

Equipment

Automotive Equipment

Durability: 2-3 **Size:** 1-5

Structure: variable

Cost: • to ••••

Function: Tools useful for working on vehicles and engines. Storyteller may rule that no tool that offers a bonus of +2 or less is any help on a significant repair job.. Otherwise, efforts to repair busted hoses or punctured radiators might be made with lesser tools. Bonus points are added to Dexterity or Intelligence + Crafts draws.

Date: _____

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Equipment

Climbing Gear

Durability: 2 **Size:** 2

Structure: 4

Cost: ••

Function: Ropes, bungees, pitons, hammers and clamps – the tools helpful in climbing a sheer surface, whether it's a mountainside or building. Bonus points are added to Strength + Athletics draws.

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Equipment

First-Aid Kit

Durability: 1 **Size:** 2

Structure: 3

Cost: • or ••

Function: Anything from your standard bandages-and-alcohol kit to an advanced set owned or carried by people such as EMT's who work in the medical profession or who anticipate serious work-related injuries. The kit's rating in bonus points is added to Dexterity + Medicine.

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Equipment

Flashlight

Durability: 1 **Size:** 1

Structure: 2

Cost: n/a

Function: Using a flashlight while performing actions makes the feats possible, but still challenging. Rather than be reduced to a Storyteller-controlled chance draw, you are still able to make your own draws, only at a penalty of -3 or -4 depending on the degree of darkness.

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Equipment

Gasmask

Durability: 1 **Size:** 2

Structure: 3

Cost: ••

Function: A device worn over the face and/or head that filters air, hopefully saving the wearer from airborne poisons or toxins. Bonus points (as many as four or five) can be added to Stamina-based draws to resist such threats.

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Equipment

Gunsmithing Kit

Durability: 2 **Size:** 2

Structure: 2

Cost: ••

Function: The tools helpful in cleaning, maintaining and repairing firearms, from pistols to machineguns. Bonus points are added to Dexterity + Crafts draws.

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Equipment

Lock Picks

Durability: 2 **Size:** 1

Structure: 3

Cost: •••

Function: A set of tools used to trip locks and open doors and windows. One kind could be intended for vehicles and another for buildings. The tools typically add points to Dexterity + Larceny draws.

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Equipment

Pepper Spray

Durability: 1 **Size:** 0

Structure: 1

Cost: n/a

Function: Dexterity + Athletics draw at -1 to hit target. Range is 1 pace max., and target's Defense applies. If successful, all target's actions suffer a -5 for remainder of the scene. Chance draw not made to spray on target over one pace away; automatic fail. A single spray canister can be used three times before it's empty.

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Equipment

Night-vision Goggles

Durability: 1 Size: 1
Structure: 2
Cost: ••

Function: This headgear allows a wearer to see in darkness, eliminating penalties for operating blind. See "Fighting Blind," p. 227. Exposure to any bright light source while wearing the goggles actually causes blindness, imposing the Fighting Blind rules.

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Equipment

Silencer

Durability: 3 Size: 1
Structure: 4
Cost: •••

Function: These devices muffle the noise made. Bystanders might still hear a shot fired with Wits + Composure; penalty equal to the rating of the silencer. Some weapons such as revolvers and shotguns can't be fitted with silencers. Note that silencer ratings are not added to Dexterity + Firearms draws.

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Equipment

Surveillance Equipment

Durability: 1 Size: 3
Structure: 4
Cost: •••

Function: Wiretaps, long-range cameras, listening devices – the things your character needs to spy on someone without being noticed. Small sets offer small bonuses, while large ones (that fill vans) have higher scores. Points can be added to Stealth-based draws to trail someone.

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Equipment

Survival Gear

Durability: 1-3
Size: 1-4
Structure: variable
Cost: • to •••

Function: Bonuses can be applied directly to Survival-based draws. Also forestalls penalties or damage normally inflicted upon your character by exposure for +1 hour per equipment's rating. Gear rating is added to character's Stamina + Resolve to determine duration go before suffering harm from exposure.

