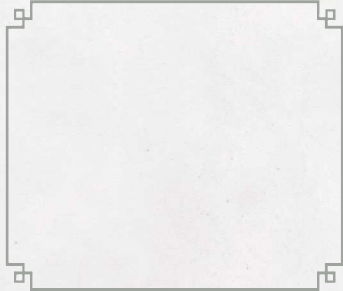


MIND'S EYE THEATRE

CAPPADOCIAN

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

Social

Mental

Bonus Attributes

Bonus Attributes

Bonus Attributes

Strength Dexterity Stamina

Charisma Manipulation Appearance

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.)

Morality

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

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.