

Witch Hunter

DARK PROVIDENCE™

CHARACTER NAME:		PLAYER NAME:	
BACKGROUND:	Spy	ORDER:	Crusaders Inviolata
NATIONALITY:		RELIGION:	
SIN:	Deceitful	VIRTUE:	Humble
CATALYST:			
DESCRIPTION:			

ABILITY SCORES

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

Black Powder: OOOOOOOOOOOOOO
OOOOOOOOOOOOOO

(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

<u>Level</u>	<u>Wounds</u>	<u>Effect</u>	<u>CR</u>
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, Gentleman's
- Backpack
- Candles, wax (5)
- Ink (2 oz.)
- Paper (10 sheets)
- Pouch
- Quill (4)
- Handkerchief (2)
- Mirror, Small
- Simple Cross Necklace
- Dagger
- £1, 2s, 5d

COMBAT DICE POOLS

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

TALENTS

Charismatic: -1 Difficulty on all Charm rolls

Dealmaker: +1 die on all Charm rolls made to haggle

Unreadable: +2 dice on Deceive checks made to oppose Empathy rolls

ORDER'S BENEFITS

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

BACKGROUND ABILITY

Adaptable: +2 dice to Deceive rolls when pretending to be someone else

SIN EFFECTS

Deceitful: You may gain one Damnation point in order to gain one automatic success on any Deceive roll.