



DEMON

THE DESCENT

COMBAT SUMMARY CHART

STAGE ONE: INTENT

- The players and the Storyteller describe what their characters want out of the fight.
- Decide whether characters can surrender and can become Beaten Down.

STAGE TWO: INITIATIVE

- If the attacker springs an ambush or otherwise strikes when the defender isn't able to counter, the defender rolls Wits + Composure contested by the attacker's Dexterity + Stealth. If the defender fails, she doesn't act on the first turn of combat and cannot apply Defense against attacks.
- Everyone rolls Initiative: the result of a die roll + Dexterity + Composure. If the character has a weapon readied, apply its Initiative Modifier.

STAGE THREE: ATTACK

- **Unarmed Combat:** Strength + Brawl vs. Defense
- **Melee Combat:** Strength + Weaponry vs. Defense
- **Ranged Combat:** Dexterity + Firearms
- **Thrown Weapons:** Dexterity + Athletics vs. Defense

A character's Defense is normally subtracted from any attack dice pools where it applies. If she chooses to Dodge, the defender rolls her Defense as a dice pool against each attack. Each success reduces the attacker's successes by one. If the attacker is reduced to zero successes, the attack does nothing. If the attacker has successes remaining, add any weapon modifier to the number of successes to determine how many points of Health the target loses. All weapons deal lethal damage.

STAGE FOUR: THE STORYTELLER DESCRIBES THE ATTACK AND WOUND IN NARRATIVE TERMS.

Possible Modifiers

- Aiming: +1 per turn to a +3 maximum
- All-Out Attack: +2 with Brawl or Weaponry attack; lose Defense
- Armor Piercing: Ignores amount of target's armor equal to item's rating
- Autofire Long Burst: 20 or so bullets, no target limit pending Storyteller approval. A +3 bonus is applied to each attack roll; -1 per roll for each target after the first
- Autofire Medium Burst: 10 or so bullets at one to three targets, with a +2 bonus to each attack roll; -1 per roll for each target after the first
- Autofire Short Burst: Three bullets at a single target with a +1 bonus to the roll
- Concealment: Barely -1; partially -2; substantially -3; fully, see "Cover"
- Cover: Subtract Durability from damage; if Durability is greater than weapon modifier, attack has no effect
- Dodge: Double Defense, roll as a dice pool with each success subtracting one from the attacker's successes
- Drawing a Weapon: Requires instant action without a Merit and could negate Defense
- Firing from Concealment: Shooter's own concealment quality (-1, -2 or -3) reduced by one as a penalty to fire back (so, no modifier, -1 or -2)
- Offhand Attack: -2 penalty
- Prone Target: -2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance
- Range: -2 at medium range, -4 at long range
- Shooting into Close Combat: -2 per combatant avoided in a single shot (not applicable to autofire); -4 if grappling
- Specified Target: Torso -1, leg or arm -2, head -3, hand -4, eye -5
- Surprised or Immobilized Target: Defense doesn't apply
- Touching a Target: Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, but Defense does apply
- Willpower: Add three dice or +2 to a Resistance trait (Stamina, Resolve, or Composure) in one roll or instance

EFFECTS OF PRIMUM

Primum	Attribute/Skill Maximum	Max Aether/ Max Aether Per Turn	Max Covers	Glitches
1	5	10/1	1	0
2	5	11/2	2	0
3	5	12/3	3	0
4	5	13/4	4	0
5	5	14/5	5	0
6	6	15/6	5	1
7	7	20/7	5	1
8	8	30/8	6	2
9	9	50/10	6	2
10	10	100/15	7	3

EXTENDED ACTIONS

1. Determine Dice Pool: Attribute + Skill + Specialty (if any)

2. Determine Target Successes and Time

3. Determine Interval of rolls

4. Results for Each Roll

Dramatic Failure: In addition to the effects of a failure, the first roll on a further attempt suffers a -2 die penalty.

Failure: You face a setback. The Storyteller will offer you a choice: take a Condition of her choice or abandon the action. You can offer a different Condition if you think it makes sense. If you refuse or cannot agree on a Condition, you lose all accumulated successes (see "Conditions," p. 307).

