

# Witch Hunter

## DARK PROVIDENCE™

<b>CHARACTER NAME:</b> _____	<b>PLAYER NAME:</b> _____
<b>BACKGROUND:</b> _____	<b>ORDER:</b> _____
<b>NATIONALITY:</b> _____	<b>RELIGION:</b> _____
<b>SIN:</b> _____	<b>VIRTUE:</b> _____
<b>CATALYST:</b> _____	
<b>DESCRIPTION:</b> _____	

### ABILITY SCORES

<b>PHYSICAL</b>	<b>MENTAL</b>	<b>SPIRITUAL</b>
<b>STRENGTH</b> _____	<b>EDUCATION</b> _____	<b>COURAGE</b> _____
<b>AGILITY</b> _____	<b>REASON</b> _____	<b>INTUITION</b> _____
<b>TOUGHNESS</b> _____	<b>WILL</b> _____	<b>PERSONALITY</b> _____

### SKILLS

BG	Skill (Ability)	Total	=	Level	+	Ability	+	Bonus	BG	Skill (Ability)	Total	=	Level	+	Ability	+	Bonus	
<b><u>FIGHTING SKILLS</u></b>									<b><u>PROFESSIONAL SKILLS</u></b>									
	Archery (AGI)	_____	=	_____	+	_____	+	_____		Animal Care (INT)	_____	=	_____	+	_____	+	_____	
	Firearms (AGI)	_____	=	_____	+	_____	+	_____		Construct (EDU):	_____	=	_____	+	_____	+	_____	
	Grapple (STR)	_____	=	_____	+	_____	+	_____			_____	=	_____	+	_____	+	_____	
	Hand-to-Hand (STR)	_____	=	_____	+	_____	+	_____			_____	=	_____	+	_____	+	_____	
	Throw (STR)	_____	=	_____	+	_____	+	_____		Disable (REA)	_____	=	_____	+	_____	+	_____	
<b><u>INTERACTION SKILLS</u></b>																		
	Charm (PER)	_____	=	_____	+	_____	+	_____		Evaluate (EDU)	_____	=	_____	+	_____	+	_____	
	Command (COU)	_____	=	_____	+	_____	+	_____		Gamble (INT)	_____	=	_____	+	_____	+	_____	
	Deceive (PER)	_____	=	_____	+	_____	+	_____		Gossip (PER)	_____	=	_____	+	_____	+	_____	
	Empathy (INT)	_____	=	_____	+	_____	+	_____		Heal (INT)	_____	=	_____	+	_____	+	_____	
	Intimidate (PER)	_____	=	_____	+	_____	+	_____		Herbalism (EDU)	_____	=	_____	+	_____	+	_____	
	Pantomime (PER)	_____	=	_____	+	_____	+	_____		Myth and Lore (EDU)	_____	=	_____	+	_____	+	_____	
<b><u>MOVEMENT SKILLS</u></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)	_____	=	_____	+	_____	+	_____			_____	=	_____	+	_____	+	_____	
	Swim (STR)	_____	=	_____	+	_____	+	_____		Speak Lang. (REA):	_____	=	_____	+	_____	+	_____	
<b><u>REACTION SKILLS</u></b>																		
	Balance (AGI)	_____	=	_____	+	_____	+	_____		Native Language	_____	=	3	+	_____	+	_____	
	Concentrate (WIL)	_____	=	_____	+	_____	+	_____			_____	=	_____	+	_____	+	_____	
	Endurance (TOU)	_____	=	_____	+	_____	+	_____			_____	=	_____	+	_____	+	_____	
	Notice (INT)	_____	=	_____	+	_____	+	_____		Subterfuge (AGI)	_____	=	_____	+	_____	+	_____	
	Parry (AGI)	_____	=	_____	+	_____	+	_____		Survival (INT)	_____	=	_____	+	_____	+	_____	
	Reflexes (AGI)	_____	=	_____	+	_____	+	_____		Track (INT)	_____	=	_____	+	_____	+	_____	
	Resolve (COU)	_____	=	_____	+	_____	+	_____		Trade (REA):	_____	=	_____	+	_____	+	_____	
										Trained Knowl. (EDU):	_____	=	_____	+	_____	+	_____	
											_____	=	_____	+	_____	+	_____	
											_____	=	_____	+	_____	+	_____	

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

