### Attributes

<table>
<thead>
<tr>
<th>Physical</th>
<th>Social</th>
<th>Mental</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>Charisma</td>
<td>Perception</td>
</tr>
<tr>
<td>Dexterity</td>
<td>Manipulation</td>
<td>Intelligence</td>
</tr>
<tr>
<td>Stamina</td>
<td>Appearance</td>
<td>Wits</td>
</tr>
</tbody>
</table>

### 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

### Disciplines

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### Backgrounds

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### Virtues

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

### Health

- Bruised
- Hurt
- Injured
- Wounded
- Mauled
- Crippled
- Incapacitated

### Weakness

- Vulnerability to Faith

### Other Traits

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### Road

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### Willpower

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### Blood Pool

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CLANBOOK: BAALI

FOR VAMPIRE THE DARK AGES.

MERITS & FLAWS

<table>
<thead>
<tr>
<th>MERIT</th>
<th>TYPE</th>
<th>COST</th>
<th>FLAW</th>
<th>TYPE</th>
<th>BONUSES</th>
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<tbody>
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</table>

EXPERIENCE

TOTAL:
GAINED FROM:

TOTAL SPENT:
SPENT ON:

DERANGEMENTS

NAME

DEMONIC INVESTMENTS

NAME

COMBAT

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Difficulty</th>
<th>Damage</th>
<th>Conceal</th>
<th>Range</th>
<th>Rate</th>
<th>Strength</th>
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<tbody>
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</table>

BRAWLING TABLE

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<thead>
<tr>
<th>Maneuver</th>
<th>Accuracy</th>
<th>Damage</th>
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<tbody>
<tr>
<td>Box</td>
<td></td>
<td>Strength +1</td>
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<tr>
<td>Punch</td>
<td>6</td>
<td>Strength</td>
</tr>
<tr>
<td>Grapple</td>
<td>6</td>
<td>Strength</td>
</tr>
<tr>
<td>Claw</td>
<td>6</td>
<td>Strength+2</td>
</tr>
<tr>
<td>Kick</td>
<td>7</td>
<td>Strength +1</td>
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<tr>
<td>Body Slam</td>
<td>7</td>
<td>Special; see Options</td>
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ARMOR:
<table>
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<tr>
<th>Allies</th>
<th>Influence</th>
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<tr>
<td>Clan Prestige</td>
<td>Mentor</td>
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<tr>
<td>Contacts, Minor</td>
<td>Resources</td>
</tr>
<tr>
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<tr>
<td>Contacts, Major</td>
<td>Retainers</td>
</tr>
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<tr>
<td>Herd</td>
<td>Status</td>
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<tr>
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</tr>
<tr>
<td>Gear (Carried)</td>
<td>Equipment (Owned)</td>
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<tr>
<td>Feeding Grounds</td>
<td>Transportation</td>
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<tr>
<td>Location</td>
<td>Havens</td>
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<td></td>
<td>Description</td>
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</table>
HISTORY

Prelude


TITLE:

SIGNIFICANT ACCOMPLISHMENTS:


APPEARANCE:

Age

Apparent Age

Date of Birth

RIP

Hair

Eyes

Race

Nationality

Height

Weight

Sex


VISUALS

Coterie Chart and Faction


CHARACTER SKETCH