

True Name: Johann Krieger
Name: Johnny
Alignment:
Hit Points: 52 / **SDC:** 12 /
Level: 9
OCC: Rogue Scholar
Occupation: Head of Krieger Crime Family, Smuggler, Scholar

IQ 15 **Sex:** Male **PPE:** 6 **ISP:** 49
ME 18 **Height:** 5' 11" **Weight:** 175 lbs
MA 16 **Environment:** Large City w/ Psionics
PS 17 **Family Origin:** New German Republic
PP 15 **Sentiments Toward CS/NGR:** Gets along with
PE 17 the NGR; member of a respected family
PB 15 **Disposition:** Intelligent, cunning, not much of
Spd 12 a fighter

OCC Skills	%	%/lvl
Literacy: Euro	120	5
Language: Euro	110	5
Language: American	110	5
Math: Basic	110	5
Computer Operation	100	5
Pilot: Automobile	86	2
	15	

OCC Related	%	%/lvl.	Special Abilities
Prowl	65	5	
Camouflage	60	5	
Radio: Basic	90	5	
Radio: Scramblers	75	5	Saving Throws
Literacy: American	90	5	Spell 11
Language: Dragonese	110	110	5 Ritual

Literacy: Dragonese	110	5	Insanity	10
Lore: D-bee	85	5	Toxins	15
Chemistry	80	5	Psionics	10
Chemistry: Analytical	75	5	Drugs	15
Pick Locks	70	5	Pain	12
Escape Artist	70	5	Poisons	13
Demolitions	84	3	Perception	
Horsemanship: Gen.	80/65	5	Coma	+5%
Streetwise	52	4		

Cybernetics

Hand to Hand: Basic
Damage: +3 **Strike:** +1
Parry: +2 **Dodge:** +2
Roll: +2 **Pull Punch:** +2
Initiative: **Attacks:** 4
Damage
Rest. Punch: **Full Punch:** 1d4
Power Punch: 2d4
 5
Kick 2: 1d8 **Kick 3:**
Leap Kick: 2d4x2 **Flip:** 1d6
Critical Strike on natural 19 or 20

Secondary Skills	%	%/lvl.	
Dance	70	5	
Lore: Magic	65/50	5	
Cryptography	65	5	
Advanced Math	85	5	Psionics
Paramedic	80	5	See Aura (4)
Detect Ambush	70	5	Remote Viewing (4)
Kick 1: 1d6	Trap/Mine Detection		60

Pilot: Motorcycle 92 4

Weapon Proficiency *Aim/Bur/Init* **Credits:**
 E-Pistol +5/+3

Equipment

Clothing
 --Black Button Shirt
 --Khaki Pants
 --Tennis Shoes
 --baseball cap
 --Trench Coat (30 M.D.C.)
 backpack
 canteen
 6 E-Clips

	S	P	T
Knife	+2	+3	+2

Armor: NF-20A Light Force Field
MDC: 75 / **Weight:** 6 lbs
Prowl: -0% **Notes:**

Weapons	Dmg	Range	Payload	Aim/Bur/Cal
NG-45LP	5d6	500ft	15 /	+5 / +3 / +5
Vibro-Knife	1d6	HTH	N/A	

Background

Johann was born into a prominent business family. Unfortunately, Johann yearned for knowledge, not the hobnobbing and kissing ass of the business world. When he was fifteen, he left home. He lived on the streets, gathering as many books and learning as much as he could. Eventually, the knowledge was not enough to keep him alive and he needed to start stealing to make a living and eat from day to day. It started small, picking pockets, occasionally robbing a small store.

After a few years, he began to increase his savings, hoping to make a small fortune so he could eventually retire. He began to hit museums, stealing pre-rifts artifacts and expensive modern items. On one such heist, things went awry and he was forced to flee from the police. He managed to evade them, eventually, and found himself looking on the streets for a new source of an identity. This led him to Danielle's workshop. Unfortunately, this also led the police to Danielle's workshop. They were forced to flee together and found that they like one another. Together, they created themselves a new identity and got married. Since then, they have worked their way up through the levels of aristocracy and become a prominent family. So prominent, in fact, that the NGR government believes that there is no way that they could be responsible for any criminal operations, which they use to their advantage.

They made a good life and a large network of contacts and distributors so that they could sell most anything, pre-rifts artifacts, modern art, weapons, drugs. They now have a family and have since retired, leaving the family business in the capable hands of their eldest daughter, and the protection of their two sons.

Personality

Johann is a strong-willed, but hates to fight. He lived by knowing when to take a quick shot to kill the person and when to run away from a fight. He is intelligent and cunning, always able to come up with a plan at the last possible moment. This intelligence has saved him more than once.

Description

Johann is 56 years old, with graying hair and gray eyes. He prefers to look respectable, always wearing a button-up shirt of some type, khaki pants and tennis shoes. He frequently combines this with a baseball cap. For protection in the city, he wears a mega-damage trench coat. When attending formal gatherings, he will wear a tuxedo or a business suit.

Created by Thoth
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