

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 00000 00000

Bonus Attributes 00000

☐ Strength ☐ Dexterity ☐ Stamina

Social 00000 00000

Bonus Attributes 00000

☐ Charisma ☐ Manipulation ☐ Appearance

Mental 00000 00000

Bonus Attributes 00000

☐ 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 00000

Animal Ken 00000

Athletics 00000

Awareness 00000

Brawl 00000

Computer 00000

Crafts 00000

Crafts 00000

Dodge 00000

Drive 00000

Empathy 00000

Firearms 00000

Intimidation 00000

Investigation 00000

Leadership 00000

Linguistics 00000

Lore 00000

Medicine 00000

Melee 00000

Occult 00000

Performance 00000

Performance 00000

Science 00000

Science 00000

Security 00000

Stealth 00000

Streetwise 00000

Subterfuge 00000

Survival 00000

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Backgrounds

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

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Disciplines

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

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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

Health Levels

(Incapacitated characters lose their simple action.)

Healthy
Injured
Incapacitated

Status

Willpower

(Characters begin play with 6 Willpower.)

1 2 3 4 5 6 7

Common Test Pools

Initiative:

(Initiative is your higher attribute: Mental or Physical.)
(Pools are your Attribute + Skill(or WP) + Wild Card)

Morality

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

1 2 3 4 5 6

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.