

Name: **The Doctor**

Player: _____

Campaign: White Star Campaign

Character Level: 1 White TN United States of America Episcopal

Class Scholar Level 1 Race _____ Align. _____ Nationality _____ Faith _____

Class _____ Level _____ f 5' 2" 120 Blue Brown Age: 25 25

Class _____ Level _____ Gender Height Weight Eyes Hair apparent actual

Class _____ Level _____
Class _____ Level _____
Class _____ Level _____
Class _____ Level _____
Class _____ Level _____
Class _____ Level _____
Class _____ Level _____
Class _____ Level _____

THE NODRIN PRESENTS™ FELLOWSHIP OF THE WHITE STAR™



Armor Worn:

AC 11 = **10** + **0** + **1** + **0** + **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

attribute	score	modifier	score	modifier	spent	bonus
STR	8	-1			0	
DEX	12	1			4	
CON	10	0			2	
INT	16	3			10	
WIS	16	3			10	
CHA	10	0			2	

HP 6

SPEED 30

INITIATIVE 1

LOAD Light

BASE ATTACK 0



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

attack bonuses	total	base bonus	str mod	size mod	misc mod
Melee	-1	+0	-1	0	
Ranged	+1	+0	1	0	

Weapon	bonus	total att +	damage	dam. bonus	critical	range	weight	type	size	prof.	RND	hide DC
Mauser C/96		+1	1d6+2	0	x2	10	3	P	L	S	10	+12

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

50 bullets
Healers Kit

- Languages**
- Germanic Group
 - English
 - German
 - Latin
 - Greek
 - Arabic

Feats

Doctor, Old Money, Psychology

Doctor Feat: DC15 can heal 1d4 HP of damage. For every 5 higher DC, an additional 1d4 damage is cured.

Old Money Feat: Family is well known for wealth and station. 5x normal starting money.

Psychology Feat: Can use diplomacy skill to help restore the minds of people; recover lost memories, restore lost ability points, push through or recover from from madness.

The Doctor

lvl: 1

skill mod

Skill Name

key ability skill mod ability mod ranks misc mod load penalty racial mod synergy

untrained pts points available

skill mod	Skill Name	key ability	skill mod	ability mod	ranks	misc mod	load penalty	racial mod	synergy	untrained	pts	points available
3	Appraise	Int	3 = 3	+	+					y	\	
1	Balance	Dex~	1 = 1	+	+					y	\	
0	Bluff	Cha	0 = 0	+	+					y	\	
-1	Climb	Str~	-1 = -1	+	+					y	\	
0	Concentration	Con	0 = 0	+	+					y	\	
7	Craft	Int	7 = 3 + 4	+	+					y	c 4	
7	Decipher Script	Int	7 = 3 + 4	+	+					n	c 4	
4	Diplomacy	Cha	4 = 0 + 4	+	+					y	c 4	
	Disable Device	Int	= 3	+	+					n	\	
0	Disguise	Cha	0 = 0	+	+					y	\	
2	Drive	Dex	2 = 1 + 1	+	+					n	c 1	
1	Escape Artist	Dex~	1 = 1	+	+					y	\	
	Forbidden Lore: Arcana	Int	= 3	+	+					n	c	
7	Forbidden Lore: Arch. & Eng.	Int	7 = 3 + 4	+	+					n	c 4	
7	Forbidden Lore: Dungeoneering	Int	7 = 3 + 4	+	+					n	c 4	
	Forbidden Lore: Geography	Int	= 3	+	+					n	c	
	Forbidden Lore: History	Int	= 3	+	+					n	c	
	Forbidden Lore: Local	Int	= 3	+	+					n	c	
	Forbidden Lore: Mathematics	Int	= 3	+	+					n	c	
	Forbidden Lore: Nature	Int	= 3	+	+					n	c	
	Forbidden Lore: Politics & Law	Int	= 3	+	+					n	c	
	Forbidden Lore: Religion	Int	= 3	+	+					n	c	
	Forbidden Lore: Special Interest	Int	= 3	+	+					n	c	
	Forbidden Lore: The Planes	Int	= 3	+	+					n	c	
3	Forgery	Int	3 = 3	+	+					y	\	
0	Gather Information	Cha	0 = 0	+	+					y	\	
	Handle Animal	Cha	= 0	+	+					n	\	
7	Heal	Wis	7 = 3 + 4	+	+					y	c 4	
0	Intimidate	Cha	0 = 0	+	+					y	\	
-1	Jump	Str~	-1 = -1	+	+					y	\	
	Knowledge: Arcana	Int	= 3	+	+					n	c	
7	Knowledge: Arch. & Eng.	Int	7 = 3 + 4	+	+					n	c 4	
7	Knowledge: Dungeoneering	Int	7 = 3 + 4	+	+					n	c 4	
	Knowledge: Geography	Int	= 3	+	+					n	c	
	Knowledge: History	Int	= 3	+	+					n	c	
	Knowledge: Local	Int	= 3	+	+					n	c	
	Knowledge: Mathematics	Int	= 3	+	+					n	c	
7	Knowledge: Nature	Int	7 = 3 + 4	+	+					n	c 4	
	Knowledge: Politics & Law	Int	= 3	+	+					n	c	
	Knowledge: Religion	Int	= 3	+	+					n	c	
	Knowledge: Special Interest	Int	= 3	+	+					n	c	
	Knowledge: The Planes	Int	= 3	+	+					n	c	
	Language	Int	= 3	+	+					n	\	
6	Notice	Wis	6 = 3 + 3	+	+					y	c 3	
	Open Lock	Dex	= 1	+	+					n	\	
0	Perform	Cha	0 = 0	+	+					y	\	
7	Physics	Int	7 = 3 + 4	+	+					y	c 4	
7	Profession	Wis	7 = 3 + 4	+	+					n	c 4	
1	Ride	Dex	1 = 1	+	+					y	\	
3	Search	Int	3 = 3	+	+					y	\	
3	Sense Motive	Wis	3 = 3	+	+					y	\	
	Sleight of Hand	Dex	= 1	+	+					n	\	
1	Sneak	Dex~	1 = 1	+	+					y	\	
	Spellcasting		=	+	+					n	\	
	Spellcraft	Int	= 3	+	+					n	\	
3	Survival	Wis	3 = 3	+	+					y	\	
-1	Swim	Str	-1 = -1	+	+					y	\	
	Tumble	Dex~	= 1	+	+					n	\	
	Use Magic Device	Cha	= 0	+	+					n	\	
1	Use Rope	Dex	1 = 1	+	+					y	\	
			=	+	+							
			=	+	+							
			=	+	+							
			=	+	+							

