

Name: **The Barkeep**

Player:

Campaign: **White Star Campaign**

Character Level: **1** Race: **White** CG: **Ireland** Faith: **Protestant**

Class: **Laborer** Level: **1** Race: **m** Height: **6' 3"** Weight: **275 lbs** Eyes: **blue** Hair: **brown** Age: **28** (apparent) **24** (actual)

Class: _____ Level: _____ Gender: _____ Height: _____ Weight: _____ Eyes: _____ Hair: _____ Age: _____ (apparent) _____ (actual)

Class: _____ Level: _____

Class: _____ Level: _____

Class: _____ Level: _____

Class: _____ Level: _____

Class: _____ Level: _____

Class: _____ Level: _____

Class: _____ Level: _____

Class: _____ Level: _____



Armor Worn:

AC **14** = **10** (base) + **3** (armor bonus) + **1** (shield bonus) + **0** (DEX mod) + **0** (size mod) + **0** (class mod) + **0** (other magic mod) + **0** (misc mod) + **0** (nat. armor)

attribute	score	modifier	score	modifier	spent	bonus	total	special	wounds / current hp	subdual damage
STR	16	3			10		13			
DEX	12	1			4		30			
CON	14	2			6					
INT	14	2			6					
WIS	8	-1			0					
CHA	10	0			2					
							HP			
							SPEED			
							INITIATIVE			
							LOAD	Light		
							BASE ATTACK			



saving throws	total	base save	ability mod	magic mod	feat mod	other mod	conditional modifiers
Fortitude (CON)	4	2	2				
Reflex (DEX)	3	2	1				
Will (WIS)	-1	0	-1				

attack bonuses	total	base bonus	str mod	size mod	misc mod	combat mods
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	3	19-20/x2	30	2	P	L	S	7	+7
Colt Model 1900		+1	2d6+4	3	19-20/x2	30	2	P	L	S	7	+7
Browning Auto-5 Shotgun		+1	4d4+4	3	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
Handaxe		+3	1d6	3	x3	—	3	S	L	M	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

Languages

- English
- Germanic Group
- Celtic
- Zulu

Feats

Dirty Fighting, Teamwork (f), Toughness**

The Barkeep

: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													
4													
5													
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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.