

Gunter von Schreiber

Player: Jody Fletcher
Male Archaeologist; Age: 29; Height: 5' 8"; Weight: 160lb.; Hair: Black; Eyes: Blue; Skin: White



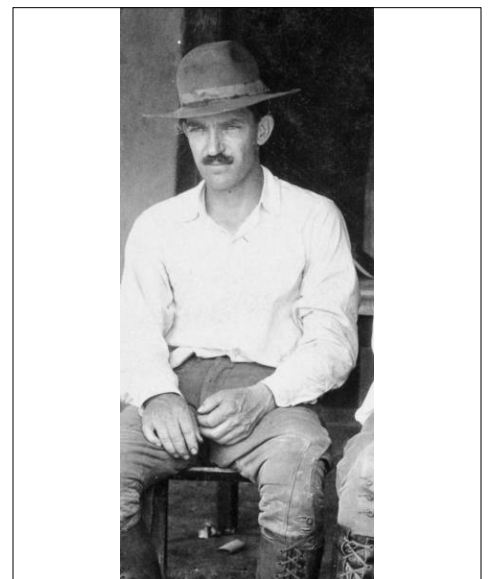
Hit Points													Sanity Points																				
<input type="checkbox"/> Major Wound													(99 - Cthulhu Mythos = 99, SAN: 50)																				
Unconscious	1	2	3	4	Insane	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
5	6	7	8	9	10	11	12	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
13	14	15	16	17	18	19	20	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73
21	22	23	24	25	26	27	28	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Luck													Magic Points																				
Out of Luck	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	0	1	2	3	4	5	6	7				
22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	8	9	10	11	12	13	14	15
48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	16	17	18	19	20	21	22	23
74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	24	25	26	27	28	29	30	31

Characteristics	
Strength.....	45 <input type="checkbox"/> 22 <input type="checkbox"/> 9
Constitution ..	50 <input type="checkbox"/> 25 <input type="checkbox"/> 10
Size.....	55 <input type="checkbox"/> 27 <input type="checkbox"/> 11
Dexterity	65 <input type="checkbox"/> 32 <input type="checkbox"/> 13
Appearance..	45 <input type="checkbox"/> 22 <input type="checkbox"/> 9
Intelligence ..	70 <input type="checkbox"/> 35 <input type="checkbox"/> 14
<input type="checkbox"/> Power	50 <input type="checkbox"/> 25 <input type="checkbox"/> 10
Education	80 <input type="checkbox"/> 40 <input type="checkbox"/> 16

Derived Attributes	
Damage Bonus	+0 <input type="checkbox"/>
1/2 Damage Bonus	+0 <input type="checkbox"/>
Build	0 <input type="checkbox"/>
Movement Rate	8 <input type="checkbox"/>
Fight Back Range	13' <input type="checkbox"/>
Point Blank Range	13' <input type="checkbox"/>

