

modern dispatch #110

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NAZI ARCHAEOLOGY TEAM

BY PAUL KING

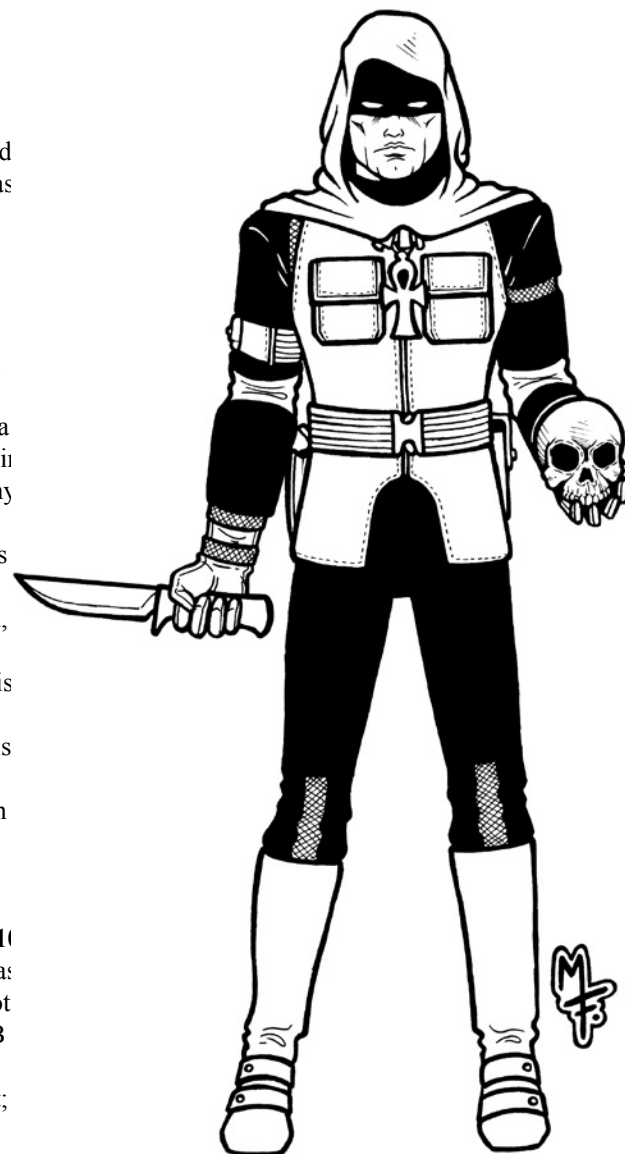
As Hitler swept across Europe, he also searched artifacts that would enhance his power and his chances of staying in power. He deployed teams throughout the world to look for artifacts that would aid him. The below team is but one of many that has been sent forth.

ROLFE KOENIG

Rolfe was born in the Bavarian region of Germany. Rolfe is a descendent of the Grand Master that initiated the betrayal of the Templars. He has been a follower of Celestan since birth, as has every male in his family. He was a young non-com when Germany was defeated in WW I. The defeat left him nearly penniless. He spent the ensuing years deepening his convictions of Celestan. When German began to rebuild the military, he eagerly joined. As a veteran, he was sent to officer's training. His knowledge of ancient artifacts of power won him command of this small team.

Hook: A member of the Templars (whether this is known or not is up to the GM) contacts the PCs to bring Rolfe in. The Templars believe he stands high the Teutonic council.

Hauptsturmfuhrer Rolfe Koenig (Charismatic Hero 3 / Cultist 3 / Leadership Training 4): CR 10
Medium-size humanoid; HD 6d6 + 4d8; HP 41; Max 10; Init +1; Spd 30 ft; Defense 18, touch 15, flatfoot 17 (+0 size, +1 Dex, +4 class, +3 equipment); BAB +5; Grap +6; Atk +6 melee (1d4+1/19-20, knife), or +6 ranged (2d6+0, Walther P-38); FS 5 ft by 5 ft; Reach 5 ft; SQ Teutonic Knight Secret Mystery 1, Teutonic Knight Secret Mystery 2, Teutonic Knight



