

HARBINGERS OF SKULLS

Name:

Player:

Chronicle:

Nature:

Demeanor:

Concept:

Generation:

Sire:

Title:

Attributes

Physical

Strength_____0000000000
Dexterity_____0000000000
Stamina_____0000000000

Social

Charisma_____0000000000
Manipulation_____0000000000
Appearance_____0000000000

Mental

Perception_____0000000000
Intelligence_____0000000000
Wits_____0000000000

Abilities

Talents

Alertness_____0000000000
Athletics_____0000000000
Awareness_____0000000000
Brawl_____0000000000
Empathy_____0000000000
Expression_____0000000000
Intimidation_____0000000000
Leadership_____0000000000
Streetwise_____0000000000
Subterfuge_____0000000000
_____0000000000

Skills

Animal Ken_____0000000000
Crafts_____0000000000
Drive_____0000000000
Etiquette_____0000000000
Firearms_____0000000000
Larceny_____0000000000
Melee_____0000000000
Performance_____0000000000
Stealth_____0000000000
Survival_____0000000000
_____0000000000

Knowledges

Academics_____0000000000
Computer_____0000000000
Finance_____0000000000
Investigation_____0000000000
Law_____0000000000
Medicine_____0000000000
Occult_____0000000000
Politics_____0000000000
Science_____0000000000
Technology_____0000000000
_____0000000000

Advantages

Disciplines

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

Backgrounds

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

Virtues

Conscience/Conviction_____00000
Self-Control/Instinct_____00000
Courage_____00000

Humanity/Path

_____0000000000
Bearing:_____ ()

Willpower

_____0000000000
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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

HARBINGERS OF SKULLS

-Merits & Flaws

[illegible]

-Other Traits

Diagram illustrating a 4x4 grid of cells, each containing 8 bits (00000000). A curved arrow indicates a shift operation from the top-left cell to the bottom-right cell.

Rituals

-Paths

[illegible]

Experience

-Derangements

[illegible]

• Combat:

[illegible]

Armor

Class: _____

Rating: _____

Penalty: _____

Description:

HARBINGERS OF SKULLS

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other()

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

Havens

Location

Description

HARBINGERS OF SKULLS

-History

Prelude

Goals

-Description

Age: _____

Apparent Age:

Date of Birth:

R.I.P:

Hair:

Eyes:

Race:

Nationality:**Height:****Weight:**

Sex: _____

-Visuals

Coterie Chart

Character Sketch