

Witch Hunter

DARK PROVIDENCE™

CHARACTER NAME:	Thug	PLAYER NAME:	Sunwise Circle
BACKGROUND:		ORDER:	
NATIONALITY:		RELIGION:	
SIN:	Hot-Headed	VIRTUE:	Just
CATALYST:			
DESCRIPTION:			

ABILITY SCORES

PHYSICAL	MENTAL	SPIRITUAL
STRENGTH <u>4</u>	EDUCATION <u>2</u>	COURAGE <u>3</u>
AGILITY <u>3 (2)</u>	REASON <u>2</u>	INTUITION <u>2</u>
TOUGHNESS <u>4</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):		=		+		+	
Y	Grapple (STR)	<u>5</u>	=	<u>1</u>	+	<u>4</u>	+					=		+		+	
Y	Hand-to-Hand (STR)	<u>8</u>	=	<u>4</u>	+	<u>4</u>	+					=		+		+	
	Throw (STR)		=		+		+					=		+		+	
	<u>INTERACTION SKILLS</u>											=		+		+	
	Charm (PER)		=		+		+			Disable (REA)		=		+		+	
	Command (COU)	<u>4</u>	=	<u>1</u>	+	<u>3</u>	+		Y	Evaluate (EDU)		=		+		+	
	Deceive (PER)		=		+		+			Gamble (INT)		=		+		+	
	Empathy (INT)		=		+		+			Gossip (PER)	<u>4</u>	=	<u>1</u>	+	<u>3</u>	+	
Y	Intimidate (PER)	<u>6</u>	=	<u>1</u>	+	<u>3</u>	+	<u>2</u>		Heal (INT)		=		+		+	
	Pantomime (PER)		=		+		+			Herbalism (EDU)		=		+		+	
	<u>MOVEMENT SKILLS</u>									Myth and Lore (EDU)		=		+		+	
	Acrobatics (AGI)		=		+		+			Occult (EDU)		=		+		+	
	Climb (STR)		=		+		+			Navigation (INT)		=		+		+	
	Contortionist (AGI)		=		+		+			Perform (PER):		=		+		+	
	Drive (AGI)		=		+		+					=		+		+	
	Jump (STR)	<u>5</u>	=	<u>1</u>	+	<u>4</u>	+			Research (REA)		=		+		+	
	Ride (AG)		=		+		+			Sail (AGI)		=		+		+	
	Row (STR)		=		+		+			Sorcerous Tradition:		=		+		+	
Y	Stealth (AGI)	<u>3</u>	=	<u>1</u>	+	<u>2</u>	+					=		+		+	
	Swim (STR)		=		+		+					=		+		+	
	<u>REACTION SKILLS</u>									Speak Lang. (REA):							
	Balance (AGI)		=		+		+			Native Language	<u>5</u>	=	<u>3</u>	+	<u>2</u>	+	
	Concentrate (WIL)		=		+		+				<u>4</u>	=	<u>2</u>	+	<u>2</u>	+	
	Endurance (TOU)	<u>5</u>	=	<u>1</u>	+	<u>4</u>	+			Subterfuge (AGI)		=		+		+	
	Notice (INT)		=		+		+			Survival (INT)		=		+		+	
	Parry (AGI)	<u>4</u>	=	<u>2</u>	+	<u>2</u>	+			Track (INT)		=		+		+	
Y	Reflexes (AGI)	<u>3</u>	=	<u>1</u>	+	<u>2</u>	+			Trade (REA):		=		+		+	
	Resolve (COU)	<u>4</u>	=	<u>1</u>	+	<u>3</u>	+					=		+		+	
										Trained Knowl. (EDU):		=		+		+	
												=		+		+	
												=		+		+	

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

WEAPONS

Weapon:	Cutlass	Comp:	2	DMod:	+3
Range:	--	Size:	M	Weight:	2.5
Melee:	6d	Ranged:	--	Reload:	--
Weapon:	Club	Comp:	0	DMod:	+2
Range:	2/4/8/16	Size:	M	Weight:	2.5
Melee:	8d	Ranged:	2d	Reload:	--
Weapon:	Unarmed	Comp:	0	DMod:	+1
Range:	--	Size:	S	Weight:	--
Melee:	9d	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: Buff Coat Value: 2
AP: -1 MP: 0 Wt: 5

Armor: Value: _____
AP: MP: Wt: _____

HEALTH TRACK

Level	Wounds	Effect	CR
Healthy (Tx2)	OOOOOOOOOO	--	--
Light (Tx1.5)	OOOOOOOO	-1	--
Moderate (Tx1)	OOOOOO	-2	1
Heavy (Tx1)	OOOOO	-3	2
Dying (Tx0.5)	OOO	-4	3

EQUIPMENT

Backpack	Tinderbox
Dagger	Whetstone
Club	Crowbar
Garrote	£7, 17s, 11d
Cutlass	
Buff Coat	
Garb, common	
Belt	
Boots	
Large Russian Cross	
Bedroll	
Rope, 10 yards	
Sack	

COMBAT DICE POOLS

Initiative:	3d	Archery	2d
(Reflex (AGI))		Firearms	2d
		Grapple	5d
Defense:	3d+2	Hand-to-Hand	8d
(AGI+TOU/2)		Throw	2d

TALENTS

It's Just a Scratch: A D3 Endurance check lets you ignore Light wound penalties. A D4 Endurance check lets you ignore Moderate wound penalties.

Pugilist: +1 die to Hand-to-Hand attacks when unarmed. Opponents are at -1 die on Reactions to avoid your unarmed attacks.

Tough: +1 point on each level of your Health Track.

ORDER'S BENEFITS

Once per adventure, before rolling, you may declare that you are calling on your inner strength. Add a number of extra dice equal to the ability score you are rolling. You must use this ability on one skill in each of the five categories before you can use it on the same category twice.

BACKGROUND ABILITY

Fierce: +2 dice to Intimidate checks. +1 DM on unarmed attacks.

SIN EFFECTS

Hot-Headed: When rolling Initiative, you may take one Damnation point to gain bonus dice equal to your Personality. If you are the one starting the fight, gain 1 automatic success on the check.