Backgrounds at a Glance

Influence

Bureaucracy	0	0	0	0	0	0
Church	0	0	0	0	0	0
Finance	0	0	0	0	0	0
Health	0	0	0	0	0	0
High Society	0	0	0	0	0	0
Industry	0	0	0	0	0	0
Legal	0	0	0	0	0	0
Media	0	0	0	0	0	0
Occult	0	0	0	0	0	0
Police	0	0	0	0	0	0
Politics	0	0	0	0	0	0
Street	0	0	0	0	0	0
Transportation	0	0	0	0	0	0
University	0	0	0	0	0	0
Underworld	0	0	0	0	0	0
_____	0	0	0	0	0	0
_____	0	0	0	0	0	0
_____	0	0	0	0	0	0
_____	0	0	0	0	0	0
_____	0	0	0	0	0	0
_____	0	0	0	0	0	0

Allies	00000	00000	00000
Contacts	00000	00000	00000
Fame	00000	00000	00000
Generation	00000	00000	00000
Herd	00000	00000	00000
Mentor	00000	00000	00000
Resources	00000	00000	00000
Retainers	00000	00000	00000
_____	00000	00000	00000
_____	00000	00000	00000
_____	00000	00000	00000
_____	00000	00000	00000

Mind's Eye Theatre™ LAWS of the Night

Player Information

Player Name_____
Phone #_____
Email_____
Emergency #_____
Player ID #_____
Chronicle Web Site _____

Character Information

Character_____
Alias_____
Nature_____
Demeanor_____
Concept_____
Blood Bound to_____OOO_____OO
Age/ Apparent_____
Appearance_____

Kindred/ Ghoul Information

Clan_____
Generation_____
Regnant_____
Sire_____
State of Sire_____

STORYTELLER APPROVAL:
_____

The First Tradition - The **Masquerade** Thou shall not reveal thy true nature to those not of the Blood. Doing such shall renounce thy claims of Blood.

The Second Tradition - The **Domain** Thy domain is thine own concern. All others owe thee respect while in it. None may challenge thee word in thy domain.

The Third Tradition - The **Progeny** Thou shall only Sire another with the permission of thine elder. If thou createst another without thine Elder's leave, both thou and thy Progeny shall be slain.

The Fourth Tradition - The **Accounting** Those thou create are thine own children. Until they Progeny shall be Released, thou shall command them in all things. Their sins are thine to endure.

The Fifth Tradition - **Hospitality** Honor one another's domain. When thou comest to a foreign city, thou shall present thyself to the one who ruleth there. Without the word of acceptance, thou art nothing.

The Sixth Tradition - **Destruction** Thou art forbidden to destroy another of thy kind. The right of destruction belongeth only to thine Elder. Only the Eldest among thee shall call the Blood Hunt.

Experience

Each box equals one experience point

Disciplines

Primary Discipline:
_____
_____
_____
_____
_____
_____

Secondary Discipline:
_____
_____
_____
_____
_____
_____

Tertiary Discipline:
_____
_____
_____
_____
_____
_____

Combination Disciplines:_____
_____

Other Disciplines:_____
_____
_____
_____
_____
_____

Merits & Flaws

Merit-1_____
Merit-2_____
Merit-3_____
Merit-4_____
Merit-5_____
Merit-6_____
Merit-7_____

Flaw-1_____
Flaw-2_____
Flaw-3_____
Flaw-4_____
Flaw-5_____
Flaw-6_____
Flaw-7_____

Path of: _____Path Rating___00000

Virtue or Path Traits:

Conscience / Conviction_____ 00000
Self Control/ Instincts_____ 00000
Courage_____ 00000

Derangements
1_____ 2_____
3_____ 4_____

Negative Traits

Physical		Social		Mental	
Clumsy	oo	Bestial	oo	Forgetful	oo
Cowardly	oo	Callous	oo	Gullible	oo
Decrepit	oo	Condescending	oo	Ignorant	oo
Delicate	oo	Dull	oo	Impatient	oo
Docile	oo	Naive	oo	Oblivious	oo
Flabby	oo	Obnoxious	oo	Predictable	oo
Lame	oo	Repugnant	oo	Short-Sighted	oo
Lethargic	oo	Shy	oo	Submissive	oo
Puny	oo	Tactless	oo	Violent	oo
Sickly	oo	Untrustworthy	oo	Witless	oo
_____	oo	_____	oo	_____	oo
_____	oo	_____	oo	_____	oo

