

Name: **The Fence** Player: _____ Campaign: **White Star Campaign**

Character Level: **1** Race: **White** CN **Italy** Faith: **Catholic**

Class: **ROGUE** Level: **1** Race: _____ Align: _____ Nationality: _____ Faith: _____
 Class: _____ Level: _____ f **5' 5"** 100 lbs **Hazel** **Brown** Age: **24** **26**
 Class: _____ Level: _____ Gender: _____ Height: _____ Weight: _____ Eyes: _____ Hair: _____
 Class: _____ Level: _____
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Armor Worn:

AC 13 = **10** + **0** + **3** + **0** + **0** + **0** + **0** + **0** + **0**

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

attribute	score	modifier	score	modifier	spent	bonus
STR	10	0			2	
DEX	16	3			10	
CON	12	1			4	
INT	16	3			10	
WIS	8	-1			0	
CHA	10	0			2	

HP 7 < **SPEED 30**

Total Base w/ armor/load Class spec.

INITIATIVE 3 = **3** + **0** + **0**

total dex mod special mod misc mod

LOAD Light **BASE ATTACK 0**

saving throws	total	base save	ability mod	magic mod	feat mod	other mod
Fortitude (CON)	1	0	1			
Reflex (DEX)	5	2	3			
Will (WIS)	-1	0	-1			

attack bonuses	total	base bonus	str mod	size mod	misc mod
Melee	0	+0	0	0	
Ranged	+3	+0	3	0	

Weapon

	bonus	total att +	damage	dam. bonus	critical	range	weight	type	size	prof.	RND	hide DC
AAC Wheeler Double Barrel Derringer		+3	1d6	0	x2	10	1	P	L	S	2	+20
Colt Pocket Positive Model B		+3	1d6+3	0	x2	10	1	P	L	S	6	+12
Colt Police Positive		+3	2d6+5	0	19-20/x2	30	1	P	L	S	6	+7
Winchester Model 1897 Repeating Shotgun		+3	4d4+4	0	19-20/x3	20	8	P	2	M	5	-5
Dagger		+3	1d4	0	19-20/x2	10 ft.	1	P or S	L	S	0	0
Sap		0	1d6s	0	x2	—	2	B	L	M	0	0

Armor / Shield / protective items

type	AC bonus	check penalty	max dex	spell failure	weight

- 25 derringer bullets
- 25 lt rev bullets
- 25 med revolver bullets
- 25 shotgun shells

Languages

- Italian
- Romance Group
- English
- Latin
- Russian

Feats

1. Keen Sense, Sight (adds +2 to notice check that uses sight)
2. Dodge (+1 AC against designated opponent, add to ac listed above against that one opponent).

The Fence

37 gp :current

(starting)

current experience total:

:current character level

cash

\$ 125.00

	event	XP	Total XP	Level	needed	play date	DU	duL	location	in game date	+	-	total
1	Creation											\$ 88.00	\$ 37.00
2													
3													
4													
5													
6													
7													
8													
9													
10													
11													
12													
13													
14													
15													

The Fence: She was born in the streets of a major Italian city and lived there as an orphan, scrounging for food and items to keep herself alive. When she was a teenager, a local priest with Fellowship ties noticed her intelligence and gave her some training that included an education on the supernatural. Through her time in the streets, she had certainly seen some strange things and had little trouble believing the father, especially after she witnessed an attack by undead on him while they were investigating a local cave thought to be a burial place. When she was old enough, the father helped set her up in business as a pawn broker, but she occasionally reverts to some of her street education, dealing in high end or unusual stolen items.

The Fence

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	
1	Dodge	TRUE		srd	
	Mobility	TRUE		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	
	Iron Will	no prereq	+2 Will	srd	
1	Keen Sense*	sight	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	FALSE		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	TRUE	+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		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)		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
	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		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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