MIND'S EYE THEATRE

Caitiff

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_____○○○○○
Animal Ken_____○○○○○
Athletics_____○○○○○
Awareness_____○○○○○
Brawl_____○○○○○
Computer_____○○○○○
Crafts_____○○○○○
Crafts_____○○○○○
Dodge_____○○○○○
Drive_____○○○○○

Empathy_____○○○○○
Firearms_____○○○○○
Intimidation_____○○○○○
Investigation_____○○○○○
Leadership_____○○○○○
Linguistics_____○○○○○
Lore_____○○○○○
Medicine_____○○○○○
Melee_____○○○○○
Occult_____○○○○○

Performance_____○○○○○
Performance_____○○○○○
Science_____○○○○○
Science_____○○○○○
Security_____○○○○○
Stealth_____○○○○○
Streetwise_____○○○○○
Subterfuge_____○○○○○
Survival_____○○○○○
_____○○○○○

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 then a lighter.*

☐**5 Beast Traits**
Lose a permanent point of Morality.

Difficulty Scale: Easy –5, Standard –8, Difficult –15, Challenging –20, Epic –30