

Mind's Eye Theatre FORSAKEN

Name: _____
 Player: _____
 Virtue: _____
 Vice: _____
 Auspice: _____
 Tribe: _____
 Breed: _____

ATTRIBUTES

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

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

00000000000000000000
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WILLPOWER

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PRIMAL URGE

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ESSENCE

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HARMONY

000000000000

RENOWN

Purity _____ 00000
 Glory _____ 00000
 Honor _____ 00000
 Wisdom _____ 00000
 Cunning _____ 00000

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

GIFTS

MERITS

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

FLAWS

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 (_____)		
_____ (_____ + _____ + _____)		<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 (_____)		
_____ (_____ + _____ + _____)		<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)= _____ / _____
 (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 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).