

PERSONAL INFO

VITAE

NAME: NURSE MAXINE LITTLEWOOD
AGE: 28 **RACE:** HUMAN (BRITISH) **SEX:** FEMALE **Ht:** 5 FT 4 IN **Wt:** 120 LBS
EYES: GREY **SKIN:** WHITE **HAIR:** BLACK
CODE: SAVING LIVES, INDEPENDANCE, ADVENTURE
NOTES:

CLASS TYPE: INTELLECT
CLASS: NURSE
RESERVE EXP: 0
KARMA (OPT): 5

STATISTICS

STRENGTH 50
 % Mod D20 Mod
 +0 +0

AGILITY 90
 % Mod D20 Mod
 +20 +4

CONSTITUTION 90
 % Mod D20 Mod
 +20 +4

DEXTERITY 100
 % Mod D20 Mod
 +30 +6

INTELLIGENCE 100
 % Mod D20 Mod
 +30 +6

WISDOM 85
 % Mod D20 Mod
 +15 +3

CHARISMA 90
 % Mod D20 Mod
 +20 +4

APPEARANCE 95
 % Mod D20 Mod
 +25 +5

LUCK 50
 % Mod D20 Mod
 +0 +0

PIETY 75
 % Mod D20 Mod
 +10 +2

WILL 100
 % Mod D20 Mod
 +30 +6



SHADES OF EARTH IRIDIUM V2

LOCATION CHART

COMBAT
 INITIATIVE: +4
 DEFENSE: 40
 MOD. DEFENSE: 40
 BASE FORTITUDE: 25

KARMA COST
 1 - REROLL A SKILL
 1 - +5% TO HIT, SKILL, OR STAT SAVE
 1 - 1 ADDITIONAL DIE OF DAMAGE
 2 - 1 ADDITIONAL ATTACK
 2 - ALLOW ANOTHER PLAYER TO REROLL A SKILL OR STAT CHECK
 3 - PERFORM AN EXTRAORDINARY FEAT
 3 - AUTOMATICALLY SUCCESSFUL SKILL CHECK
 4 - AUTOMATICALLY SUCCESSFUL SKILL CHECK FOR ANOTHER PLAYER

ARMOR WORN
 STILTED GIRDLE -0
 CLOTHING -0

1- HEAD ARMOR: 2, FORTITUDE: 13
2- RIGHT ARM ARMOR: 2, FORTITUDE: 50
3- RT SHOULDER ARMOR: 2, FORTITUDE: 50
4- CHEST ARMOR: 13, FORTITUDE: 25
5- Lt SHOULDER ARMOR: 2, FORTITUDE: 50
6- Lt ARM ARMOR: 2, FORTITUDE: 50
7- STOMACH ARMOR: 15, FORTITUDE: 25
8- GROIN ARMOR: 15, FORTITUDE: 25
9- Rt LEG ARMOR: 2, FORTITUDE: 50
10- Lt LEG ARMOR: 2, FORTITUDE: 50

SKILLS

	MOD	RANK	%
BONE SETTING	+30	2	102
CLIMBING	+0	2	60
DODGE	+20	2	80
FIRST AID (D20 HEAL)	+30	3	112
HERBOLGY	+15	2	87
INVESTIGATION	+30	2	102
KNIFE USE	+30	2	90
LANGUAGES (SPANISH)	+30	2	102
LANGUAGES (GERMAN)	+30	1	82
LANGUAGES (FRENCH)	+30	1	82
MEDICINE	+30	1	82
PISTOL USE	+30	2	90
POISON	+30	2	102
SEWING	+30	1	70
STEALTH (MOVEMENT)	+0	2	60
SURGERY	+30	3	112
TARGETING (PISTOL)	+30	2	90
TARGETING (KNIFE)	+30	2	90
INTELLECT PROFICIENCY		4	+12

WEAPONS

	+TO HIT	+TO DAM	# ATT	DAMAGE	CAPACITY	RANGE	NOTES	WT.
BOWIE KNIFE	+0	+0	3	2d6	1	mele		.5 LB
.45 PISTOL	+0	+0	1	5d12	7	40 y	1911 .45 cal semi auto	1 LB

EQUIPMENT

	WT.		WT.
SMALL MIRROR	.3	FLASHLIGHT	.1
ETHER (4 PT)	.5	SEWING KIT	.5
MAKEUP CASE	.5	SHOES, LEATHER	.6
MEDICAL BAG	.4	LIGHTER	.3
PURSE	1	NURSE UNIFORM	.4
CHARM BRACELET : USE 1 CHARM FOR 1 KARMA; 10 CHARMS			

