HUNT THE WICKED CHARACTER SHEET

Name _____

Species _____

Motivation Dice

Interactions ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Who _____
What _____
Back _____
Fore _____

MOTIVATION (2)   MOTIVATION MANEUVERS (PICK 1 FROM EACH MOTIVATION)

☐ Community
- ☐ Any MD spent during an action to help closest friends/family is successful
- ☐ Grant or gain +2AD instead of +1AD when assisting or being assisted

☐ Esteem
- ☐ Any MD spent to gain a group's or individual's trust is an automatic success
- ☐ Any MD spent to leverage your worth is automatically successful

☐ Justice
- ☐ Any MD spent while obeying the Tenets of Honor are automatically successful
- ☐ You gain +1AD for all rolls against those who have escaped justice

☐ Liberty
- ☐ Spend 1 MD to discover something about yourself, another, or the arc
- ☐ When alone or inciting independence in others, successful MD spent return

☐ Power
- ☐ You gain +1AD to rolls when operating as an agent in the chain of command
- ☐ Any MD spent to overcome disabling, slowing, or stunning is a success

SKILLS   AD

Skill								AD
Awareness	Gifted	☐	Competent	☐	Adequate	☐	Bad	☐
Coordination	Gifted	☐	Competent	☐	Adequate	☐	Bad	☐
Influence	Gifted	☐	Competent	☐	Adequate	☐	Bad	☐
Knowledge	Gifted	☐	Competent	☐	Adequate	☐	Bad	☐
Logic	Gifted	☐	Competent	☐	Adequate	☐	Bad	☐
Might	Gifted	☐	Competent	☐	Adequate	☐	Bad	☐
Resistance	Gifted	☐	Competent	☐	Adequate	☐	Bad	☐
Stealth	Gifted	☐	Competent	☐	Adequate	☐	Bad	☐

HUNTER TECHNIQUES (PICK ONE)

- ☐ Spend 1 MD to force relevant information out of someone
- ☐ Spend 1 MD to determine one target's weakness
- ☐ Spend 1 MD to stop someone from dying (not you)
- ☐ Spend 1 MD to cancel out the effects of Fear for a Scene
- ☐ Spend 1 MD to ignore 1 tier of Injury (2 for 2, etc)
- ☐ Spend 1 MD to automatically act first in any phase
- ☐ Spend 1 MD to intimidate anyone, regardless of Difficulty
- ☐ Spend 1 MD to break free from any bond or constraint
- ☐ Spend 1 MD to gain noncombat assistance from a contact
- ☐ Spend 1 MD to know where a nearby safehouse/hub is

Traits / Talents

Equipment

AMMO

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Leads Discovered ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐   Captures ☐ ☐ ☐ ☐ ☐ ☐

Favors

Notes