Skills	
<input type="checkbox"/> Accounting	5% <input type="checkbox"/> 2% <input type="checkbox"/> 1%
<input type="checkbox"/> Anthropology	1% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Appraise	40% <input type="checkbox"/> 20% <input type="checkbox"/> 8%
<input type="checkbox"/> Archeology	60% <input type="checkbox"/> 30% <input type="checkbox"/> 12%
<input type="checkbox"/> Art and Craft (default) ..	5% <input type="checkbox"/> 2% <input type="checkbox"/> 1%
<input type="checkbox"/> Art/Craft	0% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Charm	15% <input type="checkbox"/> 7% <input type="checkbox"/> 3%
<input type="checkbox"/> Climb	20% <input type="checkbox"/> 10% <input type="checkbox"/> 4%
<input type="checkbox"/> Credit Rating	30% <input type="checkbox"/> 15% <input type="checkbox"/> 6%
<input type="checkbox"/> Cthulhu Mythos	0% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Disguise	5% <input type="checkbox"/> 2% <input type="checkbox"/> 1%
<input type="checkbox"/> Dodge	32% <input type="checkbox"/> 16% <input type="checkbox"/> 6%
<input type="checkbox"/> Drive Auto	20% <input type="checkbox"/> 10% <input type="checkbox"/> 4%
<input type="checkbox"/> Electrical Repair	10% <input type="checkbox"/> 5% <input type="checkbox"/> 2%
<input type="checkbox"/> Fast Talk	10% <input type="checkbox"/> 5% <input type="checkbox"/> 2%
<input type="checkbox"/> First Aid	30% <input type="checkbox"/> 15% <input type="checkbox"/> 6%
<input type="checkbox"/> History	43% <input type="checkbox"/> 21% <input type="checkbox"/> 8%
<input type="checkbox"/> Intimidate	15% <input type="checkbox"/> 7% <input type="checkbox"/> 3%
<input type="checkbox"/> Jump	20% <input type="checkbox"/> 10% <input type="checkbox"/> 4%
<input type="checkbox"/> Language (default)	1% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Language: Egyptian Hieroglyphics	52% <input type="checkbox"/> 26% <input type="checkbox"/> 10%
<input type="checkbox"/> Language: English	40% <input type="checkbox"/> 20% <input type="checkbox"/> 8%
<input type="checkbox"/> Language: German	80% <input type="checkbox"/> 40% <input type="checkbox"/> 16%
<input type="checkbox"/> Law	5% <input type="checkbox"/> 2% <input type="checkbox"/> 1%
<input type="checkbox"/> Library Use	85% <input type="checkbox"/> 42% <input type="checkbox"/> 17%
<input type="checkbox"/> Listen	30% <input type="checkbox"/> 15% <input type="checkbox"/> 6%
<input type="checkbox"/> Locksmith	1% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Lore	0% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Lore (default)	1% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Mechanical Repair	15% <input type="checkbox"/> 7% <input type="checkbox"/> 3%
<input type="checkbox"/> Medicine	1% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Natural World	10% <input type="checkbox"/> 5% <input type="checkbox"/> 2%



Skills	
<input type="checkbox"/> Navigate	10% <input type="checkbox"/> 5% <input type="checkbox"/> 2%
<input type="checkbox"/> Occult	5% <input type="checkbox"/> 2% <input type="checkbox"/> 1%
<input type="checkbox"/> Operate Heavy Machinery	1% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Persuade	15% <input type="checkbox"/> 7% <input type="checkbox"/> 3%
<input type="checkbox"/> Pilot	0% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Pilot (default)	1% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Psychoanalysis	1% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Psychology	15% <input type="checkbox"/> 7% <input type="checkbox"/> 3%
<input type="checkbox"/> Ride	5% <input type="checkbox"/> 2% <input type="checkbox"/> 1%
<input type="checkbox"/> Science	0% <input type="checkbox"/> 0% <input type="checkbox"/> 0%
<input type="checkbox"/> Science (Chemistry) ..	40% <input type="checkbox"/> 20% <input type="checkbox"/> 8%
<input type="checkbox"/> Science (default)	1% <input type="checkbox"/> 0% <input type="checkbox"/> 0%

Armor	
<input type="checkbox"/>	Heavy Leather Jacket (-1 HP, Covers: T)

Weapons	
Model P08 Luger .. Att: 45% ^{22%} _{9%} Dam: 1D10 (1D10+10)	Mauser M1898 Rifle Att: 25% ^{12%} _{5%} Dam: 2D6+4 (2D6+4+16)
# Att: 1 (3) Malf: 99+ Rng: 15 yd/30 yd/60 yd	# Att: 1 Malf: 99+ Rng: 110 yd/220 yd/440 yd
Unarmed .. Att: 25% ^{12%} _{5%} Dam: 1D3+0 (3)	
# Att: 1	

Skills

<input type="checkbox"/> Science (Geology)	1%	0%	<input type="checkbox"/>
<input type="checkbox"/> Science (Physics)	1%	0%	<input type="checkbox"/>
<input type="checkbox"/> Sleight of Hand	10%	5%	<input type="checkbox"/>
<input type="checkbox"/> Spot Hidden	51%	25%	<input type="checkbox"/>
<input type="checkbox"/> Stealth	20%	10%	<input type="checkbox"/>
<input type="checkbox"/> Survival (default)	10%	5%	<input type="checkbox"/>
<input type="checkbox"/> Survival: Desert	24%	4%	<input type="checkbox"/>
<input type="checkbox"/> Swim	30%	15%	<input type="checkbox"/>
<input type="checkbox"/> Track	10%	5%	<input type="checkbox"/>

