

Dagbold Ivanovich Spector | Priest of Kaebum 7th | TN | 62 year-old dwarven male, 4'0", 163#



Stats:

STR	16	+3
DEX	13	+1
CON	18	+4
INT	10	+0
WIS	16	+3
CHA	7	-2
Hit Points	63	Fire Resistance(10)
Speed	20'	-
Initiative	+1	-

Score

Modifier

Bonus

FOR	+9	+5 base, +4 Con
REF	+3	+2 base, +1 Dex
WIL	+8	+5 base, +3 Wis
Melee	+8	+5 base, +3 Str
Ranged	+7	+5 base +1 Dex +1 Feat
AC	19	18 Flat Footed, 11 Touch

Physical Description: Dag is bald; his beard is plaited in two braids wrapped in copper sheaths. His skin is covered with patterns of horrible burn scars.

Proficiencies: Simple Weapons, Light/Medium Armor, Shield, Firearms (favored weapon of deity)

Combat Maneuver: CMB+8 CMD:19 (23 vs trip/bull rush) **Destructive Smite:** +3 on damage (see abilities below)

Languages: Common, Dwarven, Venezian

Weapon	Attack	Damage	Missile Weapons	Attack	Damage	Range Incr
Mace, Light+2	+11/+6	1d6+5 (B) (20 x2)	Blunderbuss (P)	+5/+5	2d8 (15' cone)	15 ft (-2/-2)
			Pistol (P)	+5/+5	1d8	10 ft (-2)
			Grenadoe (B)	+5/+5	2d8*	10 ft (-2)

Note: Firearms use Touch armor class at close range, misfire on roll of 1*see description on last page

Spells Prepared – Domains – Fire and Destruction

Level 0 (DC 13)	Level 1 (DC 14)	Level 2 (DC 15)	Level 3 (DC 16)	Level 4 (DC 17)
<input type="checkbox"/> Create Water	<input type="checkbox"/> Burning Hands (D)	<input type="checkbox"/> Bulls Strength	<input type="checkbox"/> Rage (D)	<input type="checkbox"/> Air Walk
<input type="checkbox"/> Mending	<input type="checkbox"/> Entropic Shield	<input type="checkbox"/> Make Whole	<input type="checkbox"/> Remove Disease	<input type="checkbox"/> Wall of Fire (D)
<input type="checkbox"/> Detect Poison	<input type="checkbox"/> Bless	<input type="checkbox"/> Produce Flame(D)	<input type="checkbox"/> Speak with Dead	
<input type="checkbox"/> Light	<input type="checkbox"/> Hide from Undead	<input type="checkbox"/> Resist Energy	<input type="checkbox"/> Prot. from Energy	

Feats

Point Blank Shot	+1 to hit and +1 damage on ranged attacks within 30ft.
Rapid Reload	The time required for you to reload your pistol is reduced to a move action.
Rapid Reload	The time required for you to reload your blunderbuss is reduced to a standard action.
Rapid Shot	You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat. As a bonus, Dagbold can use this feat to to fire a firearm twice in a turn before reloading (if only firing once, use +7 as the attack bonus instead of +5/+5).

Skills	Ability	Mod	Skills	Ability	Mod	Skills	Ability	Mod
Appraise	INT	+8	Craft (Gunsmithing) (also used for gunpowder and Holy oil)	INT	+10	Perception	WIS	+5

Possessions

Breastplate +2, Light Mace +2, Blunderbuss (loaded), Pistol (loaded) (x5), Grenadoe (x3), Weapons Harness, Necklace of Adaptation (wraps the wearer in a shell of fresh air), Belt Pouch, 15 gp, 12 sulfur matches in silver box, Canteen filled with Yachbin Sinkep (a Dwarven liquor that tastes of prune, licorice, and a hint of tobacco), Holy Symbol, belt pouch, powder and shot – Blunderbuss (4 shots) – Pistol (12 shots), 6 vials of unblest Holy Oil, 24 large firecrackers, ½ lb of Venezian coffee beans, 6 rum-soaked cigars, knife, 10' of fuse-cord (1" per second).

