choose this option your character inflicts one less point of damage than usual, counted after rolling to see if the attack succeeds. (For example, an attack that scores one success would still be a successful cut kick, but inflicts no Health damage). However, each kick reduces the opponent's Speed by one, down to a minimum of one. If you roll as many successes as the opponent's Size, he falls prone because he's been swept by her kick or can't use his leg out of sheer pain. Her opponent can get back up whenever she has the chance, but her Speed only recovers at the end of the combat scene.

Iron Skin (••): Your character has hardened his body to physical blows, allowing him to withstand repeated hits with minimal effect. He has an effective armor trait of 1 against bashing attacks only.

Combination Blows (•••): Your character's training and experience allow him to devastate opponents with a flurry of rapid blows. He can make two Brawl attacks against the same target in a single action. The second attack suffers a -1 penalty.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Thai Clinch (••••): Your character grabs an enemy around the head and pulls him into a vicious elbow or knee strike. If you establishing a grappling hold as the first part of using the Combination Blows maneuver and inflict damage as the second move, add your Dexterity to your dice pool to attack.

Drawback: The usual -1 penalty for Combination Blows applies to the first grappling attempt, not the following attack. This benefit does not apply if your character has already established a hold or in future attempts to damage an opponent from the same hold, but she can always abandon her current hold and try a new grapple to use the Thai Clinch.

Lethal Strike (•••••): By focusing his might and concentration, your character can kill or maim an opponent with a well-placed strike. A strike inflicts lethal instead of bashing damage.

Drawback: Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

Police Tactics

Effect: Your character has picked up some of the mixed bag of subdue and compliance tricks that cops learn in the academy and on the street. If he doesn't have law enforcement experience himself, he's most likely learned these maneuvers from someone who has.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have Weapon Retention until he has Compliance Hold. The maneuvers and their effects are listed below.

Tales from the 13th Precinct, p. 81 Tribes of the Moon, p. 36	Prerequisites: Strength **, Dexterity **, Stamina **, Brawl **, Weaponry *
• Compliance Hold	
** Weapon Retention	
*** Speed Cuff	

Compliance Hold (*): When trying to overpower an opponent you have grappled (see the World of Darkness Rulebook, pp. 157–159), you gain a +2 bonus to your Strength + Brawl roll if you attempt to immobilize or disarm him. You must choose your maneuver before making your roll, rather than after it, to gain this bonus.

Weapon Retention ():** An opponent who has grappled you must score successes equal to your Weaponry score on his Strength + Brawl roll to choose a “disarm” or “turn a drawn weapon” maneuver against you.

Speed Cuff (*):** If you have a pair of handcuffs or equivalent restraints drawn while grappling, you may choose “cuff” as an overpowering maneuver. With success, you get the cuffs on one of your opponent's wrists. With exceptional success, you cuff both wrists.

Qinna (Controls)

Effect: Your character is skilled in a Chinese martial arts style that emphasizes qinna, or another martial art that specializes in standing joint locks, holds and chokes.

Dots purchased in this Merit provide access to special combat maneuvers. Each maneuver is a prerequisite for the next. Qinna maneuvers are based on the Brawl Skill and work in conjunction with unarmed combat.

Qinna maneuvers are designed to exploit weaknesses in the human anatomy. Targets who do not feel pain, possess the need to breathe or have skeletons will not be affected by certain maneuvers. Of the commonly played supernatural beings, this renders vampires immune to the effects of Sealing the Breath or Disrupting the Veins.

World of Darkness: Armory Reloaded, p. 88	Prerequisites: Dexterity ***, Brawl **
• Standing Control	An Overpowering maneuver that forces the opponent to accompany the practitioner
•• Misplacing the Bones	Chance of breaking a limb for additional damage and effect
••• Grabbing the muscles	Treat the defenders strength as 2 dots lower when making an overpowering maneuver
•••• Sealing the Breath	Use pressure points to inflict dice penalties
••••• Disrupting the Veins	Inflict lethal in a grapple

Standing Control (•): Your character gains an additional overpowering maneuver, called Standing Control. If she overpowers her opponent she may force him to accompany him wherever he goes.

Drawback: The character can only move himself and his opponent half as far as his Speed would normally allow. The character cannot have moved earlier in the turn, and cannot automatically dump his enemy over a cliff or into a fire or other dangerous environment without performing a separate attack. [Can you use the target as cover?]

Misplacing the Bones (••): The character's holds can snap bones and tear connective tissue. If his player inflicts more damage in an overpowering maneuver than the victim's Size, he breaks a limb unless the defender opts to immediately fall prone. The fracture (or tissue separation) inflicts a point of lethal damage instead of the standard bashing damage, and renders the limb useless. It does not recover until the victim heals that damage. If the limb is an arm, reduce the defender's Defense by 1 and note that he's dropped anything held in it. If it's a leg, the defender cannot walk upright.

Drawback: Unless the character opts for a specified target (see World of Darkness, p. 165), the defender's player (or Storyteller) chooses which limb's been damaged.

Grabbing the Muscles (•••): Your character's grappling holds twist muscles out of place or puts the defender in a position where she can't use strength to force her way out of the attack. Treat the defender as if her Strength was two dots lower for the purpose of resisting overpower maneuvers.

Sealing the Breath (••••): Your character can use chokeholds and strikes to pressure points around the lungs to interfere with a target's breathing. If he succeeds with a Brawl-based strike or damaging overpower rolled at a voluntary -1 die penalty, he inflicts a -1 die penalty to the opponent's actions in addition to inflicting standard damage. This penalty is cumulative throughout the combat scene, but vanishes afterwards.

Disrupting the Veins (•••••): Your character's grappling maneuvers expertly attack anatomical weaknesses. When he damages a victim with an overpower maneuver you can choose to inflict lethal damage, and when he uses any other maneuver he can choose to inflict a point of lethal damage in addition to other effects.

Drawback: Spend a point of Willpower per attack. This does not add three dice to your roll.

Shurikenjutsu (Thrown Dart)

Effect: Your character knows how to throw edged weapons with particular skill. Dots purchased in this Merit provide access to special combat maneuvers. Each maneuver is a prerequisite for the next.

Your character may use Fighting Style: Shurikenjutsu with any edged weapon that's been designed for throwing. She may also use it with any other Size 1 object as if she had one dot less in this Merit, or any Size 2 weapon as if she had 2 dots less (Size 3 or greater weapons are not compatible with the Merit). The advantages of this Merit apply to the character's attempts to throw a qualified weapon, not use it in close range combat.

