

# HUNTER THE RECKONING

NAME:

NATURE:

PRIMARY VIRTUE:

PLAYER:

DEMEANOR:

CREED:

CHRONICLE:

CONCEPT:

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  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### SKILLS

Animal Ken \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Larceny \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Finance \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 00000  
\_\_\_\_\_ 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  
\_\_\_\_\_ 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  
□ □ □ □ □ □ □ □ □ □

## EXPERIENCE

## HEALTH

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

# HUNTER THE RECKONING

## MERITS & FLAWS

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

## OTHER TRAITS

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

## EDGES

NAME	CREED	LEVEL	TRIGGER
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____

## DERANGEMENT'S

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

## COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## ARMOR

Class: \_\_\_\_\_  
Rating: \_\_\_\_\_  
Penalty: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# HUNTER THE RECKONING

## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

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FAME

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PATRON

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ARSENAL

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DESTINY

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INFLUENCE

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RESOURCES

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BYSTANDERS

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EXPOSURE

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MENTOR

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OTHER( \_\_\_\_\_ )

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## POSSESSIONS

GEAR(CARRIED)

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EQUIPMENT(OWNED)

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VEHICLES

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MISC.

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EXPERIENCE

Total: \_\_\_\_\_  
Gained From: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

EXPERIENCE

Total Spent: \_\_\_\_\_  
Spent On: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## RESIDENCE

LOCATION

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DESCRIPTION

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**HUNTER**  
**THE RECKONING**

**HISTORY**

IMBUING

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**ORGANIZATIONS**

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**DESCRIPTION**

Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Hunter.Net Log-in: \_\_\_\_\_

**VISUALS**

**CELL CHART**

**CHARACTER SKETCH**

