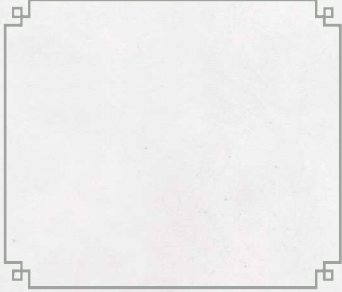


MIND'S EYE THEATRE

Gangrel

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"/> <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"/> <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.