

Witch Hunter

DARK PROVIDENCE™

CHARACTER NAME:		PLAYER NAME:	
BACKGROUND:	Monastic Clergy	ORDER:	Fellowship of the Ashen Cross
NATIONALITY:		RELIGION:	
SIN:	Despairing	VIRTUE:	Charitable
CATALYST:			
DESCRIPTION:			

ABILITY SCORES

PHYSICAL	MENTAL	SPIRITUAL
STRENGTH <u>2</u>	EDUCATION <u>3</u>	COURAGE <u>4</u>
AGILITY <u>2</u>	REASON <u>3</u>	INTUITION <u>3</u>
TOUGHNESS <u>3</u>	WILL <u>4</u>	PERSONALITY <u>2</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)		=		+		+			Gamble (INT)		=		+		+	
	Command (COU)		=		+		+			Gossip (PER)		=		+		+	
	Deceive (PER)		=		+		+			Heal (INT)	4	=	1	+	3	+	
	Empathy (INT)	4	=	1	+	3	+			Herbalism (EDU)		=		+		+	
	Intimidate (PER)		=		+		+			Myth and Lore (EDU)		=		+		+	
	Pantomime (PER)		=		+		+			Occult (EDU)	4	=	1	+	3	+	
<u>MOVEMENT SKILLS</u>																	
	Acrobatics (AGI)		=		+		+			Navigation (INT)		=		+		+	
	Climb (STR)		=		+		+			Perform (PER):		=		+		+	
	Contortionist (AGI)		=		+		+					=		+		+	
	Drive (AGI)		=		+		+		Y	Research (REA)	4	=	1	+	3	+	
	Jump (STR)		=		+		+			Sail (AGI)		=		+		+	
	Ride (AG)		=		+		+			Sorcerous Tradition:		=		+		+	
	Row (STR)		=		+		+			Prayer (COU)	6	=	2	+	4	+	
	Stealth (AGI)	3	=	1	+	2	+					=		+		+	
	Swim (STR)		=		+		+			Speak Lang. (REA):		=		+		+	
<u>REACTION SKILLS</u>																	
	Balance (AGI)		=		+		+		Y	Native Language (L)	6	=	3	+	3	+	
Y	Concentrate (WIL)	5	=	1	+	4	+			Latin (L)	6	=	3	+	3	+	
	Endurance (TOU)	4	=	1	+	3	+					=		+		+	
	Notice (INT)		=		+		+			Subterfuge (AGI)		=		+		+	
	Parry (AGI)		=		+		+			Survival (INT)		=		+		+	
	Reflexes (AGI)		=		+		+			Track (INT)		=		+		+	
	Resolve (COU)	5	=	1	+	4	+		Y	Trade (REA):		=		+		+	
										Laborer	4	=	1	+	3	+	
												=		+		+	
										Trained Knowl. (EDU):		=		+		+	
									Y	Philosophy/Theology	5	=	2	+	3	+	
												=		+		+	

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

WEAPONS

Weapon: Staff	Comp: 1	DMod: +2
Range: --	Size: L	Weight: 4
Melee: 2d	Ranged: --	Reload: --
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

Ash wood staff

Garb, poor

Backpack

Bible

Prayer book

Paper (10 sheets)

Ink (2 oz.)

Quill (3)

Golden crucifix necklace

Purse

£, s, d

COMBAT DICE POOLS

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

TALENTS

Basic Prayer: You may learn basic Prayer rites.

Basic Rite (Judgment): 3 rounds casting time. Roll Prayer (Will) against target's Concentration; success takes $-(1 + 1/\text{success})$ penalty on all skill checks.

Basic Rite (Prophetic Vision): 1 minute preparation time, 3 minutes casting time. Roll a D3 Prayer check to gain a cryptic vision to guide you in the next 24 hours.

Pious: +1 True Faith

ORDER'S BENEFITS

When wielding a weapon made primarily of ash wood, the weapon is considered *blessed*.

Once per day, you may inscribe a symbol in ash upon your brow to have one of the following effects:

Mark of the Avenger: Any weapon you wield for the next scene is considered *holy* (see p. 135).

Mark of the Unassailable: For the next scene, you are under the effect of a *heavenly shield* spell (see p. 134).

Mark of Discernment: For the next scene, you see clearly in any lighting, and double successes on Notice rolls.

BACKGROUND ABILITY

Devout: +2 dice to any rolls made to resist rites or supernatural effects by servants of the Adversary.

SIN EFFECTS

Despairing: You may gain one Damnation point to ignore any Fear effect with a strength less than or equal to your Personality.