

Name: **The Fence**

Player:

Campaign: **White Star Campaign**

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

Class **ROGUE** Level **1** Race **White** Align. **CN** Nationality **Italy** Faith **Catholic**

Class \_\_\_\_\_ Level \_\_\_\_\_ f **5' 5"** 100 lbs **Green** **Brown** Age: **24** **29**

Class \_\_\_\_\_ Level \_\_\_\_\_ Gender **f** Height **5' 5"** Weight **100 lbs** Eyes **Green** Hair **Brown** apparent actual

Class \_\_\_\_\_ Level \_\_\_\_\_

Class \_\_\_\_\_ Level \_\_\_\_\_

Class \_\_\_\_\_ Level \_\_\_\_\_

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Class \_\_\_\_\_ Level \_\_\_\_\_

Class \_\_\_\_\_ Level \_\_\_\_\_



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

attribute	score	modifier	score	modifier	spent	bonus	total	special	wounds / current hp	subdual damage
<b>STR</b>	<b>10</b>	<b>0</b>			<b>2</b>		<b>HP 7</b>			
<b>DEX</b>	<b>16</b>	<b>3</b>			<b>10</b>		<b>SPEED 30</b>			
<b>CON</b>	<b>12</b>	<b>1</b>			<b>4</b>					
<b>INT</b>	<b>16</b>	<b>3</b>			<b>10</b>					
<b>WIS</b>	<b>8</b>	<b>-1</b>			<b>0</b>		<b>INITIATIVE 3</b>			
<b>CHA</b>	<b>10</b>	<b>0</b>			<b>2</b>		<b>LOAD</b>			
							<b>BASE ATTACK 0</b>			

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

attack bonuses	total	base bonus	str mod	size mod	misc mod
<b>Melee</b>	<b>0</b>	<b>+0</b>	<b>0</b>	<b>0</b>	
<b>Ranged</b>	<b>+3</b>	<b>+0</b>	<b>3</b>	<b>0</b>	

### 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

### Languages

- Italian
- Romance Group
- English
- Latin
- Russian

### Feats

- Dodge, Keen Sense (sight)





# The Fence

:current

(starting)

current experience total:

:current character level

cash

\$ -

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