

HARBINGERS OF SKULLS

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

Attributes

Physical

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Social

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Mental

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
 Athletics _____ 00000
 Awareness _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000
 _____ 00000

Skills

Animal Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 _____ 00000

Knowledges

Academics _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000
 Technology _____ 00000
 _____ 00000

Advantages

Disciplines

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Backgrounds

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Virtues

Conscience/Conviction _____ 00000
 Self-Control/Instinct _____ 00000
 Courage _____ 00000

Humanity/Path

000000000000
 Bearing: _____ ()

Willpower

000000000000
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Blood Pool

□□□□□□□□□□
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Blood Per Turn: _____

Health

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

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

HARBINGERS OF SKULLS

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Other Traits

	00000		00000		00000
	00000		00000		00000
	00000		00000		00000
	00000		00000		00000

Rituals

Paths

Name	Level		
			00000
			00000
			00000
			00000
			00000
			00000
			00000
			00000

Experience

Derangements

Total: _____

Total Spent: _____

Spent On: _____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____

HARBINGERS OF SKULLS

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

Vinculi

Pack Member

Rating

Pack Member

Rating

Location

**Havens
Description**
