Mind's Eye Theatre: REQUIEM

Name:_____
Player:_____
Virtue:_____
Vice:_____
Clan:_____
Bloodline:_____
Covenant:_____

Attributes

Intelligence_____OOOOO
Wits_____OOOOO
Resolve_____OOOOO

Strength_____OOOOO
Dexterity_____OOOOO
Stamina_____OOOOO

Presence_____OOOOO
Manipulation_____OOOOO
Composure_____OOOOO

Disciplines

_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO

Merits

_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO

Flaws

_____
_____
_____

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

OOOOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐☐☐

Willpower

OOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐

Blood Potency

OOOOOOOOOO

Vitae

☐☐☐☐☐☐☐☐☐☐
Points Per Turn:_____

Humanity

OOOOOOOOOO

Derangements

_____
_____
_____
_____
_____

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

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	(_____)	

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).*