Character Expansion Record

Date	Purchase	Cost	Initial

Attributes

Physical		Social		Mental	
STRENGTH		CHARISMA		PERCEPTION	
Brawny	ooooo	Charismatic	ooooo	Alert	ooooo
Brutal	ooooo	Charming	ooooo	Attentive	ooooo
Ferocious	ooooo	Compassion	ooooo	Dedicated	ooooo
Rugged	ooooo	Expressive	ooooo	Discerning	ooooo
Stalwart	ooooo	Friendly	ooooo	Insightful	ooooo
Tough	ooooo	Genial	ooooo	Observant	ooooo
Wiry	ooooo	Witty	ooooo	Vigilant	ooooo
DEXTERITY		MANIPULATION		INTELLIGENCE	
Agile	ooooo	Beguiling	ooooo	Creative	ooooo
Dexterous	ooooo	Command	ooooo	Disciplined	ooooo
Graceful	ooooo	Diplomatic	ooooo	Intuitive	ooooo
Lithe	ooooo	Eloquent	ooooo	Knowledge	ooooo
Nimble	ooooo	Empathic	ooooo	Rational	ooooo
Quick	ooooo	Ingratiating	ooooo	Reflective	ooooo
Steady	ooooo	Persuasive	ooooo	Wise	ooooo
STAMINA		APPEARANCE		WITS	
Enduring	ooooo	Alluring	ooooo	Calm	ooooo
Energetic	ooooo	Dignified	ooooo	Clever	ooooo
Resilient	ooooo	Elegant	ooooo	Cunning	ooooo
Robust	ooooo	Gorgeous	ooooo	Determined	ooooo
Tenacious	ooooo	Intimidating	ooooo	Patient	ooooo
Tireless	ooooo	Magnetic	ooooo	Shrewd	ooooo
Vigorous	ooooo	Seductive	ooooo	Wily	ooooo
_____	ooooo	_____	ooooo	_____	ooooo
_____	ooooo	_____	ooooo	_____	ooooo
_____	ooooo	_____	ooooo	_____	ooooo

Expendable Pool Trait

BLOOD TRAITS_____	OOOOO	OOOOO	OOOOO
WILLPOWER _____	OOOOO	OOOOO	OOOOO
OTHER:_____	OOOOO	OOOOO	OOOOO
OTHER:_____	OOOOO	OOOOO	OOOOO

_____ Health Levels

Healthy_____	Everything's Peachy
Healthy_____	Everything's Peachy
Bruised_____	down one trait in all tied challenges
Bruised_____	down one trait in all tied challenges
Bruised_____	down one trait in all tied challenges
Wounded_____	Lose Ties (can still retest)
Wounded_____	Lose Ties (can still retest)
Incapacitated_____	For 10 minutes, can not initiate challenges
Torpor _____	Unconscious (Vamp Blood for revival)

Abilities

Academics_____	ooooo	_____	ooooo
Animal Ken_____	ooooo	_____	ooooo
Athletics_____	ooooo	_____	ooooo
Archery _____	ooooo	_____	ooooo
Awareness_____	ooooo	_____	ooooo
Brawl_____	ooooo	Specializations:	
Bureaucracy_____	ooooo	Chair Melee_____	ooooo
Computer_____	ooooo	Blind Fighting___	ooooo
Dodge_____	ooooo	Tae Kwon Do____	ooooo
Drive_____	ooooo	Throwing_____	ooooo
Empathy_____	ooooo	_____	ooooo
Etiquette_____	ooooo	_____	ooooo
Expression_____	ooooo	_____	ooooo
Finance_____	ooooo	_____	ooooo
Firearms_____	ooooo		
Intimidation_____	ooooo	Lore:	
Investigation____	ooooo	Camarilla Lore___	ooooo
Law_____	ooooo	Faerie Lore_____	ooooo
Leadership_____	ooooo	Garou Lore_____	ooooo
Medicine_____	ooooo	Ghost Lore_____	ooooo
Melee_____	ooooo	Kindred Lore____	ooooo
Occult_____	ooooo	K.O. E Lore_____	ooooo
Politics_____	ooooo	Mage Lore_____	ooooo
Repair_____	ooooo	Mummy Lore ___	ooooo
Scrounge_____	ooooo	Noddist Lore____	ooooo
Security_____	ooooo	Sabbat Lore_____	ooooo
Stealth_____	ooooo	Sewer Lore_____	ooooo
Streetwise_____	ooooo	Vampire Lore____	ooooo
Subterfuge_____	ooooo	Werewolf Lore___	ooooo
_____	ooooo	Wraith Lore_____	ooooo
_____	ooooo	_____	ooooo
_____	ooooo	_____	ooooo
_____	ooooo	_____	ooooo
_____	ooooo	_____	ooooo

Crafts _____	0	0	0	0
Linguistics_____	0	0	0	0
Performance____	0	0	0	0
Science_____	0	0	0	0
Survival _____	0	0	0	0
Theology_____	0	0	0	0
_____	0	0	0	0
_____	0	0	0	0