

# BAALI

NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
DEMEANOR:  
CONCEPT:

GENERATION:  
TITLE:  
SIRE:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ 00000000  
Dexterity \_\_\_\_\_ 00000000  
Stamina \_\_\_\_\_ 00000000

### SOCIAL

Charisma \_\_\_\_\_ 00000000  
Manipulation \_\_\_\_\_ 00000000  
Appearance \_\_\_\_\_ 00000000

### MENTAL

Perception \_\_\_\_\_ 00000000  
Intelligence \_\_\_\_\_ 00000000  
Wits \_\_\_\_\_ 00000000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 00000000  
Athletics \_\_\_\_\_ 00000000  
Awareness \_\_\_\_\_ 00000000  
Brawl \_\_\_\_\_ 00000000  
Empathy \_\_\_\_\_ 00000000  
Expression \_\_\_\_\_ 00000000  
Intimidation \_\_\_\_\_ 00000000  
Leadership \_\_\_\_\_ 00000000  
Legerdemain \_\_\_\_\_ 00000000  
Subterfuge \_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### SKILLS

Animal Ken \_\_\_\_\_ 00000000  
Archery \_\_\_\_\_ 00000000  
Commerce \_\_\_\_\_ 00000000  
Crafts \_\_\_\_\_ 00000000  
Etiquette \_\_\_\_\_ 00000000  
Melee \_\_\_\_\_ 00000000  
Performance \_\_\_\_\_ 00000000  
Ride \_\_\_\_\_ 00000000  
Stealth \_\_\_\_\_ 00000000  
Survival \_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000000  
Enigmas \_\_\_\_\_ 00000000  
Hearth Wisdom \_\_\_\_\_ 00000000  
Investigation \_\_\_\_\_ 00000000  
Law \_\_\_\_\_ 00000000  
Medicine \_\_\_\_\_ 00000000  
Occult \_\_\_\_\_ 00000000  
Politics \_\_\_\_\_ 00000000  
Seneschal \_\_\_\_\_ 00000000  
Theology \_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

## ADVANTAGES

### DISCIPLINES

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### BACKGROUNDS

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### VIRTUES

Conscience/Conviction \_\_\_\_\_ 00000  
Self-Control/Instinct \_\_\_\_\_ 00000  
Courage \_\_\_\_\_ 00000

### OTHER TRAITS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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### ROAD

\_\_\_\_\_  
0000000000  
Aura: \_\_\_\_\_ ( )

### WILLPOWER

\_\_\_\_\_  
0000000000  
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### BLOOD POOL

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### HEALTH

Bruised \_\_\_\_\_ □  
Hurt -1 \_\_\_\_\_ □  
Injured -1 \_\_\_\_\_ □  
Wounded -2 \_\_\_\_\_ □  
Mauled -2 \_\_\_\_\_ □  
Crippled -5 \_\_\_\_\_ □  
Incapacitated \_\_\_\_\_ □

### WEAKNESS

\_\_\_\_\_

