

Mind's Eye Theatre

Name: _____
 Player: _____
 Virtue: _____
 Vice: _____
 Faction: _____

ATTRIBUTES

Intelligence	00000
Wits	00000
Resolve	00000
Strength	00000
Dexterity	00000
Stamina	00000
Presence	00000
Manipulation	00000
Composure	00000

MERITS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

FLAWS

 Size: _____
 Speed(acting/running): _____/_____
 Initiative Mod: _____
 Defense: _____ Armor: _____

MENTAL SKILLS

(-3 unskilled)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

PHYSICAL SKILLS

(-1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

SOCIAL SKILLS

(-1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

HEALTH

00000000000000
 □□□□□□□□□□□□

WILLPOWER

000000000000
 □□□□□□□□□□□□

MORALITY

000000000000

DERANGEMENTS

EQUIPMENT

FAVORED ACTIONS

Action/Power	Traits	Pool
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
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CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
CONT/RES by	(_____)	
_____	(_____ + _____ + _____)	= <input type="text"/>
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. Consist of a single draw.

Reflexive Actions: Take no time and occur as per the traits 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 goto the defender; otherwise subtract defenders successes from attacker for final number of attackers successes.

RES(isted) Draws: Subtract the defenders traits from attackers poll 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 = 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 again for the next turn(do not redraw Initiative).