World of Darkness: Armory Reloaded, p. 104	Prerequisites: Dexterity •••, Athletics ••
• Ma-ai (Distance)	Double range for throwing weapons
•• Kakushi-Buki (Hidden Weapons)	No need for an action to draw a prepared throwing weapon
••• Choku Da-Ho (Direct Hit Method)	Add Strength when attacking with a throwing weapon
•••• Ikki Gokken (Five Blades in One Breath)	Perform multiple attacks

Ma-ai ("Distance;" •): Your character learns to properly gauge a target's distance and modify her technique to match it. Double her short, medium and long range throwing ranges.

Kakushi Buki ("Hidden Weapons;" ••): The character knows how to rapidly retrieve a throwing weapon from a sleeve, holster or other prepared spot on her body. She never needs to use an action to draw a throwing weapon from a prepared spot.

Choku Da-Ho ("Direct Hit Method;" •••): Your character can throw using the power of her entire body. Add her Strength dots to the dice pool for throwing the weapon.

Drawback: The character is considered a still target and may not employ her Defense during the turn in which she uses this maneuver. She may not use this maneuver in conjunction with Ikki Gokken.

Ikki Gokken ("Five Blades in One Breath;" ••••): Your character can throw multiple weapons in rapid succession during a single turn, provided she either holds them in one hand or can draw them instantly using Kakushi Buki. She may make a one additional throw for each point of Dexterity that she has above 2. Each extra action is rolled at a cumulative -1 modifier. Thus, she can throw twice at Dexterity 3 (with the second at a -1 modifier), three times at Dexterity 4 (at a 0, -1 then -2 modifier to dice rolls) and four time at Dexterity 5 (at 0, -1, -2 and -3 to each dice roll, in turn).

Drawback: The character is considered a still target and may not employ her Defense during the turn in which she uses this maneuver. She may not use this maneuver in conjunction with Choku-Do-Ho.

Sniping

Effect: A sniper is the antithesis of a gunfighter, patient and serene rather than swift and ruthless. Your character, through life-long experience or intensive military training, is patient and skilled enough to spend hours staring through a rifle scope before taking one perfect shot that decides the fate of a hostage or a nation.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have "Battlesight Zero" until she has "On Scope." The maneuvers and their effects are described below, most of which are based on the Firearms Skill. All of the following maneuvers work only with rifles (including assault rifles).

World of Darkness: Armory, p. 212	Prerequisites: Dexterity ***, Resolve ***, Firearms ***, Stealth **
• On Scope	Max aiming bonus is Composure+1 for semi-auto and auto rifles, Composure+2 for all other rifles. Receives +2 Perception when using long range sights
•• Battlesight Zero	Double attacks from Sights bonus; attacks with this bonus have short range of 5 times Wits
••• Focused Shot	When aiming, ignore penalties up to Resolve
•••• Tactical Intervention	When aiming, halve close combat and concealment penalties, rounded down
••••• One Shot, One Kill	Spend WP to add Damage rating to successes instead of extra die

On Scope (•): Your character has an intuitive understanding of long-range ballistics and has spent countless hours straining to pick out tiny details through a telescopic sight. The maximum bonus she may receive from aiming (see the World of Darkness Rulebook, p. 162) is increased to her Composure +1 for semi-automatic and automatic rifles and her Composure +2 for break-action, bolt-action and lever-action rifles. In addition, when using a scope or other long-range optic device (e.g., binoculars), she receives a +2 bonus to all perception rolls (see the World of Darkness Rulebook, p. 45).

Battlesight Zero (••): Once your character is familiar with the capabilities of a rifle, she can wring unparalleled performance from it. Whenever your character sights in a rifle (see "Sighting Tools," p. 164), she doubles the number of attacks that receive the bonus from this process. In addition, whenever she makes an attack with a rifle that receives this bonus, the weapon's short range is increased by five yards times her Wits, medium range by twice this amount and long range by three times this amount.

Focused Shot (•••): Your character can lurk motionless in ambush for days, ignoring sleep deprivation, temperature extremes and even life-threatening injuries in the name of putting lead on target. When making an aimed shot, she may ignore an amount of penalties for wounds, drugs, disease, pain, fatigue, environmental conditions and similar factors equal to her Resolve. For example, if your character has Resolve 4, has two points of Health remaining (-2), has gone without sleep for 36 hours (-2) and has ingested strong hallucinogens (-3), her aimed shots suffer only a -3 penalty instead of the -7 that affects all her other dice pools.

Tactical Intervention (••••): Split-second timing and nerves of steel enable your character to take advantage of the smallest opportunities for accurate shot placement. When making an aimed shot, all penalties for shooting into close combat and for concealment are halved, rounding down.

One Shot, One Kill (•••••): When your character picks up her rifle, people fall down. It's just that simple. When making an aimed shot, do not add the rifle's Damage rating to the attack

dice pool (though "9 again" or "8 again" still applies if it would normally). Instead, if the attack succeeds, add the rifle's Damage rating as extra successes.

Drawback: Spend one Willpower per attack. Note that this Willpower expenditure does not add three dice to the attack.

Sojutsu/Jukendo (Spear/Bayonet)

Effect: Your character knows how to use a spear in close combat. Sojutsu (often incorrectly called yarijutsu) is the Japanese form of the style. These skills also apply to using a rifle with a fixed bayonet (called jukendo in Japan). Thus, characters might learn it in a modern military force or a martial arts school. Martial artists often learn this fighting style alongside Fighting Style: Staff Fighting (see *World of Darkness: Armory*, pp. 213–214).

A character using this fighting style must use his weapon with both hands to take advantage of its maneuvers.

Adamantine Arrow, p. 51 World of Darkness: Armory Reloaded, p. 67	Prerequisites: Strength ***, Dexterity **, Weaponry ***
• Warding Stance	attack first against foes with smaller-Size melee weapons in front
•• Thrust	gain 9-Again with spear or bayonet
••• Block and Strike	take -2 to attack to receive +2 to Defense
•••• Great Thrust	if using All-Out Attack, use dice equal to lower of Strength or Weaponry instead of 2

Warding Stance (•): The basic advantage of a spear or fixed bayonet is its length. Trained fighters learn to keep the tip of the weapon pointed forward, constantly threatening incoming attackers. Thus, this maneuver lets a practitioner attack first whenever an opponent using a smaller-Size melee weapon attacks from the front.

Thrust (••): The character knows how to deliver precise, powerful thrusting blows. His spear or bayonet gains the 9 again quality. If the spear or fixed bayonet already has this quality, he gains no further benefit.

Block and Strike (•••): Your character can deflect incoming attacks with the haft or stock of his weapon and swiftly strike back. When using this maneuver, your character gains +2 to his Defense for the turn, but any attack he makes suffers a -2 penalty. Unlike similar maneuvers (such as Two-Weapon Fighting's Deflect and Thrust maneuver), the character can move freely while using the technique.

