

# DEMON HUNTER

## STRIKE FORCE ZERO

**NAME:**

**NATURE:**

**SUPERIOR:**

**PLAYER:**

**P'O NATURE:**

**DUTIES:**

**CHRONICLE:**

**DEMEANOR:**

**RANK:**

### ATTRIBUTES

**PHYSICAL**

**SOCIAL**

**MENTAL**

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

### ABILITIES

**TALENTS**

**SKILLS**

**KNOWLEDGES**

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

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

Bureaucracy \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

### ADVANTAGES

**SPECIAL ABILITIES**

**BACKGROUNDS**

**VIRTUES**

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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Conscience \_\_\_\_\_ 00000  
 Self-Control \_\_\_\_\_ 00000  
 Yin Chi \_\_\_\_\_ □□□□  
 Courage \_\_\_\_\_ 00000  
 Yang Chi \_\_\_\_\_ □□□□

**OTHER TRAITS**

**HUMANITY**

**HEALTH**

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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Bruised \_\_\_\_\_   
 Hurt -1 \_\_\_\_\_   
 Injured -1 \_\_\_\_\_   
 Wounded -2 \_\_\_\_\_   
 Mauled -2 \_\_\_\_\_   
 Crippled -5 \_\_\_\_\_   
 Incapacitated \_\_\_\_\_

**P'O**

0 0 0 0 0 0 0 0 0 0 0

**WEAKNESS**

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

**WILLPOWER**

0 0 0 0 0 0 0 0 0 0 0  
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**EXPERIENCE**

# DEMON HUNTER

## STRIKE FORCE ZERO

### MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS

### OTHER TRAITS

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00000	00000	00000
00000	00000	00000

### ENHANCEMENTS

<b>ENHANCEMENT:</b> _____ <b>TYPE:</b> _____ <b>SYSTEM:</b> _____	<b>ENHANCEMENT:</b> _____ <b>TYPE:</b> _____ <b>SYSTEM:</b> _____
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<b>ENHANCEMENT:</b> _____ <b>TYPE:</b> _____ <b>SYSTEM:</b> _____	<b>ENHANCEMENT:</b> _____ <b>TYPE:</b> _____ <b>SYSTEM:</b> _____
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<b>ENHANCEMENT:</b> _____ <b>TYPE:</b> _____ <b>SYSTEM:</b> _____	<b>ENHANCEMENT:</b> _____ <b>TYPE:</b> _____ <b>SYSTEM:</b> _____
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<b>ENHANCEMENT:</b> _____ <b>TYPE:</b> _____ <b>SYSTEM:</b> _____	<b>ENHANCEMENT:</b> _____ <b>TYPE:</b> _____ <b>SYSTEM:</b> _____
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### COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

### ARMOR

**CLASS:** \_\_\_\_\_  
**RATING:** \_\_\_\_\_  
**PENALTY:** \_\_\_\_\_  
**DESCRIPTION:** \_\_\_\_\_  
 \_\_\_\_\_  
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# DEMON HUNTER

## STRIKE FORCE ZERO

### EXPANDED BACKGROUNDS

**ALLIES**

**FAVORS**

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**BACKERS**

**MENTOR**

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**CONTACTS**

**RANK**

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**FAME**

**RESOURCES**

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

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

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### POSSESSIONS

**GEAR(CARRIED)**

**EQUIPMENT(OWNED)**

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**VEHICLES**

**MISC.**

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### STRIKE TEAM

**NAME**

**RANK**

**NAME**

**RANK**

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### BASE OF OPERATIONS

**LOCATION**

**DESCRIPTION**

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