WEALTH: \$102

DRUID

DISCIPLINE

NUMBER OF FEATS PERFORMED

MAGI

RANK POWER/SPELL COST RANGE

SEE NEXT PAGE

GREATER REALM MAX 22 GREATER REALM PRESENT LESSER REALM MAX LESSER REALM PRESENT

IRIDIUM V2

SPELL LIST

RANK	SPELL	COST	RANGE	COMP.	REALM	LEVEL	DESCRIPTION
1	CHAMELEON	3 PTS/TURN	PERSONAL	T	WOLVESBANE	1	THIS SPELL IS A LESSER VERSION OF INVISIBILITY, SINCE IT LEAVES A SHAKY OUTLINE OF THE CASTER. IT WILL NOT MASK SMELL OR SOUND. HOWEVER, EXCEPTIONAL VISION, LIKE SEEING HEAT SOURCES, WILL BE BLOCKED. IF SOMEONE IS ACTIVELY SEARCHING FOR THE CASTER AND THE CASTER IS NOT MOVING, THERE IS ONLY A 35% - THE CASTERS WIS PERCENTILE MODIFIER OF DETECTION. IF THE CASTER MOVES THIS CHANCE IS DOUBLED. THIS SPELL WILL ALSO GIVE A +15 TO DEFENSE STAT WITH A +5 EVERY 2 RANKS.
1	MEND I	2 PTS	TOUCH	T,G	WOLVESBANE	1	MEND I WILL MEND NON-MAGICAL ITEMS WHEN THEY ARE BROKEN. THE CASTER MUST JOIN THE BROKEN PIECES TOGETHER (IF THEY CANNOT BE JOINED I.E. POUNDED TO DUST, IT CANNOT BE MENDED) THEN ENACT THE SPELL. AN ITEM MAY BE MENDED IN THIS MANNER 10 TIMES BEFORE THE MATTER BECOMES TOO THIN TO MEND AGAIN. DAMAGE TO ARMOR MAY BE REPAIRED IN THIS MANNER. ITEMS MAY ALSO BE RENDED TO DUST. THE CASTER MAY REND UP TO A VOLUME EQUAL TO 1 CUBIC FOOT PER RANK.
1	HEAL I	1 PT/3 FP	TOUCH	T,G	WOLVESBANE	1	HEAL I IS THE BEGINNING OF THE MOST SOUGHT AFTER FORMS OF MAGIC, HEALING. EVERYBODY NEEDS HEALING BUT THIS SPELL MAY BE USED TO INFLICT DAMAGE AS WELL. THIS SPELL, HOWEVER, WILL NOT MEND BONES PROPERLY OR REMOVE ARROWS. THUSLY, IT STILL TAKES THE SKILLS OF BONE SETTING AND SURGERY TO USE THIS SPELL FOR ANYTHING BUT THE MOST BASIC OF INIURIES. FOR EXAMPLE, IF THE BONE IS BROKEN AT A 90 DEGREE ANGLE, YOU MUST SET IT BEFORE HEALING IT OR IT WILL MEND IMPROPERLY. IF THIS SPELL IS REVERSED IT DOES 3 FORTITUDE POINTS OF DAMAGE FOR EVERY SPIRIT POINT SPENT. THE REVERSE HEAL CAUSES THE FLESH TO ROT.
1	HEAL II	1 PT/5 FP	TOUCH	T,G	WOLVESBANE	2	AS WITH HEAL I BUT REVERSE IS FOR 5 FP PER SPIRIT POINT SPENT.
1	HEAL III	1 PT/7 FP	TOUCH	T,G	WOLVESBANE	3	AS WITH HEAL II BUT REVERSE IS FOR 7 FP PER SPIRIT POINT SPENT.
1	NEUTRALIZE POISON	6 PTS	TOUCH	T,G,S	WOLVESBANE	4	THE CASTER MAY NEUTRALIZE THE POISON IN THE FOOD OR DRINK BEFORE INGESTION OR AFTER A PERSON HAS BEEN AFFECT BY IT. THEY MUST TOUCH THE PERSON AFFLICTED OR THE SUBSTANCE WHICH THEY WISH TO NEUTRALIZE. THE CASTER WILL BE PROTECTED FROM CONTACT POISONS FOR THE DURATION OF THE SPELL. THIS SPELL WILL NOT MAKE ROTTEN FOOD EDIBLE OR NEUTRALIZE BIOLOGICAL AGENTS. IF A PERSON EATS ROTTEN FOOD THEY WILL NEED A CURE DISEASE SPELL. THE SUBSTANCE USED IN THIS SPELL IS SOME BAKING SODA.

Background

Maxine Littlewood was one of 12 children in the Littlewood household just outside York in Strensall Village. Her father was an Army Doctor and she had always dreamt of going to school and follow in his footsteps. Not so for a woman of this age. Instead, when she was old enough she left for America. In Texas, she enrolled at A&M where she met Dr. Kennedy. She had a tough life paying for school herself and when Dr. Kennedy offered her a job in Wayside as his nurse and student, she jumped at the chance. Over the past six years, Maxine has learned a great deal and grown quite fond of the good Doctor despite his strange penchant for archeology. For the past few days he has kept a patient in the basement and earlier this night he came up in a panic and told her to go fetch help. He looked as though he had been mauled by a wild animal. He stayed there as Maxine fled to the only place she could think of. The Buellah Bronco, a local pub. Surely the sherriff or someone could help?



S P E L L N O T E S