Great Thrust (••••): The character lunges forward, putting his entire body behind a powerful thrust. If he employs an All Out Attack (see *The World of Darkness*, p. 157), he adds a number of dice equal to his lower of his Strength or Weaponry skill instead of the standard 2 dice.

Drawback: If the attack inflicts at least as much lethal damage as the opponent's Size, the character lodges the weapon deep in his target's body. Dislodging it requires an additional Strength + Weaponry roll, but automatically inflicts a point of lethal damage.

Spetsnaz Knife Fighting

Effect: Your character is trained to fight effectively with a knife. This particular form of martial knife training is based upon original Spetsnaz Russian Forces training. This training is now standard among many of the world's Special Forces. It involves holding a single-edged knife in a downward (or "reverse") grip. Maneuvers involve a lot of quick, fluid movements complemented by a mixture of slashing and stabbing toward vital areas.

Dots purchased with this Merit allow access to unique combat maneuvers with a knife. Each maneuver is a prerequisite for the subsequent maneuver. Your character cannot have "Advantageous Angle" until he has "Anticipate Attack." These maneuvers and their effects are described below. All maneuvers are based on the Weaponry Skill.

World of Darkness: Armory, p. 213	Prerequisites: Dexterity ***, Weaponry **
• Anticipate Attack	If wielding edged or pointed weapon size 2 or less, substitute Weaponry instead of Composure for Initiative
•• Advantageous Angle	Every other attack, opponent gets -1 defense
••• Vital Attack	Knife attacks have Armor Piercing 1 and reduce called shot penalties by 1
•••• Slash and Stab	Make two attacks. The second attack gets -1. Defense reduced by 1

Anticipate Attack (•): Those trained in Special Forces knife fighting know to move fast before incoming attacks and in response to them. To do this requires a level of anticipation and strategy even before a combat begins. At this level, your character may substitute his Weaponry score for his Composure when determining his Initiative modifier. This is only during combat situations in which your character is using an edged or pointed weapon of Size 2 or under.

Advantageous Angle (••): Your knife-wielder knows how to make a feinted attack from the side or rear in a way that grants him advantage. While normally such attacks confer no bonuses, the character is aware how to deceive an opponent into mounting a Defense against an attack that isn't coming - and then stage an attack from a different angle. The foe's Defense is at -1 during such an attack.

Drawback: This maneuver can only be made every other turn.

Vital Attack (•••): Your character knows how to target his attacks to vital organs and other vulnerabilities. Attacks made with a knife have Armor Piercing 1, and penalties to hit specific targets or body parts (see "Specified Targets," p.165 of the World of Darkness Rulebook) are reduced by one.

Slash and Stab (••••): Your character's deftness with a knife allows him to make two attacks against one target in a single action. The first attack is a slash, the second a thrusting stab. The first attack is made as normal, but the second suffers a -1 penalty.

Drawback: This quick maneuver leaves the character somewhat more vulnerable against the next attack coming toward him. His Defense is counted as being one less against the next attack.

Staff Fighting

Effect: Your character has learned to wield a quarterstaff, bo staff or jo staff effectively in combat. This is likely something she has learned from a martial practitioner. This style is sometimes called bojutsu.

Dots purchased with this Merit allow access to unique combat maneuvers with polearms. Each maneuver is a prerequisite for the subsequent maneuver. Your character cannot have "Temple Strike" until she has "Trip." These maneuvers and their effects are described below. All maneuvers are based upon the Weaponry Skill.

Note that while a quarter-, bo or jo staff are the norm for this fighting style, the maneuvers are not limited to these weapons. A character can use any polearm for these maneuvers, but using other polearms with an item that isn't one of the aforementioned three staff types requires an additional point of Weaponry (Weaponry ***). A character can also utilize improvised polearms (including post-hole diggers, scythes or other objects at least five feet in length) with this maneuvers. In such cases, the Weaponry *** is still required, and all attack rolls are made with the appropriate improvised weapon penalties in place. Remember as well that utilizing a polearm in combat grants the wielder a +1 Defense.

World of Darkness: Armory, p. 213	Prerequisites: Strength ***, Dexterity **, Weaponry **
• Trip	Roll attack versus opponent's Dexterity + Athletics to knockdown and deal 1 Bashing
•• Temple Strike	When making a head shot, if damage exceed target's size, target is unconscious
••• Dangerous Radius	Attacks all targets within range with -1 equal to opponents within range (max -5). Allies hit too

Trip (•): Your character can use her polearm to trip a single opponent, hopefully sending him to the ground. It is a contested roll pitting the character's normal attack roll against the opponent's Dexterity + Athletics. The character's attack is penalized by the foe's Defense, as usual. If the opponent falls, assume Knockdown rules (per p. 168, the World of Darkness Rulebook). In this case, however, the fall to the ground incurs a single point of bashing damage to the opponent.

Temple Strike (••): Your character brings her staff against the side of her adversary's head. The normal -3 penalty to hit the head still applies, but if the damage meets or exceeds the target's Size, the target falls unconscious for a number of turns equal to the damage done. This damage is usually bashing, as it is meant to be performed with a blunt staff. The damage can be performed with a bladed weapon such as the *naginata*, however. The effect is the same, but the damage is now lethal instead of bashing.

Dangerous Radius (•••): With this technique, your character can swing her weapon in a wide arc, hitting anyone within three yards. Make a normal attack roll for the character (Strength + Weaponry + weapon bonuses). This roll receives a dice penalty equal to the number of opponents hit with this strike (to a maximum of -5 dice). Successes achieved on this roll are done as damage to all within the three-yard radius. If the weapon is a normal blunt polearm (i.e., a staff), it does bashing. If bladed, the weapon causes lethal damage.

Drawback: This attack cannot distinguish between friend or foe. Any allies within the three-yard radius are hit along with enemies. The technique cannot be pulled to exclude friends from the damage.

Swarm Tactics

Effect: Your character has been trained to fight cooperatively, as a member of a tactical unit instead of just a lone brawler. Originally developed by anarchist demonstrators to overwhelm armed and protected (but outnumbered) police, Swarm Tactics offer Carthians distinct advantages against battle-Disciplined Kindred or other foes.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have "Unexpected Strike" until he has "Feint." The maneuvers and their effects are detailed below. All can be used with either Brawl or Weaponry.

Carthians, p. 183	Prerequisites: Status (Carthians) *, Brawl or Weaponry **, Vampire
• Feint	Make a Brawl or Weaponry attack that does no damage, but allows an ally to use Unexpected Strike
** Unexpected Strike	Attack with 9-Again, or 8-Again if the subject has been affected by two or more flanks.

