

Name: **The Preacher Man**

Player:

Campaign: **White Star Campaign**

Character Level: **1** Race: **White** LG **United States of America** **Baptist**

Class: **CLERIC** Level: **1** Race: **m** 5' **10"** 160 lbs **BROWN** **Balding** Age: **45** **45**  
Class: Level: Gender Height Weight Eyes Hair apparent actual



Domains: Protection and War (favored weapon - heavy revolver - "May fire and brimstone rain down upon the evildoers!")

Armor Worn: **AC 13** = 10 + 3 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0

AC: 28 (current) items & temp mods: 28

Attributes: **STR 8** (-1), **DEX 10** (0), **CON 10** (0), **INT 14** (2), **WIS 16** (3), **CHA 15** (2)

HP: **8**

SPEED: **30** = 30 + 0 + 0

INITIATIVE: **0** = 0 + 0 + 0 + 0

LOAD: Light

BASE ATTACK: **0**



Saving Throws: **Fortitude (CON) 2** = 2 + 0 + 0 + 0 + 0 + 0; **Reflex (DEX) 0** = 0 + 0 + 0 + 0 + 0 + 0; **Will (WIS) 5** = 2 + 3 + 0 + 0 + 0 + 0

Attack Bonuses: **Melee -1** = +0 + (-1) + 0 + 0; **Ranged 0** = +0 + 0 + 0 + 0

Combat Mods: (Empty)

Weapon	bonus	total att +	damage	dam. bonus	critical	range	weight	type	size	prof.	RND	hide DC
Smith & Wesson New Model Frontier DA		+1	2d6+7	-1	18-20/x2	30	2	P	L	M	6	+2
Remington Double Derringer		0	1d6	-1	x2	10	1	P	L	S	2	+20
Club		0	1d6	-1	x2	10 ft.	3	B	1	S	0	0
Quarterstaff		-1	1d6/1d6	-1	x2	—	4	B	2	S	0	0

Armor / Shield / protective items	type	AC bonus	check penalty	max dex	spell failure	weight

1. Revolver is generally not carried  
2. Derringer is strapped to his left shin  
3. Club is an ornate carved wooden sceptre that he uses to bang on his church pulpit  
3. Staff is a stout oaken walking stick

**Languages**  
English  
Germanic Group  
Spanish  
Delaware Indian

**Feats**  
Improved Turning, Weapon Focus\*(Smith & Wesson New Model Frontier DA), Sixth Sense

**Spells:** (3) 0st, 1+1+1) 1st  
Detect Magic  
Detect Poison  
Virtue  
Magic Weapon  
Sanctuary





# The Preacher Man

current experience total:			:current character level						cash		(starting)	
event	XP	Total XP	Level	needed	play date	DU	duL	location	in game date	+	-	total
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Preacher Man: Born and raised in the Southern U.S. This Baptist minister preaches the gospel on a large rotating circuit. He has made a point of preaching to the godless peoples near the Mexican border as well as an Indian reservation on the East coast. One such trip introduced him to the horrors that are hidden from the common man and he was recruited by the Fellowship soon thereafter. He believes in the fire and damnation that he preaches and is quick to draw his gun in the name of the lord and throw lead at the evil creatures that he has found inhabit our world.