

Mind's Eye Theatre  
**REQUIEM**

Name: \_\_\_\_\_  
 Player: \_\_\_\_\_  
 Virtue: \_\_\_\_\_  
 Vice: \_\_\_\_\_  
 Clan: \_\_\_\_\_  
 Bloodline: \_\_\_\_\_  
 Covenant: \_\_\_\_\_

**ATTRIBUTES**

Intelligence	●0000
Wits	●0000
Resolve	●0000
Strength	●0000
Dexterity	●0000
Stamina	●0000
Presence	●0000
Manipulation	●0000
Composure	●0000

**DISCIPLINES**

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

**MERITS**

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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**FLAWS**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**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  
 □□□□□□□□□□

**BLOOD POTENCY**

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**VITAE**

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 □□□□□□□□□□

**HUMANITY**

0000000000

**DERANGEMENTS**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Size: \_\_\_\_\_

Speed(acting/running): \_\_\_\_\_ / \_\_\_\_\_

Initiative Mod: \_\_\_\_\_

Defense: \_\_\_\_\_ Armor: \_\_\_\_\_

## FAVORED ACTIONS

Action/Power	Traits	Pool
_____	( _____ + _____ + _____ )	= <input type="text"/>
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	( _____ )	
_____	( _____ + _____ + _____ )	= <input type="text"/>
CONT/RES by	( _____ )	
_____	( _____ + _____ + _____ )	= <input type="text"/>
CONT/RES by	( _____ )	

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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	( _____ )	

## 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 go to 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 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).