

HUNTERS IN DARKNESS

Name:
 Player:
 Chronicle:

Blood:
 Bone:
 Concept:

Auspice:
 Lodge:
 Pack:

ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

OTHER TRAITS

Mental (3 Unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

Physical (1 Unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

Social (1 Unskilled)

Animal/Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

Merits

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

Renown

Purity	00000
Glory	00000
Honor	00000
Wisdom	00000
Cunning	00000

Aspirations

Hunters Aspect

Conditions

Health

(+2 Dalu Form, +4 Gauru Form, +3 Urshul Form)
 00000000000000000000
 □□□□□□□□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□

Primal Urge

0000000000

Essence

□□□□□□□□□□
 □□□□□□□□□□

Flesh Touchstone

Harmony

0000000000

Spirit Touchstone

Kuruth Triggers

Passive: _____

Common: _____

Specific: _____

Beats: □□□□□ Experiences: _____

Aspirations 3 + 1 Totem • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice • Tribe • Primal Urge 1 • Renown 1 auspice, 1 tribe, 1 free • 1 Moon Gift, 2 Shadow Gifts, 1 Moon/Wolf Gift • Merits 10 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Perception = Wits + Composure • Starting Harmony = 7 • Essence = 7

HUNTERS IN DARKNESS

Hishu
(Human)

Dalu
(Near-Human)

Gauru
(Wolf-Man)

Urshul
(Near-Wolf)

Urhan
(Wolf)

Strength: _____	Strength(+1): _____	Strength(+3): _____	Strength(+2): _____	Strength: _____
Dexterity: _____	Dexterity: _____	Dexterity(+1): _____	Dexterity(+2): _____	Dexterity(+2): _____
Stamina: _____	Stamina(+1): _____	Stamina(+2): _____	Stamina(+2): _____	Stamina(+1): _____
Manipulation: _____	Manipulation(-1): _____	Manipulation: _____	Manipulation(-1): _____	Manipulation(-1): _____
Size: _____	Size(+1): _____	Size(+2): _____	Size(+1): _____	Size(-1): _____
Defense: _____	Defense: _____	Defense: _____	Defense: _____	Defense: _____
Initiative: _____	Initiative: _____	Initiative(+1): _____	Initiative(+2): _____	Initiative(+2): _____
Speed: _____	Speed(+1): _____	Speed(+4): _____	Speed(+7): _____	Speed(+5): _____
Armor: _____	Armor: _____	Armor: _____	Armor: _____	Armor: _____
Perception(+1): _____	Perception(+2): _____	Perception(+3): _____	Perception(+3): _____	Perception(+4): _____

Sheep's Clothing

Teeth/Claws +0L
Defense vs. Firearms
Mild Lunacy
Badass Motherfucker

Teeth/Claws +2L
(Initiative +3)
Defense vs. Firearms
Full Lunacy
Regeneration
Rage
Primal Fear
(Kuruth Limit=
Stamina + Primal Urge)

Teeth +2L/Claws +1L
Defense vs Firearms
Moderate Lunacy
Weaken the Prey

Teeth +1L
Chase Down

TOTEM

GIFTS AND RITES

Name: _____

Rank: _____

Attributes:

Power: _____

Finesse: _____

Resistance: _____

Willpower: _____ Essence: _____

Size: _____ Speed: _____

Defense: _____ Initiative: _____

Corpus: _____

Influences: _____ 00000

_____ 00000

_____ 00000

Aspiration: _____

Manifestation: _____

Numina: _____

Bonuses: _____

Ban: _____

Bane: _____

Moon Gifts

_____ 00000

_____ 00000

Shadow Gifts

Wolf Gifts

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Rites

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Experiences Chart: Attribute: 4 • Skill: 2 • Shadow Gift: 3(Affinity) or 5(Non-Affinity) • Moon Gift: 5 • New Facet of unlocked Shadow or Moon Gift: 2
New Facet of Wolf Gift: 1 • Renown: 3 • Rites: 1 • Primal Urge: 5 • Harmony cannot be increased or decreased with experiences