

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

SKILLS

Animal Ken _____ 00000
Crafts _____ 00000
Demolitions _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Melee _____ 00000
Performance _____ 00000
Security _____ 00000
Stealth _____ 00000
Survival _____ 00000
Technology _____ 00000

KNOWLEDGES

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

ADVANTAGES

EDGES

NAME	CREED	LEVEL	TRIGGER
_____	_____	00000	_____
_____	_____	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

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

