

Shades of Earth

Roger Kipling, EnglishScientist

Strength	15
<i>Armor Mod</i>	0
<i>Damage Mod</i>	0
Agility	17
<i>Initiative Mod</i>	0
<i>Unarmed Combat to Hit</i>	1
Dexterity	19
<i>Plus To Hit</i>	2
<i>Craft Skill Mod</i>	10
Constitution	13
<i>Max. Enc.</i>	40 lbs
Intelligence	20
<i>Use Magic</i>	86
<i>Intellectual Skill Mod</i>	12
Wisdom	19
<i>Directed Spell</i>	2
<i>Craft Skill Mod</i>	15
Will	14
Piety	19
Charisma	10
<i>Soc. Skill Bonus</i>	-5
Appearance	10
<i>Reaction Adj</i>	0
Luck	15
Movement Rate	12

Def	15	Mod DS	15	HP	22	Height	5'6"
Weight	150	Hair	Balding brown	Skin	White	Eyes	brown
Sex	male	Age	26	Cash	\$0.0		
Org.	Department 12						
Code	Knowledge, secrets of life						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
2	72	ARCANE LORE	2	72	CHEMISTRY
2	60	DODGE	1	45	DRIVING Automobile
2	72	ENGINEERING biology	2	72	FIRST AID
1	52	LANGUAGES German	1	52	LANGUAGES Russian
1	52	MEDICINE	1	52	NAVIGATION
2	72	ORATORY	2	65	PILOTING
1	40	PISTOL USE	1	40	POISON
4	87	SCIENCE biology	1	40	SWORD USE
1	40	TAPPING	1	40	TARGETING .22 Semi-Auto Pistol
1	40	TARGETING Rapier			

Weapon Specializations	Damage	+TH	+TD	Att
------------------------	--------	-----	-----	-----

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Rapier	2d10+d6/rd	2	0	3	1yd	4 lb	Standard Weapon
.22 Semi-Auto Pistol	3d6	2	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

Shades of Earth

Realm	Level	Cost	Range	Name	Description
Underworlder	1	1 pt/turn	Sight	See In Darkness	Quite simply this spell allows the caster to see in darkness. The caster may bestow this spell on another. The spell will not allow the user to see in unnatural darkness, i.e. darkness from a spell, etc.
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	26	Greater Realm Max S.P.	78	Greater Realm Current S.P.	
------------------------------------	-----------	-------------------------------	-----------	-----------------------------------	--

Shades of Earth

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	17						
		Travelling Cloak, Padded Leather Jacket							
2	17	3	17	4	17	5	17	6	17
Travelling Cloak, Padded Leather Jacket		Padded Leather Jacket, Travelling Cloak		Travelling Cloak, Padded Leather Jacket		Travelling Cloak, Padded Leather Jacket		Travelling Cloak, Padded Leather Jacket	
		7	17						
		Travelling Cloak, Padded Leather Jacket							
		8	17						
		Travelling Cloak, Padded Leather Jacket							
9	17					10	17		
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

Shades of Earth

Name	Weight	Name	Weight	Name	Weight
Batteries	.1lb	Belt	.2lb	Camera	2lb
Flask, small	.6lb	Lighter	.5lb	Medical Kit	2lb
Shirt	.3lb	Shoes, leather	.6lb	Technician's Kit	13lb
Wallet	.1lb	Watch	.1lb		

Item Name	Weight	Description
Pocket Travelers Guide	0.5 lbs	This booklet contains helpful travel guide information for Europe.

Shades of Earth

Description

Rodger is a pudgy, physically unimpressive man. However, he is keenly intelligent, and obsessed with understanding everything around him. He especially enjoys learning how the universe works, particularly how life is created and evolves. He came across his casting abilities at University, where he was recruited to Dept 12.