

Witch Hunter

DARK PROVIDENCE™

CHARACTER NAME:	Hunter	PLAYER NAME:	Stalkers of the Unseen Hunt
BACKGROUND:		ORDER:	
NATIONALITY:		RELIGION:	
SIN:	Bloodthirsty	VIRTUE:	Industrious
CATALYST:			
DESCRIPTION:			

ABILITY SCORES

PHYSICAL	MENTAL	SPIRITUAL
STRENGTH <u>4</u>	EDUCATION <u>2</u>	COURAGE <u>3</u>
AGILITY <u>4</u>	REASON <u>3</u>	INTUITION <u>3</u>
TOUGHNESS <u>3</u>	WILL <u>3</u>	PERSONALITY <u>1</u>

SKILLS

BG	Skill (Ability)	Total	=	Level	+	Ability	+	Bonus	BG	Skill (Ability)	Total	=	Level	+	Ability	+	Bonus
	FIGHTING SKILLS									PROFESSIONAL SKILLS							
	Archery (AGI)		=		+		+		Y	Animal Care (INT)	<u>4</u>	=	<u>1</u>	+	<u>3</u>	+	
Y	Firearms (AGI)	<u>7</u>	=	<u>2</u>	+	<u>4</u>	+	<u>1</u>		Construct (EDU):		=		+		+	
	Grapple (STR)		=		+		+					=		+		+	
	Hand-to-Hand (STR)	<u>6</u>	=	<u>2</u>	+	<u>4</u>	+					=		+		+	
	Throw (STR)		=		+		+			Disable (REA)		=		+		+	
	INTERACTION SKILLS									Evaluate (EDU)		=		+		+	
	Charm (PER)		=		+		+			Gamble (INT)		=		+		+	
	Command (COU)		=		+		+			Gossip (PER)		=		+		+	
	Deceive (PER)		=		+		+			Heal (INT)		=		+		+	
	Empathy (INT)		=		+		+			Herbalism (EDU)		=		+		+	
	Intimidate (PER)	<u>2</u>	=	<u>1</u>	+	<u>1</u>	+			Myth and Lore (EDU)		=		+		+	
	Pantomime (PER)		=		+		+			Occult (EDU)		=		+		+	
	MOVEMENT SKILLS									Navigation (INT)	<u>5</u>	=	<u>1</u>	+	<u>3</u>	+	<u>1</u>
	Acrobatics (AGI)		=		+		+			Perform (PER):		=		+		+	
	Climb (STR)		=		+		+					=		+		+	
	Contortionist (AGI)		=		+		+			Research (REA)		=		+		+	
	Drive (AGI)		=		+		+			Sail (AGI)		=		+		+	
	Jump (STR)		=		+		+			Sorcerous Tradition:		=		+		+	
	Ride (AG)		=		+		+					=		+		+	
	Row (STR)		=		+		+					=		+		+	
Y	Stealth (AGI)	<u>6</u>	=	<u>2</u>	+	<u>4</u>	+			Speak Lang. (REA):		=		+		+	
	Swim (STR)		=		+		+			Native Language	<u>6</u>	=	<u>3</u>	+	<u>3</u>	+	
	REACTION SKILLS										<u>5</u>	=	<u>2</u>	+	<u>3</u>	+	
	Balance (AGI)		=		+		+					=		+		+	
	Concentrate (WIL)		=		+		+			Subterfuge (AGI)		=		+		+	
	Endurance (TOU)	<u>4</u>	=	<u>1</u>	+	<u>3</u>	+			Survival (INT)	<u>5</u>	=	<u>2</u>	+	<u>3</u>	+	
Y	Notice (INT)	<u>4</u>	=	<u>1</u>	+	<u>3</u>	+		Y	Track (INT)	<u>5 (6)</u>	=	<u>2</u>	+	<u>3</u>	+	(1)
	Parry (AGI)		=		+		+		Y	Trade (REA):		=		+		+	
	Reflexes (AGI)		=		+		+					=		+		+	
	Resolve (COU)	<u>4</u>	=	<u>1</u>	+	<u>3</u>	+			Trained Knowl. (EDU):		=		+		+	
												=		+		+	
												=		+		+	

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

WEAPONS

Weapon: Musket	Comp: 1	DMod: +3
Range: 20/40/80/160	Size: L	Weight: 25
Melee: 6d	Ranged: 6d	Reload: 2
Weapon: Hatchet	Comp: 1	DMod: +2
Range: 2/4/8/16	Size: S	Weight: 3
Melee: 5d	Ranged: 3d	Reload: --
Weapon: Dagger	Comp: 0	DMod: +1
Range: 2/4/8/16	Size: S	Weight: 1
Melee: 6d	Ranged: 4d	Reload: --

Black Powder: OOOOOOOOOOOO
 OOOOOOOOOOOO
 OOOOOOOOOOOO
 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: Buckskins/Furs **Value:** 1
AP: 0 **MP:** 0 **Wt:** 2

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

Musket
Black powder (5 lb.)
Hatchet (2)
Dagger
Buckskins/Furs
Garb, common
Backpack
Bedroll
Tinderbox
Waterskin
Whetstone
Fishing hook (3)
Fishing Line
£4, 6s, 3d

COMBAT DICE POOLS

Initiative: 5d (Reflex (AGI))	Archery 4d
	Firearms 7d
	Grapple 4d
Defense: 4d+1 (AGI+TOU/2)	Hand-to-Hand 6d
	Throw 4d

TALENTS

Attack Focus (Musket): Weapon's Complexity is reduced by 1.

Direction Sense: +1 die to Navigation rolls; Navigation rolls take only 1 action (not 1 minute)

Expertise (Firearms): +1 die to Firearms rolls.

Marksman: +2 dice per round spent Aiming

Speed Loader: Reloading firearms takes 1 less round than usual (minimum 1 round)

ORDER'S BENEFITS

Bonus Talents (listed above)

BACKGROUND ABILITY

Blooded: +1 die bonus to initiative rolls, +1 die bonus to Track rolls made against animals

SIN EFFECTS

Bloodthirsty: Whenever you make a non-magical attack that deals damage, you may gain one Damnation point to roll bonus dice equal to your Personality. Each success does one additional point of damage.