

Character: Jost NeumarkLevel: 1Race: Human

Class: RogueAlignment: TNReligion: TyrHomeland: HOMEGender: Male

Age: 29Height: 6'0"Weight: 160Hair: BurnetteEyes: GrayAppearance: 31

Facial Hair: BeardOccupation: SailorPersonality: Opinionated/Paranoid

Motivation: You seek the approval of Tyr you seek an heirloom to gain their favor.

STR	15	Hit Prob:	0	DMG Adj.:	0	Enc.:	55	Max Press:	170	Open Door:	8	B.B./L.G.:	7%
DEX	14	Reaction Adj.	0	Missile Attack Adj.	0	Defensive Adj.	0						
CON	8	HP Adj.:	0	System Shock:	60%	Rez Survival:	65%	Poison Save:	0	Regeneration:	nil		
INT	11	Languages:	2	Spell Level:	5th	Chance to Learn:	45%	Max Spells:	7	Illusion Immune:	-		
WIS	13	Magic Def. Adj.:	0	Bonus Spells:	1	Spell Fail:	0%	Spell Immune:	-				
CHA	16	Max Hench:	8	Loyalty Base:	+4	Reaction Adj.:	+5						

HP	1	<u>Armour</u>	Weight: 28
AC	6	Studded Leather	
Flatfoot	7	Buckler	

Unencumbered:	12	Speed	Atk Adj.	Dmg Adj.	AC Adj
Light:	(56) 9	Jog X2	0	0	Flatfoot
Moderate:	(85) 6	Charge X3	+2	0	+1
Heavy:	(113) 3	Run X4	+4	+1	+3
Severe:	(141) 1	Sprint X5	+8	+2	+5

Weapons

Name	RoF	THAC0	Dmg Adj.	Damage	Range	Type	Speed	Weight
Scourge	1	20	0	1D4/1D2	Melee	S	5	2
Main-Gauche	1	20	0	1D4/1D3	Melee	P	2	2

Saving Throws	
Paralyze/Poison	13
Rod, Staff or Wand	14
Petrify/Polymorph	12
Breath	16
Spell	15
Macabre	0

Platinum:	0	Item:	Qty.	Wgt.	Item:	Qty.	Wgt.
		<u>Thieve's Tools</u>	<u>1</u>	<u>1</u>	<u>Fishhook</u>	<u>1</u>	<u>0.01</u>
Gold:	4	<u>Lantern Oil</u>	<u>1</u>	<u>1</u>	<u>Signet Ring</u>	<u>1</u>	<u>0.1</u>
Silver:	4	<u>Chalk</u>	<u>1</u>	<u>0.1</u>	<u>Small Sack</u>	<u>1</u>	<u>0.1</u>
Copper:	8	<u>Wineskin</u>	<u>1</u>	<u>1</u>			<u>9</u>
		<u>Backpack</u>	<u>1</u>	<u>2</u>	<u>Soap</u>	<u>1</u>	<u>1</u>
Weight	47.630						

Proficiencies	
<u>Scourge</u>	
<u>Main-Gauche</u>	
<u>Language (Faustic)</u>	
<u>Language (Thieves' Cant)</u>	
<u>Fire-Building+1</u>	
<u>Tightrope Walking</u>	
<u>Gaming</u>	
<u>Fishing</u>	

Special Abilities	
<u>Pick Pockets: 25</u>	
<u>Open Locks: 17</u>	
<u>Find/Remove Traps: 15</u>	
<u>Move Silently: 12</u>	
<u>Hide in Shadows: 11</u>	
<u>Detect Noise: 23</u>	
<u>Climb Walls: 68</u>	
<u>Read Languages: 9</u>	
<u>Heavy Chain</u>	<u>3</u>

Spells Per Day		

Tyr LN: God of War

Holy Item: All military awards and decorations have been blessed. (Must have earned at least one)  
Major Spheres: Combat, War, Travelers  
Minor Spheres: Healing, Divination, Summoning  
Favored Weapon: Composite Longbow, Composite Shortbow, Parrying Dagger, flail horseman, Heavy Horse Lance, Jousting Lance, Light Horse Lance, Medium Horse Lance, Halberd, long spear, rapier, warhammer  
Favored Armor: Full Plate

Compared to the overbearing ways of Reueherr, the strict methods of Staffherr or the disturbing practices of the unspoken eldest brother, Tyr is a very well liked and sociable god. They are boisterous and loud, drinking deep from the chalice of life. The faithful of Tyr have a general pleasant disposition that conceals a more grim belief. Those who follow Tyr believe that manking is unlawful by nature and that the only way to find true law is on the battlefield far away from politicians and corrupt law enforcement. Only when a mans life is threatened is his true nature revealed. This is why the faithful to Tyr emphasize ettiquite and honor, the unspoken agreements of a man at war. Your life is short and disposeable, but not to be wasted. The faithful to Tyr are brutal, unrelenting and cunning in battle. You and your battle brothers are all cogs in the military warmachine.

It may be suprising to hear that when not on the warpath, the clergy of Tyr spend their time writing poetry, making art and enggaging in philisophical debate. The commandments of Tyr are vague and open to disposition, a common debate would be, "Is it more honourable to conduct a suprise attack knowing it would save lives?" It also commonly supprises people to find that the clergy of Tyr hate war. In their opinion, no soldier goes to war. He is sent to war by his countrymen and lords who will never lift a sword in their lives, much less have one pointed at their throat. You may not be able to stop the horrors of war, but you can try to make them less horrible.