Feint (*): You may declare that you're making a Feint, and then roll a normal Brawl or Weaponry attack against a single opponent. If the roll succeeds, it does no damage, but anyone else who attacks that opponent can use Unexpected Strike if he knows how. The opponent is vulnerable until the end of the turn.

Unexpected Strike ():** If you attack someone who has successfully been fooled by a Feint, you can take 9 Again with your attack, even if the weapon you're using typically allows only 10 Again. If you attack someone who has been fooled by two Feints, you can take 8 Again as well.

Sword and Shield

Effect: Your character has trained extensively with a weapon in her primary hand and a shield in her off-hand. She has learned to utilize the shield's strengths, redirecting it towards incoming threats while overcoming some of the clumsiness involved in making attacks from behind a shield's protective cover.

Dots purchased in this Merit provide access to special combat maneuvers. Each maneuver is a prerequisite for the next. Sword and Shield maneuvers are based on the Weaponry Skill and function only when a character possesses a shield.

World of Darkness: Armory Reloaded, p. 92	Prerequisites: Strength ***, Dexterity **, Stamina **, Weaponry **
• Cloak and Dagger	Double Structure of improvised shields
** Shield Bash	Use a shield as a weapon
*** The Shielded Strike	+1 Defense, and no penalty for using a weapon and a shield
**** Shield Charge	Shield Bash which results in a Knockdown
***** Stand Strong	No reduced defense against cumulative attacks

Cloak and Dagger (*): Your character's extensive training with shields allows her to utilize improvised shields more effectively. This maneuver is named for the practice of using one's cloak to buffet incoming attacks away. A character with this maneuver doubles the effective Structure of an improvised shield (usually an improvised shield can only deflect a number of attacks equal to its structure before being destroyed) and suffers a -2 penalty to attack rather

than the standard -3. This penalty can be further decreased by the maneuver The Shielded Strike below, but improvised shields cannot be used to perform the Shield Bash, Shield Charge, or Stand Strong maneuvers.

Shield Bash ():** Your character has learned how to use the shield defensively and offensively. Attempts to strike another combatant with the character's shield still suffer a -1 penalty, but gain a Weapon bonus equal to the shield's Defense rating. Damage remains bashing.

Drawback: A character using a shield to knock an enemy back is not using it for defense. A character does not benefit from a shield's Defense rating on a turn in which she uses this maneuver. If she has already used the full Defense rating against an incoming attack during the turn, she may not use the maneuver.

The Shielded Strike (*):** The character's use of her shield integrates seamlessly with that of her weapon. She may rest the blade across the top or side of a rectangular shield, pushing the weapon forward as if playing billiards. Perhaps she has developed a careful rhythm in which she lowers the shield for the bare instant necessary to deliver a fatal attack. Either way, when the character uses this maneuver to make an attack, she no longer suffers a penalty for using a weapon while benefiting from her shield, and her shield adds +1 to its Defense rating against the target of the attack.

Drawback: The character's concentration on coordinating her shield and weapon leaves her open to attacks from the flanks and rear. She loses her Defense against attacks made by any opponent save the one she is attacking. If she has already used her Defense against an incoming attack from another opponent during the turn, she may not use the maneuver.

Shield Charge (**):** The character charges forward, shield lowered before her, and crashes into the enemy line. The character makes a shield bash attack (see above) at a -2. The attack inflicts bashing damage, but if even a single success is scored on the attack, the character may send her enemy flying. An opponent who suffers the effects of this attack makes a reflexive Dexterity + Athletics roll; if he rolls fewer successes than the shield-user, he suffers knockdown (see the World of Darkness Rulebook, p. 168). At Storyteller's discretion, this maneuver may be used against multiple opponents, provided that they are standing close enough together. Each additional opponent targeted levies an additional -1 to the attack roll, and the damage rolled is distributed evenly among those hit. Those who suffer no damage do not check for knockdown, even if their companions do.

Drawback: Use of this maneuver necessitates a charge action (World of Darkness Rulebook, p. 164), which means, among other things, she loses her Defense. If she has already used her Defense against an incoming attack from another opponent during the turn, she may not use the maneuver.

Stand Strong (***):** The character digs in her feet, raises her shield, and stands as a human wall against an onslaught of attacks. She benefits from her full Dodge trait and shield defense bonus against attacks made from a single direction (Weaponry Dodge can be applied). Additionally, attacks from that direction do not decrease her Defense against later attacks in the round. For the purpose of this maneuver, a direction is approximately one third of the circumference of a circle drawn about the character (typically claiming defense against attacks from the left, front, or right is sufficient). Attacks made against the character from other directions suffer a penalty equal to Defense only, which suffers penalties from multiple attacks as usual. Note that while a single enemy might be able to move around the character's defenses, no more than three characters can assault the character from a direction that she can't fully defend against through this maneuver.

Drawback: Using this maneuver requires an incredible exercise of will. A character must spend one Willpower point to gain the benefits of this Merit for one turn.

Tooth and Claw

Effect: Your character has spent a long time in her Urshul and Urhan forms, becoming acquainted with the body and senses available in her inhuman forms. Rather than training, instinct has spurred her to practice hunting and killing prey. Very few people expect a werewolf to be fully adept with the flexibility offered by her lupine shapes, expecting her to rely on natural strength and speed the same as in Gauru form. Your character bucks that trend, having tested all her body's forms to their limit.

Dots purchased in this Merit allow access to special combat maneuvers that must be bought sequentially. Your character can't have "Slip Through" until she has "Hunter's Eye." The maneuvers and their effects, most of which are based on the Brawl Skill, are described below. These maneuvers can only be used by a werewolf in Urshul or Urhan form.

The Rage: Forsaken Players Guide, p. 103	Prerequisites: Strength **, Dexterity ***, Stamina ***, Brawl **, Werewolf
• Hunter's Eye	spend a turn observing your opponent to lower his defense for the remainder of the scene
** Slip Through	attack one turn for no damage to null opponents defense from next attack
*** Pounce	if you roll more successes than the targets size it is knocked to the ground under you
**** Fury	make a claw and bite attack in the same turn, bite attack gains +1 Drawback: cannot use defense the same turn as maneuver
***** Throat Tear	apply +2 bonus for tooth and claw as automatic successes as opposed to dice roll bonus Drawback: costs 1 willpower

Hunter's Eye (*): Your character's eyes are naturally drawn to signs of weakness, which normally indicate the easiest prey in a group. Your opponent's Defense is counted as one lower for the duration of the scene if you spend at least one turn observing him.

Slip Through ():** Your character is used to darting around an attacker, confusing him by attacking from many angles at once. Make a normal attack roll, penalized by the opponent's Defense. This attack does not strike the foe or do any damage; but if you roll even one success, your opponent is distracted as he works out where you will attack from next. Your opponent does not apply his Defense against the next attack he suffers.