Abilities	
Channel Energy	Once per day – Dagbold’s holy symbol can emit a burst of positive energy that <u>either</u> heals 4d6 damage on living creatures or inflicts 4d6 damage on undead. Will save vs. DC 11 for half damage.
Spontaneous casting	Can spontaneously cast Cure spells by sacrificing a prepared spell of equal level.
Fire Bolt (D)	6 times per day - 1d6 + 3 30ft ranged touch attack (Fire Domain Ability) – Kaebum focuses this ability through the priest’s pistol. It does not require the pistol to be loaded.
Destructive Smite (D)	6 times per day - +3 on damage with melee attack (Destruction Domain ability).
Fire Resistance (D)	Takes no damage from the first 10 hp of fire damage (Fire Domain Ability).
Stonecunning	+2 racial bonus on Perception checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like.
Stability	Dwarves are exceptionally stable on their feet. A dwarf has a +4 bonus on CMD made to resist being bull rushed or tripped when standing on the ground.
Defensive Training	+4 bonus to Armor Class against monsters of the giant type.
Greed	+2 on Appraise checks that are related to nonmagical gemstones or precious metal.
Hatred	+1 on attack rolls against orcs and goblinoids.
Hardy	+2 on saving throws against poison.

Domains	Deity: Kaebum – Dwarven god of Fire, Destruction, and Gunpowder
Fire	Fire Bolt - 6 times per day Fire Resistance (no dmg 1st 10) Domain Spells Burning Hands (1) – dmg 5d4 Produce Flame (2), Wall of Fire (4) – dmg = 2d6+7
Destruction	Destructive Smite – 6 times per day Domain Spells Rage (3)

Personality Sketch
 Happily hyper-violent priest of the Dwarven god of Fire, Destruction, and Gunpowder. Enjoys a good fight, a drink, and frequent explosions. Member of the Gunpowder Guild.

- Goals/Motivations**
- Destroy Slimy underwater goddess Umphquin
 - Blow things up!



Dagbold Ivanovich Spector – Dwarf – 7th lvl Priest of Kaebum (Kay-Bem) – Gunpowder Guild

Life is good. We've defeated the Cult of Samedi, cleared the Moonpaths, and now we must find a cure for the Rage Virus. Along the way I've been blessed to stand in the presence of my god, I've acquired many fine new scars to display his favor, and I've blown up all sorts of things.

Robert Harbinger (Ro-bear Ar-bin-jay) – Human Pirate – Captain of the Night Otter

Robert is good in a fight, and has surprised me so far with his ability to lead. He always seemed a little kind-hearted to be a pirate. Of course, he was the only one with the guts to visit the powder-room and talk with me, so I won't be too critical.

He was raised on the *Night Otter* and Cap'n Otto gave him a good brutal upbringing. It doesn't sound much different than my childhood: corporal punishment, strict discipline, on the job training, and lots of good wholesome explosions.

Now, of course, we've found that Robert was being raised as a sacrifice in a plot by the cult of Baron Samedi to block the Moonpaths and turn the land of the living into the land of the dead.

Cirque Ferrare – Human – Voodoo Priestess (Mambo) of Papa Legba – Robert's Mother – Paolo's Wife

Through some dark voodoo magic the disrespectful vench manages to look young and beautiful while in fact being Captain Robert's mother! She calls my god "Ka-boom" just to get my goat. She doesn't use powder, so threatening to withdraw Kaebum's blessing doesn't move her, and I think she knows that my contract forbids me from killing crew members too.

Cirque's got a little talking head she keeps on her belt. She calls it Villy. She's always collecting sacrifices for it; like chocolate or good cigars. Weird stuff too; like songs or the fun time Mr. Chase gave her a shoulder rub and she zed it was for Villy.

Fenestra Darkwater – Sea Elf – Rogue - Zombie

So now Festren, the slimy, devious, hunch-backed elven thief is a tall handsome former paladin (of an evil goddess of course, but still) and calls himself Fenestra. He used to be my best friend on the *Night Otter*. We were drinkin' buddies. He just loved my Yachbin Sinkep, I bought extra so we could share.

