

the World of Darkness[®]

OVERLY SPECIFIC
CONDITION CARDS

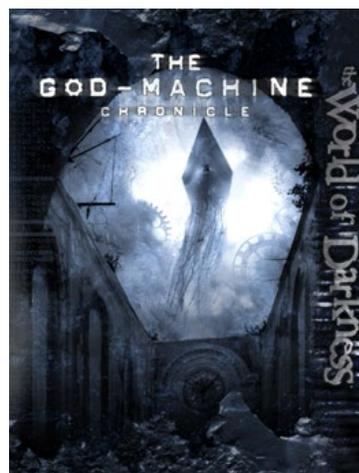
Credits

Layout and Design: Alonso Rubio with Mike Chaney

Written by: David Hill

Artists: Sam Araya, Andrew Hepworth, Justin Norman, James Denton, Vince Locke,

Front Cover Art: Sam Araya



For Use with
the God-Machine
Chronicle



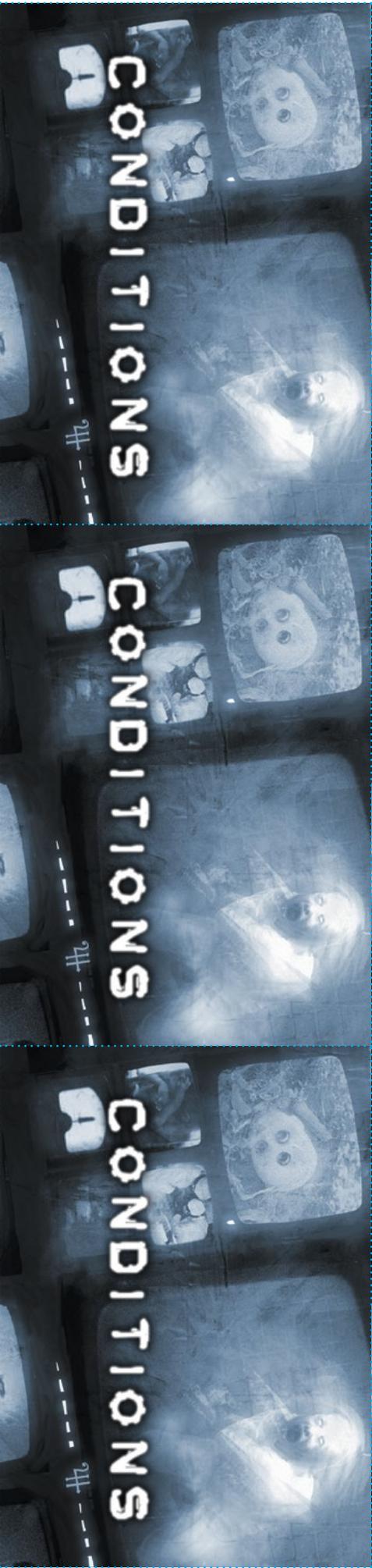
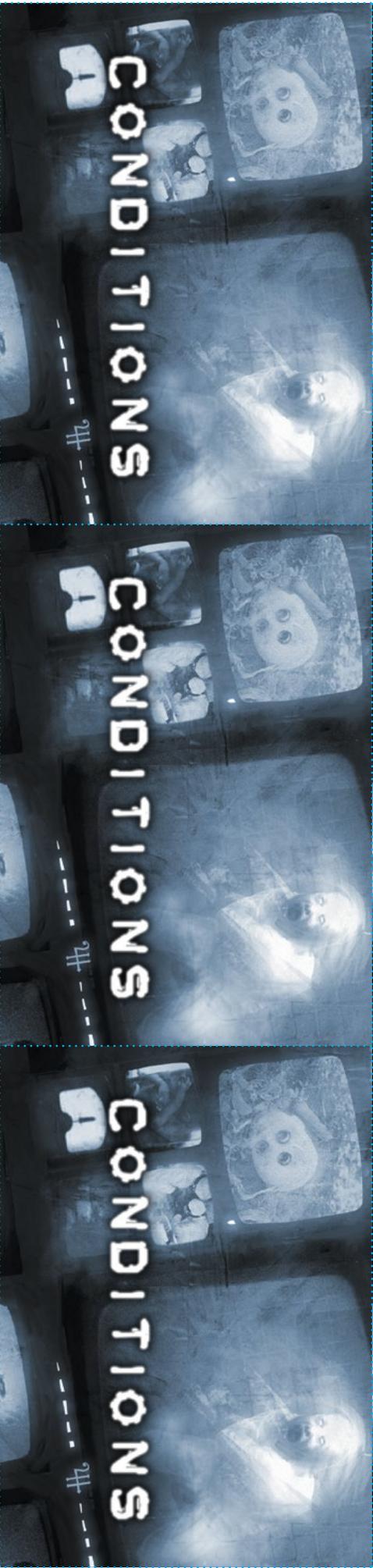
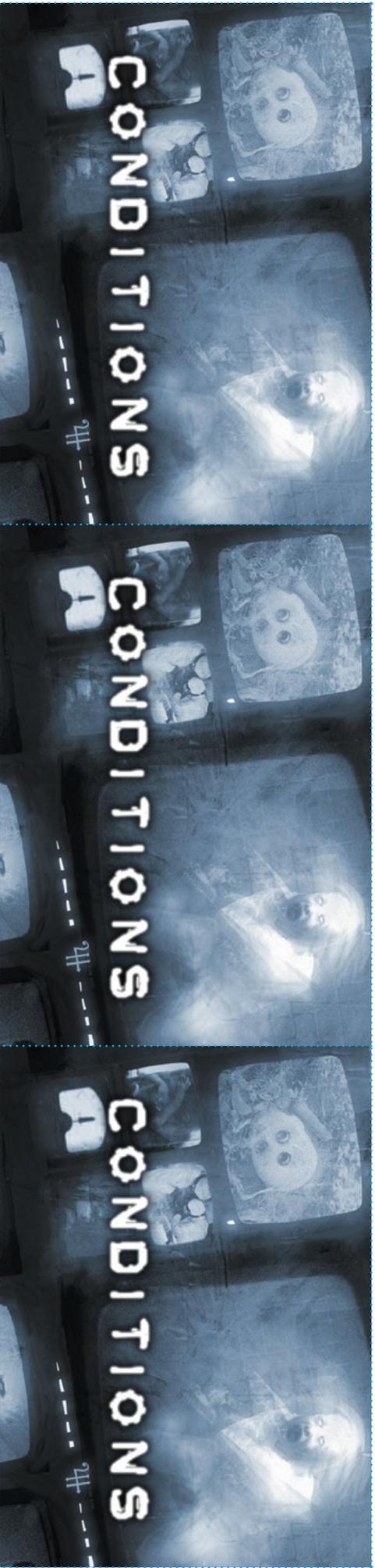
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Breach in the Fourth Wall

You've made a slip. In portraying your character, you've brought the existence of out-of-character gameplay into the story. Maybe your character referred to a friend "dramatically failing" something. Maybe your character admittedly made a dumb choice "for the experience". Perhaps your character noted that her action "would have succeeded in the old edition."

When you break the fourth wall, your character receives this Condition. While you have it, your character receives 8-gain on breaking point rolls, as long as you can bring in an out-of-character justification for why your character isn't shaken.

Example Skills: N/A

Resolution: At any point, you may ask the Storyteller to tell you how many dice she has for a given action or dice pool. She has to present the information somehow in-character.

Beat: N/A

Don't Have Any Clues but the Plot Needs to Move Forward

Have you ever run into a wall in the middle of an investigation? Sometimes, your character hits that wall, and you just need her to stumble onward by merit of dumb luck alone. Once you've hit that point, you may ask the Storyteller for this Condition.