Secret Mystery 3; AL Celestan, Teutonic Knights, Avarice; SV Fort +4, Ref +5, Will +10; AP 5; Rep +5; Str 12, Dex 12, Con 10, Int 14, Wis 14, Cha 18

Occupation: Shadow Scholar (Knowledge [Arcane Lore], Knowledge [History], Knowledge [Tactics])

Skills: Bluff +13, Craft (Writing) +15, Decipher Script +15, Diplomacy +20, Gather Information +15, Intimidate +13, Knowledge (Arcane Lore) +20, Knowledge (History) +19, Knowledge (Tactics) +13, Knowledge (Theology and Philosophy) +5, Read/Write Language +6 (Akkadian, Ancient Greek, Ancient Hebrew, Aramaic, German, Latin, Middle Egyptian), Speak Language +6 (Akkadian, Ancient Greek, Ancient Hebrew, Aramaic, German, Latin, Middle Egyptian)

Feats: Armor Proficiency (light), Bloodletting, Conviction (Celestan), Educated (Knowledge [Arcane Lore], Knowledge [History]), MOS Intelligence (Decipher Script, Diplomacy, Gather Information), Profane Ritual, Simple Weapons Proficiency, Tactician, Teamwork (Nazi), Trustworthy

Talents (Charismatic Hero): Coordinate, Fast-talk

Talents (Cultist): Control Undead, Dark Initiate, True Magic

Talents (Leadership Training): Information Specialist 1, Information Specialist 2, Voice of Command (Snap Decision) 1/day

Possessions: Undercover vest, knife, Walther P-38, Wealth +6

OSKAR WALCZAK

Oskar was born in the Lubuskie region of Poland. He is of average height and wiry build. Oskar is a scholar of history at heart. At a young age he read what books he could get his hands on about the past, and developed a passion for it. Many texts included folklore and legends, which sparked his interest in the occult as well. When Poland was overtaken by the Nazis, Oskar's fear was that he wouldn't be able to

continue his studies. When he was assigned to Rolfe's team, this fear went away. Oskar has found himself with as much research material as he could have dreamed of.

Hook: History and knowledge are what truly drive Oskar. If the PCs wish to break him out of his research shell, they will have to entice him with greater resources than he currently has.

Oskar Walczak (Smart Hero 7): CR 7; Medium-size humanoid; HD 7d6; HP 25; Mas 10; Init +0; Spd 30 ft; Defense 15, touch 12, flatfooted 15 (+0 size, +0 Dex, +2 class, +3 equipment); BAB +3; Grap +2; Atk +2 melee (1d4+1/19-20, knife), or +3 ranged (2d6+0, Walther P-38); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL learning; SV Fort +2, Ref +2, Will +6; AP 3; Rep +3; Str 8, Dex 10, Con 10, Int 19, Wis 14, Cha 14.

Occupation: Academic (Decipher Script, Knowledge [Arcane Lore], Knowledge [History])

Skills: Craft (electronic) +16, Craft (mechanical) +16, Decipher Script +24, Investigate +14, Knowledge (Arcane Lore) +24, Knowledge (Earth and Life Sciences) +14, Knowledge (History) +24, Knowledge (Physical Sciences) +16, Knowledge (Theology and Philosophy) +16, Read/Write Language +10 (Akkadian, Ancient Hebrew, Arabic, Aramaic, English, French, German, Hebrew, Italian, Latin, Latvian, Lithuanian, Yiddish), Research +16, Sense Motive +7, Speak Language +10 (Akkadian, Ancient Hebrew, Arabic, Aramaic, English, French, German, Hebrew, Italian, Latin, Latvian, Lithuanian, Yiddish)

Feats: Armor Proficiency (light), Builder (Craft [electronic], Craft [mechanical]), Educated (Knowledge [Arcane Lore], Knowledge [History]), Educated (Knowledge [Physical Sciences], Knowledge [Theology and Philosophy]), Pentagram, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious

Talents (Smart Hero): Linguist, Savant (Decipher

Script), Savant (Knowledge [Arcane Lore]), Savant (Knowledge [History])

