

Witch Hunter

DARK PROVIDENCE™

CHARACTER NAME:		PLAYER NAME:	
BACKGROUND:	Navigator	ORDER:	Apostles of the New Dawn
NATIONALITY:		RELIGION:	
SIN:	Vain	VIRTUE:	Just
CATALYST:			
DESCRIPTION:			

ABILITY SCORES

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

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

WEAPONS

Weapon: Rapier	Comp: 0	DMod: +2
Range: --	Size: M	Weight: 2
Melee: 6d	Ranged: --	Reload: --
Weapon: Dagger	Comp: 0	DMod: +1
Range: --	Size: S	Weight: 1
Melee: 6d	Ranged: 2/4/8/16	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: Fencing Jacket 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

Rapier	Bible
Dagger	Navigator's tools
Fencing jacket	£1, 11s, 7d on hand
Garb, gentleman's	
Handkerchief (2)	£4 in bank
Hat	
Wig	
Pouch/Purse	
Backpack	
Tobacco (1/2 lb)	
Lantern	
Mirror, small	
Pocket watch	

COMBAT DICE POOLS

Initiative: 6d	Archery 3d
(Reflex (AGI))	Firearms 3d
	Grapple 3d
Defense: 3d+1+1	Hand-to-Hand 6d
(AGI+TOU/2)	Throw 3d

TALENTS

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

Basic Fighting Tradition (La Verdadera Destreza): May learn Basic Fighting Styles of this Tradition

Basic Fighting Style (My Blade Is My Armor): Gain +1 Defense each round when wielding a rapier

Dilettante: Begin play with an extra £30; gain £4 after each adventure if none is withdrawn from bank

ORDER'S BENEFITS

May attempt to recreate any Prayer or Hermetic rite for which you meet the prerequisites. Difficulty is increased by +2.

Gain extra Speak Language points equal to your Education.

BACKGROUND ABILITY

Direction Sense: You always know which way is north. You will never get lost as long as you have maps and/or a compass.

SIN EFFECTS

Vain: On any Charm check, you may gain one Damnation point to gain bonus dice equal to your Personality.