She's not actually accomplishing anything with this Condition. She's just haphazardly marching forward in a coincidentally proper direction. Ignore all those failed Investigation (or whatever) rolls. Pretend they were successful. If she reaches a fork in the road, she closes her eyes and picks the right path. However, that path is more dangerous for her ignorance.

Example Skills: Investigation, Occult, Science

Resolution: Your character automatically fails the first important Wits+Composure or similar roll to notice danger in pursuit of the plot.

Beat: N/A

Accidentally Turned On

Often, the intended result of a seduction action is to turn on the other character. But what if he didn't mean to turn you on?

When a character achieves an Exceptional Success on an action not meant to turn your character on, you may take this Condition. Your character gains +1 on any rolls that would mean being closer to the object of his affection. The character that accidentally turned you on gains exceptional successes on any Social actions against your character that he succeeds in. However, your character cannot gain Willpower from his Virtue or Vice unless it's somehow tied to the object of his affection.

Example Skills: N/A

Resolution: Your character becomes clearly disowned of his newfound temporary attraction. This usually involves a public display of that disaffection.

Beat: N/A

A Missing Tire and No Gas, and a Monster Chasing You

Your character is driving a car that's missing a tire and running out of gas, but he's going really fast anyway because a monster is chasing him. The little light's on that says the tank's about dry. But stopping just isn't an option.

This is his chance to shine. Everything he does benefits from Willpower expenditure, offering +3 dice, but you don't have to spend Willpower. Ignore all modifiers for driving. No matter how well you roll, though, he cannot stop the monster. He can hurt it. He can slow it. But the monster will catch up. Oh, and the car's going to die.

Example Skills: Drive

Resolution: The car runs out of gas, the axle splits in half, and the monster catches up.

Beat: N/A

Cornered by Things That Are Smaller Than You

Your character is in the normal Size range. Normally, to corner her, things that are roughly her size must surround her. But what about when she's swarmed by tiny things, all two or more Sizes smaller than her? She's cornered, but she has an advantage in that she can step over (or on) her assailants. That's where this Condition comes in.

By default, she can't move without making a roll to squeeze between her assailants. Any attacks she makes suffer the average Size of her assailants as a penalty.

Example Skills: N/A

Resolution: Your character stomps over her assailants, moving up to half her Speed in a turn. She causes her Size in bashing damage to anything she steps on. If the crowd disperses before that resolution, shed this Condition and gain no Beat.

Beat: N/A

Broke a Mirror on Friday the 13th

Your character broke a mirror on Friday the 13th. The long and short of it is, she's fucked. You might as well just pack it up and consider a new character concept. Or maybe wait until tomorrow, because let's just be honest, she's not going to die as result of a single Condition.

Under this Condition, the Storyteller can introduce one really scary thing from a past **World of Darkness** book to terrorize your character. The drawback for the Storyteller is, she has to convert its rules to be compliant with the **GodMachine Chronicle's** rules update. But she can't directly kill your character. Also, um, you can't get Exceptional Successes on any rolls.

Example Skills: Athletics, Brawl, Firearms, Weaponry

Resolution: The harrowing day of bad luck ends at midnight local time.

Beat: N/A

Lost But Unwilling to Ask For Directions

Your character is lost. It's important to note that he could find his way, if he was willing to ask for directions. But he's not, because he won't admit he's actually lost. Worse off, he's been entrusted with leading one or more other characters around, and they're pressuring him to ask directions.

Once your character has this Condition, any navigation rolls you make for him automatically fail. You can choose to make them Dramatic Failures for Beats like normal. But he gains a temporary dot of Composure, since he totally knows where he's at.

Example Skills: Streetwise, Survival

Resolution: When your character gives in and asks directions, or dramatically fails a roll as result of this Condition, resolve this Condition.

