



CHARACTER SHEET

Name Father Joseph Donovan Player Blessed
 Ht 5'11" Wt 180 Size Modifier 0 Age 38
 Appearance Stocky, short salt-and-pepper hair, gray eyes

Point Total 175
 Unspent Points 0

ST	10	[0]	HP	10	<small>CURRENT</small>	[0]
DX	11	[20]	Will	14		[20]
IQ	12	[40]	Per	12		[10]
HT	12	[20]	FP	12	<small>CURRENT</small>	[0]

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]

DR	TL: 5	[0]
0	Cultural Familiarities	

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5 [-15] BASIC MOVE 5 [0]

PARRY	Reaction Modifiers
8	Appearance:
DX	Status: +0
BLOCK	Other: +0
6	Conditional: +1 from 'Clerical Investment', -1 from 'Stubbornness', +2 from 'Voice' when your voice can be heard
DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 5	Dodge 8
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 4

SKILLS			
Name	Level	Relative Level	
Area Knowledge (Colorado)	12	IQ+0	[1]
Breath Control	10	HT-2	[1]
Carousing	12	HT+0	[1]
Detect Lies	12	Per+0	[4]
Diplomacy	14	IQ+2	[4]
Exorcism	14	Will+0	[4]
First Aid/TL5 (Human)	12	IQ+0	[1]
Guns/TL5 (Pistol)	13	DX+2	[4]
Hidden Lore (The Weird West)	11	IQ-1	[1]
Intimidation	13	Will-1	[1]
Leadership	11	IQ-1	[1]
Literature	10	IQ-2	[1]
Occultism	11	IQ-1	[1]
Propaganda/TL5	11	IQ-1	[1]
Public Speaking	14	IQ+2	[2]
Religious Ritual (Protestant)	11	IQ-1	[2]
Riding (Equines)	10	DX-1	[1]
Teaching	11	IQ-1	[1]
Theology (Christian)	12	IQ+0	[4]
Weather Sense	12	IQ+0	[2]

ADVANTAGES AND PERKS	
Clerical Investment	[5]
Divine Favor 8	[45]
Learned Prayer (Confidence)	[3]
Learned Prayer (Final Rest)	[1]
Learned Prayer (Flesh Wounds)	[4]
Learned Prayer (Lay on Hands)	[8]
Learned Prayer (Protection from Evil, Enhanced)	[7]
Learned Prayer (Sermonize)	[4]
Learned Prayer (Spirit Weapon)	[5]
Power Investiture (Divine Favor) 1	[10]
Voice	[10]

DISADVANTAGES AND QUIRKS	
Charitable (12 or less)	[-15]
Discipline of Faith (Christian)	[-5]
Easy to Read	[-10]
Pacifism (Self-Defense Only)	[-15]
Stubbornness	[-5]
Wealth (Struggling)	[-10]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	11 (No)			
	Kick	1d-2 cr	C,1	9 (No)			
	Punch	1d-3 cr	C	11 (8)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Revolver, .36	2d-1 pi	1	120 / 1300	1	6(3i)	13	10	-2	2	3		150	2.5

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[95]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[102]
Disadvantages/Quirks	[-60]
Skills/Techniques	[38]
Other	[]