

Witch Hunter

DARK PROVIDENCE™

CHARACTER NAME: _____	PLAYER NAME: _____
BACKGROUND: Hunter _____	ORDER: Stalkers of the Unseen Hunt _____
NATIONALITY: _____	RELIGION: _____
SIN: Bloodthirsty _____	VIRTUE: Industrious _____
CATALYST: _____	_____
DESCRIPTION: _____	_____

ABILITY SCORES

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

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

WEAPONS

Weapon: <u>Musket</u>	Comp: <u>1</u>	DMod: <u>+3</u>
Range: <u>20/40/80/160</u>	Size: <u>L</u>	Weight: <u>25</u>
Melee: <u>6d</u>	Ranged: <u>6d</u>	Reload: <u>2</u>
Weapon: <u>Hatchet</u>	Comp: <u>1</u>	DMod: <u>+2</u>
Range: <u>2/4/8/16</u>	Size: <u>S</u>	Weight: <u>3</u>
Melee: <u>5d</u>	Ranged: <u>3d</u>	Reload: <u>--</u>
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>6d</u>	Ranged: <u>4d</u>	Reload: <u>--</u>

Black Powder: OOOOOOOOOOOOOO
OOOOOOOOOOOOOO
OOOOOOOOOOOOOO
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: 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

Musket
Black powder (5 lb.)
Hatchet (2)
Dagger
Buckskins/Furs
Garb, common
Backpack
Bedroll
Tinderbox
Waterskin
Whetstone
Fishing hook (3)
Fishing Line
£4, 6s, 3d

COMBAT DICE POOLS

Initiative: <u>5d</u>	Archery <u>4d</u>
(Reflex (AGI))	Firearms <u>7d</u>
	Grapple <u>4d</u>
Defense: <u>4d+1</u>	Hand-to-Hand <u>6d</u>
(AGI+TOU/2)	Throw <u>4d</u>

TALENTS

Attack Focus (Musket): Weapon's Complexity is reduced by 1.

Direction Sense: +1 die to Navigation rolls; Navigation rolls take only 1 action (not 1 minute)

Expertise (Firearms): +1 die to Firearms rolls.

Marksman: +2 dice per round spent Aiming

Speed Loader: Reloading firearms takes 1 less round than usual (minimum 1 round)

ORDER'S BENEFITS

Bonus Talents (listed above)

BACKGROUND ABILITY

Blooded: +1 die bonus to initiative rolls, +1 die bonus to Track rolls made against animals

SIN EFFECTS

Bloodthirsty: Whenever you make a non-magical attack that deals damage, you may gain one Damnation point to roll bonus dice equal to your Personality. Each success does one additional point of damage.