

Name: **G. N. Bunni**

Player:

Campaign: **White Star Campaign**

Character Level: **1** **White** **CG** **England** **Protestant**

Class **FIGHTER** Level **1** Race **White** Align. **CG** Nationality **England** Faith **Protestant**
 Class _____ Level _____ f **5'2"** **115** **blue** **blonde** Age: **24** **24**
 Class _____ Level _____ Gender **f** Height **5'2"** Weight **115** Eyes **blue** Hair **blonde** apparent actual
 Class _____ Level _____
 Class _____ Level _____
 Class _____ Level _____
 Class _____ Level _____
 Class _____ Level _____
 Class _____ Level _____
 Class _____ Level _____

THE NODRIN PRESENTS™
**FELLOWSHIP OF THE
 WHITE STAR.**

Great Britain

Armor Worn:

AC 16 = **10** + **3** + _____ + **3** + **0** + _____ + _____ + _____ + _____
 28
 base armor shield DEX size class other misc nat.
 bonus bonus mod mod mod magic mod armor

attribute	score	modifier	score	modifier	spent	bonus	total	special	wounds / current hp	subdual damage
STR	12	1			4		HP 12			
DEX	16	3			10		SPEED 30			
CON	14	2			6					
INT	14	2			6					
WIS	10	0			2		INITIATIVE 3			
CHA	8	-1			0		LOAD Light			
							BASE ATTACK 1			



saving throws	total	base save	ability mod	magic mod	feat mod	other mod	conditional modifiers
Fortitude (CON)	4	2	2				
Reflex (DEX)	3	0	3				
Will (WIS)	0	0	0				

attack bonuses	total	base bonus	str mod	size mod	misc mod	combat mods
Melee	+2	+1	1	0		
Ranged	+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	1	19-20/x3	200	12	P	2	M	5	-5
Colt New Army/Navy/Marine		+4	2d6+5	1	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

Languages

- English
- Germanic Group
- German
- French

Feats

. Point Blank Shot, Track, Weapon Focus*(Springfield M1903), Sixth Sense

G. N. Bunni

:current

(starting)

current experience total:

:current character level

cash

\$ -

	event	XP	Total XP	Level	needed	play date	DU	duL	location	in game date	+	-	total
1													
2													
3													
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39													

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 thugee cultists attempted a kidnapping for sacrifices. They soon found out that this sacrifice fought back. She was recruited into the Fellowship.