

20th Anniversary Edition  
**HUNTER**  
 THE RECKONING

NAME:  
 PLAYER:  
 CHRONICLE:

NATURE:  
 Demeanor:  
 Concept:

PRIMARY VIRTUE:  
 CREED:  
 STARTING CONVICTION:

**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  
 Intuition \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

**SKILLS**

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Demolitions \_\_\_\_\_ 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  
 Research \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

**ADVANTAGES**

**EDGES**

| NAME  | CREED | LEVEL | TRIGGER |
|-------|-------|-------|---------|
| _____ | _____ | 00000 | _____   |
| _____ | _____ | 00000 | _____   |
| _____ | _____ | 00000 | _____   |
| _____ | _____ | 00000 | _____   |
| _____ | _____ | 00000 | _____   |
| _____ | _____ | 00000 | _____   |
| _____ | _____ | 00000 | _____   |
| _____ | _____ | 00000 | _____   |
| _____ | _____ | 00000 | _____   |
| _____ | _____ | 00000 | _____   |
| _____ | _____ | 00000 | _____   |

**VIRTUES**

| MERCY       | VISION      | ZEAL        |
|-------------|-------------|-------------|
| Score Spent | Score Spent | Score Spent |
| 1 0 _____   | 1 0 _____   | 1 0 _____   |
| 2 0 _____   | 2 0 _____   | 2 0 _____   |
| 3 0 _____   | 3 0 _____   | 3 0 _____   |
| 4 0 _____   | 4 0 _____   | 4 0 _____   |
| 5 0 _____   | 5 0 _____   | 5 0 _____   |
| 6 0 _____   | 6 0 _____   | 6 0 _____   |
| 7 0 _____   | 7 0 _____   | 7 0 _____   |
| 8 0 _____   | 8 0 _____   | 8 0 _____   |
| 9 0 _____   | 9 0 _____   | 9 0 _____   |
| 100 _____   | 100 _____   | 100 _____   |

**BACKGROUNDS**

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

**CONVICTION**

0 0 0 0 0 0 0 0 0 0

**WILLPOWER**

0 0 0 0 0 0 0 0 0 0

**DERANGEMENTS**

\_\_\_\_\_  
 \_\_\_\_\_

**EXPERIENCE**

**HEALTH**

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