

HUNTER

THE DARK AGES

Name:

Nature:

Primary Virtue:

Player:

Demeanor:

Creed:

Chronicle:

Concept:

Starting Conviction:

Attributes

Physical

Social

Mental

Strength_____	00000	Charisma_____	00000	Perception_____	00000
Dexterity_____	00000	Manipulation_____	00000	Intelligence_____	00000
Stamina_____	00000	Appearance_____	00000	Wits_____	00000

Abilities

Talents

Skills

Knowledges

Alertness_____	00000	Animal Ken_____	00000	Academics_____	00000
Athletics_____	00000	Archery_____	00000	Enigmas_____	00000
Awareness_____	00000	Commerce_____	00000	Hearth Wisdom_____	00000
Brawl_____	00000	Crafts_____	00000	Investigation_____	00000
Empathy_____	00000	Etiquette_____	00000	Law_____	00000
Expression_____	00000	Melee_____	00000	Medicine_____	00000
Intimidation_____	00000	Performance_____	00000	Occult_____	00000
Leadership_____	00000	Ride_____	00000	Politics_____	00000
Legerdemain_____	00000	Stealth_____	00000	Seneschal_____	00000
Subterfuge_____	00000	Survival_____	00000	Theology_____	00000
_____	00000	_____	00000	_____	00000

Advantages

Edges

Virtues

Name	Creed	Level	Trigger	Mercy	Vision	Zeal
				Score Spent	Score Spent	Score Spent
_____	_____	00000	_____	1 0	1 0	1 0
_____	_____	00000	_____	2 0	2 0	2 0
_____	_____	00000	_____	3 0	3 0	3 0
_____	_____	00000	_____	4 0	4 0	4 0
_____	_____	00000	_____	5 0	5 0	5 0
_____	_____	00000	_____	6 0	6 0	6 0
_____	_____	00000	_____	7 0	7 0	7 0
_____	_____	00000	_____	8 0	8 0	8 0
_____	_____	00000	_____	9 0	9 0	9 0
_____	_____	00000	_____	100	100	100

Backgrounds

Conviction

Health

_____	00000	0 0 0 0 0 0 0 0 0 0
_____	00000	
_____	00000	
_____	00000	0 0 0 0 0 0 0 0 0 0
_____	00000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
_____	00000	
_____	00000	
_____	00000	
_____	00000	

Willpower

Experience

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"/>

HUNTER

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Expanded Backgrounds

Allies

Contacts

Destiny

Fame

Other (_____)

Influence

Mentor

Patron

Resources

Other (_____)

Possessions

Gear (Carried)

Transportation

Equipment (Owned)

Misc

Residence

Location

Description
