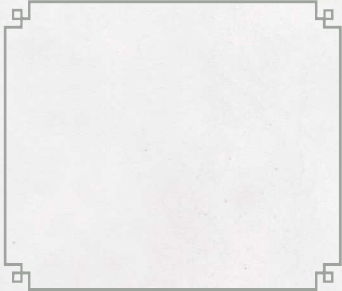


MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE

Character:  
 Player:  
 Archetype:  
 Clan:  
 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.)

<b>Physical</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Social</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Mental</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Bonus Attributes</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Bonus Attributes</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Bonus Attributes</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> Strength <input type="checkbox"/> Dexterity <input type="checkbox"/> Stamina	<input type="checkbox"/> Charisma <input type="checkbox"/> Manipulation <input type="checkbox"/> Appearance	<input type="checkbox"/> Perception <input type="checkbox"/> Intelligence <input type="checkbox"/> 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	Empathy _____ 00000	Performance _____ 00000
Animal Ken _____ 00000	Firearms _____ 00000	Performance _____ 00000
Athletics _____ 00000	Intimidation _____ 00000	Science _____ 00000
Awareness _____ 00000	Investigation _____ 00000	Science _____ 00000
Brawl _____ 00000	Leadership _____ 00000	Security _____ 00000
Computer _____ 00000	Linguistics _____ 00000	Stealth _____ 00000
Crafts _____ 00000	Lore _____ 00000	Streetwise _____ 00000
Crafts _____ 00000	Medicine _____ 00000	Subterfuge _____ 00000
Dodge _____ 00000	Melee _____ 00000	Survival _____ 00000
Drive _____ 00000	Occult _____ 00000	_____ 00000

**Backgrounds**

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

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

**Disciplines**

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

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

**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.)

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

**Willpower**

(Characters begin play with 6 Willpower.)

<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
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**Morality**

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

<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
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**Health Levels**

(Incapacitated characters lose their simple action.)

<b>Healthy</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Injured</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Incapacitated</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

**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

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