

Witch Hunter

DARK PROVIDENCE™

CHARACTER NAME:	PLAYER NAME:
BACKGROUND:	ORDER:
NATIONALITY:	RELIGION:
SIN:	VIRTUE:
CATALYST:	
DESCRIPTION:	

ABILITY SCORES

PHYSICAL	MENTAL	SPIRITUAL
STRENGTH <u>2</u>	EDUCATION <u>2</u>	COURAGE <u>3</u>
AGILITY <u>2</u>	REASON <u>3</u>	INTUITION <u>4</u>
TOUGHNESS <u>3</u>	WILL <u>4</u>	PERSONALITY <u>3</u>

SKILLS

BG	Skill (Ability)	Total	=	Level	+	Ability	+	Bonus	BG	Skill (Ability)	Total	=	Level	+	Ability	+	Bonus
<u>FIGHTING SKILLS</u>									<u>PROFESSIONAL SKILLS</u>								
	Archery (AGI)		=		+		+			Animal Care (INT)		=		+		+	
	Firearms (AGI)		=		+		+			Construct (EDU):		=		+		+	
	Grapple (STR)		=		+		+					=		+		+	
	Hand-to-Hand (STR)	3	=	1	+	2	+			Disable (REA)		=		+		+	
	Throw (STR)		=		+		+			Evaluate (EDU)		=		+		+	
<u>INTERACTION SKILLS</u>																	
	Charm (PER)	4	=	1	+	3	+		Y	Gossip (PER)	4	=	1	+	3	+	
	Command (COU)		=		+		+		Y	Heal (INT)	6	=	2	+	4	+	
	Deceive (PER)		=		+		+		Y	Herbalism (EDU)	4	=	2	+	2	+	
Y	Empathy (INT)	6	=	2	+	4	+		Y	Myth and Lore (EDU)	3	=	1	+	2	+	
	Intimidate (PER)		=		+		+			Occult (EDU)		=		+		+	
	Pantomime (PER)		=		+		+			Navigation (INT)		=		+		+	
<u>MOVEMENT SKILLS</u>																	
	Acrobatics (AGI)		=		+		+			Perform (PER):		=		+		+	
	Climb (STR)	3	=	1	+	2	+					=		+		+	
	Contortionist (AGI)		=		+		+			Research (REA)		=		+		+	
	Drive (AGI)		=		+		+			Sail (AGI)		=		+		+	
	Jump (STR)		=		+		+			Sorcerous Tradition:		=		+		+	
	Ride (AG)		=		+		+			Animism	6	=	2	+	4	+	
	Row (STR)		=		+		+					=		+		+	
	Stealth (AGI)		=		+		+			Speak Lang. (REA):		=		+		+	
	Swim (STR)		=		+		+			Native Language	6	=	3	+	3	+	
<u>REACTION SKILLS</u>																	
	Balance (AGI)		=		+		+				4	=	1	+	3	+	
	Concentrate (WIL)		=		+		+				4	=	1	+	3	+	
	Endurance (TOU)		=		+		+			Subterfuge (AGI)		=		+		+	
Y	Notice (INT)	6	=	2	+	4	+			Survival (INT)		=		+		+	
	Parry (AGI)		=		+		+			Track (INT)		=		+		+	
	Reflexes (AGI)		=		+		+			Trade (REA):		=		+		+	
	Resolve (COU)	4	=	1	+	3	+					=		+		+	
			=		+		+			Trained Knowl. (EDU):		=		+		+	
			=		+		+					=		+		+	

Hero Points: 1
True Faith: ○○○○○○○○○○○○
 ○○○○○○○○○○○○ :Damnation

WEAPONS

Weapon: <u>Dagger</u>	Comp: <u>0</u>	DMod: <u>+1</u>
Range: <u>2/4/8/16</u>	Size: <u>S</u>	Weight: <u>1</u>
Melee: <u>3d</u>	Ranged: <u>2d</u>	Reload: <u>--</u>
Weapon: _____	Comp: _____	DMod: _____
Range: _____	Size: _____	Weight: _____
Melee: _____	Ranged: _____	Reload: _____
Weapon: _____	Comp: _____	DMod: _____
Range: _____	Size: _____	Weight: _____
Melee: _____	Ranged: _____	Reload: _____

Arrows/Bolts: OOOOOOOOOO
OOOOOOOOOO
OOOOOOOOOO

Black Powder: OOOOOOOOOOOO
OOOOOOOOOOOO

(Each row represents 1 lb. of powder. Pistols use 1 box per shot, muskets and blunderbuss pistols 2 boxes, and blunderbusses 4 boxes.)

ARMOR

Armor: _____ Value: _____
AP: _____ MP: _____ Wt: _____

Armor: _____ Value: _____
AP: _____ MP: _____ Wt: _____

HEALTH TRACK

Level	Wounds	Effect	CR
Healthy (Tx2)	OOOOOO	--	--
Light (Tx1.5)	OOOOO	-1	--
Moderate (Tx1)	OOO	-2	1
Heavy (Tx1)	OOO	-3	2
Dying (Tx0.5)	OO	-4	3

EQUIPMENT

Dagger	Mortar and pestle
Garb, common (2)	Medical kit
Handkerchief (4)	Magnifying-glass
Backpack	£1, 17s, 5d
Blanket (2)	
Bottle (2)	
Candle, tallow (6)	
Mirror, small	
Pouch/purse	
Tinderbox	
Waterskin	
Handsaw	
Leeches (5)	

COMBAT DICE POOLS

Initiative: <u>2d</u>	Archery <u>2d</u>
(Reflex (AGI))	Firearms <u>2d</u>
	Grapple <u>2d</u>
Defense: <u>3d</u>	Hand-to-Hand <u>3d</u>
(AGI+TOU/2)	Throw <u>2d</u>

TALENTS

Basic Animist: You may learn basic Animism rites.

Basic Rite (Awakening): 2 rounds preparation time, 1 round casting time. Roll a D2 Animism check to see spirits, auras, and other aspects of the Invisible World for 1 minute + 1 minute per extra success. -1 penalty to all Fighting and Reaction skills against non-supernatural opponents. May be cast on others.

Basic Rite (Knit the Flesh): 1 minute preparation time, 1 round casting time. Roll a D3 Animism check to heal 1 Wound + 1 Wound per extra success.

Iron Constitution: Gain +2 dice to all Endurance (Toughness) rolls to resist toxins and diseases.

ORDER'S BENEFITS

Once per round, you may use any or all of your Defense Pool to block attacks directed at any other character within arm's reach. If you do not have enough successes to block the entire attack, you suffer the damage rather than the original target.

BACKGROUND ABILITY

Healer's Touch: When making a Heal check, you may ignore up to 2 dice of penalties due to injury level or difficult circumstances.

SIN EFFECTS

Lustful: When making a Charm check, you may gain one Damnation point to gain bonus dice equal to your Personality.