Beat: N/A

Extended Hiatus

It's kind of awful when your character has to step out of the plot for a while. Usually, this is due to training times, travel time, being cursed to only be awake at night, or being knocked in a coma. This Condition means your character won't lose out on those precious Beats while she's out of play.

You may play another character during those times, of your creation or the Storyteller's. However, so long as your main character has this Condition, mark any earned Beats on the main character.

If you can't portray another character because you're away from the game, tag another player. You can earn the same amount of Beats they earn while you're away.

Example Skills: N/A

Resolution: When your character returns to play, resolve this Condition.

Beat: N/A

Extensive Collection of Conditions

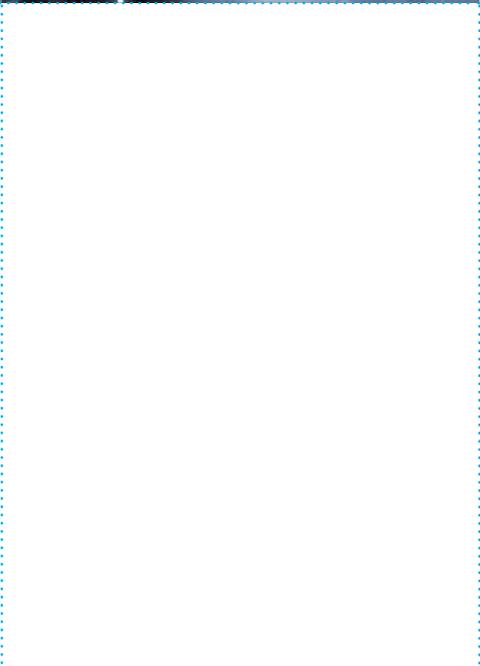
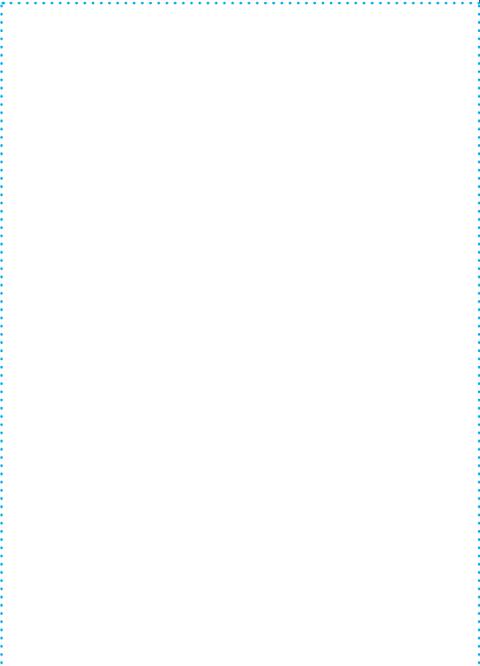
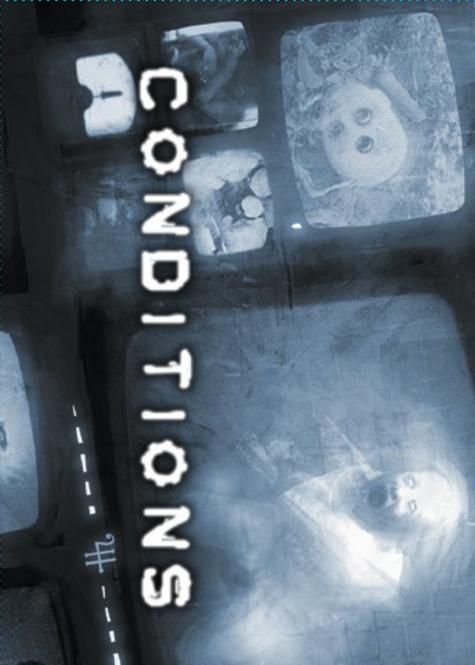
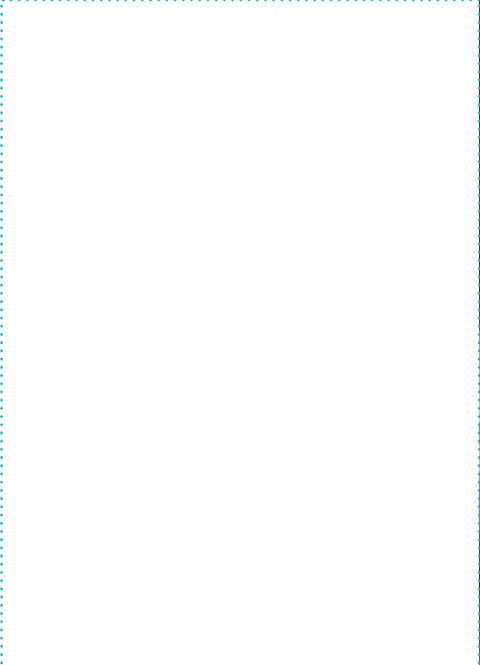
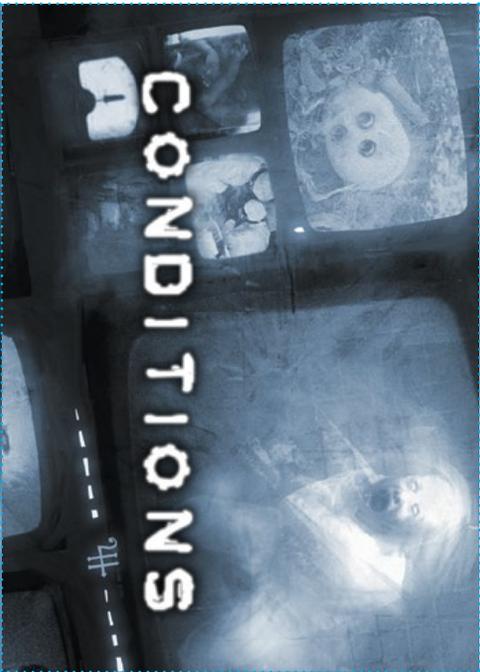
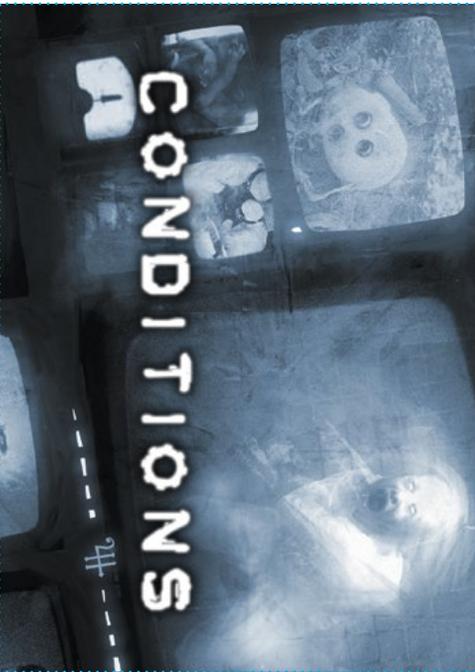
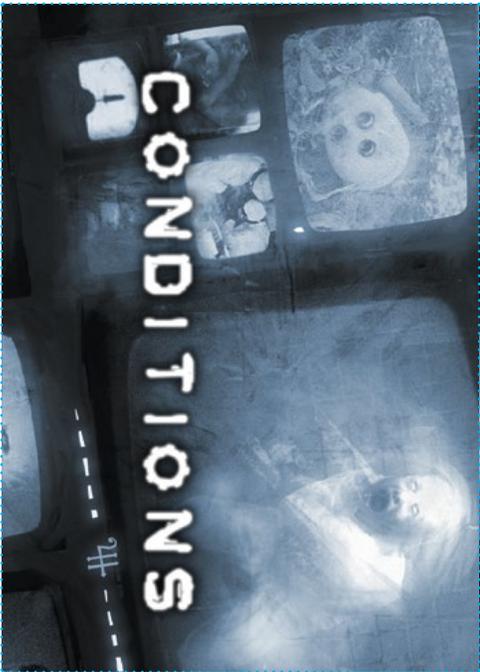
Your character currently has four or more Conditions. This can get a little difficult to track. So instead of bothering with that, take this Condition instead. Get rid of all four of the others.

