

DEMON HUNTER

STRIKE FORCE ZERO

NAME:

NATURE:

SUPERIOR:

PLAYER:

P'O NATURE:

DUTIES:

CHRONICLE:

DEMEANOR:

RANK:

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
 Brawl _____ 00000
 Dodge _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

SKILLS

Animal Ken _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Martial Arts _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Security _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

KNOWLEDGES

Bureaucracy _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

ADVANTAGES

SPECIAL ABILITIES

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

BACKGROUNDS

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

VIRTUES

Conscience _____ 00000
 Self-Control _____ 00000
 Yin Chi _____ □□□□
 Courage _____ 00000
 Yang Chi _____ □□□□

OTHER TRAITS

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

HUMANITY

0 0 0 0 0 0 0 0 0 0 0

P'O

0 0 0 0 0 0 0 0 0 0 0

HEALTH

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

WEAKNESS

WILLPOWER

0 0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □

EXPERIENCE

DEMON HUNTER

STRIKE FORCE ZERO

OTHER TRAITS

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

ENHANCEMENTS

NAME: _____
TYPE: _____
SYSTEM: _____

NAME: _____
TYPE: _____
SYSTEM: _____

NAME: _____
TYPE: _____
SYSTEM: _____

NAME: _____
TYPE: _____
SYSTEM: _____

MERITS & FLAWS

MERIT	COST	FLAW	BONUS
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

HISTORY

GOALS

DESCRIPTION

AGE: _____
APPARENT AGE: _____
SEX: _____
RACE: _____

HAIR: _____
EYES: _____
HEIGHT: _____
WEIGHT: _____

GEAR & EQUIPMENT

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____