

Name: **The Florist**

Player: _____

Campaign: White Star Campaign

Character Level: 1

S Am Indian/Spanish

LN

Brazil

Catholic

Class Everyman

Level 1

Race m

Align. LN

Nationality Brazil

Faith Catholic

Class _____

Level _____

Gender 5' 10"

Weight 150 lbs

Eyes brown

Hair brown

Age: 30

30

Class _____

Level _____

Height _____

Weight _____

Eyes _____

Hair _____

Age: 30

30

Class _____

Level _____

Class _____

Level _____

Class _____

Level _____

Class _____

Level _____

Class _____

Level _____

Class _____

Level _____

Class _____

Level _____

Armor Worn:

AC **12** = 10 + 0 + 2 + 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

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FELLOWSHIP OF THE WHITE STAR



attribute	score	modifier	score	modifier	spent	bonus
STR	10	0			2	
DEX	14	2			6	
CON	12	1			4	
INT	16	3			10	
WIS	10	0			2	
CHA	12	1			4	

HP 7

SPEED 30

INITIATIVE 2

LOAD Light

BASE ATTACK 0

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

attack bonuses	total	base bonus	str mod	size mod	misc mod
Melee	0	+0	0	0	
Ranged	+2	+0	2	0	

Weapon	bonus	total att +	damage	dam. bonus	critical	range	weight	type	size	prof.	RND	hide DC
Colt New Army/Navy/Marine		+2	2d6+5	0	19-20/x2	30	2	P	L	S	6	+7
Colt New Army/Navy/Marine		+2	2d6+5	0	19-20/x2	30	2	P	L	S	6	+7
Browning Auto-5 Shotgun		+2	4d4+4	0	19-20/x3	20	7	P	2	M	5	-5
Club		+2	1d6	0	x2	10 ft.	3	B	1	S	0	0
Dagger		+2	1d4	0	19-20/x2	10 ft.	1	P or S	L	S	0	0
Quarterstaff		0	1d6/1d6	0	x2	—	4	B	2	S	0	0

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

50 bullets
25 shotgun shells

Languages
Portugeuse
S A Amerind Group
Engliah
Tupian
Spanish

Feats
1. Keen Sense, Smell (adds +2 to notice check that uses sight)
2. Sixth Sense (Notice the supernatural, runs off your notice check).
3. Pychometry (Object reading, runs off of Gather Info).

The Florist

49 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										\$ -	\$ 76.00	\$ 49.00
2													
3													
4													
5													
6													
7													
8													
9													
10													
11													
12													
13													
14													
15													

The Florist: Born in a remote Brazilian village, the Florist was exposed to native cultures his entire life. He particularly enjoyed the local flora and spent a lot of his time studying it. His brush with the supernatural involved observing some evil cabalists harvesting some supernatural plants from the region. When they had left, he went to the area and took some for his own studies. When he became an adult, he moved to Rio and opened a flower shop, where he could earn a living doing something he loved and allowed him to continue his studies. He was recruited to the Fellowship by a local watcher.

The Florist

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+	srđ	
	Blind-Fight	no prereq		srđ	
	Combat Casting	no prereq		srđ	
	Combat Expertise	TRUE		srđ	
	Immovable Force (f)	FALSE		wsc	
	Improved Disarm	FALSE		srđ	
	Improved Feint	FALSE	MV action feint (Bluff)	srđ	
	Flourish (f)	FALSE		wsc	
	Improved Trip	FALSE		srđ	
	Combat Reflexes	no prereq		srđ	
	Take the Hit (f)	FALSE		wsc	
	Dirty Fighting		Sneak Attack	wsc	
	Doctor	FALSE		wsc	
	Dodge	TRUE		srđ	
	Mobility	FALSE		srđ	
	Spring Attack	FALSE		srđ	
	Whirlwind Attack	FALSE		srđ	
	Endurance	no prereq		srđ	
	Die Hard	FALSE		srđ	
	Eschew Materials		any metamagic feat	srđ	
	Exotic Weapon Proficiency*	FALSE		srđ	
	Extra Turning**	FALSE		srđ	
	Great Fortitude	no prereq	+2 Fort	srđ	
	Hold This	no prereq		wsc	
	Improved Counterspell	no prereq		srđ	
	Improved Critical*	FALSE		srđ	
	Improved Initiative	no prereq	+4 Init	srđ	
	Improved Turning		Ability to turn or rebuke creatures	srđ	
	Improved Unarmed Strike	no prereq		srđ	
	Deflect Arrows	FALSE		srđ	
	Snatch Arrows	FALSE		srđ	
	Improved Grapple	FALSE		srđ	
	Stunning Fist	FALSE		srđ	
	Iron Will	no prereq	+2 Will	srđ	
1	Keen Sense*	smell	no prereq	adds +2 to Notice with associated sense	wsc
	Leadership	FALSE		srđ	
	Lightning Reflexes	no prereq	+2 Reflex	srđ	
	Martial Weapon Proficiency*	no prereq		srđ	
	Mounted Combat	FALSE		srđ	
	Mounted Archery	FALSE		srđ	
	Ride-By Attack	FALSE		srđ	
	Spirited Charge	FALSE		srđ	
	Trample	FALSE		srđ	
	Old Money		1st level only	wsc	
	Perfect Memory	TRUE	+5 to Int check to remember detail	wsc	
	Perfect Placement	TRUE	ignore hardness vs. explosives	wsc	
	Perfect Spot (f)	no prereq	ignore DR vs. creature	wsc	
	Point Blank Shot	no prereq		srđ	
	Far Shot	FALSE		srđ	
	Get in Close (f)	FALSE	no AoO using firearm in melee	wsc	
	Precise Shot	FALSE		srđ	
	Improved Precise Shot	FALSE		srđ	
	Trick Shot (f)	FALSE		wsc	
	Rapid Shot	FALSE		srđ	
	Fan the Hammer (f)	FALSE	gain an additional secondary shot	wsc	
	Manyshot	FALSE		srđ	
	Shot on the Run	FALSE		srđ	
	Power Attack	FALSE		srđ	
	Cleave	FALSE		srđ	
	Great Cleave	FALSE		srđ	
	Improved Bull Rush	FALSE		srđ	
	Improved Overrun	FALSE		srđ	
	Improved Sunder	FALSE		srđ	
	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)		FALSE	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		FALSE		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
1	Sixth Sense	notice the supernatural	no prereq	Notice	wsc
	Arithmology	bonus to spell DCs vs target	FALSE	Mathematics	wsc
	Meditation	bonus to attributes	TRUE	Concentration	wsc
	Presence	supernatural creatures & undead	TRUE	Diplomacy / Handle Animal	wsc
	Prognostication	omens & fortune telling	FALSE	Decipher Script	wsc
1	Psychometry	object reading	TRUE	Gather Information	wsc

Chosen	Additional Feats		Prereq met?	Free for: ... / other info	ref

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