

Coterie Chart

Weaponry **Animal Ken** Empathy Expression **Intimidation** Persuasion Socialize Streetwise Subterfuge



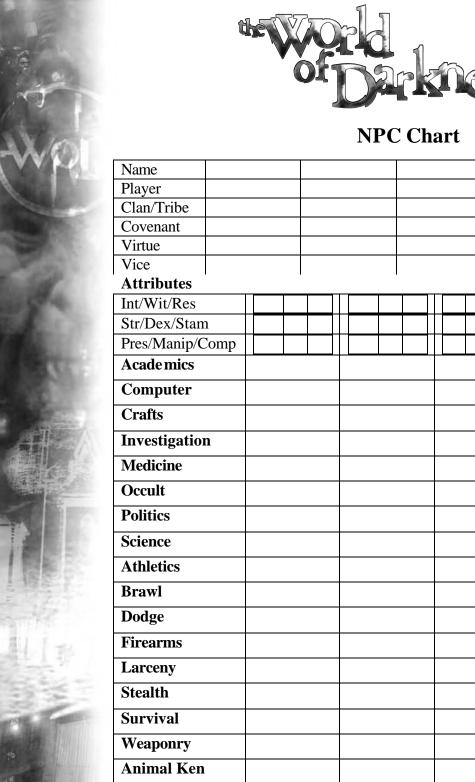
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Size/Speed/Def																Ī
Init mod/armor																Ī
Health/Will/Moral																Ī
Merits			•				•			•		•			•	
Flaws																
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Weapons/Armor																
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Die 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
	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





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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