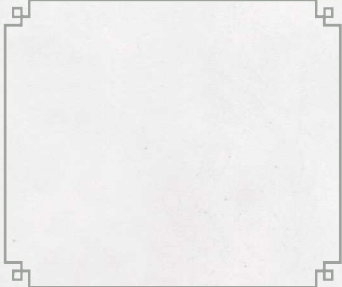


MIND'S EYE THEATRE

# Daughters of Cacophony

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.)

<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

## 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"/>

• 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.)

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

<input type="checkbox"/> 1 Beast Trait	Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.
<input type="checkbox"/> 2 Beast Traits	Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.
<input type="checkbox"/> 3 Beast Traits	Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.
<input type="checkbox"/> 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.
<input type="checkbox"/> 5 Beast Traits	Lose a permanent point of Morality.