

Name: **The Barkeep**

Player:

Campaign: **White Star Campaign**

Character Level: **1**

**White**

**CG**

**Ireland**

**Protestant**

Class **Laborer** Level **1**

Race **m**

Align. **CG**

Nationality **blue**

Faith **Protestant**

Class Level **6' 3"**

Gender **m**

Weight **275 lbs**

Eyes **blue**

Hair **brown**

Age: **28** **24**

Class Level

Class Level

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# THE NODRIN PRESENTS™ FELLOWSHIP OF THE WHITE STAR™

Armor Worn:

**AC 14** = **10** + **3** + **1** + **0** + **0** + **0** + **0** + **0** + **0**

current

items & temp mods

**28**

base

armor bonus

shield bonus

DEX mod

size mod

class mod

other magic

misc mod

nat. armor

attribute score modifier

score modifier

spent bonus

total special

wounds / current hp

subdual damage

**STR**

**16**

**3**

**10**

**HP**

**13**

**DEX**

**12**

**1**

**4**

**SPEED**

**30**

**30**

**CON**

**14**

**2**

**6**

**INT**

**14**

**2**

**6**

**WIS**

**8**

**-1**

**0**

**INITIATIVE**

**1**

**1**

**CHA**

**10**

**0**

**2**

**LOAD**

Light

**BASE ATTACK**

**0**



saving throws

total base save

ability mod magic mod

feat mod other mod

**Fortitude (CON)**

**4**

**2**

**2**

**Reflex (DEX)**

**3**

**2**

**1**

**Will (WIS)**

**1**

**0**

**-1**

**2**

attack bonuses

total base bonus

str mod size mod

misc mod

**Melee**

**+3**

**+0**

**3**

**0**

**Ranged**

**+1**

**+0**

**1**

**0**

## Weapon

	bonus	total att +	damage	dam. bonus	critical	range	weight	type	size	prof.	RND	hide DC
Colt Model 1900		+1	2d6+4	0	19-20/x2	30	2	P	L	S	7	+7
Colt Model 1900		+1	2d6+4	0	19-20/x2	30	2	P	L	S	7	+7
Browning Auto-5 Shotgun		+1	4d4+4	0	19-20/x3	20	7	P	2	M	5	-5
Club		+1	1d6	3	x2	10 ft.	3	B	1	S	0	0
Brass Knuckles		+3	1d8	3	x2	0	3	B	1	S	0	0
Unarmed strike		+3	1d3s	3	x2	—	—	B	U	S	0	0

Armor / Shield / protective items

type	AC bonus	check penalty	max dex	spell failure	weight

50 bullets

25 shotgun shells

## Languages

- English
- Germanic Group
- Celtic
- Zulu

## Feats

- Iron Will (+2 will saves)
- Teamwork
- Toughness (+3HP)



# The Barkeep

65 gp :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										\$ -	\$ 85.00	\$ 65.00
2													
3													
4													
5													
6													
7													
8													
9													
10													
11													
12													
13													
14													
15													

The Barkeep: He was born in Ireland. When he was a child, his father had a business in South Africa for a short while. While in Africa, barely a teenager, he encountered the supernatural along with a local Zulu friend. The other boy was killed, but he survived and was recruited by the Fellowship at a very young age. After his family returned to Ireland, he opened a bar and now experiments with alchemy involving African plants in a lab he excavated in the basement.

# The Barkeep

# of Feats available: **0**

level:

1

\* - 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	FALSE		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*	FALSE		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
1	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	TRUE		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		FALSE		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)		FALSE	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
1	Teamwork (f)		no prereq		wsc
free	Toughness**		no prereq	+3 hp	srd
	Resilience		TRUE	gain 1 hp per level	wsc
	Track		no prereq		srd
	Two-Weapon Fighting		FALSE		srd
	Improved Two-Weapon Fighting		FALSE		srd
	Greater Two-Weapon Fighting		FALSE		srd
	Two-Weapon Defense		FALSE		srd
	Weapon Finesse		FALSE		srd
	Weapon Focus*		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	
	Sixth Sense	notice the supernatural	no prereq	Notice	wsc
	Arithmology	bonus to spell DCs vs target	FALSE	Mathematics	wsc
	Meditation	bonus to attributes	FALSE	Concentration	wsc
	Presence	supernatural creatures & undead	FALSE	Diplomacy / Handle Animal	wsc
	Prognostication	omens & fortune telling	FALSE	Decipher Script	wsc
	Psychometry	object reading	FALSE	Gather Information	wsc

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

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