Possessions: Undercover vest, knife, Walther P-38; Wealth +8

HEINRICH RAUTENSTRAUCH

Heinrich was born in the Salzburg state of Austria. As a young boy, Heinrich helped his father, a professor of archaeology. He would go into the field with his father and help at various digs. He watched as museums and collectors would not, in his opinion, properly compensate his father. Their family lived meagerly, even with the occasional supplements provided by the digs. To try and help his family, Heinrich began to steal from their more wealthy neighbors. After a few such break-ins, Heinrich began to want to horde what he stole for himself only. When the Nazis came to Austria, Heinrich began to look into how this could best work to his advantage. Because of his background, he was sought out to help on Nazi digs. Heinrich was allowed to keep pieces that weren't of interest to the Nazis.

Hook: Heinrich is out for #1, and wants to make as much money as possible. To break him away from his current employment, the PCs would need to offer him a large sum of money.

Heinrich Rautenstrauch (Tough Hero 3 / Grave Robber 4): CR 7; HD 4d8 + 3d10 +14; HP 53; Init +2; Spd 30 ft; Defense 20, touch 17, flatfooted 18 (+0 size, +2 Dex, +5 class, +3 equipment); BAB +5; Grap +5; Atk +5 melee (1d4/19-20, knife), or +6 melee (1d6/20, non-lethal unarmed), or +7 ranged (2d6+0, Walther P-38); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 2/-; AL Avarice; SV Fort +7, Ref +7, Will +3; AP 3; Rep; Str 11, Dex 14, Con 16, Int 14, Wis 12, Cha 12

Occupation: Adventurer (Bluff, Survival), Criminal (Forgery, Sleight of Hand)

Skills: Bluff +11, Decipher Script +12, Forgery

+12, Gather Information +5, Knowledge (History) +12, Knowledge (Streetwise) +12, Survival +7, Sleight of Hand +8

Feats: Armor Proficiency (Light), Brawl, Conviction (Avarice), Henchmen, Low Profile, Moonlighting (Criminal), Personal Firearms Proficiency, Simple Weapons Proficiency

Talents (Tough Hero): Damage Reduction 1/-, Damage Reduction 2/-

Talents (Grave Robber): Cannon Fodder 1/day, Contact (Low Level), Ends Justify The Means 1/day

Possessions: Undercover vest, knife, Walther P-38; Wealth +8

ADRIENNE REYNARD

Adrienne was born in the Alsace region of France. Adrienne is a short, petite woman with raven black hair. She lived alone just outside of her village, living as a “wise woman.” Many of her village viewed her with distrust, as her beliefs did not coincide with that of the Catholic Church. Her own family kept her at arm’s length, not wishing to be “tainted” by her presence. She was only tolerated because she was able to cure the sick and infirm. When the Nazis swept through, she was left alone because she did not trouble them. However, someone mentioned her abilities to the local Nazi governor, and she was taken away. She now works for the Nazis under protest; her relatives are being used as hostages to keep her compliant.

Hook: If Adrienne is found by herself, and she is certain no Nazi ears are around, she will talk about wanting her freedom back. She is leery of leaving the group, because she doesn’t want to be responsible for the death of her family.

Adrienne Reynard (Dedicated Hero 3/Witch 5): CR 8; Medium-size humanoid; HD 3d6 plus 5d6; HP 29; Mas 10; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +4;

Grap +4; Atk +4 melee (1d4+0/19-20, knife), or +6 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ empathic link; AL freedom; SV Fort +5, Ref +4, Will +12; AP 4; Rep +2; Str 10, Dex 14, Con 10, Int 14, Wis 18, Cha 14.