Pounce (*):** Your character leaps at her opponent, bearing him to the ground with her full weight.

Make a normal attack roll. If you roll more successes than your opponent's Size, he falls to the ground under you. Getting up counts as an action (see "Going Prone," the World of Darkness Rulebook, p. 164). Close-combat attack rolls against a fallen opponent receive a +2 bonus.

Drawback: Your character's Defense suffers a -2 penalty on the turn you make this attack.

Fury (**):** Your character knows how to go all-out, striking with both claws and teeth at the most vulnerable spots on an opponent's body. She can make both a claw attack and a bite attack against the same opponent in the same turn. The bite attack receives a +1 bonus.

Drawback: Your character cannot use her Defense on the same turn she intends to use this maneuver. If she uses Defense against attacks that occur earlier in the Initiative roster, before she can perform this maneuver, she cannot perform the maneuver in the turn. She is too busy ducking out of the way of incoming attacks.

Throat Tear (***):** Your character's jaws are powerful enough to tear a creature's throat out with a single bite. Do not apply the +2 bonus for size of teeth and jaw to the attack roll (other bonuses apply normally). Instead, if the roll is successful, apply the modifier as automatic successes for the purposes of damage.

Drawback: Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

Two Weapons

Effect: Your character has trained to fight with a weapon in both hands, allowing him to attack and dodge or make two attacks in the same turn. Your character still suffers the -2 offhand penalty when attacking with a weapon in his secondary hand (unless you have also purchased the Ambidextrous Merit).

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have "Deflect and Thrust" until he has "Whirling Blades." The maneuvers and their effects are detailed below, all of which are based on the Weaponry Skill.

World of Darkness, p. 112	Prerequisites: Dexterity ***, Weaponry ***
• Whirling Blades	When dodging may negate penalties for multiple attacks
•• Deflect and Thrust	+2 Defence but -2 to Attack
••• Focused Attack	May attack one target twice. -1 on second attack, lose defense.
•••• Fluid Attack	May attack two targets. -1 on second attack, lose defense.

Whirling Blades (•): Your character's Dodge trait (Defense doubled; see p. 156) is not penalized by multiple attacks staged against him in a turn until the number of attacks exceeds his Weaponry dots, at which point each attack thereafter reduces his Dodge by -1. So, if your character (with 2 Defense and 3 Weaponry) dodges attacks in a turn, the first three incoming attacks suffer his full Dodge trait as a penalty (-4). The fourth suffers a -3 penalty, the fifth suffers a -2 penalty, and so on. Basically, your character's weapons move so quickly all about him that opponents in close combat have trouble reaching or assaulting him.

The Brawling Dodge Merit (see p. 110) cannot replace normal Dodge (Defense doubled) when this maneuver is performed.

Deflect and Thrust (••): Your character can avoid attacks and strike back in the same motion. When using this maneuver, your character gains +2 to his Defense for the turn, but any attack he makes suffers a -2 penalty. He can move no more than his Speed while performing a Deflect and Thrust maneuver in a turn.

Focused Attack (•••): Your character can attack a single target twice in one turn. The second attack suffers a -1 penalty.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver this turn. He is too busy bobbing and weaving out of the way of attacks.

Fluid Attack (••••): Your character can make a single attack on two different targets in one turn. The targets cannot be a distance apart in excess of your character's Speed trait. The second attack suffers a -1 penalty.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver this turn. He is too busy bobbing and weaving out of the way of attacks.

Wolfpack

Effect: Your character has learned the art of fighting as a wolf in a pack, with an emphasis in wearing down the prey, tripping and setting up your packmates to deliver decisive strikes.

The Uratha developed this style of fighting long ago. It is based upon the principles of pack fighting and surges in popularity at times when packs must take on mightier foes. (The reclamation of the Rocky Mountain region saw some packs practicing this fighting style.) Not surprisingly, this fighting style grows more potent based on the number of packmembers who practice it.

Dots purchased in this Merit allow access to special combat maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have Bite until he has Slow the Prey. The maneuvers and their effects are described below, most of which are based on the Brawl Skill.

Fighting Style: Wolfpack can be used in Urshul and Urhan forms. Untrained Uratha can attempt some of these maneuvers at the Storyteller's option, but only when in Urhan or Urshul forms, and they suffer a -2 dice penalty to all dice pools.

The War Against the Pure, p. 44	Prerequisites: Dexterity ***, Stamina ** and Brawl ***, Werewolf
• Worry	
•• Trip/Bowl-Over	
••• Slow the Prey	
•••• Joint Attack	

Worry (•): Wolves are experts at distracting foes. This combat maneuver may take the form of feints, extremely loud yelps or false retreats to allow one's packmates to maneuver into better positions for attack. This counts as an attack action. The effect of Worrying is that a single Uratha counts as two opponents when figuring a target's Defense. For example, a magath with a Defense of 4 is being attacked by two Uratha. One Worries the target. When calculating the monster's Defense for the second attacker, the Storyteller applies a -2 dice penalty instead of -1.

Experienced Uratha (those with this Merit) can often see through this ruse and may reflexively make a Primal Urge roll. Each success cancels the extra benefits of Worrying for a single attacker, on a one-to-one basis. Note: It does not change the base modifier for fighting multiple foes, just the advantage of Worrying.

Trip/Bowl-Over (••): The object of these maneuvers is to knock over the opponent. A Trip is trying to destabilize the opponent by either pushing or pulling him and must be executed as an overpowering grappling maneuver (see the World of Darkness Rulebook, pp. 157-158) - meaning the aggressor must already have achieved a hold. In this case, a Trip is a contested Strength (or Dexterity, if higher) + Brawl roll. If the attacker wins, he renders his opponent prone without going prone himself and is considered to have broken the hold. A tie means that both contestants fall and become prone; when the target wins, he escapes the hold.

A Bowl-Over is trying to use the attacker's mass and momentum to knock the target off balance. An Uratha executes a Bowl-Over by moving up to twice the character's speed, and at some time passing beside the target, clipping its legs. This maneuver is a full action and requires a Strength + Brawl roll; the difference between the attacker's and the target's Sizes becomes a bonus or penalty to the roll. For each point by which the attacker is larger or smaller, add or subtract one die.

Four-footed animals add two dice to resist Trip or Bowl-Over maneuvers. Should the maneuver succeed, remember that an attacker gets a +2 dice bonus to hit a prone target in close combat.

Slow the Prey (•••): The werewolf targets an opponent's legs rather than his vitals - especially the juicy hamstrings. She suffers a -2 dice penalty to her attack roll, but every point of damage done also lowers the opponent's speed by 1. Prey suffering these effects may spend a Willpower point to ignore the movement penalty for a round. Hindrance from Slow the Prey disappears once the damage done by this maneuver heals.

