Vampire
THE REQUIEM
Coterie Chart

Name					
Player					
Clan/Tribe					
Covenant					
Virtue					
Vice					

Attributes

Int/Wit/Res					
Str/Dex/Stam					
Pres/Manip/Comp					
Academics					
Computer					
Crafts					
Investigation					
Medicine					
Occult					
Politics					
Science					
Athletics					
Brawl					
Dodge					
Firearms					
Larceny					
Stealth					
Survival					
Weaponry					
Animal Ken					
Empathy					
Expression					
Intimidation					
Persuasion					
Socialize					
Streetwise					
Subterfuge					

Vampire
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Blood potency, etc

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 willpower adds 3 die to roll				

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

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NPC Chart

Name					
Player					
Clan/Tribe					
Covenant					
Virtue					
Vice					

Attributes

Int/Wit/Res					
Str/Dex/Stam					
Pres/Manip/Comp					
Academics					
Computer					
Crafts					
Investigation					
Medicine					
Occult					
Politics					
Science					
Athletics					
Brawl					
Dodge					
Firearms					
Larceny					
Stealth					
Survival					
Weaponry					
Animal Ken					
Empathy					
Expression					
Intimidation					
Persuasion					
Socialize					
Streetwise					
Subterfuge					

Vampire
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Blood potency, etc

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)				

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Combat Rolls:

Attack Type	Roll	Roll Against
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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