

Circle your choices & please use the “Laws of the Night Revised” book for reference Pages

Player's Name: _____

E-Mail Address: _____

Phone #: _____

Character Name: _____

Choose a Clan:

Prisoner Clans: Pick One (pp. 30-51): Assamite (Fresh Fish only), Brujah, Gangrel, Giovanni, Lasombra antitribu (Fresh Fish only), Malkavian, Nosferatu, Ravnos (Fresh Fish only), Toreador, Ventrue, Caitiff (Old Skool only). Other Bloodlines may be available, with ST permission.

All Prisoners get **35** Freebie Points plus FREE Prestigious Sire.

Nature: _____

Demeanor: _____

Pick **1** Nature and **1** Demeanor (pp. 73-74):

Architect, Autocrat, Bon Vivant, Bravo, Capitalist, Caregiver, Celebrant, Chameleon, Child, Competitor, Conniver, Creep show, Curmudgeon, Dabbler, Daredevil, Dark Pioneer, Dark Poet, Deviant, Director, Drunk Uncle, Enigma, Eye of the Storm, Fanatic, Gallant, Guru, Idealist, Judge, Loner, Martyr, Pedagogue, Penitent, Perfectionist, Rebel, Recruiter, Rogue, Sadist, Scientist, Sociopath, Soldier, Sorority Sister, Stalker, Survivor, Thrill-Seeker, Torturer, Traditionalist, Trickster, Visionary

Generation: (Base is 11th): See House Rules for Generation Background/Freebie Point Costs.

Pick your Attributes – You Prioritize what category gets 10 Primary, 7 Secondary, and 5 Tertiary (Only one X4 in each category)

Physical (10, 7, or 5):

Pick the appropriate number of Traits (No more than x3 per Trait): Agile, Brawny, Brutal, Dexterous, Enduring, Energetic, Ferocious, Graceful, Lithe, Nimble, Quick, Resilient, Robust, Rugged, Stalwart, Steady, Tenacious, Tireless, Tough, Vigorous, Wiry (pp. 80 – 82)

Social (10, 7, or 5):

Pick the appropriate number of Traits (No more than x3 per Trait): Alluring, Beguiling, Charismatic, Charming, Commanding, Dignified, Diplomatic, Elegant, Eloquent, Empathic, Expressive, Friendly, Genial, Gorgeous, Ingratiating, Intimidating, Magnetic, Persuasive, Seductive, Witty (pp. 82 – 83)

Mental (10, 7, or 5):

Pick the appropriate number of Traits (No more than x3 per Trait): Alert, Attentive, Clever, Creative, Cunning, Dedicated, Determined, Discerning, Disciplined, Insightful, Intuitive, Knowledgeable, Observant, Patient, Rational, Reflective, Shrewd, Vigilant, Wily, Wise (pp. 83 – 85)

Abilities: (Only one X4)

Pick **10** (pp. 85 – 93) (No more than x3 per Trait):

Academics, Animal Ken, Athletics, Awareness, Brawl, Computer, Crafts, Dodge, Drive, Empathy, Etiquette, Expression, Finance, Firearms, Hunting, Intimidation, Investigation, Law, Leadership, Linguistics, Medicine, Melee, Occult, Performance, Politics, Psychology, Repair, Science, Security, Scrounge, Stealth, Streetwise, Subterfuge, Survival, Lore (Kindred, Clan, Camarilla, Anarch) *** **Lore for other venues (e.g. Sabbat, Lupine, Mage, and Fae) needs Storyteller approval**

Backgrounds:

Pick **10** (pp. 93 – 105): **New prisoners** are limited to Allies, Fame, Generation, Mentor, Resources, Retainers and Status only; **Old Skool Prisoners** may purchase the Background Street Cred, as well as Allies, Contacts, Fame, Generation, Haven, Herd, Influence and Retainers.

Disciplines:

Pick **5 Clan Disciplines** (pp. 134 – 189). **Only new Prisoners may purchase Advanced or Elder Disciplines**

Clan **Assamite** Clan Disciplines: Celerity, Obfuscate, Quietus

Clan **Brujah** Clan Disciplines: Celerity, Potence, Presence

Clan **Gangrel** Clan Disciplines: Animalism, Fortitude, Protean

Clan **Giovanni** Clan Disciplines: Dominate, Necromancy, Potence

Clan **Lasombra** Clan Disciplines: Dominate, Obtenebration, Potence

Clan **Malkavian** Clan Disciplines: Auspex, Dementation, Obfuscate

Clan **Nosferatu** Clan Disciplines: Animalism, Obfuscate, Potence

Clan **Ravnos** Clan Disciplines: Animalism, Chimerstry, Fortitude

Clan **Toreador** Clan Disciplines: Auspex, Celerity, Presence

Clan **Ventrue** Clan Disciplines: Dominate, Fortitude, Presence

Caitiff Disciplines: Pick any 3 Disciplines from the following list: Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence and Presence

