

Baali

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Haven:

ATTRIBUTES

Physical

Strength _____●○○○○○○○○
 Dexterity _____●○○○○○○○○
 Stamina _____●○○○○○○○○

Social

Charisma _____●○○○○○○○○
 Manipulation _____●○○○○○○○○
 Appearance _____●○○○○○○○○

Mental

Perception _____●○○○○○○○○
 Intelligence _____●○○○○○○○○
 Wits _____●○○○○○○○○

ABILITIES

Talents

Alertness _____○○○○○○○○○
 Athletics _____○○○○○○○○○
 Brawl _____○○○○○○○○○
 Dodge _____○○○○○○○○○
 Empathy _____○○○○○○○○○
 Expression _____○○○○○○○○○
 Intimidation _____○○○○○○○○○
 Leadership _____○○○○○○○○○
 Streetwise _____○○○○○○○○○
 Subterfuge _____○○○○○○○○○

Skills

Animal Ken _____○○○○○○○○○
 Crafts _____○○○○○○○○○
 Drive _____○○○○○○○○○
 Etiquette _____○○○○○○○○○
 Firearms _____○○○○○○○○○
 Melee _____○○○○○○○○○
 Performance _____○○○○○○○○○
 Security _____○○○○○○○○○
 Stealth _____○○○○○○○○○
 Survival _____○○○○○○○○○

Knowledges

Academics _____○○○○○○○○○
 Computer _____○○○○○○○○○
 Finance _____○○○○○○○○○
 Investigation _____○○○○○○○○○
 Law _____○○○○○○○○○
 Linguistics _____○○○○○○○○○
 Medicine _____○○○○○○○○○
 Occult _____○○○○○○○○○
 Politics _____○○○○○○○○○
 Science _____○○○○○○○○○

ADVANTAGES

Disciplines

Daimoinon _____○○○○○○○○○
 Obfuscate _____○○○○○○○○○
 Presence _____○○○○○○○○○
 _____○○○○○○○○○
 _____○○○○○○○○○

Backgrounds

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Virtues

Conscience/Conviction _____●○○○○○
 Self-Control/Instinct _____●○○○○○
 Courage _____●○○○○○

Other Traits

_____○○○○○○○○○
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Humanity/Path

_____○○○○○○○○○
 ○○○○○○○○○○

Willpower

○○○○○○○○○
 □□□□□□□□□□

Blood Pool

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 □□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

Repelled By Religious Symbols;
 Double Damage from Faith

Experience



Baali

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Cost
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

==== Languages ====

==== Experience ====

Total: _____

Total Spent: _____

Spent on: _____

==== Derangements ====

COMBAT

Weapon	Difficulty	Damage	Range	Rate	Conceal
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Armor



Baali

EXPANDED BACKGROUNDS

ALLIES

INFLUENCE

CLAN PRESTIGE

MENTOR

CONTACTS, MINOR

RESOURCES

CONTACTS, MAJOR

RETAINERS

HERD

STATUS

OTHER

OTHER

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)
