# Combat Skill

<table>
<thead>
<tr>
<th>Name:</th>
<th>Race:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>True Name:</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Hit Points:</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Experience Level:</strong></td>
<td></td>
</tr>
<tr>
<td><strong>D.C. (Physical):</strong></td>
<td></td>
</tr>
</tbody>
</table>

## Saving Throws

| Save vs. Spell/Ward: | / |
| Save vs. Fume/Ritual: | / |
| Save vs. Poison: | / |
| Save vs. Harmful Drugs: | / |
| Save vs. Insanity: | + |
| Save vs. Possession: | + |
| Save vs. Horror Factor: | + |
| Save vs. Coma/Death: | + |

## Damage Record

| Hit Points: | |
| I.S.P.: | |
| P.P.E.: | |

<table>
<thead>
<tr>
<th>Damage / Rate</th>
<th>Parry / Range</th>
<th>Damage / Rate</th>
<th>Armor:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str/Str</td>
<td>Arm/Arm</td>
<td></td>
<td>A.R.</td>
</tr>
</tbody>
</table>

## O.C.C. Skills

| Native Language: | 98 |
| Speak (+10%): | 5 |
| Speak (+10%): | 5 |
| Lore: Demons & Monsters (+20%): | 5 |
| Lore: Fae Folk (+10%): | 5 |

## Two Weapon Proficiencies of Choice

### Witch Abilities

- The Pact:
- The Gift:

## Major Pact Bonus Power:

| Demon Familiar: | *Animal Type: |

## Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>Damage</th>
<th>Weapon Proficiencies</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Str/Str</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Str/Str</td>
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<tr>
<td></td>
<td></td>
<td>Str/Str</td>
</tr>
</tbody>
</table>

## Ammunition

- Ammunition (+): |
- Ammunition (+): |

## Equipment

### Special Abilities/Skills

### Notes

## Money

| Gold: | |
| Salary: | |
| Valuables: | |

### Outfits

- |
- |
- |