

# Shades of Earth

## Tommy McFinn, IrishBurglar

<b>Strength</b>	<b>18</b>
<i>Armor Mod</i>	1
<i>Damage Mod</i>	3
<b>Agility</b>	<b>20</b>
<i>Initiative Mod</i>	3
<i>Unarmed Combat to Hit</i>	3
<b>Dexterity</b>	<b>19</b>
<i>Plus To Hit</i>	2
<i>Craft Skill Mod</i>	10
<b>Constitution</b>	<b>18</b>
<i>Max. Enc.</i>	75 lbs
<b>Intelligence</b>	<b>14</b>
<i>Use Magic</i>	34
<i>Intellectual Skill Mod</i>	0
<b>Wisdom</b>	<b>13</b>
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	0
<b>Will</b>	<b>18</b>
<b>Piety</b>	<b>19</b>
<b>Charisma</b>	<b>13</b>
<i>Soc. Skill Bonus</i>	0
<b>Appearance</b>	<b>13</b>
<i>Reaction Adj</i>	5
<b>Luck</b>	<b>8</b>
<b>Movement Rate</b>	<b>14</b>

<b>Def</b>	<b>19</b>	<b>Mod DS</b>	<b>19</b>	<b>HP</b>	<b>27</b>	<b>Height</b>	5'10"
<b>Weight</b>	180 lbs	<b>Hair</b>	Red	<b>Skin</b>	Freckled	<b>Eyes</b>	Green
<b>Sex</b>	male	<b>Age</b>	25	<b>Cash</b>	\$19.9		
<b>Org.</b>	Rogue						
<b>Code</b>	Loyalty, wealth, drinking						
<b>C. Exp</b>	0.0	<b>R. Exp</b>	0.0	<b>Level</b>	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ARMOR USE - LEATHER	1	40	BLUDGEON USE
1	40	CLIMBING	2	70	DISARM TRAPS
2	60	DODGE	2	70	LOCATE TRAPS
2	75	MOVE IN SHADOWS	1	55	MOVE SILENTLY
1	40	NAVIGATION	2	75	PICK LOCKS
2	70	PICK POCKETS	2	75	PILOTING
1	40	PISTOL USE	1	40	TAPPING
1	40	TARGETING Club	1	40	TARGETING 9mm Luger Pistol

Weapon Specializations	Damage	+TH	+TD	Att
9mm Luger Pistol	4d10	2	1	2
Club	1d10	2	4	3

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
9mm Luger Pistol	4d10	2	1	2	40yd	1lb	Standard Weapon
Club	1d10	2	4	3	1yd	4lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
9mm Luger Pistol	40	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
Vampiric	1	4 pts	Touch	Glow/Darkness	Glow/Darkness is one of the great utility spells of Vampirics. This spell is usually cast on inanimate objects and will last until the caster dispells it or dies. However, if it is cast on a living creature then the caster must concentrate on it to maintain it. If the caster is jostled or hit or moves more than 1/2 movement the spell will cease. Normally, the spell will affect a 10' sphere +1' per level of the caster around the source. Note that the caster can see through his own darkness, although no one else can.
Vampiric	1	1 pt/5 rds	Personal	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 of detection equal to the rating of the infra-vision and/or smell. The caster will also make noise unless the caster 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.
Vampiric	1	1 pt/rd	Personal	Listening	Listening spell will allow the caster to hear noises up to 200' + 30'/lvl away. The caster has a 40% + 5%/level chance of hearing anything.

Greater Realm Spirit Points	23	Greater Realm Max S.P.	69	Greater Realm Current S.P.	
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<b>Hit Points</b>		<b>1</b>	<b>13</b>						
		Head							
<b>2</b>	<b>54</b>	<b>3</b>	<b>54</b>	<b>4</b>	<b>13</b>	<b>5</b>	<b>54</b>	<b>6</b>	<b>54</b>
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
		<b>7</b>	<b>27</b>						
		Stomach							
		<b>8</b>	<b>27</b>						
		Groin							
<b>9</b>	<b>54</b>					<b>10</b>	<b>54</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
Backpack, steelframe	8lb	Batteries	.1lb	Belt	.2lb
Cap	.1lb	Flashlight	5lb	Hook	.5lb
Rope, cord 10yd	1lb	Wallet	.1lb	Whiskey	1qt

Item Name	Weight	Description
St Christopher Medal	0.1 lbs	A good luck charm and pious item.

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## Description

Tommy is a belligerent brawler and rather shady character. He grew up in the wrong part of town in an orphanage. He was roaming the streets when he picked the wrong pocket - that of a man who sensed the lad's ability to use magic. The man, known to him only as Mister Bowler, adopted and raised the boy.

Tommy was trained as a bodyguard and manservant for Mister Bowler, who occasionally lends him out to other agencies for reasons known only Bowler. Tommy is blindly loyal to Mister Bowler, and will do what he asks without question.