MIND'S EYE THEATRE
THE REQUIEM

Name: _____

Player: _____

Virtue: _____ Vice: _____

Clan: _____

Covenant: _____

ATTRIBUTES

Intelligence	●OOOO
Wits	●OOOO
Resolve	●OOOO
Strength	●OOOO
Dexterity	●OOOO
Stamina	●OOOO
Presence	●OOOO
Manipulation	●OOOO
Composure	●OOOO

MERITS

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

FLAWS

_____

_____

EQUIPMENT

_____

_____

_____

Size: _____

Speed (acting/running): _____ / _____

Initiative Mod: _____

Defense: _____ Armor: _____

MENTAL SKILLS (-3 unskilled)

Academics	OOOOO
Computer	OOOOO
Crafts	OOOOO
Investigation	OOOOO
Medicine	OOOOO
Occult	OOOOO
Politics	OOOOO
Science	OOOOO

PHYSICAL SKILLS (-1 unskilled)

Athletics	OOOOO
Brawl	OOOOO
Drive	OOOOO
Firearms	OOOOO
Larceny	OOOOO
Stealth	OOOOO
Survival	OOOOO
Weaponry	OOOOO

SOCIAL SKILLS (-1 unskilled)

Animal Ken	OOOOO
Empathy	OOOOO
Expression	OOOOO
Intimidation	OOOOO
Persuasion	OOOOO
Socialize	OOOOO
Streetwise	OOOOO
Subterfuge	OOOOO

HEALTH

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WILLPOWER

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VITAE

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BLOOD POTENCY

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HUMANITY

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DERANGEMENTS

_____

_____

FAVORED ACTIONS

Action/Power	Traits	Pool
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		

CHARACTER TRAITS & POOLS

BASIC TRAITS

Perception Pool
(Wits + Composure) = _____

Defense
(Lower of Wits or Dexterity) = _____

Initiative Modifier
(Dexterity+Composure) = _____

Speed (Acting/Running) = _____ / _____

ATTACK POOLS

Unarmed Attack
(Str + Brawl) =_____ (RES by Def + Armor)

Melee Attack
(Str +Weap +Dmg)=_____ (RES by Def + Armor)

Firearms Attack
(Dex + Firearms + Dmg)=_____(RES by Armor)

MERIT BONUSES

_____

_____

_____

FAVORED ACTIONS

Action/Power	Traits	Pool
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		
_____ (___ + ___ + ___) =		
(CONT/RES by _____)		

KEY RULES

ACTIONS & SUCCESSES

Instant Actions: Each character gets one per turn. Consist of a single draw.

Reflexive Actions: Take no time and occur as per the trait's description. Consist of a single draw.

Extended Actions: Take place over several turns or more; and consist of several draws.

CONT(ested) Draws: Both attacker and defender form a pool, draw, and then compare successes. Ties go to defender; otherwise subtract defender's successes from attacker for final number of attacker successes.

RES(isted) Draws: Subtract the defender's traits from attacker's pool before drawing.

Successes: A total of 10 is one success; every increment of 5 above that (15, 20, etc.) is an additional success.

COMBAT SUMMARY

Step 0: Mediate: Can the players resolve things without cards?

Step 1: Initiative: Draw one card + Initiative Modifier; lasts the whole combat

Step 2: Attack: Character with the highest Initiative attacks. A character may choose to hold his action until later in the turn.

Step 3: Resolve: Apply damage or other effects. Damage = attack successes.

Step 4: Repeat: Follow Initiative roster and repeat Steps 2 and 3 for every character until everyone has acted (this is the end of the turn). Then repeat again for the next turn (do not redraw Initiative).