

# WITCH

NAME \_\_\_\_\_

CHARACTER \_\_\_\_\_

FATE \_\_\_\_\_

ATTRIBUTES

INTELLIGENCE

WISDOM

PERCEPTION

CHARISMA

MANIPULATION

DEXTERITY

STRENGTH

STAMINA

- |              |   |
|--------------|---|
| Athletics    | ◇ |
| Brawl        | ◇ |
| Craft        | ◇ |
| Deception    | ◇ |
| Dodge        | ◇ |
| Drive        | ◇ |
| Empathy      | ◇ |
| Etiquette    | ◇ |
| Explosives   | ◇ |
| Expression   | ◇ |
| Intimidation | ◇ |
| Melee        | ◇ |
| Perform      | ◇ |
| Ranged       | ◇ |
| Spot         | ◇ |
| Stealth      | ◇ |
| Streetwise   | ◇ |
| Survival     | ◇ |
| Thievery     | ◇ |
| Wits         | ◇ |
|              | ◇ |
|              | ◇ |

SKILLS



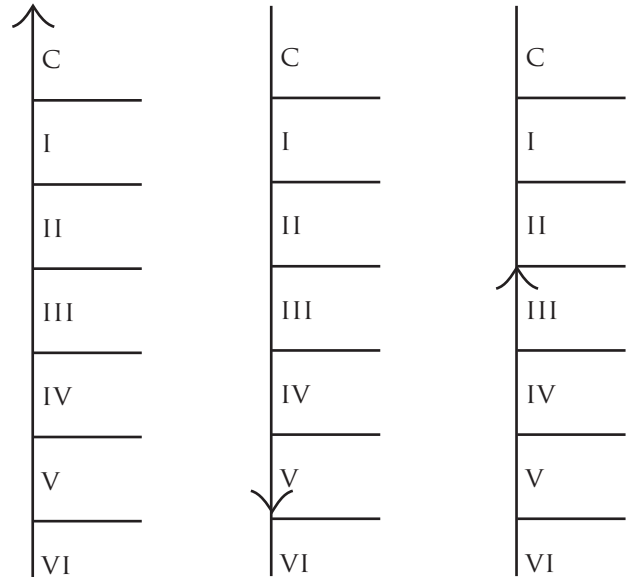
SPELL LEVEL

SPELL XP

- |         |   |        |   |
|---------|---|--------|---|
| Casting | □ | Ritual | □ |
| Potions | □ | Sense  | □ |
| Occult  | □ | Gauze  | □ |

TALENTS

SPELLS



- PURSUIITS
- ◇ Funds
  - ◇ Property
  - ◇ Contacts
  - ◇ Status
  - ◇ Prestige
  - ◇ Artefacts
  - ◇ +2 / +4
  - ◇ -2 / -4

- HIT POINTS
- ↙ Hurt
  - ↙ Injured  
+1 difficulty
  - ↙ Mauled  
+3 difficulty
  - ↙ Unconscious

- COMBAT STATS
- INITIATIVE MOD.  
(Dex. or Per.) \_\_\_\_\_
- CD TO HIT  
(11+Dodge) \_\_\_\_\_
- SOAK  
(armour rating) \_\_\_\_\_

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Botch Chance  
Quick Reference

#	Canto	
	I-III	IV-VI
1	2	2
2	2-3	2-4
3	2-5	2-7
4	2-7	2-11
5	2-9	2-14
6	2-11	2-17
7	2-13	2-19
8	2-15	-
9	2-17	-
10	2-19	-

XP