

# Witch Hunter

## DARK PROVIDENCE™

<b>CHARACTER NAME:</b>		<b>PLAYER NAME:</b>	
<b>BACKGROUND:</b>	Soldier	<b>ORDER:</b>	Crusaders Inviolata
<b>NATIONALITY:</b>		<b>RELIGION:</b>	
<b>SIN:</b>	Prideful	<b>VIRTUE:</b>	Prudent
<b>CATALYST:</b>			
<b>DESCRIPTION:</b>			

### ABILITY SCORES

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

### SKILLS

BG	Skill (Ability)	Total	=	Level	+	Ability	+	Bonus	BG	Skill (Ability)	Total	=	Level	+	Ability	+	Bonus
<b>FIGHTING SKILLS</b>									<b>PROFESSIONAL SKILLS</b>								
	Archery (AGI)		=		+		+			Animal Care (INT)		=		+		+	
Y	Firearms (AGI)	5	=	2	+	3	+			Construct (EDU):		=		+		+	
	Grapple (STR)	4	=	1	+	3	+					=		+		+	
Y	Hand-to-Hand (STR)	5	=	2	+	3	+					=		+		+	
	Throw (STR)		=		+		+			Disable (REA)		=		+		+	
<b>INTERACTION SKILLS</b>																	
	Charm (PER)		=		+		+			Evaluate (EDU)		=		+		+	
Y	Command (COU)	6	=	2	+	4	+			Gamble (INT)		=		+		+	
	Deceive (PER)		=		+		+			Gossip (PER)		=		+		+	
	Empathy (INT)		=		+		+			Heal (INT)		=		+		+	
	Intimidate (PER)		=		+		+			Herbalism (EDU)		=		+		+	
	Pantomime (PER)		=		+		+			Myth and Lore (EDU)		=		+		+	
<b>MOVEMENT SKILLS</b>																	
	Acrobatics (AGI)		=		+		+			Occult (EDU)		=		+		+	
	Climb (STR)		=		+		+			Navigation (INT)		=		+		+	
	Contortionist (AGI)		=		+		+			Perform (PER):		=		+		+	
	Drive (AGI)		=		+		+					=		+		+	
	Jump (STR)		=		+		+			Research (REA)		=		+		+	
	Ride (AG)		=		+		+			Sail (AGI)		=		+		+	
	Row (STR)		=		+		+			Sorcerous Tradition:		=		+		+	
	Stealth (AGI)	4	=	1	+	3	+					=		+		+	
	Swim (STR)		=		+		+			Speak Lang. (REA):		=		+		+	
<b>REACTION SKILLS</b>																	
	Balance (AGI)		=		+		+			Native Language	6	=	3	+	3	+	
	Concentrate (WIL)		=		+		+				4	=	1	+	3	+	
Y	Endurance (TOU)	5	=	2	+	3	+				4	=	1	+		+	
	Notice (INT)	3	=	1	+	2	+			Subterfuge (AGI)		=		+		+	
Y	Parry (AGI)	5	=	2	+	3	+			Survival (INT)	3	=	1	+	2	+	
Y	Reflexes (AGI)	5	=	2	+	3	+			Track (INT)		=		+		+	
	Resolve (COU)		=		+		+			Trade (REA):		=		+		+	
			=		+		+					=		+		+	
			=		+		+			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:	4d	Ranged:	4d	Reload:	2
Weapon:	Sword	Comp:	1	DMod:	+3
Range:	--	Size:	M	Weight:	3.5
Melee:	4d	Ranged:	--	Reload:	--
Weapon:	Dagger	Comp:	0	DMod:	+1
Range:	2/4/8/16	Size:	S	Weight:	1
Melee:	5d	Ranged:	3d	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: Buff Coat Value: 2  
 AP: -1 MP: 0 Wt: 5

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

Garb, Common	£2, 13s, 9d
Backpack	
Bedroll	
Buff Coat	
Dagger	
Musket	
Powder and Shot	
Rations, 7 days	
Whetstone	
Waterskin	
Torch, 2	
Tinderbox	
Rope, 10 yards	
Sword	

## COMBAT DICE POOLS

Initiative:	6d	Archery	3d
(Reflex (AGI))		Firearms	5d
Defense:	3d+2	Grapple	4d
(AGI+TOU/2)		Hand-to-Hand	5d
		Throw	3d

## TALENTS

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

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

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

## ORDER'S BENEFITS

**Inner Circle (1):** May contact Crusaders Inviolat for help with Research, loan of money, or borrowing a Relic

## BACKGROUND ABILITY

**Veteran:** +1 die to Initiative. Once per scene, remove a number of wounds equal to your Toughness from your damage track.

## SIN EFFECTS

**Prideful:** You may gain one Damnation point to reroll any skill check. You must take the result of the second check even if it is worse than the first, but the second check can never cause a Botch.