

# Shades of Earth

## Sheri Bobbins, EnglishDoctor

<b>Strength</b>	<b>12</b>
<i>Armor Mod</i>	0
<i>Damage Mod</i>	0
<b>Agility</b>	<b>18</b>
<i>Initiative Mod</i>	1
<i>Unarmed Combat to Hit</i>	2
<b>Dexterity</b>	<b>20</b>
<i>Plus To Hit</i>	3
<i>Craft Skill Mod</i>	15
<b>Constitution</b>	<b>19</b>
<i>Max. Enc.</i>	82 lbs
<b>Intelligence</b>	<b>13</b>
<i>Use Magic</i>	58
<i>Intellectual Skill Mod</i>	0
<b>Wisdom</b>	<b>18</b>
<i>Directed Spell</i>	2
<i>Craft Skill Mod</i>	15
<b>Will</b>	<b>19</b>
<b>Piety</b>	<b>18</b>
<b>Charisma</b>	<b>16</b>
<i>Soc. Skill Bonus</i>	5
<b>Appearance</b>	<b>9</b>
<i>Reaction Adj</i>	0
<b>Luck</b>	<b>6</b>
<b>Movement Rate</b>	<b>13</b>

<b>Def</b>	<b>16</b>	<b>Mod DS</b>	<b>16</b>	<b>HP</b>	<b>26</b>	<b>Height</b>	5'8"
<b>Weight</b>	130	<b>Hair</b>	Brown	<b>Skin</b>	White	<b>Eyes</b>	Brown
<b>Sex</b>	female	<b>Age</b>	30	<b>Cash</b>	\$61.0		
<b>Org.</b>	Department 12						
<b>Code</b>	Children, manners, England						
<b>C. Exp</b>	0.0	<b>R. Exp</b>	0.0	<b>Level</b>	1		

Lvl	%	Skill	Lvl	%	Skill
2	60	ARCANE LORE	2	60	BONESETTING
1	40	DODGE	1	50	DRIVING Automobile
2	60	FIRST AID	1	40	HERBOLOGY
1	40	IMPROVISED WEAPON	2	60	INTERROGATION
1	40	LANGUAGES German	1	40	LANGUAGES French
2	60	MEDICINE	1	50	PILOTING
1	40	PISTOL USE	1	40	STAFF USE
2	60	SURGERY	1	40	TARGETING Shod Staff
1	40	TARGETING .22 Semi-Auto Pistol			

Weapon Specializations	Damage	+TH	+TD	Att
No Weapon Specifications.				

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Shod Staff	3d10	3	0	2	2yd	6lb	Standard Weapon
.22 Semi-Auto Pistol	3d6	3	0	5	45yd	1lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
.22 Semi-Auto Pistol	20	Pistol	N/A	0	0	0	0	Standard Ammo. Standard Pistol Round. Damage As Weapon

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Realm	Level	Cost	Range	Name	Description
Wolvesbane	1	1 pt/3 hp	Touch	Heal I	Heal I is the beginning of the most sought after forms of magic, healing. Everybody needs healing but this spell may be used to inflict damage as well. If this spell is reversed it does 3 hit points of damage for every spirit point spent. This spell, however, will not mend bones properly or remove arrows. Thusly, it still takes the skills of bone setting and surgery to use this spell for anything but the most basic of injuries. For example, if the bone is broken at a 90 degree angle, you must set it before healing it or it will mend improperly. The reverse heal causes the flesh to rot.
Wolvesbane	1	2 pts	Touch	Mend I	Mend I will mend non-magical items when they are broken. The caster must join the broken pieces together (if they cannot be joined i.e. pounded to dust, it cannot be mended) then enact the spell. An item may be mended in this manner 10 times before the matter becomes too thin to mend again. Items may also be mended to dust. The caster may mend up to a volume equal to 1 cubic foot per level.
Wolvesbane	1	2 pts/10 hp	10 sq mi	Summon & Control Animal	Any creature or creatures within the area of effect will answer according to the terrain and Hit points designated. The control of the animal will fade after 6 turns and it will wander away. However, it will be extremely likely that the caster will encounter the creatures shortly since it is in the area.
Wolvesbane	1	4 pts	Personal	Wolf Form	This spell will transform the caster into either a wolfman form or a full blown wolf. In the wolf form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. The caster will regenerate at a rate of his level in hit points per round. This is per area. The exception to this rule involves damage caused by silver weapons. Silver causes x4 damage to a creature in wolf form, and can cause permanent death. The wolf will have the same statistics as the caster except it will receive a +3 to AGL. The wolf will receive 3 attacks, bite/claw/claw at 3-30/3-18/3-18. It will also have a sense of smell at 75% + 3% per level. The wolf form has the same hit points as the caster. The wolf man form has double the base hit points as the caster but does not regenerate. The wolfman form receives a +1 to AGL and the same attacks as the wolf form, although weapons and armor may be used instead if desired. Unfortunately there are some restrictions to the spell. When the transformation occurs, the character's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full wolf form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform.

Greater Realm Spirit Points	27	Greater Realm Max S.P.	81	Greater Realm Current S.P.	
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# Shades of Earth

<b>Hit Points</b>		<b>1</b>	<b>13</b>						
		Head							
<b>2</b>	<b>52</b>	<b>3</b>	<b>52</b>	<b>4</b>	<b>13</b>	<b>5</b>	<b>52</b>	<b>6</b>	<b>52</b>
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
		<b>7</b>	<b>26</b>						
		Stomach							
		<b>8</b>	<b>26</b>						
		Groin							
<b>9</b>	<b>52</b>					<b>10</b>	<b>52</b>		
Right Leg						Left Leg			

<b>Armor</b>		<b>1</b>	<b>17</b>						
		Travelling Cloak, Padded Leather Jacket							
<b>2</b>	<b>17</b>	<b>3</b>	<b>17</b>	<b>4</b>	<b>17</b>	<b>5</b>	<b>17</b>	<b>6</b>	<b>17</b>
Travelling Cloak, Padded Leather Jacket		Travelling Cloak, Padded Leather Jacket		Travelling Cloak, Padded Leather Jacket		Travelling Cloak, Padded Leather Jacket		Travelling Cloak, Padded Leather Jacket	
		<b>7</b>	<b>17</b>						
		Travelling Cloak, Padded Leather Jacket							
		<b>8</b>	<b>17</b>						
		Travelling Cloak, Padded Leather Jacket							
<b>9</b>	<b>17</b>					<b>10</b>	<b>17</b>		
Travelling Cloak, Padded Leather Jacket						Travelling Cloak, Padded Leather Jacket			

Armor Item	AM Adj	AF Multiplier	Notes
Travelling Cloak	0	1	Standard Armor
Padded Leather Jacket	0	1	Standard Armor

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Name	Weight	Name	Weight	Name	Weight
Candy	20 pces	Dress, work	2lb	Flashlight	5lb
Medical Kit	2lb	Watch	.1lb		

Item Name	Weight	Description
Umbrella	1 lb	This umbrella may be used as a staff or an improvised weapon.

### Description

Sheri Bobbins is a British nanny. She learned of her casting abilities from her own nanny at the tender age of 12. She is affiliated with Dept 12 and keeps an eye on promising spell casting children of England. She has recruited six members for Dept 12 but is currently between jobs.