

Witch Hunter

DARK PROVIDENCE™

CHARACTER NAME: _____	PLAYER NAME: _____
BACKGROUND: _____	ORDER: _____
NATIONALITY: _____	RELIGION: _____
SIN: _____	VIRTUE: _____
CATALYST: _____	
DESCRIPTION: _____	

ABILITY SCORES

PHYSICAL	MENTAL	SPIRITUAL
STRENGTH _____	EDUCATION _____	COURAGE _____
AGILITY _____	REASON _____	INTUITION _____
TOUGHNESS _____	WILL _____	PERSONALITY _____

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

Hero Points: 1
True Faith: ØØØØØØØØØØ
 ØØØØØØØØØØ :Damnation