All Out-of-Clan Disciplines taken at character creation (using freebies and Neg. Points) must be justified in the character's background and approved by the Storyteller. This includes Disciplines purchased with Experience Points. **NOT AVAILABLE FOR CAITIFF CHARACTERS!**

Virtues/Morality (pp. 108 – 112): Path of **Humanity**

Total of 7 points to break up between the 3 categories, but *must* have a minimum of 1 per category

Conscience: **Self Control:** **Courage:**

Morality Rating = (Conscience + Self Control)/2 rounded up:

Derangements (pp. 212 – 214):

If you are playing a Malkavian, you Must Pick 1(for no Points), or you must have Storyteller's approval.

Derangements are NOT for novice/immature players!

Bulimia, Crimson Rage, Fugue, Hysteria, Immortal Terror, Manic Depression, Megalomania, Multiple Personalities, Obsessive/Compulsive, Paranoia, Regression, Sanguinary Animism, Schizophrenia

Picking Negative Attributes – Optional (p. 112)

You MAY pick a total of up to 7 amongst all of the following categories:

Negative Physical(s):

(Pp. 81 – 82) Clumsy, Decrepit, Delicate, Docile, Flabby, Frail, Lamé, Lethargic, Puny, Sickly

Negative Social(s):

(p. 83) Bestial, Callous, Condescending, Dull, Feral, Naïve, Obnoxious, Repugnant, Shy, Tactless, Untrustworthy

Negative Mental(s):

(p. 85) Forgetful, Gullible, Ignorant, Impatient, Oblivious, Predictable, Shortsighted, Submissive, Violent, Witless

Derangements Gives you 2 Free traits

Picking Flaws – Optional (pp. 112 – 122) you may pick up to a total of 10 points of flaws.

*Old Skool Prisoners Only

Physical Flaws

1pt Bad Sight	1pt Flesh of Corpse	1pt Short
1pt Smell of the Grave	2pt Disfigured	2pt Dulled Bite
2pt Glowing Eyes	3pt One Eye	2pt Permanent Fangs
2pt Vulnerability to Silver	3pt Addiction	3pt Infectious Bite
3pt Lamé	3pt Monstrous	3pt Permanent Wound

Mental Flaws

1pt Deep Sleeper	1pt Nightmares	1pt Prey Exclusion
1pt Shy	1pt Soft Hearted	1pt Speech Impediment
2pt Amnesia	2pt Lunacy	2pt Phobia
2pt Short Fuse	2pt Territorial	2pt Thirst for Innocence
2pt Vengeful	3pt Weak Willed	4pt Conspicuous Consumption

Social Flaws

1pt Dark Secret	1pt Enemy	4pt Hunted
1pt Mistaken Identity	2pt Enemy	3pt Enemy
4pt Enemy	5pt Enemy	

Supernatural Flaws

1pt Cast No Reflection	1pt Cursed	1pt Repulsed by Garlic
1pt Touch of Frost	2pt Beacon of the Unholy	2pt Bound
2pt Cursed	2pt Deathstight	3pt Cursed
3pt Haunted	3pt Repelled by Crosses	4pt Cursed
4pt Extra Banal	4pt Grip of the Damned	5pt Cursed
5pt Light Sensitive	5pt Wyrn Tainted	5pt Karma Magnet
7pt Unlucky		

Merits – (Optional) you may buy up to 10 points of Merits (pp. 112 – 122)

Physical

1pt Acute Hearing	1pt Acute Sight	1pt Acute Smell
1pt Acute Taste	1pt Acute Touch	1pt Catlike Balance
1pt Early Riser	1pt Eat Food	1pt Friendly Face
1pt Ability Aptitude	2pt Blush of Health	3pt No Scent
3pt Daredevil	3pt Efficient Digestion	4pt Huge Size

Mental

1pt Code of Honor	1pt Coldly Logical	1pt Common Sense
1pt Concentration	1pt Introspection	1pt Time Sense
2pt Eidetic Memory	2pt Light Sleeper	2pt Sanctity
3pt Calm Heart	2pt Natural Linguist	

Social

1pt Debt of Gratitude	1pt Natural Leader	2pt Debt of Gratitude
2pt Sanctity	3pt Non-Humanity Path**	3pt Debt of Gratitude
3pt Deputy Scourge/Sheriff**		5pt Anubis Member**
5pt Cainite Cult Member		

Supernatural

1pt Bright Aura	1pt Healing Touch	1pt Inoffensive to Animals
1pt Natural Leader	2pt Enchanting Voice	2pt Magic Resistance
2pt Medium	3pt Oracular Ability	3pt Spirit Mentor
3pt Fae Affinity/Nobanai	4pt True Love	5pt Speaker with the Dead
5pt Luck	7pt Asystemis member	