Joint Attack (••••): Your character can take advantage of the distraction and effort inherent in fending off someone else's attack to slip through the target's defenses. By delaying his initiative to one when an ally is making an attack (regardless of who actually acts first based on compared Dexterity + Composure and roll-offs), your character can make a Joint Attack. Each ally attacking the same target on the same initiative reduces the combined penalty the character suffers from Defense and Armor by one. Only a character with Joint Attack gains this benefit, but an entire pack of werewolves all with Joint Attack can all benefit from mobbing a single target.

Drawback: At least one werewolf with Joint Attack must spend one Willpower point so that all characters with the Merit may benefit from the tactic. Note that this Willpower expenditure does not add three dice to the attack.

Driving Styles

High Performance

Effect: Your character is trained in advanced driving techniques. Maybe he's a cop or a federal agent. Maybe he's a stuntman for film and TV or the wheelman in a heist gang.

Dots purchases in this Merit allow access to special driving maneuvers. Each maneuver is a prerequisite for the next. Your character cannot possess "Smuggler's Turn" until he has "Speed Demon." Maneuvers and effects are described below.

World of Darkness: Midnight Roads, p. 56	Prerequisites: Dexterity ***, Resolve ** and Drive **
• Speed Demon	Maximum Speed is now Safe Speed
** Smuggler's Turn	Roll Dexterity + Drive + Handling to eliminate opponent's handling in pursuit unless they also have this merit
*** Safe Passage	Can ignore up to 3 die of hazard penalty
**** Offensive Driving	Spend WP at the beginning of pursuit and reduce car's structure by 2 at the end to halve (round up) opponent's Acceleration and Handling.

Speed Demon (*): For this character, a vehicle's Maximum Speed is now the same as the vehicle's Safe Speed. The character is very comfortable with driving fast, and thus does not suffer penalties for driving in excess of a vehicle's Safe Speed (see p.143, the World of Darkness Rulebook).

Smuggler's Turn ():** Also known as a J-Turn, this is essentially a radical U-turn used at high speed: the driver puts the car into a controlled skid, the car turns around, and as it's turning, he puts it into gear and keeps driving - except now, in the other direction. Used by bootleggers during Prohibition, it's a great way to escape a pursuing vehicle, if it works. The character must succeed on a Dexterity + Drive + Handling roll to make this turn. In doing so, any pursuing vehicles lose the Handling bonus when trying to follow, unless the pursuing driver also possesses this Merit.

Safe Passage (*):** Driving through strange or unsafe conditions - icy road, debris-littered highway, grid-locked highway - invokes penalties for most drivers, but not this character. He's able to zip past wreckage and control his car even when in a fishtailing hydroplane. Doing so still requires a Dexterity + Drive + Handling roll, but the character can ignore up to three dice of penalty caused by bad or unsafe conditions.

Offensive Driving (**):** When locked in vehicle pursuit (see pp. 69–71, the World of Darkness Rulebook), it's good to drive in a way that distracts and disrupts the other driver. Whether the character is the pursuer or the pursued, he can perform a number of distracting and disrupting techniques to hamper the other car. The quarry might drive over the median, clip trashcans with his bumper to knock them over or even careen through a busy intersection. The pursuer can perform maneuvers such as bumping the back end of the fleeing car or distracting the fleeing driver by weaving in and out of traffic behind him (even disappearing momentarily behind, say, an 18-wheeler) in an effort to draw the driver's attention away from what he should be paying attention to: the road. The effect is the same for whether the character is the pursuer or the pursued: the tricky driving hampers an opponent's driving. The opponent's Acceleration and Handling scores are halved (round up) as he is distracted.

Drawback: The character must expend a Willpower point at the beginning of vehicle pursuit to achieve this effect. Moreover, by the end of it, the vehicle the character was driving assumes an automatic loss of two Structure from the highly offensive driving.

Movement Styles

Parkour

The sport of parkour began in France, and has quickly spread to other parts of the world. Parkour demands a level of athleticism from its practitioners that few other sports do. The purpose of parkour, which is also called "free running" or "urban running," is to move as quickly as possible through an environment with a variety of obstacles, sprinting through the terrain and using a variety of climbing techniques, leaps, rolls and other athletic movements to navigate.

Watching an expert traceur (one of the terms for someone who practices parkour) at work is awe-inspiring, like something out of an action film. Though the technique comes from well-disciplined training, imbedding a certain body of movements and techniques into the parkour's instinctive reactions, the goal is a flawless, seamless flow of movement from one obstacle to the next, with hardly any pause in speed or movement.

This "flow" is the goal of traceurs - it is the highest achievement of a practitioner of parkour to achieve a Zen-like state of lack of thought, where purest instinct and reaction drives the movement. Skilled traceurs speak of sometimes being aware that they've accomplished a tremendously difficult feat heartbeats after they've accomplished it. Through intensive training to drive home certain actions when confronted with certain obstacles, the traceur can depend on his instincts, rather than his thoughts - which are vulnerable to fears and doubts - when moving through the urban environment.

Traceurs gather in clubs. Though the sport has begun to catch on, and some of these clubs are receiving corporate sponsorship, the clubs tend to be quite informal, with members gathering in a given place on a given day of the week to work on their techniques.

Dots purchased in this Merit allow access to special athletic maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have "Cat Leap" until he has "Flow." The maneuvers and their effects are described below, most of which are based on the Athletics Skill.

Strange Alchemies, p. 74 Tribes of the Moon, p. 98	Prerequisites: Dexterity ***, Athletics **
• Flow	when running negate terrain penalties equal to dots, gauge jump distance reflexively
•• Cat Leap	when using Dexterity + Athletics to reduce falling damage gain one success, and add dots to max damage reduction possible
••• Wall Run	use Athletics to climb at 10ft+5ft/dot as Instant Action, at a penalty of -1/10ft after the first 10ft
•••• Expert Traceur	when making Athletics rolls for running, jumping or climbing, may make a roll using Rote Action at cost of Defense
••••• Freeflow	after running for at least a minute or by spending one Willpower, may make any Athletics roll for running, jumping or climbing as Reflexive, rather than Instant Action

Flow (•): Your character has some basic training in the techniques of parkour, allowing him to act instinctively to obstacles and jumps. When using running or using the Foot Chase rules (see the World of Darkness Rulebook, p. 65), your character may negate hazardous terrain penalties equal to his Rating in the Parkour Merit. Additionally, the roll to gauge a jump distance (see the World of Darkness Rulebook, p. 67) is a reflexive action.

