

Shades of Earth



James Quartermain, EnglishHunter

Strength	19
<i>Armor Mod</i>	2
<i>Damage Mod</i>	4
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	20
<i>Max. Enc.</i>	89 lbs
Intelligence	13
<i>Use Magic</i>	15
<i>Intellectual Skill Mod</i>	0
Wisdom	13
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	0
Will	18
Piety	17
Charisma	19
<i>Soc. Skill Bonus</i>	15
Appearance	15
<i>Reaction Adj</i>	15
Luck	10
Movement Rate	13

Def	19	Mod DS	19	HP	30	Height	6'2"
Weight	190 lbs	Hair	Blond	Skin	White	Eyes	Blue
Sex	male	Age	27	Cash	\$55.0		
Org.	Department 12						
Code	Hunting, Adventure, England						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ARMOR USE - LEATHER	1	40	CAMOFLAGE
2	60	DODGE	1	40	HUNTING
1	40	LANGUAGES African Tribal	1	50	MOVE IN SHADOWS
1	50	MOVE SILENTLY	1	40	PARRYING Long Sword
2	70	PILOTING	1	40	PISTOL USE
1	40	RIFLE USE	1	40	SWORD USE
1	40	TARGETING Long Sword	1	40	TARGETING Lee Enfield
1	40	TARGETING .45 Semi-Auto Pistol	2	60	TRACKING
1	40	UNARMED COMBAT	2	60	WILDERNESS SURVIVAL Forest

Weapon Specializations	Damage	+TH	+TD	Att
.45 Semi-Auto Pistol	5d12	4	0	1
Unarmed Combat	d6/0/Man.	3	5	3/0/0

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
.45 Semi-Auto Pistol	5d12	4	0	1	40yd	1lb	Standard Weapon
Long Sword	3d8	3	4	2	1yd	6 lb	Standard Weapon
Lee Enfield	4d8	3	0	1	540yd	8lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
.45 Semi-Auto Pistol	20	Pistol	N/A	0	0	0	0	Standard Ammo. Standard Pistol Round. Damage As Weapon
Lee Enfield	20	Rifle	N/A	0	0	0	0	Standard Ammo. Standard Rifle Rounds; Same Damage as Weapon

Shades of Earth

Realm	Level	Cost	Range	Name	Description
Natural	1	1 pt/100'	Personal	Glide	This spell will allow the caster to glide to the floor in the manner of a parachute. The caster may carry up to twice his encumbrance but more than that and he will fall as normal. The caster may do no other action while they are gliding and must focus their entire mind on the glide spell. Guidance of this spell is limited and one cannot fly with this spell as much as control their descent much like a parachute.
Natural	1	1 pt/turn	Personal	Pass Without a Trace	This spell will allow the caster to move through even the thickest undergrowth or the dustiest tunnel and leave no trace of his/her passage. The caster will be untraceable unless by magical means. These will have only a 25% chance +5%/ level the tracker is above the caster and -4%/ level the caster is above the tracker, of following the caster.
Natural	1	4 pts/100 sq ft	Sight	Plant Control I	The purpose of this spell is to allow the caster to control small plants and weeds. The caster may command the plants to grow at an accelerated speed. The caster may also give simple commands such as "trip" or "grab", but the plants will be unable to move.

Greater Realm Spirit Points	23	Greater Realm Max S.P.	69	Greater Realm Current S.P.	
-----------------------------	----	------------------------	----	----------------------------	--

Shades of Earth

Hit Points		1	15						
		Head							
2	60	3	60	4	15	5	60	6	60
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
		7	30						
		Stomach							
		8	30						
		Groin							
9	60					10	60		
Right Leg						Left Leg			

Armor		1	62						
		Travelling Cloak, Full Plate Armor							
2	22	3	22	4	22	5	22	6	22
Travelling Cloak, Studded Leather Armor		Travelling Cloak, Studded Leather Armor		Travelling Cloak, Studded Leather Armor		Travelling Cloak, Studded Leather Armor		Travelling Cloak, Studded Leather Armor	
		7	22						
		Travelling Cloak, Studded Leather Armor							
		8	22						
		Travelling Cloak, Studded Leather Armor							
9	22					10	22		
Travelling Cloak, Studded Leather Armor						Travelling Cloak, Studded Leather Armor			

Armor Item	AM Adj	AF Multiplier	Notes
Travelling Cloak	0	1	Standard Armor
Studded Leather Armor	0	1	Standard Armor
Full Plate Armor	0	1	Standard Armor

Shades of Earth

Name	Weight	Name	Weight	Name	Weight
Trousers	.4lb	Boots, leather	.8lb	Brimmed hat	.3lb
Hook	.5lb	Lighter	.5lb	Rope, hemp 10yd	3lb
Rucksack	1lb	Shirt	.3lb	Tent, one person	3lb
Watch	.1lb	Whiskey	1qt		

Item Name	Weight	Description
Cigars	1 lb	Finest Cuban cigars

Shades of Earth

Description

James Quartermain is the descendant of Alan Quartermain, and is himself a wealthy, big game hunter. He learned his spell casting abilities from African shamans, but occasionally works as a freelance agent for Dept 12, especially where the better interests of England are at stake.