

Name: **G. N. Bunni** Player: \_\_\_\_\_ Campaign: **White Star Campaign**

Character Level: **1** Race: **White** Nationality: **England** Faith: **Protestant**

Class: **FIGHTER** Level: **1** Align. Nationality  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ f 5' 2" 115 lbs blue blonde Age: 24 24  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Gender Height Weight Eyes Hair apparent actual  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_  
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 Class: \_\_\_\_\_ Level: \_\_\_\_\_



Great Britain

Armor Worn:

**AC 16** = 10 + 3 + 3 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0

28 = 28 (current)

base armor shield DEX size class other misc nat.  
 bonus bonus mod mod mod magic mod armor  
 total special wounds / current hp subdual damage

attribute	score	modifier	score	modifier	spent	bonus
<b>STR</b>	12	1			4	
<b>DEX</b>	16	3			10	
<b>CON</b>	14	2			6	
<b>INT</b>	14	2			6	
<b>WIS</b>	10	0			2	
<b>CHA</b>	8	-1			0	

**HP 12**

**SPEED 30**

**INITIATIVE 3**

**LOAD Light**

**BASE ATTACK 1**

saving throws

	total	base save	ability mod	magic mod	feat mod	other mod
<b>Fortitude (CON)</b>	4	2	2			
<b>Reflex (DEX)</b>	3	0	3			
<b>Will (WIS)</b>	0	0	0			

attack bonuses

	total	base bonus	str mod	size mod	misc mod
<b>Melee</b>	+2	+1	1	0	
<b>Ranged</b>	+4	+1	3	0	

Weapon	bonus	total att +	damage	dam. bonus	critical	range	weight	type	size	prof.	RND	hide DC
Springfield M1903		+5	2d8+8	0	19-20/x3	200	12	P	2	M	5	-5
Colt New Army/Navy/Marine		+4	2d6+5	0	19-20/x2	30	2	P	L	S	6	+7
Dagger		+4	1d4	1	19-20/x2	10 ft.	1	P or S	L	S	0	0

Armor / Shield / protective items

type	AC bonus	check penalty	max dex	spell failure	weight

50 rifle bullets  
 25 bullets, pistol

- Languages**
- English
  - Germanic Group
  - German
  - French

- Feats**
- Weapon Focus (Service Rifle)
  - Track
  - Sixth Sense (Notice the supernatural, runs off your notice check).



# G. N. Bunni

:current

(starting)

current experience total:

:current character level

cash

\$ 150.00

	event	XP	Total XP	Level	needed	play date	DU	duL	location	in game date	+	-	total
1	Creation										\$ -	\$ 142.00	\$ 8.00
2													
3													
4													
5													
6													
7													
8													
9													
10													
11													
12													
13													
14													
15													

Gun Bunny: Born to a well to do family in England, this lady went against the will of her family while growing up. Instead of being fond of the typical pastimes of a young lady, she would follow the games keeper around and learned how to shoot. When the family decided it was high time for her to get married to an appropriate young man, she decided instead to take a long trip, under the auspices to the family that she just wanted to see the world before settling down. She first went to Africa, where she honed her skill with firearms. Then in the India colony, she had her first encounter with the supernatural when some thuggee cultists attempted a kidnapping for sacrifices. They soon found out that this sacrifice fought back. She was recruited into the Fellowship soon thereafter.

\* - may be taken multiple times, for different targets, does not stack; \*\* - may be taken multiple times, effects stack; (f) - Fighter feat

