

HUNTER THE RECKONING

NAME:

NATURE:

PRIMARY VIRTUE:

PLAYER:

DEMEANOR:

CREED:

CHRONICLE:

CONCEPT:

STARTING CONVICTION:

ATTRIBUTES

PHYSICAL

Strength _____ ●○○○○
 Dexterity _____ ●○○○○
 Stamina _____ ●○○○○

SOCIAL

Charisma _____ ●○○○○
 Manipulation _____ ●○○○○
 Appearance _____ ●○○○○

MENTAL

Perception _____ ●○○○○
 Intelligence _____ ●○○○○
 Wits _____ ●○○○○

ABILITIES

TALENTS

Alertness _____ ○○○○○
 Athletics _____ ○○○○○
 Awareness _____ ○○○○○
 Brawl _____ ○○○○○
 Dodge _____ ○○○○○
 Empathy _____ ○○○○○
 Expression _____ ○○○○○
 Intimidation _____ ○○○○○
 Intuition _____ ○○○○○
 Leadership _____ ○○○○○
 Streetwise _____ ○○○○○
 Subterfuge _____ ○○○○○

SKILLS

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

KNOWLEDGES

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

ADVANTAGES

EDGES

NAME	CREED	LEVEL	TRIGGER
_____	_____	○○○○○	_____
_____	_____	○○○○○	_____
_____	_____	○○○○○	_____
_____	_____	○○○○○	_____
_____	_____	○○○○○	_____
_____	_____	○○○○○	_____
_____	_____	○○○○○	_____
_____	_____	○○○○○	_____
_____	_____	○○○○○	_____
_____	_____	○○○○○	_____
_____	_____	○○○○○	_____
_____	_____	○○○○○	_____

VIRTUES

MERCY		VISION		ZEAL	
Score	Spent	Score	Spent	Score	Spent
1	○	1	○	1	○
2	○	2	○	2	○
3	○	3	○	3	○
4	○	4	○	4	○
5	○	5	○	5	○
6	○	6	○	6	○
7	○	7	○	7	○
8	○	8	○	8	○
9	○	9	○	9	○
100	○	100	○	100	○

BACKGROUNDS

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

CONVICTION

○○○○○○○○○○

WILLPOWER

○○○○○○○○○○
 □□□□□□□□

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

CONTACTS

FAME

PATRON

ARSENAL

DESTINY

INFLUENCE

RESOURCES

BYSTANDERS

EXPOSURE

MENTOR

OTHER()

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC.

EXPERIENCE

Total:
Gained From:

EXPERIENCE

Total Spent:
Spent On:

RESIDENCE

LOCATION

DESCRIPTION

HUNTER THE RECKONING

HISTORY

IMBUING

ORGANIZATIONS

DESCRIPTION

<p>Age: _____</p> <p>Date of Birth: _____</p> <p>Hair: _____</p> <p>Eyes: _____</p> <p>Height: _____</p> <p>Weight: _____</p> <p>Sex: _____</p> <p>Race: _____</p> <p>Nationality: _____</p> <p>Hunter.Net Log-in: _____</p>	<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
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VISUALS

CELL CHART

CHARACTER SKETCH

