

The World of Darkness

HUNTER

Name:
Age:
Player:

Concept:
Virtue:
Vice:

Chronicle:
Faction:
Group Name:

ATTRIBUTES

POWER	Intelligence ●0000	Strength ●0000	Presence ●0000
FINESSE	Wits ●0000	Dexterity ●0000	Manipulation ●0000
RESISTANCE	Resolve ●0000	Stamina ●0000	Composure ●0000

SKILLS

Mental

(-3 unskilled)

Academics _____ 00000
Computer _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

Physical

(-1 unskilled)

Athletics _____ 00000
Brawl _____ 00000
Drive _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Stealth _____ 00000
Survival _____ 00000
Weaponry _____ 00000

Social

(-1 unskilled)

Animal Ken _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Persuasion _____ 00000
Socialize _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

OTHER TRAITS

Merits

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

Health

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

Willpower

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

Conviction

0 0 0 0 0 0 0 0 0 0 0 0

Morality

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

Flaws

Size _____
Speed _____
Initiative Mod _____
Defense _____
Armor _____

EDGE

Name Level Trigger

_____ 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 _____
10 0 _____	10 0 _____	10 0 _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

the World of Darkness

EXPANDED MERITS

Allies

Contacts

Fame

Other(_____)

Mentor

Resources

Retainer

Other(_____)

POSSESSIONS

Gear(Carried)

Vehicles

Equipment(Owned)

Misc.

RESIDENCE

Location

Description

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the World of Darkness

HISTORY

APPEARANCE

Age: _____

Apparent Age: _____

Date Of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

VISUALS

Group Chart

Character Sketch

