

Vampire

THE REQUIEM

Coterie Chart

Name																									
Player																									
Clan/Tribe																									
Covenant																									
Virtue																									
Vice																									
Attributes																									
Int/Wit/Res	<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>				
Str/Dex/Stam	<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>				
Pres/Manip/Comp	<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>				
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)																				
<i>spending willpower adds 3 die to roll</i>																				

Combat Rolls:

Attack	Type	Roll	Roll Against
	Unarmed	Strength + 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