c - class skill; \ - cross-class skill; x - exclusive to another class; ~ - armor check; * - see text; % - see feat ino

The Doctor

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+		srd
	Blind-Fight	no prereq		srd
	Combat Casting	no prereq		srd
	Combat Expertise	TRUE		srd
	Immovable Force (f)	FALSE		wsc
	Improved Disarm	FALSE		srd
	Improved Feint	FALSE	MV action feint (Bluff)	srd
	Flourish (f)	FALSE		wsc
	Improved Trip	FALSE		srd
	Combat Reflexes	no prereq		srd
	Take the Hit (f)	FALSE		wsc
	Dirty Fighting	Sneak Attack		wsc
1	Doctor	TRUE		wsc
	Dodge	FALSE		srd
	Mobility	FALSE		srd
	Spring Attack	FALSE		srd
	Whirlwind Attack	FALSE		srd
	Endurance	no prereq		srd
	Die Hard	FALSE		srd
	Eschew Materials	any metamagic feat		srd
	Exotic Weapon Proficiency*	FALSE		srd
	Extra Turning**	FALSE		srd
	Great Fortitude	no prereq	+2 Fort	srd
	Hold This	no prereq		wsc
	Improved Counterspell	no prereq		srd
	Improved Critical*	FALSE		srd
	Improved Initiative	no prereq	+4 Init	srd
	Improved Turning	Ability to turn or rebuke creatures		srd
	Improved Unarmed Strike	no prereq		srd
	Deflect Arrows	FALSE		srd
	Snatch Arrows	FALSE		srd
	Improved Grapple	FALSE		srd
	Stunning Fist	FALSE		srd
	Iron Will	no prereq	+2 Will	srd
	Keen Sense*	no prereq	adds +2 to Notice with associated sense	wsc
	Leadership	FALSE		srd
	Lightning Reflexes	no prereq	+2 Reflex	srd
	Martial Weapon Proficiency*	no prereq		srd
	Mounted Combat	FALSE		srd
	Mounted Archery	FALSE		srd
	Ride-By Attack	FALSE		srd
	Spirited Charge	FALSE		srd
	Trample	FALSE		srd
1	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		srd
	Far Shot	FALSE		srd
	Get in Close (f)	FALSE	no AoO using firearm in melee	wsc
	Precise Shot	FALSE		srd
	Improved Precise Shot	FALSE		srd
	Trick Shot (f)	FALSE		wsc
	Rapid Shot	FALSE		srd
	Fan the Hammer (f)	FALSE	gain an additional secondary shot	wsc
	Manyshot	FALSE		srd
	Shot on the Run	FALSE		srd
	Power Attack	FALSE		srd
	Cleave	FALSE		srd
	Great Cleave	FALSE		srd
	Improved Bull Rush	FALSE		srd

	Improved Overrun		FALSE		srd
	Improved Sunder		FALSE		srd
	Irresistible Object (f)		FALSE		wsc
	Threatening Presence		FALSE		wsc
1	Psychology		TRUE		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		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
	Sixth Sense	notice the supernatural		no prereq	Notice	wsc
	Arithmology	bonus to spell DCs vs target	FALSE		Mathematics	wsc
	Meditation	bonus to attributes	FALSE		Concentration	wsc
	Presence	supernatural creatures & undead	FALSE		Diplomacy / Handle Animal	wsc
	Prognostication	omens & fortune telling	FALSE		Decipher Script	wsc
	Psychometry	object reading	FALSE		Gather Information	wsc

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

* - may be taken multiple times, for different targets, does not stack; ** - may be taken multiple times, effects stack; regional - see your region & feat descriptions for details

The Doctor

299 gp :current (starting)

current experience total:

:current character level

cash

\$ 375.00

	event	XP	Total XP	Level	needed	play date	DU	duL	location	in game date	+	-	total
1	Creation											\$ 76.00	\$ 299.00
2													\$ 299.00
3													\$ 299.00
4													\$ 299.00
5													\$ 299.00
6													\$ 299.00
7													\$ 299.00
8													\$ 299.00
9													\$ 299.00
10													\$ 299.00
11													\$ 299.00
12													\$ 299.00
13													\$ 299.00
14													\$ 299.00
15													\$ 299.00

The Doctor: Angela Mercy was raised in a very wealthy family in Boston, Massachusetts where her parents provided her all of the best things in life. Angela's curiosity about the supernatural was heightened by her grandmother Warren's stories about things she had witnessed growing up in the area of several Revolutionary War battlefields. Determined to help fight evil, she set her sights on becoming a world class doctor, just like her father and her father's father. Without her parents influence, chauvinism would have kept her from this lofty goal, but money greased enough wheels to allow her to become a fine doctor. She has the grudging respect of her peers, but they never tell her that to her face.