Success: Add the successes scored on the roll to your running total. Work with the Storyteller to determine what steps your character has taken towards his goal.

Exceptional Success: Choose one of: Reduce the number of successes required by your character's Skill dots, reduce the time on each following roll by a quarter, or apply the exceptional success result of the action when you complete your goal.

COMPROMISES

Cover Level Modifier

8-10	+2
6-7	+1
4-5	0
2-3	-1
1	-2

Triggers Modifier

Full Demonic Form	-3, -1 per scene in form
Partial Demonic Form	+1 per ability not accessed
Some Embeds	See Embed descriptions
All Exploits	*
Revealing fact about true nature to a human	-2 to -5
Taking an action out of character for cover	-1 to -3
Character is in the presence of an Angel	the angel's Rank
Act was overtly super- natural and witnessed by humans	-2
Witnesses were intox- icated (drunk, high, etc.)	+1

* May spend a point of Willpower to avoid



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Check out White Wolf online at <http://www.white-wolf.com>

Check out Onyx Path online at <http://www.theonyxpath.com>



RANGED WEAPONS CHART

Type	Damage	Ranges	Clip	Initiative	Strength	Size	Availability	Example
Revolver, lt	1	20/40/80	6	0	2	1	••	SW M640 (.38 Special)
Revolver, hvy	2	35/70/140	6	-2	3	1	••	SW M29 (.44 Magnum)
Pistol, lt	1	20/40/80	17+1	0	2	1	•••	Glock 17 (9mm)
Pistol, hvy	2	30/60/120	7+1	-2	3	1	•••	Colt M1911A1 (.45 ACP)
SMG, small*	1	25/50/100	30+1	-2	2	1	•••	Ingram Mac-10 (9mm)
SMG, large*	2	50/100/200	30+1	-3	3	2	•••	HK MP-5 (9mm)
Rifle	4	200/400/800	5+1	-5	2	3	••	Remington M-700 (30.06)
Assault Rifle*	3	150/300/600	42+1	-3	3	3	•••	Stry-Aug (5.56mm)
Shotgun**	3	20/40/80	5+1	-4	3	2	••	Remington M870 (12-gauge)
Crossbow***	2	40/80/160	1	-5	3	3	•••	

* The weapon is capable of autofire, including short bursts, medium bursts, and long bursts.

** Attack rolls gain the 9-again quality

*** Crossbows take three turns to reload between shots. A crossbow can be used to deliver a stake through the heart (-3 penalty to attack rolls; must deal at least 5 damage in one attack)

GRAPPLING SUMMARY

To grab your opponent, roll Strength + Brawl - Defense. On a success, both of you are grappling. A length of rope, a chain, or a whip, you can add its weapon bonus to your Strength when grappling. If you score an exceptional success on this first roll, pick a move.

When grappling, each party makes a contested Strength + Brawl vs. Strength + Brawl action on the higher of the two characters' Initiative. The winner picks a move, or two moves on an exceptional success.

- **Break Free** from the grapple. You throw off your opponent; you're both no longer grappling. Succeeding at this move is a reflexive action.
- **Control Weapon**, either by drawing a weapon that you have holstered or turning your opponent's weapon against him. You keep control until your opponent makes a Control Weapon move.
- **Damage** your opponent by dealing bashing damage equal to your rolled successes. If you previously succeeded at a Control Weapon action, add the weapon bonus to your successes.
- **Disarm** your opponent, removing a weapon from the grapple entirely. You must first have succeeded at a Control Weapon move.
- **Drop Prone**, throwing both of you to the ground (see "Going Prone"). You must Break Free before rising.
- **Hold** your opponent in place. Neither of you can apply Defense against incoming attacks.
- **Restrain** your opponent. Your opponent suffers the Immobilized Tilt. You can only use this move if you've already succeeded in a Hold move. If you use equipment to Restrain your opponent, you can leave the grapple.
- **Take Cover** using your opponent's body. Any ranged attacks made until the end of the turn automatically hit him.