

# HUNTER THE RECKONING

NAME:

CHRONICLE:

NATURE:

PLAYER:

CONCEPT:

DEMEANOR:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ ●0000  
Dexterity \_\_\_\_\_ ●0000  
Stamina \_\_\_\_\_ ●0000

### SOCIAL

Charisma \_\_\_\_\_ ●0000  
Manipulation \_\_\_\_\_ ●0000  
Appearance \_\_\_\_\_ ●0000

### MENTAL

Perception \_\_\_\_\_ ●0000  
Intelligence \_\_\_\_\_ ●0000  
Wits \_\_\_\_\_ ●0000

## 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

### BACKGROUNDS

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

NAME

### MERITS&FLAWS

RANKING

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

### VIRTUES

Courage Reason Self-Control

1 \_\_\_\_\_ 1 \_\_\_\_\_ 1 \_\_\_\_\_  
2 \_\_\_\_\_ 2 \_\_\_\_\_ 2 \_\_\_\_\_  
3 \_\_\_\_\_ 3 \_\_\_\_\_ 3 \_\_\_\_\_  
4 \_\_\_\_\_ 4 \_\_\_\_\_ 4 \_\_\_\_\_  
5 \_\_\_\_\_ 5 \_\_\_\_\_ 5 \_\_\_\_\_

### DERANGEMENTS

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

### CONVICTION

0 0 0 0 0 0 0 0 0 0

### WILLPOWER

0 0 0 0 0 0 0 0 0 0

### EXPERIENCE

\_\_\_\_\_

### HEALTH

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