

20th Anniversary Edition
HUNTER
 THE RECKONING

NAME:

NATURE:

PRIMARY VIRTUE:

PLAYER:

DEMEANOR:

CREED:

CHRONICLE:

CONCEPT:

STARTING CONVICTION:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

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

ADVANTAGES

EDGES

VIRTUES

NAME

CREED

LEVEL

TRIGGER

MERCY

VISION

ZEAL

Score Spent

Score Spent

Score Spent

NAME	CREED	LEVEL	TRIGGER
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____

MERCY	VISION	ZEAL
Score Spent	Score Spent	Score Spent
1 0 _____	1 0 _____	1 0 _____
2 0 _____	2 0 _____	2 0 _____
3 0 _____	3 0 _____	3 0 _____
4 0 _____	4 0 _____	4 0 _____
5 0 _____	5 0 _____	5 0 _____
6 0 _____	6 0 _____	6 0 _____
7 0 _____	7 0 _____	7 0 _____
8 0 _____	8 0 _____	8 0 _____
9 0 _____	9 0 _____	9 0 _____
100 _____	100 _____	100 _____

BACKGROUNDS

CONVICTION

HEALTH

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

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

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"/>

MERIT'S & 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: _____

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
