MIND'S EYE THEATRE

TOREADOR

Character Portrait

Character:
Player:
Archetype:
Title:
Setting/Sect: Camarilla

ATTRIBUTES

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

Physical ●●●●● ○○○○○
Bonus Attributes ○○○○○
☐Strength ■Dexterity ☐Stamina

Social ●●●●● ●●●●●
Bonus Attributes ○○○○○
☐Charisma ☐Manipulation ☐Appearance

Mental ●●●●● ○○○○○
Bonus Attributes ○○○○○
■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	○○○○○	Empathy	●○○○○	Performance	●●●○○
Animal Ken	●●○○○	Firearms	○○○○○	Performance	○○○○○
Athletics	○○○○○	Intimidation	●●○○○	Science	○○○○○
Awareness	●○○○○	Investigation	●○○○○	Science	○○○○○
Brawl	○○○○○	Leadership	●●●●○	Security	○○○○○
Computer	○○○○○	Linguistics	●●●○○	Stealth	○○○○○
Crafts	○○○○○	Lore	●●○○○	Streetwise	○○○○○
Crafts	○○○○○	Medicine	○○○○○	Subterfuge	●○○○○
Dodge	●●●○○	Melee	○○○○○	Survival	○○○○○
Drive	○○○○○	Occult	○○○○○		○○○○○

Backgrounds

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

Generation	●●●●●
Resources	●●○○○
Influence (The Elite)	●○○○○
Herd	●○○○○
	○○○○○
	○○○○○
	○○○○○

Disciplines

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

Auspex	●●○○○
Celerity	●○○○○
Presence	●●●●●
Presence 6 Love	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Merits & Flaws

(Buy up to 7 points of merits and 7 points from flaws.)

Artist's Blessing	1
Personal Masquerade	1
Dancer's Grace	4
Prey Exclusion	1

Blood

(Generation determines maximum blood, and limits blood spent per turn.)

☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐

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

Willpower

(Characters begin play with 6 Willpower.)

1 2 3 4 5 6 7

Morality

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

Humanity

1 2 3 4 5 6

Health Levels

(Incapacitated characters lose their simple action.)

Healthy ☐☐☐
Injured ☐☐☐
Incapacitated ☐☐☐

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 then a lighter.*

☐5 Beast Traits
Lose a permanent point of Morality.

Difficulty Scale: Easy –5, Standard –8, Difficult –15, Challenging –20, Epic –30