Character Portrait

MIND'S EYE THEATRE

VAMPIRE

THE MASQUERADE

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

ATTRIBUTES

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

Physical OOOOO OOOOO
Bonus Attributes OOOOO
☐Strength ☐Dexterity ☐Stamina

Social OOOOO OOOOO
Bonus Attributes OOOOO
☐Charisma ☐Manipulation ☐Appearance

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

Backgrounds

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

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Disciplines

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

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

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

Willpower

(Characters begin play with 6 Willpower.)

1 2 3 4 5 6 7

Morality

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

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