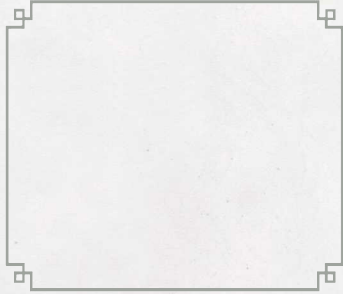


MIND'S EYE THEATRE

Ahrimanes

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 <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"/>	Social <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"/>	Mental <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"/>
Bonus Attributes <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Bonus Attributes <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Bonus Attributes <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
----------------------------	----------------------------	----------------------------	----------------------------	----------------------------	----------------------------	----------------------------

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
----------------------------	----------------------------	----------------------------	----------------------------	----------------------------	----------------------------

Health Levels

(Incapacitated characters lose their simple action.)

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

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.