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Melee Weapon

Stiletto

Damage: 0 (L)
Size: 1
Cost: •

Special: The stiletto's small size makes it trivial to conceal almost anywhere: a character can wield the stiletto by sliding it out of her sleeve and attack in the same turn without requiring the Quick Draw Merit.

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Melee Weapon

Dagger

Damage: 1 (L)
Size: 1
Cost: •



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Melee Weapon

Short sword

Damage: 2 (L)
Size: 2
Cost: ••



Date: _____

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Melee Weapon

Small Axe

Damage: 2 (L)
Size: 2
Cost: ••



Date: _____

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Melee Weapon

Sword

Damage: 3 (L)

Size: 3

Cost: ••



Date: _____

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Melee Weapon

Large Axe

Damage: 3 (L)

Size: 3

Cost: •••



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Melee Weapon

Greatsword

Damage: 4 (L)

Size: 4

Cost: ••••

Special: If a character attacking with such a huge weapon draws an Ace on her Weaponry test to strike, she will be off-balance and unable to attack using a weapon or her bare hands for the next full turn as she steadies herself, regaining her footing. She may defend and move as normal, however.

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Melee Weapon

Great Axe

Damage: 4 (L)

Size: 4

Cost: ••••

Special: If a character attacking with such a huge weapon draws an Ace on her Weaponry test to strike, she will be off-balance and unable to attack using a weapon or her bare hands for the next full turn as she steadies herself, regaining her footing. She may defend and move as normal, however.

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Melee Weapon

Wooden Club

Damage: 2 (B)

Size: 2

Cost: n/a



Date: _____

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Melee Weapon

Mace (metal)

Damage: 3 (B)

Size: 2

Cost: •



Date: _____

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Melee Weapon

Rapier

Damage: 2 (L)

Size: 2

Cost: ••

Special: The rapier-wielder gains a +2 Defense bonus when fighting enemies who are using melee weapons themselves due to the foil's suitability to that style of combat. If the character wielding the rapier draws an Ace while attacking an opponent using a melee weapon with a Size of 3 or higher, the rapier breaks.

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Melee Weapon

Stake

Damage: 1 (L)

Size: 1

Cost: n/a



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Ranged Weapon

Derringer

Damage: 0 Ammo: 2
 Strength: 1 Size: 1
 Cost: •

Special: Because of the size of the derringer, it's very easy to hide and reveal: you can quickly slide it out of your pocket and attack in the same turn without requiring the Quick Draw Merit. The derringer can be reloaded in one full turn.

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Ranged Weapon

Semi-Auto Pistol

Damage: 1 Ammo: 12
 Strength: 2 Size: 2
 Cost: ••

Special: The semi-automatic pistol has a range of up to 50 yards/150 feet. It takes a full turn to release an empty magazine and slide in a new one. This weapon can be silenced with a (usually illegal) silencer.

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Ranged Weapon

Heavy Revolver

Damage: 2 Ammo: 6
 Strength: 2 Size: 2
 Cost: ••

Special: A large-caliber chambered revolver has an effective range of 30 yards or 90 feet and can be reloaded in two full turns. This weapon can be silenced with a (usually illegal) silencer.

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Ranged Weapon

Breech Shotgun

Damage: 4 Ammo: 2
 Strength: 3 Size: 3
 Cost: •••

Special: The breech-loading shotgun has a range of 10 yards or 30 feet and fires one shell per shot. It takes three full turns to break open the shotgun, eject the empty shells, reload and re-acquire aim.

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Ranged Weapon

Shotgun

Damage: 4 Ammo: 6
 Strength: 3 Size: 3
 Cost: •••

Special: The effective range of the shotgun is 10 yards or 30 feet. Due its recoil, it can only be fired once every two turns. The intervening turn has to be spent reacquiring aim. It takes five full turns to reload the entire magazine, or one turn to reload only one shell.

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Ranged Weapon

Sub-machine Gun

Damage: 3 Ammo: 10 b.
 Strength: 3 Size: 2
 Cost: •••

Special: Sub-machine guns are illegal to own and operate in many countries or regions. The SMG fires a short burst every turn with a range of 25 yards or 75 feet, requiring two full turns to reload the magazine. Up to two SMGs can usually be carried on a character at any given time, with a maximum of six additional magazines.

