

# Dark Ages BAALI™

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Generation:  
Title:  
Sire:

## ATTRIBUTES

Physical	Social	Mental
Strength _____ 00000000	Charisma _____ 00000000	Perception _____ 00000000
Dexterity _____ 00000000	Manipulation _____ 00000000	Intelligence _____ 00000000
Stamina _____ 00000000	Appearance _____ 00000000	Wits _____ 00000000

## ABILITIES

Talents	Skills	Knowledges
Alertness _____ 00000000	Animal Ken _____ 00000000	Academics _____ 00000000
Athletics _____ 00000000	Archery _____ 00000000	Hearth Wisdom _____ 00000000
Brawl _____ 00000000	Commerce _____ 00000000	Investigation _____ 00000000
Dodge _____ 00000000	Crafts _____ 00000000	Law _____ 00000000
Empathy _____ 00000000	Etiquette _____ 00000000	Linguistics _____ 00000000
Expression _____ 00000000	Melee _____ 00000000	Medicine _____ 00000000
Intimidation _____ 00000000	Performance _____ 00000000	Occult _____ 00000000
Leadership _____ 00000000	Ride _____ 00000000	Politics _____ 00000000
Legerdemain _____ 00000000	Stealth _____ 00000000	Seneschal _____ 00000000
Subterfuge _____ 00000000	Survival _____ 00000000	Theology _____ 00000000

## ADVANTAGES

Disciplines	Backgrounds	Virtues
_____ 00000000	_____ 00000000	Conscience/Conviction _____ 000000
_____ 00000000	_____ 00000000	Self-Control/Instinct _____ 000000
_____ 00000000	_____ 00000000	Courage _____ 000000
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	

Other Traits

\_\_\_\_\_ 00000000

\_\_\_\_\_ 00000000

\_\_\_\_\_ 00000000

\_\_\_\_\_ 00000000

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\_\_\_\_\_ 00000000

\_\_\_\_\_ 00000000

\_\_\_\_\_ 00000000

\_\_\_\_\_ 00000000

Road

\_\_\_\_\_ 00000000

Aura: \_\_\_\_\_ ( )

Willpower

\_\_\_\_\_ 00000000

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Bloodpool

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Points Per Turn: \_\_\_\_\_

Health

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

Weakness

Vulnerable To Religious Symbols

Experience

\_\_\_\_\_

# Dark Ages BAALI™

## MERITS & FLAWS

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

## OTHER TRAITS

_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000

## RITUALS & PATHS

Ritual	Level	Path	
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000

## DISCIPLINE TECHNIQUES

Name:	Source/ Page:	System:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## COMBAT

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor \_\_\_\_\_

Class: \_\_\_\_\_

Rating: \_\_\_\_\_

Penalty: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Dark Ages BAALI™

## EXPANDED BACKGROUNDS

Allies

Mentor

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Contacts

Resources

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Domains

Retainers

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Herd

Status

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Influence

Other ( \_\_\_\_\_ )

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## POSSESSIONS

Gear (Carried)

Equipment (Owned)

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Feeding Grounds

Misc.

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## BLOODBONDS

Bound To

Rating

Bound To

Rating

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## HAVEN

Location

Description

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# Dark Ages BAALI™

## HISTORY

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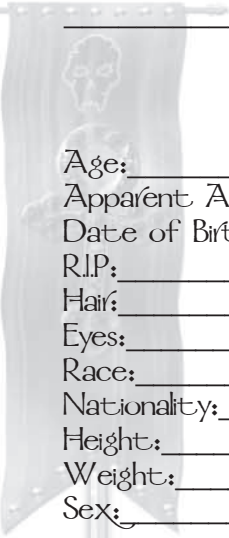
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Moments of Truth

Goals & Plots

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## DESCRIPCION

Age: \_\_\_\_\_  
Apparent Age: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
R.I.P: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Height: \_\_\_\_\_  
Weight: \_\_\_\_\_  
Sex: \_\_\_\_\_

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Experience

Derangements

Total: \_\_\_\_\_  
Total Spent: \_\_\_\_\_  
Spent On: \_\_\_\_\_

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Languages

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## COCTERIC INFORMATION

Name: \_\_\_\_\_ Clan: \_\_\_\_\_ Player: \_\_\_\_\_ Thoughts: \_\_\_\_\_

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