

# Witch Hunter

## DARK PROVIDENCE™

<b>CHARACTER NAME:</b>	Brave	<b>PLAYER NAME:</b>	Ghost People
<b>BACKGROUND:</b>		<b>ORDER:</b>	
<b>NATIONALITY:</b>		<b>RELIGION:</b>	
<b>SIN:</b>	Careless	<b>VIRTUE:</b>	Humble
<b>CATALYST:</b>			
<b>DESCRIPTION:</b>			

## ABILITY SCORES

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

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

## WEAPONS

Weapon:	Hatchet	Comp:	0	DMod:	+2
Range:	2/4/8/16	Size:	S	Weight:	3
Melee:	6d	Ranged:	4d	Reload:	--
Weapon:	Bow	Comp:	3	Dmod:	+4
Range:	12/24/48/96	Size:	L	Weight:	1.5
Melee:	--	Ranged:	2d	Reload:	1
Weapon:	_____	Comp:	_____	Dmod:	_____
Range:	_____	Size:	_____	Weight:	_____
Melee:	_____	Ranged:	_____	Reload:	_____

Arrows/Bolts: OOOOOOOOOO  
 OOOOOOOOOO  
 OOOOOOOOOO

## ARMOR

Armor:	Buckskins/Furs	Value:	1
AP:	0	MP:	0
		Wt:	2
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

Bow
30 arrows
Hatchet (2)
Buckskins and furs
Backpack
Bedroll
Fishing line
Fishing hook (3)
Rope (10 yards)
Tinderbox
Waterskin
Rations (7 days)
2 black wampumpeag, 10s each
40 black wampumpeag, 6d each
40 white wampumpeag, 3d each
£6, 8s, 2d

## COMBAT DICE POOLS

Initiative:	4d	Archery	5d
(Reflex (AGI))	_____	Firearms	4d
Defense:	4d+1	Grapple	3d
(AGI+TOU/2)	_____	Hand-to-Hand	6d
		Throw	4d

## TALENTS

**Attack Focus (Hatchet):** -1 Complexity when attacking with a Hatchet

**Lucky:** Once per Scene, you may re-roll any or all dice rolled on a single Action check.

**Swift:** You move 12 yards when walking and 20 yards when running. Outside of combat, you walk 4 miles per hour and run 7 miles per hour.

## ORDER'S BENEFITS

May use the Stealth skill in natural surroundings even without any cover to hide behind. If you have cover in natural surroundings, you may double the number of Stealth successes you have as long as you do not move.

You also receive +1 bonus die to all rolls made while in your native territory or terrain.

## BACKGROUND ABILITY

**Natural Stealth:** You receive +2 dice on any Stealth rolls made outdoors.

## SIN EFFECTS

**Careless:** When making any check, you may gain one Damnation point to add a number of bonus dice equal to your Personality. If you do not roll any successes on the check, you automatically Botch.