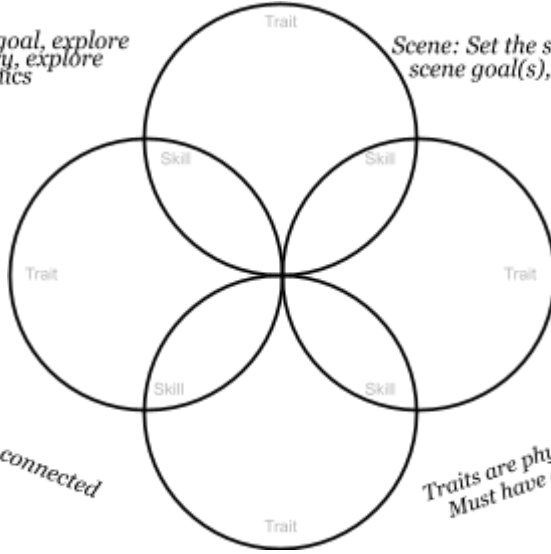


Human Hunter Character Sheet

Scene goals: advance goal, explore an aspect of the story, explore group dynamics

Scene: Set the scene, announce scene goal(s), draft the cast



Skills are related to connected Traits.

Traits are physical/mental/social. Must have at least one of each.

*1d6 to attempt a task OR 2d6 if a Trait applies OR 3d6 if a Skill applies
+1d6 for assistance/planning/cinematically awesome acts*

Target is Simple: 3/Practiced: 7/Skilled: 10/Expert: 14/Really Hard: 18

Cryptid Type:	Background	
Name:		
Description		
Goal	Relationships	
Gear	Damage	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Group	
	Hurt (-1d6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Dying (-2d6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>