

HUNTER BYSTANDERS

NAME:

NATURE:

AGE:

PLAYER:

DEMEANOR:

SEX:

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

BACKGROUNDS

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

DERANGEMENTS

VIRTUES

Courage _____ ●○○○○○
 Reason _____ ●○○○○○
 Self-Control _____ ●○○○○○

MERITS & FLAWS

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Flaw	Bonus
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CONVICTION

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Weapon/Attack	Dif.	Damage
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

HEALTH

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

EXPERIENCE