Weapon Skills

<input type="checkbox"/> Fighting (Brawl)	25%	12%	<input type="checkbox"/>
<input type="checkbox"/> Firearms (Handgun)	45%	22%	<input type="checkbox"/>
<input type="checkbox"/> Firearms (Rifle/Shotgun)	25%	5%	<input type="checkbox"/>

Gear & Possessions

2-Blade Pocket Knife
 7 x 7 foot tent
 (60x) 9mm Ammo
 Aspirin (12 Pills)
 Baseball
 Binoculars
 Book Bag, Good
 Box of Cigars
 Can of Carbide (2 lbs.)
 Canteen (1 quart)
 Carbide Lamp
 Cigarettes (pack)
 Compass with Lid
 Epsom Salts/lb
 Felt Fedora
 (12x) Fifteen Hour Candles
 Gauze Bandages (5 yards)
 Hand Axe
 (2x) Hemp Twine
 Hiking Boots
 Hunting Knife
 (12x) Instant Cold Packs
 Kodak Folding No. 1 Camera
 Laxative, Nature's Remedy
 Leather Ankle Supports
 Men's Toilet Set (10 pieces)
 Necktie, silk
 New Container
 Pocket Magnifying Glass
 Police Whistle
 Rope (50 feet)
 Small Live Animal Trap
 Soap (12 Cakes)
 Straw Hat
 Sunblock Lotion
 Suspenders
 Tool Belt & Safety Strap
 Water Bag (2 Gallon)
 Wrist Watch

Cash & Assets

Spending Level : \$10
 Cash : \$60
 Assets : \$1,500

Backstory

Ideology/Beliefs: Science has all the answers. Pick a particular aspect of interest (e.g. evolution, cryogenics, space exploration).

Significant People (Key Connection) : Partner (e.g. spouse, fiancé, lover). They give your life meaning. How? (e.g. you aspire to be like them, you seek to be with them, you seek to make them happy).

Significant People : Person who taught you your highest occupational skill. Identify the skill and consider who taught you (e.g. a schoolteacher, the person you apprenticed with, your father). You idolize them (e.g. for their fame, their beauty, their work).

Meaningful Locations : Your workplace (e.g. the office, library, bank).

Treasured Possessions : A memento of a departed person (e.g. jewelry, a photograph in your wallet, a letter).

Traits : Generous (e.g. generous tipper, always helps out a person in need, philanthropist).

Background & Details

Born from: Walter Schreiber a medical doctor that worked through WW1 as a doctor.

Gunter found that dealing with the history of people and older generations of more interest than those dealing with current politics.

He rejects the wave of facism that has been gaining force in Germany and the whole Nazi belief system.

After finding a few minor historical sites in Italy and England he has come to Egypt to do exploratory research into lesser known pharoahs, general life of the slaves along the Nile delta.

After hearing about the Clive Expedition he was invited to a number of events where I met Martin Winfield and proud member of the Nazi party which left a foul taste in Gunter's mouth. While the expedition seemed like a good fit, he also ended up dealing with his girlfriend of 5 years who had journeyed with him (and was actually more of a partner in his endeavours.) who recently was clawed by a cat and the scratch got infected which ended up causing her death.

So, while Gunter could have found a way around some of the propaganda and Martin Winfield's involvement, his caregiving of his girlfriend precluded him from getting involved during the formative phases of the expedition development.

She was originally from Egypt, Akila's death has broken Gunter (which also kept him out of the general circles of Archaeology) He has found himself 'in the bottle' and selling a number of his precious discoveries to maintain his level of food/drink/housing. A few archaeologists have provided small tasks to Gunter as a form of trying to keep him involved and see his way through the pain of his Habiba