



Hunters: The Night Stalkers

Name: _____

Known Name: _____

Player Name: _____

Nature: _____

Demeanor: _____

Organization: _____

Chronicle: _____

Residence: _____

Rank: _____

Attributes

Physical

Strength _____ ●○○○○

Dexterity _____ ●○○○○

Stamina _____ ●○○○○

Social

Charisma _____ ●○○○○

Manipulation _____ ●○○○○

Appearance _____ ●○○○○

Mental

Perception _____ ●○○○○

Intelligence _____ ●○○○○

Wits _____ ●○○○○

Abilities

Talents

Alertness _____ ○○○○○

Athletics _____ ○○○○○

Awareness _____ ○○○○○

Brawl _____ ○○○○○

Diplomacy _____ ○○○○○

Dodge _____ ○○○○○

Empathy _____ ○○○○○

Expression _____ ○○○○○

Instruction _____ ○○○○○

Interrogation _____ ○○○○○

Intimidation _____ ○○○○○

Larceny _____ ○○○○○

Streetwise _____ ○○○○○

Subterfuge _____ ○○○○○

Search _____ ○○○○○

Skills

Animal Ken _____ ○○○○○

Crafts _____ ○○○○○

Disguise _____ ○○○○○

Drive _____ ○○○○○

Etiquette _____ ○○○○○

Firearms _____ ○○○○○

Leadership _____ ○○○○○

Meditation _____ ○○○○○

Melee _____ ○○○○○

Repair _____ ○○○○○

Research _____ ○○○○○

Security _____ ○○○○○

Stealth _____ ○○○○○

Survival _____ ○○○○○

Technology _____ ○○○○○

Knowledges

Computer _____ ○○○○○

Enigmas _____ ○○○○○

Investigation _____ ○○○○○

Law _____ ○○○○○

Linguistics _____ ○○○○○

Lore: Vampire _____ ○○○○○

Lore: Werewolf _____ ○○○○○

Lore: Mage _____ ○○○○○

Lore: Wraith _____ ○○○○○

Lore: Changeling _____ ○○○○○

Lore: Other _____ ○○○○○

Medicine _____ ○○○○○

Occult _____ ○○○○○

Politics _____ ○○○○○

Science _____ ○○○○○

Backgrounds

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

Numina

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

Virtues

Conscience _____ ○○○○○

Self Control _____ ○○○○○

Courage _____ ○○○○○

Other Traits

_____ ○○○○○

_____ ○○○○○

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Advantages

Willpower

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□□□□□□□□□□

True Faith

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Humanity

○○○○○○○○○○○○

Health

Bruised -0

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Numina:

Numina Powers:

Hedge Magic:

Combat

Weapon	Diff.	Dmg.	Rng.	Rate	Clip	Con.

Maneuver	Difficulty	Damage
Bite	5	Strength+1 ☠
Claw	6	Strength+2 ☠
Punch	6	Strength
Grapple	6	Strength
Kick	7	Strength+1
Body Slam	7	Special

☠ = Aggravated Damage

Armor: _____ Rating: _____ Penalty: _____

Expanded Background

Contacts, Organization

Contacts, Awakened

Contacts, Sleepers

Enemies, Major

Mentor

Influence, Organization

Influence, Awakened

Influence, Sleepers

Enemies, Minor

Resources

Possessions

Gear (Carried)

Weapons

Equipment (Owned)

Special Gear

History

Prelude/Recruitment

History

Appearance

Age _____
Apparent Age _____
Date of Birth _____
Recruitment _____
Hair _____
Eyes _____
Race _____
Nationality _____
Height _____
Weight _____
Sex _____

Organization Chart

Visuals

Character Sketch

