

MIND'S EYE THEATRE VAMPIRE THE MASQUERADE

Character:
Player:
Archetype:
Clan:
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

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

Animal Ken

Athletics

Awareness

Brawl

Computer

Crafts

Crafts

Dodge

Drive

Empathy

Firearms

Intimidation

Investigation

Leadership

Linguistics

Lore

Medicine

Melee

Occult

Performance

Performance

Science

Science

Security

Stealth

Streetwise

Subterfuge

Survival

Backgrounds

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

Blood

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

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

Health Levels

(Incapacitated characters lose their simple action.)

Healthy ☐ ☐ ☐

Injured ☐ ☐ ☐

Incapacitated ☐ ☐ ☐

Status

Disciplines

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

Willpower

(Characters begin play with 6 Willpower.)

Common Test Pools

Initiative:

(Initiative is your higher attribute: Mental or Physical.)

(Pools are your Attribute + Skill(or WP) + Wild Card)

Merits & Flaws

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

Morality

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

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.