



Sigfried Vanderhausen
Gambler/ Cleric of Ranald the Protector
 by John Keane

Abandoned by his parents at an early age, Sigfried was forced to fend for himself in whatever way was necessary. He was taken in by the Thieves Guild at the age of five, when he inadvertently hid in the doorway of one of their safe houses whilst escaping from the Watch, his pockets stuffed with stolen food. During the following years he was taught the skills of the thief and, more importantly, the ways of Ranald the Protector. His mentor and father figure Fredrik Bauer, a 3rd level Charlatan/Cleric of Ranald, initiated him into the faith and helped him to rise to the 1st level Gambler/Cleric he now is.

Most of Sigfried's life was spent in Altdorf, but for the past 18 months he has been travelling the length and breadth of the Empire searching for Fredrik. Prior to his disappearance Fredrik seemed wary and uncomfortable, and then two years ago left Altdorf for Middenheim on a supposedly short trip. Six months later with still no word, Sigfried set out to find his friend and is willing to do almost anything to achieve this end. Sigfried is 25 years old, has long straight brown hair and stands 5'8" in height. He is charming and intelligent, with a keen eye for deception and an even keener eye for a sucker. Although he is desperate to discover the fate of his old friend, he will not under any circumstances break any of Ranald's strictures.

He is unlikely to be found in Altdorf or its immediate area, but other than that may be found at almost any point of the Empire, and being a Cleric of Ranald may well wish to travel with the PC's, for protection, on part of his journey. Alternatively, the PC's may come across him in a town or city, trying to raise more capital for his travels, or they may even be his source of funds. Whatever the situation, Sigfried is a very accomplished thief and could prove very useful to PC's.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	39	38	4	3	7	43	1	43	30	48	47	47	45

Careers: Bawd, Initiate, Gambler/Cleric1

Skills: Arcane Language - Magik, Bribery, Cast Spells - Clerical 1, Gamble, Luck, Meditate, Night Vision (11yds), Palm Object, Pick Lock, Public Speaking, Read/Write, Scale Sheer Surface, Scroll Lore, SL - Classical, SL - Thieves Tongue, Silent Move Urban, Spot Traps, Street Fighting, Theology.

Possessions: Good quality clothing, dice, cards, thieves tools(hidden in concealed pocket in jacket), dagger, sword, shield, leather jack, 100 GC's worth of jewellery, 80 GC's cash.

Spells: (11 Magic Points)

Petty Magic: Marshlight, Open, Remove Curse, Sounds, Zone of Invisibility, Zone of Silence.

Level One: Camouflage Illusion (Illusionist), Cloak Activity (Illusionist), Pick Magic Lock (Specialist - Ranald).