Your character's arc needs to go somewhere, and quick. Choose a new Virtue or Vice. Anything that would not lead to your character to switch to that new Virtue or Vice automatically fails. You can choose to take a Beat for a Dramatic Failure. Anything that would lead to that new Virtue or Vice gains a free, automatic success.

Example Skills: Brawl, Empathy, Streetwise

Resolution: As result of a major, life-changing event for your character, change her Virtue or Vice to the previously chosen one. When resolving this Condition, gain an Experience, not a Beat.

Beat: N/A





Received Inadvertently Wrong Information From The Ancient Wise Informant

Supernatural crap happened, so you went looking for an ancient wise informant for information. Maybe it was the old librarian. Maybe it was the curio shop owner. But, you asked, and they gave answers. Unfortunately, those answers were wrong. It wasn't any fault of the informant; wires just got crossed wrong somewhere.

When you go to apply that knowledge, the roll dramatically fails. However, you get to learn from the mistake. The next relevant roll gains +5.

Example Skills: Academics, Investigation, Occult

Resolution: This Condition resolves once you take the +5 bonus afforded.

Beat: N/A

Really Angry But Not At Anything Specifically

Your character is pissed the fuck off. But this reasoning is shaky at best. He probably just needs to vent. It happens sometimes. Somebody probably said something stupid on the Internet.

While your character's raging, gain +1 to Strength, including derived traits. This won't exceed his dot limit. However, take -2 to all Resolve and Composure rolls, or -3 to Resolve + Composure rolls.

Example Skills: Brawl, Empathy, Streetwise

Resolution: When your character lashes out and suffers a breaking point as result of his unbridled, irrational anger, resolve this Condition and take a Beat.

Beat: N/A

Monster Shakes Your Hobby (Persistently)

There's a supernatural evil out there. Worse off, she shares your character's hobby. He can't go to his Civil War reenactment without seeing her there. He can't scuba dive without seeing her in fins. This of course has its advantages and disadvantages.

It's easy to find the monster; she shows up wherever your character's at. Any rolls to find the monster gain the role quality. On the downside, she can use that same information to find your character. Any rolls to find your character gain the role quality.

Since you have a shared interest, your character gains +2 to all Social actions with the monster.

Example Skills: Any

Resolution: Either character steps away from the hobby.

Beat: The shared hobby causes some major interruption in your character's life.



Very Unreasonable Things

Your character is probably a pretty reasonable person. She's just experienced some very unreasonable things. However, she's going to face it. She's going to face it head-on. She tells her friends that if she's not home by dawn, to call the President.

Your character must have faced something by standards that are unreasonable for the chronicle thus far. Until she's faced that thing head-on, she loses 10gain and takes -1 die to all actions not pertaining to that thing. However, she gains +1 dice on any actions pertaining to that thing, and gains 8gain any time she spends Willpower for +3 dice.

Example Skills: N/A

Resolution: Stop the Unreasonable Thing, or otherwise find something even less reasonable.

Beat: N/A

Too Sexy For My Shift

Your character has a very McConaughyan quality that leaves him unable or at least unwilling to keep a shirt on for any significant amount of time. Any time you roll an exceptional success on an action unrelated to the current status of your character's shirt, in a scene where a character has paid attention or taken notice of your character's good looks, you can choose to take this Condition.

With this Condition, take a -3 to all Mental actions, since he's clouded with tension.

Example Skills: Academics, Drive, Empathy

Resolution: Your character removes his shirt. Gain +2 to your next Social action, and your next Physical action.

Beat: N/A