

20<sup>th</sup> Anniversary Edition  
**HUNTER**  
 THE RECKONING

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  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Intuition \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

**SKILLS**

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Demolitions \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

**KNOWLEDGES**

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Research \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 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**

### OTHER TRAITS

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

### DERANGEMENTS

Type: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

### GEAR & EQUIPMENT

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### MERITS & FLAWS

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

### NOTES

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### DESCRIPTION

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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

### ALLIES & CONTACTS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### COMBAT

WEAPON/ATTACK	DIF.	DAMAGE	RANGE	RATE
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____