



Player Clan/Tribe Covenant Virtue Vice Attributes Int/Wit/Res Str/Dex/Stam Pres/Manip/Comp Acade mics Computer Crafts Investigation Medicine Occult Politics Science Athletics Brawl Dodge Firearms Larceny Stealth Survival Weaponry Animal Ken Empathy Expression Intimidation Persuasion Socialize Streetwise Subterfuge	Name														
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Blood potency, etc

Blood potency ,	eto	2												
Size/Speed/Def														
Init mod/armor														
Health/Will/Moral														
Merits														
Flaws														
Weapons/Armor														
Die Pools														
Initiative (dex + composure + 1die)														
Armed Combat														
Unarmed Combat														
Thrown Weapon														
Dodge (defense * 2)														
Perception (wit + Compsre)														
Driving														
Fast-Talk (Manip + Persude)														
Shadowing (Wits + Stealth)														
spending willpowe	er a	dds	3 die	e to	rol	'	 							

Combat Rolls:

Attack	Type	Roll	Roll Against
	Unarmed	Strenght + Brawl	Defense + Armor
	Armed	Strength + Weaponry	Defense + Armor
	Thrown Weapon	Dex + Athletics	Defense + Armor
	Ranged Weapon (guns)	Dex + Firearms	Armor

Armor

Class	Rating	Strength	Defense	Speed	Cost
Reinforced/Thick Clothing	1\0	1	0	0	n/a
Kevlar Vest	1\2	1	0	0	1
Flack Jacket	2\3	1	-1	0	2
Full Riot Gear	3\4	2	-2	-1	3
Leather (hard)	1\0	2	-1	0	1
Chain mail	2\1	3	-2	-2	2