HUNTER: THE VIGIL

# SPIRIT SLAYERS

Name: Virtue: Concept:
Type: Vice: Chronicle:

## ATTRIBUTES

Intelligence_____OOOOO
Wits_____OOOOO
Resolve_____OOOOO
Strength_____OOOOO
Dexterity_____OOOOO
Stamina_____OOOOO
Presence_____OOOOO
Manipulation_____OOOOO
Composure_____OOOOO

## SKILLS

_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
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## MERITS

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## FLAWS/WEAKNESS

## OTHER TRAITS

### DREAD POWERS

_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
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_____OOOOO
_____OOOOO
_____OOOOO

### WEAPONS/ATTACKS

| Type | Damage | Dice Pool |
|---|---|---|
| | | |
| | | |
| | | |

### HEALTH

OOOOOOOOOOOOO
□□□□□□□□□□□□□

### WILLPOWER

OOOOOOOOOO
□□□□□□□□□□

### ESSENCE

□□□□□□□□□□
□□□□□□□□□□

### MORALITY

OOOOOOOOOO

## SPECIAL RULES

## DESCRIPTION

Size:___ Speed:___ Defense:___ Armor:___ Initiative Mod:___

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