Now that he's dead and his curse is removed, it's just not the same. Between his new attitude, the smell, and the fact that drinks don't affect him anymore, he's not nearly as much fun as he used to be.

Epiphany Song – Human Druid

"Piffy" used to be part of some sickening peace cult. Cap'n Otto blackmailed her into serving as a shape-changing scout.

She's not so dull and peaceful any more. When she shapechanges into that giant bear she's as fearsome as they come. Now that she's finally enjoying the carnage, maybe we can be friends after all.

Paolo Ferrare – Human – Sorcerer – Cirque's husband – Can assume parrot form

Paolo was Cap'n Otto's secret weapon. A sorcerer cursed into the form of a green and yellow parrot, who was still able to cast spells. Now that his curse is lifted, he's a lot of fun. He loves to drink and carouse.

He is very protective of Robert and has unfortunately married Cirque.

Robert Harbinger, Jr - child

RJ is the result of the one time Cap'n Otto let Robert be with a woman. A backup sacrifice. Since we cleared the Moonpaths he's become an active and curious boy. I give him firecrackers and bottle rockets to play with.

Dagbold Ivanovich Spector – Dwarf – 7th lvl Priest of Kaebum (Kay-Bem) – Gunpowder Guild

Kaebum – Dwarven god of Fire, Destruction, and Gunpowder



Holy Symbol

Kaebum was a minor dwarven war-god up until 30 years ago. It was then that Kaebum gave his priesthood the secret of gunpowder and instructed them to spread the word.

Cities or ships that enter into contracts with the priesthood – aka the Gunpowder Guild – have dwarven priests assigned to them. These priests are skilled in the alchemy involved in blending the components of gunpowder and provide the blessings of Kaebum which transform it from an inert powder to an explosive.

Three years ago, Kaebum revealed the secret of Holy Oil - an oil so volatile that it is usually stored unblest and is generally only used by miners.

Note: Kaebum's healing spells leave lovely burn scars behind.

Contracts

Priests of Kaebum work under contracts. Each of the contracts is different and usually involves a large annual sum of gold and certain favors for the priesthood. The Night Otter's annual contract costs 50,000 gold pieces.

Each individual priest is responsible for manufacturing gunpowder for his client and instructing them on its use and safe storage.

If the priest feels the contract has been voided by the actions of the client or by circumstances (the death of the client), he can revoke the contract and withdraw the blessings of Kaebum. Without Kaebum's blessing, gunpowder is an inert gray dust. This blessing may also be withdrawn on an individual basis. The threat of such removal generally guarantees the priest good treatment by his client and their associates (at least those that rely on gunpowder).

If a contract is voided by circumstance, the priest is allowed to extend a thirty day grace period to give the client's associates time to reach a temple of Kaebum and negotiate a new contract. The grace period **cannot** be extended.

Gunpowder Weapons

Blunderbuss - usually loaded with a dozen or so pistol balls, but in extremis can fire any old mixture of rocks, nails, jacket buttons, and other junk. Doing this has a 50% chance of damaging the barrel, which must be replaced.

Damage 2d8 (Piercing) Range Increment: 15 feet (cone) Critical: 20 (x3) Reload: standard action with Rapid Reload feat .

Pistol – Dag's pistols have a 'skull-cracker' metal butt, allowing them to be used as saps in hand-to-hand combat.

Damage 1d8 (Piercing) Range Increment: 10 feet Critical 20 (x2) Reload: move action with Rapid Reload feat.

Grenadoe – A ceramic pot full of Gunpowder with a fuse and jagged chunks of metal glued to the outside. On a direct hit they deal 1d2 bludgeoning damage and go off immediately, inflicting 2d8 damage. Anyone within 5 feet of the grenadoe when it goes off takes 1d6 damage and must make a Fortitude save (DC 15) or be stunned and unable to act for one round. If the grenade misses its target it will explode 1d3 rounds after being thrown.

Blessed Holy Oil – 12d6 on impact (a single blessing of Kaebum can affect all vials carried).