**Game System Conventions and Modifications**

*These are changes to the basic Vampire rules.*

Die Rolls

Rolls of 1 always subtract successes

Rolls of 10 equal 2 successes, except in cases where the difficulty is base 10

Weapon Difficulties

The rule establishing a difficulty specific to use of each weapon is eliminated. Instead, all combat rolls (weapon or non-weapon) will be at a standard difficulty of 6. Modifications to this base difficulty may be applied based on conditions and accessories of weapon.

Soaking Damage

Soak is not a static number; the rules call for a Soak *roll*, in order to reduce damage

Trait Ratings

Per rules, no trait (attribute, ability, discipline, virtue) can rise above 5 dots (via expenditure of experience points). Traits, such as attributes, abilities, and virtues can temporarily increase above 5 dots thru expenditure of blood, magic, or other extraordinary means. In order to increase attributes (and other traits) above 5 dots, a character must first achieve 7th Generation.

Secondary Traits

Maximum of 5 dots, follow the same rules for maximums as all other traits. Secondary (or specialty) traits are specific abilities, typically only useful in very limited arenas. *It is the player’s responsibility to bring to the attention of the GM any specialty which the player believes may be relevant or helpful to a roll*. Some examples below:

Character is on board a spaceship which has just docked and wishes to leave the ship under a false identity with as few witnesses as possible. Traits used in such a case could include the primary attributes: Dexterity, Appearance, Perception, Intelligence, Wits; abilities: Streetwise, Subterfuge, Stealth, Security, Bureaucracy, Computer. And could also involve the secondary specialties of: Disguise, Escapology, City Secrets, Criminology, and Forgery. Specialty equipment (Disguise kit, holographic imaging, etc.) can assist in the rolls.

Character wants to hack into a spaceship computer system, steal data, and cover up all traces of the intrusion. Traits used in such a case could include the primary attributes: Perception, Intelligence, Wits; abilities: Security, Stealth, Computer, Investigation. Could also involve the secondary specialties of: Computer Hacking, Computer (spaceship), and Electronics. Specialty computer equipment (Worm and Security programs, Brain-in-a-Box, etc.) can assist in the rolls.

Basic Physical Disciplines

Celerity: costs 1 blood point to power each dot used for Celerity during a round

Fortitude: each dot equals one automatic success on a Soak roll

 *Against fire and sunlight, only Fortitude can soak, and each dot = 1 Soak die*

 *Against aggravated damage, only Fortitude can soak, each dot = 1 Soak die*

 *Against deep space vacuum, only Fortitude can soak, each dot = 1 Soak die*

Potence: each dot equals 1 automatic success on Strength-based rolls

Discipline Level Bonus or Characteristic

Animalism 2+ +1 die added to Animal Ken and Survival roll dice polls

Auspex 2+ +1 die added to Alertness roll dice pools

Celerity 2+ +1 die added to Athletics roll dice pools

Chimerstry 2+ +1 die added to Subterfuge roll dice pools

Dementation 2+ +1 die added to Empathy roll dice pools

Dominate 2+ +1 die added to Intimidation roll dice pools

Fortitude 2+ +1 die added to Resistance roll dice pools

Mortis 2+ +1 die added to Occult roll dice pools

Obfuscate 2+ +1 die added to Stealth roll dice pools

Obtenebration 2+ +1 die added to Stealth roll dice pools

Presence 2+ +1 die added to Leadership roll dice pools

Protean 2+ +1 die added to Survival roll dice pools

Vicissitude 2+ +1 die added to Body Crafts roll dice pools

Sleep Cycles

All vampires maintain a base **sleep cycle** based upon the day/night cycle of the planet on which they were embraced. However, once they move to another planet with a different rotation than their homeworld, they quickly adapt to the new period of day and night. Presume that all vampires acclimate almost immediately: if it’s dark (i.e. no sunlight) the vampire can remain awake; if it’s light (daytime), the vampire falls asleep.

**Artificial light** (such as enclosed worlds, asteroids, spaceships, etc.) has no bearing on the sleep patterns of vampires. Note that throughout the Imperium aboard spaceships an artificial day/night convention has been established for consistency – that of 12 hour day, 12 hour night. Most ship crews follow this process (and many create 1 or 2 day and 1 or 2 night shifts). A vampire, however, does not have to adhere to this convention, but may do so voluntarily (for appearance of normalcy).

In **deep space** (aboard a ship or a base), more than 3 AUs from the nearest star, a vampire does not have to sleep. Within 3 AUs of a star, the vampire automatically falls under the day/night cycle of the planet they were on most recently. Once they hit planet-side, they adhere to the day/night cycle of the planet.