Cat Leap ():** Your character has mastered some of the twisting leaps, landing rolls and wall taps used by traceurs. When using a Dexterity + Athletics roll to mitigate damage from falling (see the World of Darkness Rulebook, p. 179), your character gains one automatic success. Additionally, add one per dot in this Merit to the threshold of damage that can be removed through this roll. Thus, if the Storyteller decrees that only three successes may be garnered to reduce falling damage, the traceur with three dots in this Merit may actually use six successes (assuming the player accumulates that many, including his automatic success).

Wall Run (*):** Your character has mastered the quick wall-run and leaping climb techniques of parkour. When using Athletics to climb (see the World of Darkness Rulebook, p. 64), your character is capable of scaling heights of 10 feet + 5 feet per dot in Athletics as an instant action (rather than the normal 10 feet), though every full 10 feet beyond the first imposes a -1 die penalty.

Expert Traceur (**):** Your character has trained so extensively in this athletic discipline that its maneuvers are normal and instinctive for him. Your character may designate any Athletics roll that involves running, jumping and climbing as being a Rote Action (see the World of Darkness Rulebook, p. 134). However, when doing so, he is less able to react to events that don't have to do with navigating the environment, causing him to lose his Defense for that turn.

Freeflow (***):** Your character has achieved the freeflow that is the holy grail of traceurs everywhere - he acts without thinking, his movements flowing, graceful and quick when he enters "the zone." He can perform any Athletics action that involves running, jumping or climbing as a reflexive action, rather than an instant action. Doing so requires that the character has been running for at least a full minute previously; any use of this ability before that minute mark requires the expenditure of one point of Willpower, however.

Spelunker

Effect: Your character has spent a lot of time caving, pot-holing, and otherwise twisting his body through tight places, a skill-set that comes in damn handy in the twisting tunnels and tight caverns of the Underworld. Note that though this Merit is of a lot of use in the Underworld, it's just as applicable to cavers who haven't encountered the supernatural world in any way.

Dots purchased in this Merit allow access to special athletic maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have "Free Climb" until he has "Squeeze Through." The maneuvers and their effects are detailed below, most of which are based on the Athletics Skill.

Book of the Dead, p. 92	Prerequisites: Dexterity **, Athletics **
• Sure Footed	In enclosed area gain 9-Again to retain balance, ignore penalties to Speed in tight spaces up to Dots
•• Cave Sense	Outside of combat can ignore darkness penalties, in combat ignore 1/2 darkness penalties
••• Squeeze Through	Can fit through openings as if Size were two lower, can move at full speed in this manner if taking one Lethal damage
•••• Free Climb	Roll Wits + Athletics up to Dots times to add successes to Strength + Athletics roll (max +5) to climb any surface
••••• Born to the Cave	See perfectly if any light is present at all, can climb any surface that doesn't impose a penalty without a roll, if attached when climbing underground double your defense, take -1 penalty when climbing outdoors

Sure Footed (+): Your character has spent enough time underground to get a feel for caves, allowing him to act on instinct in enclosed spaces. When moving through tight spaces, your character can ignore penalties to his Speed due to hazardous terrain up to his rating in the

Spelunking Merit. In addition, rolls to retain balance in an enclosed area gain the 9-again quality.

Cave Sense ():** Your character's been underground long enough that she can supplement her sight with the feel of air currents and pressure. This doesn't replace normal sight, but can come in handy as a backup to a flashlight. If the character operates with some source of light underground, she can ignore all penalties due to darkness if she has a moment to gather her senses. In combat, she doesn't have that time but she's still at an advantage. Halve any penalties for acting in darkness.

Squeeze Through ():** Your character can fit through very small openings without losing speed. He can squeeze through openings as though his Size were two lower than it actually is. Drawback: When scurrying through narrow tunnels, your character cannot move faster than half his Speed unless he takes a point of lethal damage.

Free Climb (**):** Assuming your character has even basic equipment, she can climb up almost any surface. She can't go faster than most people, but she can pick out natural handholds if she takes a moment, and thus is a lot less likely to fall.

Debate Styles

Reason

Effect: Your character has extensive practice and training in formal logical thought, either in life or undeath. She may be a philosopher, military tactician or scholar.

Dots purchased in this Merit allow access to special debate maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have Dilemma until she has Reference. The maneuvers and their effects are described below. Only one maneuver can be performed in a given turn.

Requiem for Rome, p. 108	Prerequisites: Intelligence ***, Academics •
• Reference	Declare use at beginning of turn to add a bonus to Integrity for the turn
•• Dilemma	Pose a debate attack that contributes no successes toward the final total, but the opponent does not benefit from Integrity on their next defense.
••• Kairos	Can switch tactics without increasing the debate target number.
•••• Hyperbaton	When defending, can double Integrity and rebutt immediately with a penalized Wits-based reply. Cannot apply Integrity for the remainder of the turn, and counts as a tactics shift if not already using Deft Argument.
••••• Elocutio	Costs a point of Willpower to use, but allows a debate attack against any number of simultaneous opponents, with a penalty proportional to the number attacked.

Reference (•): Your character is so skilled at carefully tying his statements to known or assumed truths that everything he says is just that much more difficult to attack. His wording is precisely chosen to remind the audience of accepted truths, even if the statement itself is not necessarily accurate. At the beginning of any turn, you may declare that the character is using Reference, and add a +1 to his Integrity for the turn. Your character can only use Reference if his argument that turn is based on Intelligence or Wits.

Dilemma (••): Your character knows how to word an argument so that the opponent is forced to make a choice between two statements, both of which actually damage her side of the debate. You must declare that the attack is a Dilemma, and make an Intelligence- or Wits-based roll as normal. If the roll is a success, the roll does not contribute progress toward the target number for victory, but the opponent is momentarily occupied in attempting to unravel the dilemma and may not apply her Integrity to the next argument leveled against her (which may be from your character in the following turn or from some other source beforehand).

Kairos (•••): Your character has an advanced sense of “Kairos,” or the “opportune moment.” He knows exactly how debate flows, and is well experienced in taking advantage of that flow to keep the audience on side, even when making use of unconventional tactics. Any time he makes a successful Intelligence- or Wits-based argument, he may declare it is a “Kairos” statement and follow it up by switching tactics without suffering the normal +5 penalty to his target numbers.

Once Kairos is used, the debater's tactics are considered switched from then on. If he wants to change tactic again without penalty, the debater will have to use Kairos again.

Hyperbaton (**):** Your character is capable of laying carefully constructed verbal traps designed to make an opponent look foolish, and even to open herself to an unexpected, weakening reply. When the opponent makes an attacking argument, your character may make a Defensive Argument in response (doubling his Integrity), and then suddenly answering with a quick, Wits-based reply that comprises a surprise attack. This reply is made at a -1 penalty. However, it does not subtract the opponent's Integrity as normal.

