

Name					
Player					
Clan/Tribe					
Covenant					
Virtue	2.5				
Vice					
Attributes		714			
Int/Wit/Res	1			4	
Str/Dex/Stam					
Pres/Manip/Comp					
Academics					
Computer					
Crafts					
Investigation			1		
Medicine					
Occult					
Politics	k-m		7		76-
Science					
Athletics					
Brawl	X	TIPE			
Dodge	1 10				
Firearms	11.2	10 m			
Larceny			HIN.		1
Stealth	11.13	77			
Survival	J- 1				1 1
Weaponry	V. A.	71			100
Animal Ken	AL CO.	1 -			
Empathy		3- 3	7 4		
Expression			1		
Intimidation	J 78		1,500		
Persuasion					
Socialize					7.7.5
Streetwise					
Subterfuge					



Blood potency,	etc			V											
Size/Speed/Def			0					¥	Ŋ.					o.	
Init mod/armor		200													
Health/Will/Moral															
Merits								•			-				
	Y								Т						
											1				
Flaws			7												
Weapons/Armor															
Die Pools															
<b>Initiative</b> (dex + composure + 1die)					Т		П			-					
<b>Armed Combat</b>															
<b>Unarmed Combat</b>	-						7	т				v		7	
Thrown Weapon															
<b>Dodge</b> (defense * 2)	7				4			Ŧ				ľ			
Perception (wit + Compsre)		7	V			7					1				
Driving		1.						7						1	
Fast-Talk (Manip + Persude)		И	X	Į.V											Ŋ
Shadowing (Wits + Stealth)		7		χ		7									

## Combat Rolls:

Attack	Type	Roll	Roll Against
Allack	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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Str/Dex/Stam						
Pres/Manip/Comp						
Acade mics						
Computer						
Crafts			-1			
Investigation			y.			
Medicine		7.				
Occult						
Politics	k-T		7			
Science						
Athletics						
Brawl	X	4777	4			
Dodge	1.14					
Firearms	11.2	15.				- 17
Larceny				1, 1	- 6	- N
Stealth		7				
Survival	7					
Weaponry	V					31
Animal Ken		A T P	Asa			
Empathy		33-		H H		
Expression				1		
Intimidation	L W 7	S				
Persuasion						
Socialize	410	- 21				4 )
Streetwise	19					
Subterfuge			100			



Blood potency, e	etc			<b>V</b>													
Size/Speed/Def		0							V						8.5		
Init mod/armor	100																
Health/Will/Moral																	
Merits							<u> </u>	ı	·					1			
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Flaws		17															
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Weapons/Armor																	- 1
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Die Pools			l l														
Initiative (dex + composure + 1die)										į		-				7	
Armed Combat																	
Unarmed Combat								7					٦			7	
Thrown Weapon	1		1 -							Ť							
<b>Dodge</b> (defense * 2)							ď		Ŧ	Т			7				
Perception (wit + Compsre)		/ ×			-3	1											
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