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Ranged Weapon

Assault Rifle

Damage: 4 Ammo: 10 b.
 Strength: 4 Size: 4
 Cost: •••••

Special: Civilian ownership and use of assault rifles is illegal almost anywhere, especially outside of strictly controlled shooting ranges. The range of an assault rifle is 75 yards or 220 feet. Because of the bulk of the rifle and its magazines, only one can weapon can usually be carried, with a maximum of four additional magazines.

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Ranged Weapon

Sniper Rifle

Damage: 4 Ammo: 1
 Strength: 2 Size: 4
 Cost: •••••

Special: The hunting rifle or sniper rifle has an effective range of almost one kilometer, a thousand yards or three thousand feet. The rifle is very difficult to conceal although it can be taken apart and stored in a bag in about thirty full turns, the same time it takes to re-assemble. It's impossible to carry more than one sniper rifle on you at any one time because of its size and shape. This weapon can be silenced with a (usually illegal) silencer that halves the effective range of the sniper rifle.

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Ranged Weapon

Crossbow

Damage: 3 Ammo: 1
Strength: 2 Size: 3
Cost: ••

Special: Crossbows require three turns to reload. A character may use a crossbow to attempt to stake a vampire with a targeted shot (-3 penalty and a minimum of three points of damage must be inflicted in a single attack).

Date: _____

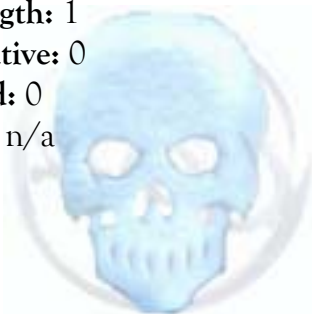
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Armor

Reinforced/thick clothing

Rating: 1/0
Strength: 1
Initiative: 0
Speed: 0
Cost: n/a



Date: _____

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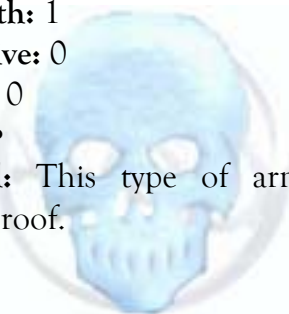
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Armor

Kevlar vest (thin)

Rating: 1/2
Strength: 1
Initiative: 0
Speed: 0
Cost: •

Special: This type of armor is bulletproof.



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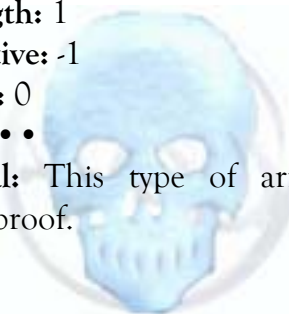
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Armor

Flak jacket

Rating: 2/3
Strength: 1
Initiative: -1
Speed: 0
Cost: ••

Special: This type of armor is bulletproof.



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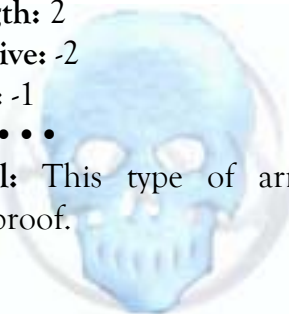
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Armor

Full riot gear

Rating: 3/4
Strength: 2
Initiative: -2
Speed: -1
Cost: •••

Special: This type of armor is bulletproof.



Date: _____

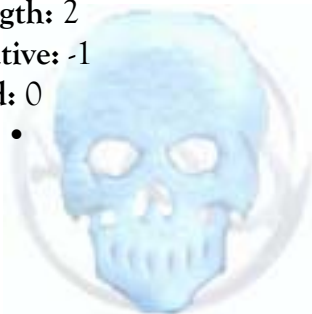
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Armor

Leather (hard)

Rating: 1/0
Strength: 2
Initiative: -1
Speed: 0
Cost: •



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Armor

Chainmail

Rating: 2/1
Strength: 3
Initiative: -2
Speed: -2
Cost: ••



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Armor

Plate

Rating: 3/2
Strength: 4
Initiative: -3
Speed: -3
Cost: ••••



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