MIND'S EYE THEATRE
PROMETHEAN

Name:_____
Player:_____
Virtue:_____
Vice:_____
Lineage:_____
Refinement:_____
Athanor:_____

ATTRIBUTES

Intelligence_____ OOOOO
Wits_____ OOOOO
Resolve_____ OOOOO

Strength_____ OOOOO
Dexterity_____ OOOOO
Stamina_____ OOOOO

Presence_____ OOOOO
Manipulation_____ OOOOO
Composure_____ OOOOO

MENTAL
(-3 unskilled)

Academics_____ OOOOO
Computer_____ OOOOO
Crafts_____ OOOOO
Investigation_____ OOOOO
Medicine_____ OOOOO
Occult_____ OOOOO
Politics_____ OOOOO
Science_____ OOOOO

PHYSICAL
(-1 unskilled)

Athletics_____ OOOOO
Brawl_____ OOOOO
Drive_____ OOOOO
Firearms_____ OOOOO
Larceny_____ OOOOO
Stealth_____ OOOOO
Survival_____ OOOOO
Weaponry_____ OOOOO

SOCIAL
(-1 unskilled)

Animal Ken_____ OOOOO
Empathy_____ OOOOO
Expression_____ OOOOO
Intimidation_____ OOOOO
Persuasion_____ OOOOO
Socialize_____ OOOOO
Streetwise_____ OOOOO
Subterfuge_____ OOOOO

TRANSMUTATIONS
_____
_____
_____
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_____
_____

MERITS
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS
_____
_____
_____

HEALTH
OOOOOOOOOOOOOOOO
□□□□□□□□□□□□□□□□

WILLPOWER
OOOOOOOOOO
□□□□□□□□□□

AZOTH
OOOOOOOOOO

PYROS
□□□□□□□□□□
□□□□□□□□□□

HUMANITY
OOOOOOOOOO

Bestowment:_____
_____

Disfigurement:_____
_____
_____
_____
_____

Size:_____
Speed(Acting/Running):_____/_____
Initiative Mod:_____
Defense:_____ Armor:_____

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	(_____)	
_____	(_____ + _____ + _____) =	☐
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 Def + Armor)

Merit Bonuses

_____
_____
_____
_____
_____
_____
_____

KEY RULES

Actions & Successes

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

Reflexive Actions: *Take no time and occur as per the traits description. Consists of a single draw.*

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

CONT(ested) Draws: *Both attacker and defender form a pool, draw, and then compare successes. Ties goto the defender; otherwise subtract defenders successes from attacker for final number of attackers successes.*

RES(isted) Draws: *Subtract the defenders traits from attackers 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 higest Initiative attacks. A character may choose to hold his action until later in the turn.*

Step 3: Resolve: *Apply damage or other effects Damage = attacks 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 for the next turn(do not redraw Initiative).*