Prisoner

1pt Maps	1pt Local Historian	1pt Family in the Area
2pt Professor	2pt Company Man	2pt Business
2pt Military Man	3pt Farm	3pt Bar
3pt Old Skool Prisoner	5pt Good Behavior**	7pt Lupine Understanding**
7pt Silversmith		

Clan Advantages/Disadvantages that effect Character Creation:

Assamite Advantage 1 Free Brawl or Melee plus one free point of Resources

Brujah Advantage 2 Free Abilities in Politics, Academics, or Streetwise

Gangrel Advantage 2 Free Abilities: Animal Ken & Survival

Giovanni Advantage 1-2 Free levels of Finance or Health Influence, or a Wraith Retainer

Giovanni Disadvantage Painful Kiss to Mortals

Lasombra Advantage 2 points of Church, Political or Underworld Influence

Lasombra Disadvantage Cast no reflection and +1 damage from Sunlight

Malkavian Advantage 1 Free Awareness plus the Merit Not Banal

Malkavian Disadvantage Character must take one Derangement.

Nosferatu Advantage 2 Free Abilities: Stealth & Survival

Nosferatu Disadvantage Repugnant X3; Alluring, Gorgeous, and Seductive requires Mask of 1000 Faces or Chimerstry

Ravnos Advantage 1 free level of Streetwise and 1 free level of Street or Transportation Influence

Ravnos Disadvantage Must indulge in chosen vice at least once per game session

Toreador Advantage 2 Free Abilities: Academic, Crafts, Performance, or Subterfuge

Toreador Disadvantage Must choose an art form that induces the “ecstasy.”

Tremere Advantage 1 Occult Ability, 1 Occult Influence

Tremere Disadvantage One step Bound to Clan Tremere and must follow the orders of the Vizier

Ventrue Advantage 1 Free Background level in Resources that may never be lost; 1 Free Influence: Finance, Political, or High Society

Ventrue Disadvantage Must choose a Blood Preference

Caitiff Advantage Able to learn all basic/intermediate powers from their chosen three disciplines without a teacher.

Caitiff Disadvantage Cannot Start lower than 10th Generation. Will always have the negative status *Caitiff*. Cannot teach disciplines.

Final touches:

Free Traits (Use 35 Freebie Points & points gained through flaws/negative attributes to purchase from the following list):

Cost in free Traits

To take an additional Attribute - 1

To take an additional Ability - 1

To take an additional Background - 1

To take an additional Virtue - 1

**Raising a Virtue in this fashion does affect your Morality Traits*

To take an additional Morality Trait - 3

To take an additional Willpower - 3

***Subject to Generation Limitations (p. 95)*

To take an additional Basic Discipline: 3

To take an additional Intermediate Discipline: 5

To take an Advanced Discipline: 7

To take an Elder Discipline: 9

Breakdown

Fresh Fish	Old Skool
35 Freebies	35 Freebies
Assamite, Lasombra antitribu, Ravnos OK	Caitiff
Basic through Elder In-Clan Disciplines	Basic through Intermediate In-Clan Disciplines
Basic out-of-Clan Disciplines	Basic out-of-Clan Disciplines
Backgrounds: Allies, Fame, Generation, Mentor, Resources, Retainers, Status ONLY	Backgrounds: Street Cred. All others except for Mentor and Status
Attributes: One at X4, then X3 maximum	Attributes: One at X4, then X3 maximum
Abilities: One at X4, then X3 maximum	Abilities: One at X4, then X3 maximum
Generation: Starts at 11th	Generation: Starts at 11th

***** Please Note:** All material, contained here in, that makes reference to Mind's Eye Theatre Laws by Night Revised, Laws of the Night: Camarilla and Laws of the Night: Sabbat is provided as an aid for players and is in no way intended to be a substitute for, or a challenge to the Copyright of the original material. These are registered trademarks of White Wolf Publishing All Rights Reserved.

Player Name: _____

Character Name: _____

Influence:

Contacts:

Retainers:

Allies:

Wards:

Herd:

Flaws (please include points):

Merits (please include points):

Haven(s)/Holdings:

Source(s) of income:

Equipment (include everything):

Audit Sheet

Extra Points

Generation _____

Abilities _____

Traits _____

Influence _____

Status _____

Backgrounds _____

Disciplines _____

Merits _____

Rituals _____

Total _____

Freebie Points/Experience Points

XP Spent _____

Freebies Spent _____

1 year XP _____

Negative Traits _____

Flaws _____

Bucket of Doom _____

FP Transfer (old char) _____

Bonus XP (for votes) _____

Derangements _____

Total _____