Occupation: Apothecary (Craft [chemical], Craft [pharmaceutical], Knowledge [Arcane Lore])

Skills: Craft (chemical) +14, Craft (pharmaceutical) +14, Knowledge (Arcane Lore) +16, Knowledge (Physical Sciences) +7, Knowledge (Theology and Philosophy) +15, Listen +6, Move Silently +5, Prophecy +15, Spot +11, Survival +12, Treat Injury +15

Feats: Alertness, Educated (Knowledge [Arcane Lore], Knowledge [Theology and Philosophy]), Iron Will, Palm Reading, Numerology, Scriptural Interpretation, Second Sight, Simple Weapons Proficiency

Talents (Dedicated Hero): Healing Knack, Healing Touch 1

Talents (Witch): Summon Familiar (BNR), Herbal Lore, Darkshape 1/day, Brew Potion (BNR), Creature of the Night

Possessions: knife, weapon; Wealth +8

Azrael (Cat): CR 1/4; Tiny magical animal; HD 8d8; hp 14; Mas 10; Init +2; Spd 30 ft.; Defense 16, touch 14, flat-footed 14 (+2 size, +2 natural, +2 Dex); BAB +4; Grap –8; Atk +8 melee (1d2–4, claw); Full Atk +8 melee (1d2–4, 2 claws), +3 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ empathic link, improved evasion, low-light vision, speak with master; AL none or owner; SV Fort +5, Ref +4, Will +6; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills: Balance +10, Climb +5, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Listen +4, Move Silently +9, Spot +4.

Feats: Weapon Finesse (bite), Weapon Finesse (claw).

BORIS VON WORMT

Boris was born in the Free State of Prussia, a descendent of a Junker line of generals, themselves descended from early Teutonic knights. His father was a follower of Celestan, and he taught this to Boris. Along with the teachings of Celestan was the family heritage of the Junkers and the Teutonic Knights. Boris took this to mean that, as a scion of this heritage, he should be a person of importance and power, and greatly resented the fact that he wasn’t. He jumped at the chance to join the German military. He continued his studies of Celestan where he could, and was pleased when assigned to Rolfe’s team.

Hook: Like Rolfe, the Templars would like Boris taken out of the equation.

Sturmmann Boris von Wormt (Strong Hero 3/Dark Warrior 5): CR 8; Medium-size humanoid; HD 3d8+9 plus 5d10+15 plus 3; HP 69; Mas 16; Init +2; Spd 30 ft; Defense 17, touch 17, flatfooted 15 (+0 size, +2 Dex, +5 class); BAB +6; Grap +10; Atk +10 melee (1d4+6/19-20, knife), or +11 melee (1d6+6, non-lethal unarmed), or +11 melee (1d4+6, lethal unarmed), or +8 ranged (2d6+0, Luger); FS 5 ft by 5 ft; Reach 5 ft; SQ Teutonic Knight Secret Mystery 1, Teutonic Knight Secret Mystery 2, Teutonic Knight Secret Mystery 3; AL Celestan, Teutonic Knights, Avarice, Wrath; SV Fort +8, Ref +6, Will +2; AP 4; Rep +1; Str 18, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Intimidate +7, Knowledge (Arcane Lore) +8, Knowledge (History) +3, Knowledge (Streetwise) +12, Knowledge (Tactics) +13, Survival +7

Feats: Brawl, Combat Martial Arts, Conviction (Dark Power), Jealous Rage, Personal Firearms Proficiency, Power Attack, Profane Ritual, Simple Weapons Proficiency, Toughness

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Dark Warrior): Hatred 1/day, Willing Manifestations (Contortions), Blood Bond

Possessions: knife, Luger; Wealth +6

PAVEL SVOBODA

Pavel was born in northern Bohemia, part of the Czech lands. He was trained as a rifleman in the German army as Hitler was building up their forces before WW II began. His skill with a rifle, particularly his accuracy, got him promoted. Until he was assigned to Rolfe's team, Pavel has never questioned orders. Now, with his dealing with the arcane, Pavel is internally questioning what he is doing. Participating with this team has destroyed his simple outlook on life, and he resents it.

Hook: Pavel wants nothing to do with the arcane or the occult. He has taken up drinking to try and block it out of his mind.

