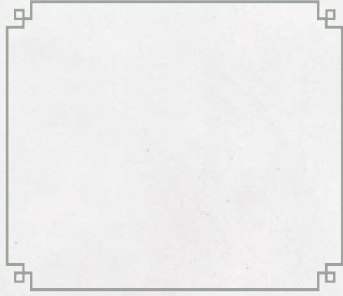


MIND'S EYE THEATRE

Baali

Character:
Player:
Archetype:
Title:
Setting/Sect:



Character Portrait

ATTRIBUTES

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

Physical

Bonus Attributes

Strength Dexterity Stamina

Social

Bonus Attributes

Charisma Manipulation Appearance

Mental

Bonus Attributes

Perception Intelligence Wits

SKILLS

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

Academics _____ 00000

Animal Ken _____ 00000

Athletics _____ 00000

Awareness _____ 00000

Brawl _____ 00000

Computer _____ 00000

Crafts _____ 00000

Crafts _____ 00000

Dodge _____ 00000

Drive _____ 00000

Empathy _____ 00000

Firearms _____ 00000

Intimidation _____ 00000

Investigation _____ 00000

Leadership _____ 00000

Linguistics _____ 00000

Lore _____ 00000

Medicine _____ 00000

Melee _____ 00000

Occult _____ 00000

Performance _____ 00000

Performance _____ 00000

Science _____ 00000

Science _____ 00000

Security _____ 00000

Stealth _____ 00000

Streetwise _____ 00000

Subterfuge _____ 00000

Survival _____ 00000

_____ 00000

Backgrounds

(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)

Disciplines

(Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.)

Merits & Flaws

(Buy up to 7 points of merits and 7 points from flaws.)

Blood

(Generation determines maximum blood, and limits blood spent per turn.)

• 10/1, •• 12/2, ••• 15/3, •••• 20/4, ••••• 30/5

Willpower

(Characters begin play with 6 Willpower.)

1 2 3 4 5 6 7

Morality

(Characters begin on Humanity, with a Morality of 5.)

1 2 3 4 5 6

Health Levels

(Incapacitated characters lose their simple action.)

Healthy
Injured
Incapacitated

Status

Common Test Pools

Initiative: _____

(Initiative is your higher attribute: Mental or Physical.)
(Pools are your Attribute + Skill(or WP) + Wild Card)

Beast Traits

(All Beast Traits are removed after a day's sleep.)

1 - Wrong Another, 2 - Inflicting Injury, 3 - Killing, 5 - Heinous Acts

1 Beast Trait
Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.
 2 Beast Traits
Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.
 3 Beast Traits
Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.
 4 Beast Traits
Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.
 5 Beast Traits
Lose a permanent point of Morality.