

Character Creation Summary Sheet

Creeds

- Entrepreneurial:** Bold innovations and experimental approaches
- Faithful:** Belief in higher powers and a divinely informed worldview
- Inquisitive:** Gathering intel and understanding the quarry
- Martial:** Attacking the supernatural via arms and tactics
- Underground:** Guile, subterfuge, and knowing the right people

Drives

- Atonement:** Make up for aiding the supernatural in the past
- Curiosity:** What do monsters do, and why?
- Envy:** Join the night or die trying
- Greed:** Take the ill-gotten gains the monsters have stolen
- Oath:** A promise made binds the Hunter to honor it
- Pride:** The world belongs to humans, not the supernatural
- Vengeance:** Settle a score with the supernatural

Attributes

- Charisma:** Charm, magnetism, strength of personality (Social)
- Composure:** Self-control, cool, calm head (Social)
- Dexterity:** Agility, grace, eye-hand coordination (Physical)
- Intelligence:** Memory, reasoning, intellect (Mental)
- Manipulation:** Getting others to do what you want (Social)
- Resolve:** Focus, concentration, attention (Mental)
- Stamina:** Toughness, resilience, endurance (Physical)
- Strength:** Exertion of force by the muscles (Physical)
- Wits:** Cleverness, intuition, spur-of-the-moment decision-making (Mental)

Skills

- Academics:** Humanities and liberal arts, booklearning (Mental)
- Animal Ken:** Animal handling and communication (Social)
- Athletics:** Running, jumping, climbing (Physical)
- Awareness:** Senses, being aware of your surroundings, spotting threats (Mental)
- Brawl:** Unarmed combat of all types (Physical)
- Craft:** Crafting, building, shaping (Physical)
- Driving:** Operating vehicles (Physical)
- Etiquette:** Politeness in social settings (Social)
- Finance:** Handling, moving, and making money (Mental)
- Firearms:** Using ranged weapons, such as guns and bows (Physical)
- Insight:** Determining states of mind and motives (Social)
- Intimidation:** Getting another person to back down (Social)
- Investigation:** Following clues, solving mysteries (Mental)

- Larceny:** Breaking and entering, guarding against that (Physical)
- Leadership:** Directing and inspiring others (Social)
- Medicine:** Healing injuries, diagnosing disease (Mental)
- Melee:** Armed hand-to-hand combat (Physical)
- Occult:** Secret lore, both real and unreal (Mental)
- Performance:** Expressing art in person to an audience (Social)
- Persuasion:** Convincing others (Social)
- Politics:** Handling, moving, and making government (Mental)
- Science:** Knowledge and theory of the physical world (Mental)
- Stealth:** Not being seen, heard, or recognized (Physical)
- Streetwise:** Understanding the ins and outs of criminal and urban society (Social)
- Subterfuge:** Tricking others into doing your will (Social)
- Survival:** Remaining alive in adverse surroundings (Physical)
- Technology:** Understanding and using modern technology, computers, and online activity (Mental)

Advantages & Flaws

MERITS

- Linguistics:** Use of additional languages (Flaw ●●) **Illiterate:** Unable to read or write, limits to Academics & Science

Looks

- **Beautiful:** Add one extra die to all appropriate Social dice pools.
- **Stunning:** Add two extra dice to all appropriate Social dice pools.
- (Flaw ●●) **Repulsive:** Lose two dice from all relevant Social dice pools.
- (Flaw ●) **Ugly:** Lose one die from all relevant Social dice pools.

Nutritionist

- Solo Cooking:** Recover quicker after a meal
- **Cell Chef:** Cell recovers quicker after a meal

Psychological Traits

- (Flaw ●●) **Living on the Edge:** Risk taker
- (Flaw ●●) **Weak Willed:** Easily swayed by Quarries

Substance Abuse

- (Flaw ●●) **Severe Addiction:** Must indulge regularly
- (Flaw ●) **Addiction:** Must indulge regularly

Supernatural Situations

- **Unseemly Aura:** Quarry considers you supernatural
- (Flaw ●) **Stigmata:** Bleed when you take damage (health or willpower)
- (Flaw ●●) **Crone's Curse:** Appear older and reduce health

BACKGROUNDS

Allies: Associates, usually family or friends

Contacts: The information sources you possess

Fame: How well-known you are among mortals

(Flaw ••) **Infamy:** You are known for a terrible deed

(Flaw •) **Dark Secret:** Your terrible deed is mostly a secret.

(Flaw •) **Infamous Partner:** Your known associate committed a terrible deed.

Influence: Your political power within mortal society

(Flaw ••) **Despised:** You have few allies and a group of individuals is out to get you.

(Flaw •) **Disliked:** You have few allies.

Mask: A false identity with documentation

(Flaw •) **Person of Interest:** Personal info is known by many agencies

(Flaw •) **Serial Error:** Background checks turn up with red flags

Mentor: Someone who advises and supports you

(Flaw •) to (Flaw •••) **Adversary:** Someone wants to hurt you

Resources: Wealth, belongings, and income

(Flaw •) **Destitute:** No money or home

Retainers: Followers, guards, and servants

(Flaw •) **Stalkers:** People follow you for the wrong reason

Safe House: A refuge from harm

(Flaw •) **No Safe House:** You're not safe at home

Status: Your standing among Hunters

(Flaw ••) **Shunned:** A prominent group of Hunters works against you.

(Flaw ••) **Suspect:** You have difficulty interacting with a prominent Hunter group

Edges

ASSETS

Arsenal: Access to weapons

Team Requisition

Special Features

Exotics

Untraceable

Fleet: Access to vehicles

Armor

Performance

Surveillance

Untraceable

Ordnance: Access to explosives

Multiple Payloads

Non-Lethal Munitions

Exotics

Disguised Delivery

Library: Access to knowledge

Where They Hide

Who They Are

How to Halt Them

How to Harm Them

APTITUDES

Improvised Gear: Making equipment

Frugal

Mass Production

Specialization

Speed Crafting

Global Access: Information

Watching Big Brother

All-Access Pass

Money Tap

The Letter of the Law

Drone Jockey: Use of drones

Autonomous

Variants

Specialist Skill

Armaments

Payload

Beast Whisperer: Connection to a type of animals

Incorruptible

Menagerie

Complex Commands

Incognito

ENDOWMENTS

Sense the Unnatural

Creature Specialization

Range

Precision

Handsfree

Repel the Unnatural

Ward

Damage

Creature Specialization

Handsfree

Thwart the Unnatural

Creature Specialization

Ward

Recognition

Handsfree

Artifact: An item with power

Empower

Attraction

Detection

Shield