

Witch Hunter

DARK PROVIDENCE™

CHARACTER NAME:		PLAYER NAME:	
BACKGROUND:	Adventurer	ORDER:	Stalwarts of St. Christopher
NATIONALITY:		RELIGION:	
SIN:	Vengeful	VIRTUE:	Courageous
CATALYST:			
DESCRIPTION:			

ABILITY SCORES

PHYSICAL	MENTAL	SPIRITUAL
STRENGTH <u>2</u>	EDUCATION <u>2</u>	COURAGE <u>3</u>
AGILITY <u>4</u>	REASON <u>3</u>	INTUITION <u>3</u>
TOUGHNESS <u>4</u>	WILL <u>3</u>	PERSONALITY <u>2</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)		=		+		+	
Y	Firearms (AGI)	<u>6</u>	=	<u>2</u>	+	<u>4</u>	+			Construct (EDU):		=		+		+	
	Grapple (STR)		=		+		+					=		+		+	
Y	Hand-to-Hand (STR)	<u>4</u>	=	<u>2</u>	+	<u>2</u>	+					=		+		+	
	Throw (STR)		=		+		+			Disable (REA)		=		+		+	
	<u>INTERACTION SKILLS</u>									Evaluate (EDU)		=		+		+	
	Charm (PER)		=		+		+			Gamble (INT)		=		+		+	
	Command (COU)		=		+		+			Gossip (PER)		=		+		+	
	Deceive (PER)		=		+		+			Heal (INT)		=		+		+	
	Empathy (INT)	<u>5</u>	=	<u>2</u>	+	<u>3</u>	+			Herbalism (EDU)		=		+		+	
	Intimidate (PER)		=		+		+			Myth and Lore (EDU)	<u>3</u>	=	<u>1</u>	+	<u>2</u>	+	
	Pantomime (PER)		=		+		+			Occult (EDU)		=		+		+	
	<u>MOVEMENT SKILLS</u>									Navigation (INT)		=		+		+	
	Acrobatics (AGI)	<u>5</u>	=	<u>1</u>	+	<u>4</u>	+			Perform (PER):		=		+		+	
Y	Climb (STR)	<u>3</u>	=	<u>1</u>	+	<u>2</u>	+					=		+		+	
	Contortionist (AGI)		=		+		+			Research (REA)		=		+		+	
	Drive (AGI)		=		+		+			Sail (AGI)		=		+		+	
	Jump (STR)		=		+		+			Sorcerous Tradition:		=		+		+	
	Ride (AG)		=		+		+					=		+		+	
	Row (STR)		=		+		+					=		+		+	
	Stealth (AGI)	<u>5</u>	=	<u>1</u>	+	<u>4</u>	+			Speak Lang. (REA):		=		+		+	
	Swim (STR)	<u>3</u>	=	<u>1</u>	+	<u>2</u>	+			Native Language	<u>6</u>	=	<u>3</u>	+	<u>3</u>	+	
	<u>REACTION SKILLS</u>										<u>4</u>	=	<u>1</u>	+	<u>3</u>	+	
	Balance (AGI)		=		+		+				<u>4</u>	=	<u>1</u>	+	<u>3</u>	+	
	Concentrate (WIL)		=		+		+					=		+		+	
Y	Endurance (TOU)	<u>5</u>	=	<u>1</u>	+	<u>4</u>	+		Y	Subterfuge (AGI)		=		+		+	
	Notice (INT)	<u>5</u>	=	<u>1</u>	+	<u>3</u>	+	<u>1</u>		Survival (INT)	<u>4</u>	=	<u>1</u>	+	<u>3</u>	+	
	Parry (AGI)	<u>5</u>	=	<u>1</u>	+	<u>4</u>	+			Track (INT)		=		+		+	
Y	Reflexes (AGI)	<u>7</u>	=	<u>1</u>	+	<u>4</u>	+	<u>2</u>		Trade (REA):		=		+		+	
	Resolve (COU)		=		+		+					=		+		+	
										Trained Knowl. (EDU):		=		+		+	
												=		+		+	

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

WEAPONS

Weapon:	Club	Comp:	0	DMod:	+2
Range:	2/4/8/16	Size:	M	Weight:	2.5
Melee:	4d	Ranged:	4d	Reload:	--
Weapon:	Dagger	Comp:	0	Dmod:	+1
Range:	2/4/8/16	Size:	S	Weight:	1
Melee:	4d	Ranged:	4d	Reload:	--
Weapon:	Blunderbuss	Comp:	--	Dmod:	+3
Range:	Special	Size:	L	Weight:	25
Melee:	4d	Ranged:	6d	Reload:	4

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:	Fencing Jacket	Value:	1
AP:	0	MP:	0
		Wt:	2
Armor:	Shield	Value:	+1d
AP:	0	MP:	0
		Wt:	4

HEALTH TRACK

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

EQUIPMENT

Blunderbuss
Powder and shot (5 lb.)
Club
Dagger
Fencing jacket
Shield
Garb, common
Backpack
Tinderbox
Torches (4)
Waterskin
Rations (7 days)
£6, 4s, 2d

COMBAT DICE POOLS

Initiative:	7d	Archery	4d
(Reflex (AGI))		Firearms	6d
		Grapple	2d
Defense:	4d+1+1d	Hand-to-Hand	4d
(AGI+TOU/2)		Throw	4d

TALENTS

Danger Sense: +2 dice on Reflexes checks; +1 dice on Notice checks.

Talented (Parry): Re-roll a single 1 result on any Parry check.

Talented (Notice): Re-roll a single 1 result on any Notice check.

ORDER'S BENEFITS

Once per round, you may use any or all of your Defense Pool to block attacks directed at any other character within arm's reach. If you do not have enough successes to block the entire attack, you suffer the damage rather than the original target.

BACKGROUND ABILITY

Dumb Luck: Once per Scene, you may re-roll any one Action check. You must accept the results of the second roll, even if it is worse than the first.

SIN EFFECTS

Vengeful: Whenever you deal damage to a creature or character that has previously done damage to you, you may gain one Damnation point to roll bonus dice equal to your Personality. Each success does one additional point of damage.