

the World of Darkness

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																

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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