

HUNTER BYSTANDERS

NAME:

NATURE:

AGE:

PLAYER:

DEMEANOR:

SEX:

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

OTHER TRAITS

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

BACKGROUNDS

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

VIRTUES

Courage _____ 00000
 Reason _____ 00000
 Self-Control _____ 00000

OTHER TRAITS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 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

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

HEALTH

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

EXPERIENCE

HUNTER BYSTANDERS

MERITS & FLAWS

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

OTHER TRAITS

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

DERANGEMENT'S

Type: _____
Description: _____

Type: _____
Description: _____

Type: _____
Description: _____

Type: _____
Description: _____

Type: _____
Description: _____

Type: _____
Description: _____

EXPERIENCE

Total: _____
Gained From: _____

EXPERIENCE

Total Spent: _____
Spent On: _____

COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

ARMOR

Class: _____
Rating: _____
Penalty: _____
Description: _____

HUNTER BYSTANDERS

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

INFLUENCE

OTHER()

ARCHIVE

EXPOSURE

MENTOR

OTHER()

ARSENAL

FAME

RESOURCES

OTHER()

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC.

NOTES

RESIDENCE

LOCATION

DESCRIPTION

HUNTER BYSTANDERS

HISTORY

PRELUDE

ORGANIZATIONS

DESCRIPTION

Age: _____
Date of Birth: _____
Hair: _____
Eyes: _____
Height: _____
Weight: _____
Sex: _____
Race: _____
Nationality: _____
Hunter.Net Log-in: _____

VISUALS

CELL CHART

CHARACTER SKETCH

