

Shades of Earth

Phillippe the Worm, SpanishSpy

Strength	14
<i>Armor Mod</i>	0
<i>Damage Mod</i>	0
Agility	18
<i>Initiative Mod</i>	1
<i>Unarmed Combat to Hit</i>	2
Dexterity	20
<i>Plus To Hit</i>	3
<i>Craft Skill Mod</i>	15
Constitution	14
<i>Max. Enc.</i>	47 lbs
Intelligence	12
<i>Use Magic</i>	26
<i>Intellectual Skill Mod</i>	0
Wisdom	16
<i>Directed Spell</i>	1
<i>Craft Skill Mod</i>	5
Will	10
Piety	10
Charisma	15
<i>Soc. Skill Bonus</i>	0
Appearance	13
<i>Reaction Adj</i>	5
Luck	6
Movement Rate	13

Def	15	Mod DS	15	HP	22	Height	5' 3"
Weight	135 lbs	Hair	Black	Skin	Olive	Eyes	Brown
Sex	male	Age	29	Cash	\$359.0		
Org.	Rogue						
Code	Self, Money, Respect						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ARCANE LORE	1	40	ARMOR USE - LEATHER
1	40	CODED MESSAGES	1	40	DECEPTION
1	55	DISARM TRAPS	2	60	DISGUISES
1	40	DODGE	1	40	DRAW WEAPON Dagger
1	40	INVESTIGATION	1	40	KNIFE USE
1	55	LOCATE TRAPS	1	40	NAVIGATION
1	60	PICK LOCKS	1	55	PICK POCKETS
1	50	PILOTING	1	40	PISTOL USE
1	60	RADIO OPERATION	1	40	SURVEILLANCE
1	40	TAPPING	1	40	TARGETING Dagger
1	40	TARGETING 8mm Semi-Auto Taisho 14	1	40	UNARMED COMBAT

Weapon Specializations	Damage	+TH	+TD	Att
Dagger	1d8	4	0	4
Unarmed Combat	d6/0/Man.	3	1	3/0/0

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
8mm Semi-Auto Taisho 14	5d6	3	0	3	30yd	1lb	Standard Weapon
Dagger	1d8	4	0	4	.5yd	1/2lb	Standard Weapon. Quantity carried: 4

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
8mm Semi-Auto Taisho 14	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/2 pts victim INT	20'	Hypnosis	Hypnosis will force a victim into a trance if they fail a save vs. INT. It is possible to implant post hypnotic suggestion as long as it does not countermand the victim's codes. For example, the caster could not make a cleric betray his god but he could make the victim forget to lock the front doors to the temple.
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.

Greater Realm Spirit Points	24	Greater Realm Max S.P.	72	Greater Realm Current S.P.	
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Hit Points		1	11						
		Head							
2	44	3	44	4	11	5	44	6	44
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
		7	22						
		Stomach							
		8	22						
		Groin							
9	44					10	44		
Right Leg						Left Leg			

Armor		1	15						
		Padded Leather Jacket							
2	15	3	15	4	15	5	15	6	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
Brandy	1qt	Coat, dress	1.5lb	Lighter	.5lb
Shirt	.3lb	Shoes, leather	.6lb	Suit	4lb
Trousers	.4lb	Vest	.1lb	Wallet	.1lb
Watch	.1lb				

Description

Phillipe de Moyo was born to wealthy parents but given little in the way of guidance. He was spoiled by his mother and beaten mercilessly by his father. This has resulted in Phillipe's outlook on the human race. He has no loyalties and the very concept is bizarre to him. He serves who ever pays the best but he is not immune to flattery. Appealing to his ego is a sure way to get him to consider a plan. If the plan is too dangerous though, Phillipe has no problem walking away from a job, friend or even money. He is not brave although for the right price he can fake it. He is notorious in the intelligence community as a gatherer of information and has no qualms about which side he sells it to.