

CLANBOOK: BAALI

FOR VAMPIRE THE DARK AGES.

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

HAVEN:

CHRONICLE:

CLAN:

CONCEPT:

ATTRIBUTES

PHYSICAL

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

SOCIAL

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

MENTAL

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

ABILITIES

TALENTS

Acting ○○○○○○○○
Alertness ○○○○○○○○
Athletics ○○○○○○○○
Brawl ○○○○○○○○
Dodge ○○○○○○○○
Empathy ○○○○○○○○
Intimidation ○○○○○○○○
Larceny ○○○○○○○○
Leadership ○○○○○○○○
Subterfuge ○○○○○○○○

SKILLS

Animal Ken ○○○○○○○○
Archery ○○○○○○○○
Crafts ○○○○○○○○
Etiquette ○○○○○○○○
Herbalism ○○○○○○○○
Melee ○○○○○○○○
Music ○○○○○○○○
Ride ○○○○○○○○
Stealth ○○○○○○○○
Survival ○○○○○○○○

KNOWLEDGES

Academics ○○○○○○○○
Hearth Wisdom ○○○○○○○○
Investigation ○○○○○○○○
Law ○○○○○○○○
Linguistics ○○○○○○○○
Medicine ○○○○○○○○
Occult ○○○○○○○○
Politics ○○○○○○○○
Science ○○○○○○○○
Seneschal ○○○○○○○○

ADVANTAGES

DISCIPLINES

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BACKGROUNDS

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VIRTUES

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

OTHER TRAITS

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ROAD

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WILLPOWER

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BLOOD POOL

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HEALTH

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

WEAKNESS

Vulnerability to Faith

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MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS

EXPERIENCE

TOTAL:
GAINED FROM:

TOTAL SPENT:
SPENT ON:

DERANGEMENTS

NAME

DEMONIC INVESTMENTS

NAME

COMBAT

Weapon	Difficulty	Damage	Conceal	Range	Rate	Strength

BRAWLING TABLE

Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength+2
Kick	7	Strength +1
Body Slam	7	Special; see Options

ARMOR: _____

CLANBOOK:
BAALI

FOR VAMPIRE THE DARK AGES.

EXPANDED BACKGROUND

ALLIES

INFLUENCE

CLAN PRESTIGE

MENTOR

CONTACTS, MINOR

RESOURCES

CONTACTS, MAJOR

RETAINERS

HERD

STATUS

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVENS

LOCATION

DESCRIPTION

