

Shades of Earth

Roland Hochwelt, German Specialist

Strength	17
<i>Armor Mod</i>	1
<i>Damage Mod</i>	2
Agility	13
<i>Initiative Mod</i>	0
<i>Unarmed Combat to Hit</i>	0
Dexterity	20
<i>Plus To Hit</i>	3
<i>Craft Skill Mod</i>	15
Constitution	18
<i>Max. Enc.</i>	75 lbs
Intelligence	17
<i>Use Magic</i>	35
<i>Intellectual Skill Mod</i>	3
Wisdom	14
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	0
Will	18
Piety	14
Charisma	17
<i>Soc. Skill Bonus</i>	10
Appearance	20
<i>Reaction Adj</i>	45
Luck	11
Movement Rate	11

Def	16	Mod DS	16	HP	25	Height	6'
Weight	190 lbs	Hair	Brown	Skin	Tan	Eyes	Gray
Sex	male	Age	24	Cash	\$0.0		
Org.	Gestapo						
Code	Reich, Duty, Honor						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ARMOR USE - LEATHER	1	55	CUSTOM SKILL Camouflage
1	40	DODGE	1	40	MOVE IN SHADOWS
1	40	MOVE SILENTLY	1	40	PILOTING
1	40	PISTOL USE	1	40	RIFLE USE
2	60	TARGETING Dagger	1	40	TARGETING Karabiner 98k
1	40	TARGETING 9mm Luger Pistol	1	40	TRACKING
1	40	UNARMED COMBAT Karate			

Weapon Specializations	Damage	+TH	+TD	Att
Karabiner 98k	4d10	8	0	1
Unarmed Combat	d6/0/Man.	1	3	3/0/0

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Dagger	1d8	4	2	4	.5yd	1/2lb	Standard Weapon
Karabiner 98k	4d10	8	0	1	800yd	9lb	Standard Weapon
9mm Luger Pistol	4d10	4	0	2	40yd	1lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
Karabiner 98k	60	Rifle	N/A	0	0	0	0	Standard Ammo. Standard Rifle Rounds; Same Damage as Weapon
9mm Luger Pistol	60	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
Underworlder	1	1 pt/4 rds	Touch	Invisibility I	Although the caster can only move at 1/4 normal movement, this spell is powerful in that it is more effective against the more intelligent observer. This spell will render the caster unnoticed to the point that people will avoid walking into the caster and he/she will appear as something that belongs and thus beneath notice. However, creatures of animal intelligence or of a 6 or lower INT will notice the caster; i.e. guard dogs will bark at you. Also, creatures with infra vision or exceptional smell will have a chance to detect equal to the rating of the infra-vision and/or smell. The caster will also make noise unless he can move silently. If this power is employed in combat it will give the caster a +4 to Armor Class until the caster is hit, hits an opponent, or is jarred.
Underworlder	1	1 pt	100'	Sense Life	Sense life can be used to determine if the beings you are facing are alive, dead, or undead. Also, only lead or pure iron can stop this sense so it is able to detect living forms on the other side of walls and doors. As well, some magical metals may block this sense.
Underworlder	1	1 pt/3 rds	10' rad	Silence I	Silence I was created by a monk who found the inane chatter of a little bird maddening when he was trying to concentrate on his meditations. However, its usefulness was not lost on this bird. Silence I will create a sphere of silence around the caster allowing only him to speak. This will stop any sound based attack from entering the sphere and will only allow the caster's sound based attacks or commands (if he/she has any) to leave.
Underworlder	1	3 pts	Sight	Stun	Stun is one of the most popular powers of the beginning Underworlder. The opponent(s) must save vs. their CON/2 or be at a -4 to AC, -4 for it to hit. However it affects only 7 levels for a d6 rounds. Also, this power will affect anyone in the casters vision, starting with enemies and going to friends until the 7 levels are used up. However, if the caster casts it while his/her friends are along side or behind, then they will be unaffected.

Greater Realm Spirit Points	18	Greater Realm Max S.P.	54	Greater Realm Current S.P.	
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Hit Points			1	12				
			Head					
2	50		3	50		4	12	
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm
			7	25				
			Stomach					
			8	25				
			Groin					
	9	50				10	50	
	Right Leg					Left Leg		

Armor			1	15				
			Padded Leather Jacket					
2	15		3	15		4	15	
Padded Leather Jacket		Padded Leather Jacket		Padded Leather Jacket		Padded Leather Jacket		Padded Leather Jacket
			7	15				
			Padded Leather Jacket					
			8	15				
			Padded Leather Jacket					
	9	15				10	15	
	Padded Leather Jacket					Padded Leather Jacket		

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

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Name	Weight	Name	Weight	Name	Weight
1 week staples	3lb	Backpack, steelframe	8lb	Batteries	.1lb
Boots, leather	.8lb	Camera	2lb	Flashlight	5lb
Grapple	1lb	Medical Kit	2lb	Rope, hemp 10yd	3lb
Shirt	.3lb	Trousers	.4lb	Wallet	.1lb
Watch	.1lb				

Description

Roland was born to a family of German aristocracy but left the early on to join the socialist labor movements. He attended university where he became increasingly involved with the National Workers movement and it was inevitable that he would join the Nazi movement. Once involved in the organization, he placed himself close to the SA. He was recruited into the SS and has been there for the past two years. He now is an extremely fanatical believer in the superiority of the Reich and the German race.