Drawback: If your character is the target of any further arguments this turn, he cannot apply his Integrity against them. In addition, if the character was not already making use of the Deft Argument tactic, then Hyperbaton is a change of tactic and will invoke the +5 modifier on his target numbers.

Elocutio (***):** The character is so well trained and so familiar with the rules of reason and logic that he is able to make arguments that attack multiple opponents' positions with a single statement. Make a normal Intelligence- or Wits-based attack roll for the character. This roll receives a dice penalty equal to the number of opponents attacked with this argument (to a maximum of -5 dice). Successes achieved on this roll are applied to the cumulative totals for defeating all of the targeted opponents.

Drawback: To perform an Elocutio attack, you must expend a point of your character's Willpower before you make the initial attack roll. The Willpower does not grant an additional +3 bonus to the roll. If the attack fails, the Willpower is wasted.

Rhetoric

Effect: Your character has extensive practice and training in formal techniques of public speaking and debate, either in life or undead. He may be a politician, philosopher, diplomat or someone who just takes pleasure in arguing politics at the local tavern.

Dots purchased in this Merit allow access to special debate maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have Ambiguous Statement until he has Ad Captandum. The maneuvers and their effects are described below. Only one maneuver can be performed in a given turn.

Requiem for Rome, p. 110	Prerequisites: Presence ***, Expression •
• Ad Captandum	Grants a bonus to Presence or Manipulation arguments.
•• Ambiguous Statement	Can substitute Manipulation for Integrity until the next turn
••• Synonymia	Make a Presence or Manipulation attack at a penalty, but inflict a larger penalty on the victim's next attack.
•••• Apologue	After making a Presence or Manipulation attack, can apply full Integrity to all incoming attacks this turn.
••••• Innuendo	Costs a willpower point, but may perform a Humiliating Attack without sacrificing Integrity or losing Integrity for the rest of the debate.

Ad Captandum (•): Your character is skilled at creating simple, short statements with surprisingly effective emotional impact. This "sound bite" delivery makes it that much easier to influence any audience. When your character makes use of Ad Captandum training, she gains a +1 bonus to any Presence- or Manipulation-based argument.

Ambiguous Statement (••): Your character knows how to craft loaded statements that make it difficult for an opponent to deny while maintaining an appealing stance. The opponent is essentially tricked into associating his position with something indefensible: arguing against the audience's virtues, for instance, or attacking an unassailable subject (such as the gods). When making an Ambiguous Statement, your character may substitute her Manipulation for her Integrity until her next turn.

Synonymia (*)**: Your character knows how to strengthen a statement with a formal trick that involves stringing a series of synonyms together in rhythmic speech, underscoring the point and making sure that everyone in the audience understands it clearly. Some of the terms inserted into the Synonymia may not actually be exactly identical in meaning to the original statement, broadening its meaning and making it more difficult to attack. The argument (which must be based on Presence or Manipulation) is made at a -2 penalty. If the argument is successful, the next argument leveled against the speaker is made at a -3 penalty.

Apologue (**)**: Your character is a skilled and clever raconteur. She can enthrall an audience with her entertaining delivery (so long as the argument is based on Presence or Manipulation), getting the point across and impressing them all at the same time. No matter how many opponents level arguments against her, you may apply her full Integrity to all arguments in a single turn.

Innuendo (**)**: Your character has achieved un-paralleled skill in rhetoric, placing her among legendary speakers and politicians. Her subtlety is such that she can conceal a direct personal attack in an apparently innocent statement, swaying the opinion of the audience without damaging her own position. She may perform a Humiliating Attack (gaining the +3 bonus) on a Presence or Manipulation argument roll without sacrificing her Integrity for the turn or losing Integrity for the rest of the debate.

Drawback: To perform an Innuendo attack, you must expend a point of your character's Willpower before you make the initial attack roll. The Willpower does not grant an additional +3 bonus to the roll. If the attack fails, the Willpower is wasted.

Theology

Effect: Your character has learned how to use the new religious debating style adopted by the participants in the Great Ecumenical Councils. He may be a lay preacher, a cenobite, a bishop, or a student of Christian doctrine. The character knows Scripture and knows how to apply it to a multitude of causes, and can fuse traditional pagan learning and philosophy with the doctrines of whatever Catholic Church he chooses to ally himself with. Ambrose, the Bishop of Milan during the time of Valentinian and Theodosius, will become the master of this style, drawing the church into the political arena and ultimately convincing the Emperor to change the law in favor of the Church again and again.

Dots purchased in this merit allow access to special debate maneuvers. Each maneuver is a prerequisite for the next. So, your character can't have "Proof Texts" until he has "Passionate Apologetic". The maneuvers and their effects are described below. Only one maneuver can be performed in a given turn.

Fall of the Camarilla, p. 99	Prerequisites: Presence **, Religion **, Expression •
• Passionate Apologetic	
•• Proof Texts	
••• Appeal to Witnesses	
•••• Zeugma	

Passionate Apologetic (•): The character uses defensive tactics to gain a moral advantage over her opponent. She presents her argument using long strings of complex ideas interposed with brief statements, repeated for the sake of force. The character gains a +1 to Manipulation rolls when using this technique.

Proof Texts ():** Your character knows the body of the Scriptures well enough to back up any argument, no matter how specious or counter-intuitive (or counter to established Christian doctrine, in fact). The character simply references several statements from the Bible, which, out of their context, can back up her position. When using Proof Texts, your character may substitute her Religion dots for her argument's Integrity until her next turn.

Appeal to the Witnesses (*):** Your character applies the teachings and deeds of the Apostles, Fathers, Confessors and Martyrs as reinforcement of her position, restating her position while interjecting an anecdote about these great believers of the past. The character doesn't say anything new, but strengthens her position and makes it difficult to attack. The player rolls as usual, and if the roll is successful, she doesn't get further with her own argument that turn (that is, none of her successes count towards the target), but her opponent's next roll suffers a -2 penalty.

Zeugma (**):** The character has an encyclopedic knowledge of anecdotes, stories and theological points, and has an analogy or metaphor for everything. In lieu of an answer to a reply, she can justify (or condemn) virtually any action with a Scriptural precedent, weaving her own argument into a story. Does she want to justify her use of pagan literature to other Christians? She says she's "looting the Egyptians," as the Israelites did before the Exodus. Why should the seven Senex members present at the debate be censured? In their deeds, they show that they are the seven-headed Beast of Revelation, and the priestess of the Augurs is none other than the Whore of Babylon. The character spends a point of Willpower. No matter how many opponents level arguments against the character, you may apply her full Integrity to all arguments in a single turn, as each time she finds another metaphor to bring to the show.

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SAVING THE WORLD FROM DARKNESS