Chosen	General Feats	Prereq met?	other	ref
	Augment Summoning		Spellcaster 2nd+	srd
	Blind-Fight	no prereq		srd
	Combat Casting	no prereq		srd
	Combat Expertise	TRUE		srd
	Immovable Force (f)	FALSE		wsc
	Improved Disarm	FALSE		srd
	Improved Feint	FALSE	MV action feint (Bluff)	srd
	Flourish (f)	FALSE		wsc
	Improved Trip	FALSE		srd
	Combat Reflexes	no prereq		srd
	Take the Hit (f)	FALSE		wsc
	Dirty Fighting	Sneak Attack		wsc
	Doctor	FALSE		wsc
	Dodge	TRUE		srd
	Mobility	FALSE		srd
	Spring Attack	FALSE		srd
	Whirlwind Attack	FALSE		srd
	Endurance	no prereq		srd
	Die Hard	FALSE		srd
	Eschew Materials		any metamagic feat	srd
	Exotic Weapon Proficiency*	TRUE		srd
	Extra Turning**	FALSE		srd
	Great Fortitude	no prereq	+2 Fort	srd
	Hold This	no prereq		wsc
	Improved Counterspell	no prereq		srd
	Improved Critical*	FALSE		srd
	Improved Initiative	no prereq	+4 Init	srd
	Improved Turning		Ability to turn or rebuke creatures	srd
	Improved Unarmed Strike	no prereq		srd
	Deflect Arrows	FALSE		srd
	Snatch Arrows	FALSE		srd
	Improved Grapple	FALSE		srd
	Stunning Fist	FALSE		srd
	Iron Will	no prereq	+2 Will	srd
	Keen Sense*	no prereq	adds +2 to Notice with associated sense	wsc
	Leadership	FALSE		srd
	Lightning Reflexes	no prereq	+2 Reflex	srd
	Martial Weapon Proficiency*	no prereq		srd
	Mounted Combat	TRUE		srd
	Mounted Archery	FALSE		srd
	Ride-By Attack	FALSE		srd
	Spirited Charge	FALSE		srd
	Trample	FALSE		srd
	Old Money		1st level only	wsc
	Perfect Memory	FALSE	+5 to Int check to remember detail	wsc
	Perfect Placement	FALSE	ignore hardness vs. explosives	wsc
	Perfect Spot (f)	no prereq	ignore DR vs. creature	wsc
	Point Blank Shot	no prereq		srd
	Far Shot	FALSE		srd
	Get in Close (f)	FALSE	no AoO using firearm in melee	wsc
	Precise Shot	FALSE		srd
	Improved Precise Shot	FALSE		srd
	Trick Shot (f)	FALSE		wsc
	Rapid Shot	FALSE		srd
	Fan the Hammer (f)	FALSE	gain an additional secondary shot	wsc
	Manyshot	FALSE		srd
	Shot on the Run	FALSE		srd
	Power Attack	FALSE		srd
	Cleave	FALSE		srd
	Great Cleave	FALSE		srd
	Improved Bull Rush	FALSE		srd
	Improved Overrun	FALSE		srd
	Improved Sunder	FALSE		srd
	Irresistable Object (f)	FALSE		wsc
	Threatening Presence	FALSE		wsc

	Psychology		FALSE		wsc
	Quick Draw		TRUE		srd
	Give Me That		FALSE	use Sleight of Hand to take items from others	wsc
	Quick Learner		no prereq	gain 1 extra skill point/level	wsc
	Rapid Reload		Proficiency with Crossbow		srd
	Run		no prereq		srd
	Savant*		no prereq	Choose 2 skills to be Class	wsc
	Shield Proficiency		no prereq		srd
	Improved Shield Bash		FALSE		srd
	Tower Shield Proficiency		FALSE		srd
	Simple Weapon Proficiency		no prereq		srd
	Skill Focus*		no prereq		srd
	Savoir-Faire		FALSE		wsc
	Skill Symbiosis*		no prereq	+2 to 2 skills of choice	wsc
	Socialite				wsc
	Speedloader (f)		TRUE	load 6 bullets in 1 firearm	wsc
	Spell Focus*		no prereq		srd
	Greater Spell Focus*		FALSE		srd
	Spell Mastery*		FALSE		srd
	Spell Penetration		no prereq		srd
	Greater Spell Penetration		FALSE		srd
	Teamwork (f)		no prereq		wsc
	Toughness**		no prereq	+3 hp	srd
	Resilience		FALSE	gain 1 hp per level	wsc
1	Track		no prereq		srd
	Two-Weapon Fighting		TRUE		srd
	Improved Two-Weapon Fighting		FALSE		srd
	Greater Two-Weapon Fighting		FALSE		srd
	Two-Weapon Defense		FALSE		srd
	Weapon Finesse		TRUE		srd
1	Weapon Focus*	Springfield M1903	FALSE		srd
	Weapon Specialization*		FALSE		srd
	Greater Weapon Focus*		FALSE		srd
	Greater Weapon Specialization*		FALSE		srd

Chosen	Item Creation Feats	Prereq met?	other requirements	ref
	Brew Potion		Spellcaster 3rd+	srd
	Craft Magic Arms and Armor		Spellcaster 5th+	srd
	Craft Rod		Spellcaster 9th+	srd
	Craft Staff		Spellcaster 12th+	srd
	Craft Wand		Spellcaster 5th+	srd
	Craft Wondrous Item		Spellcaster 3rd+	srd
	Forge Ring		Spellcaster 12th+	srd
	Scribe Scroll		Spellcaster 1st+	srd

Chosen	Metamagic Feats	Prereq met?	spell level increase	ref
	Empower Spell	no prereq	+2	srd
	Enlarge Spell	no prereq	+1	srd
	Extend Spell	no prereq	+1	srd
	Heighten Spell	no prereq	+x	srd
	Maximize Spell	no prereq	+3	srd
	Quicken Spell	no prereq	+4	srd
	Silent Spell	no prereq	+1	srd
	Widen Spell		+3	srd

Chosen	Supernatural Feats	Prereq met?	skill used	ref	
1	Sixth Sense	notice the supernatural	no prereq	Notice	wsc
	Arithmology	bonus to spell DCs vs target	FALSE	Mathematics	wsc
	Meditation	bonus to attributes	TRUE	Concentration	wsc
	Presence	supernatural creatures & undead	TRUE	Diplomacy / Handle Animal	wsc
	Prognostication	omens & fortune telling	FALSE	Decipher Script	wsc
	Psychometry	object reading	TRUE	Gather Information	wsc

Chosen	Additional Feats	Prereq met?	Free for: ... / other info	ref

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