Sturmmann Pavel Svoboda (Fast Hero 3/Recon Training 6): CR 9; Medium-size humanoid; HD 3d8+3 plus 6d8+6; HP 50; Mas 12; Init +4; Spd 45 ft; Defense 22, touch 21, flatfooted 18 (+0 size, +4 Dex, +7 class, +1 equipment); BAB +6; Grap +7; Atk +7 melee (1d4+1/19-20, knife), or +11 ranged (2d6+0, Mosin-Nagant rifle M-1891/30 Sniper Variant); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Nazi; SV Fort +5, Ref +9, Will +5; AP 4; Rep +2; Str 12, Dex 18, Con 12, Int 14, Wis 14, Cha 10.

Occupation: Military (Hide, Knowledge [Tactics])

Skills: Balance +8, Drive +10, Escape Artist +8, Hide +19, Jump +5, Knowledge (Tactics) +15, Move Silently +16, Navigate +8, Read/Write Language +3 (English, German, Italian, Polish), Speak Language +3 (English, German, Italian, Polish), Spot +20, Survival +22

Feats: Dead Aim, Far Shot, MOS Rifleman (Hide, Knowledge [Tactics], Spot), Personal Firearms Proficiency, SERE, Simple Weapons Proficiency, Sniper School, Stealthy, Teamwork (Specific Group), Weapon Focus

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Talents (Recon Training): Camouflage, Long Range Reconnaissance, Fast Mover +5, Sharpshooter 1, Marksmanship 1, Sharpshooter 2, Marksmanship 2, Sniper 1

Possessions: Undercover vest, knife, Mosin-Nagant rifle M-1891/30 Sniper Variant; Wealth +6

NEW ADVANCED TRAINING

INFORMATION SPECIALIST

Information Specialist 1 (prerequisite MOS

Intelligence): You gain a +1 bonus on Gather Information and Research checks.

Information Specialist 2 (prerequisite

Information Specialist 1): You gain a +1 bonus on Gather Information and Research checks (cumulative with Information Specialist 1, for a total bonus of +2).

Information Specialist 3 (prerequisite

Information Specialist 2): You gain a +1 bonus on Gather Information and Research checks (cumulative with Information Specialist 2, for a total bonus of +3).

Information Specialist 4 (prerequisite

Information Specialist 3): You gain a +1 bonus on Gather Information and Research checks (cumulative with Information Specialist 3, for a total bonus of +4).

Information Specialist 5 (prerequisite

Information Specialist 4): You gain a +1 bonus on Gather Information and Research checks (cumulative with Information Specialist 4, for a total bonus of +5).

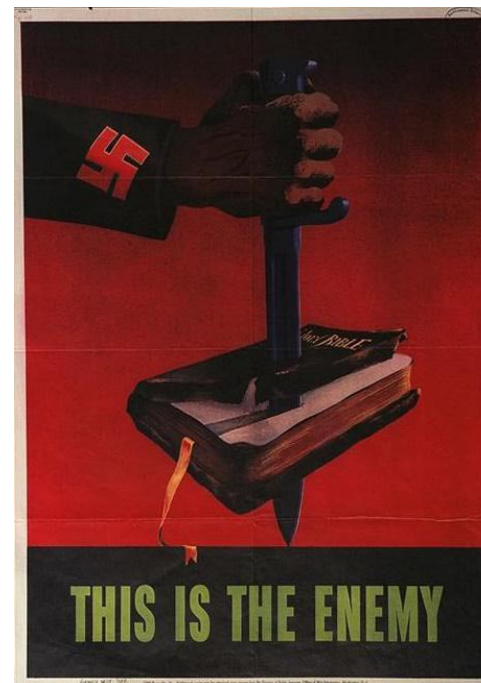
FEAT

MOONLIGHTER

When the 5:00 whistle blew, you headed off to another job.

Benefit: Choose a second starting occupation. You must meet all the prerequisites plus other requirements (see below). You gain the listed skills, Reputation bonus increase, and Wealth bonus increase for the occupation. However, you do not gain any bonus feats. In fact, a bonus feat listed for an occupation instead becomes a prerequisite. If the occupation lists several bonus feats and instructs you to select one, then you must have one of those bonus feats in order to moonlight in that occupation.

Special: You may only take this feat as a 1st-level character.



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